

DragonQuest

Dragon-Newt Number 7

Rendezvous of Silver, a DQ adventure for experienced Adventurer Class PC's.

MAP PROVIDED IN DN_maps

1. Plot Synopsis

Find demonists base on this isle, seek entry to Bregors tomb.

Journey of 65miles.

Supplied with one huge sledgerin (has wheels if needed) plus three teams of beasts of burden. Control with half ride skill plus 3 x ranger rank plus PS.

If skimmer unusable all three teams can pull it and sledgerin.

Skimmer can hold 1800lbs, the sledgerin twice this. Sledgerin moves at 3mph. Beasts need to graze and be supplemented (2 lbs per day at cost of 2cf per lb of feed).

Astrology..

Where small once dwelled, giants now do, Undead, ice and air to spell a counter to you

Hobgoblins within, and "death from above"

Oh yeah, death from below with unseen love.

2. The Journey

Pilot skimmer at 2x MD if not a navigator. Plus 3 x Ranger rank if wastes ranger.

If navigator add 20 plus 7 x rank.

If fail a roll with dice more than chance plus MD, damage vehicle
Weather Chart, every 12 hours.

1. Light/Medium snow cover, good wind, skim at six mph. +20% bonus

2-4. Medium snow, poor wind, skim at only four mph. +10% bonus

5-7. Light snow, light wind, skim at only two mph. 0% bonus

8-9. No snow, low wind. Can't skim

10. Fierce snow, torrent wind, skim at 5 mph but roll at -20%

Encounter Table

Every 12 hours, 25% chance.

Roll reaction as normal

Die roll	Creature	Number
01-05	wolf	-8
06-10	goshawk	-8
11-15	jackal	-7
16-20	goblin	-4
21-25	boar	-6
26-30	neanderthal	-4
31-35	bear	-5
36-40	wolf	-2
41-45	goshawk, spy	-6
46-50	jackal	0
51-55	goblin	+2
56-60	boar	0
61-65	neanderthal	-1
66-70	bear	-2
71-75	wolf	+6
76-80	elf	-4
81-85	ogre	-3
86-90	goblin	+15
91-95	elf	+1
96-100	ogre	+3

Elves exploring (actually tracking a number of demons they observed leaving the demonic isle), goblin seeking a new home due to continued harrassment and enslavery by hobgoblins, ogres hunting, etc.

3. Set Encounters

3.1 Enter an area of desolation, about 5 miles into the Estvildes area. Great chunks of gouged up land, charred trees, hurled rocks, etc. Large paw prints (ranger: of a huge cat-like beast with a low hanging belly and heavy tail about 25' long). The diameter of desolation is at least five miles. (PC+5, see a smoking pit in the centre of the desolation. Land gently slopes down into this 120' wide pit).

Edge of the pit heavily gouged, corpses mostly charred of goats, oxen etc. A slope walkway spirals down into the pit. It is some 20 wide. (PC x 0.5, just see a cave entrance about 90' deep through the haze. 3 full spirals to reach here.

Just within the cave resides a chimera. (lore/troubador -10%)

"With a breath he slew Roger the great,
Melted his horse and melted his plate,
With a snap died Alec of lordly might,
Severed in two by a hefty old bite,
Head of the goat, the dragon and lion,
Teeth like diamonds, skin like iron"...

Gryxnyxx the Chimera			
PS:31	MD:28	AG:18	MA:0
EN:22	FT:33	WP:17	PC:18
PB:6	TMR:10	AP:8	Def:18%
Fire-Breath Rank 0 IV: 36/ D+15, passive resist for half. Not armour absorbed. 10% to destroy non-magic items.			
Bite Rank 4 IV: 40/103%/D+8.			

Within its lair are very few unrendered or melted items, 27gs, 327sp, ring adds 1 to MD, magical bolas (adds +10% chance to entangle).

3.2 Occur after a time of medium or heavier snow i.e. 2,3,4 or 10 on the weather roll. A group of fierce yetis will be in hiding, they are absolute masters of the hunt and very knowledgeable of their range. They are mostly rank 6 rangers. They will be lying in ambush a mere 30' of the trail the party is following, 3 on each side. They hide their tracks wherever they travel (with -24% extra penalty), know what herbs heal them etc. Any attempts to detect this ambush are at -30% for the yetis skill and another -10% because of the ambient favourable conditions.

Yetis (3) Adult			
PS:30	MD:23	AG:17	MA:5
EN:33	FT:37	WP:15	PC:24
PB:6	TMR:6	AP:3	Def:17%
Fist Rank 0 IV: 41/72%/D+1.			

Yetis (3) Sub-Adult			
PS:24	MD:25	AG:18	MA:3
EN:28	FT:32	WP:10	PC:22
PB:8	TMR:6	AP:3	Def:18%
Fist Rank 0 IV: 40/68%/D-1.			

Detect Ambush 102%, track 60/120%, Stealth 81%.

If tracked to lair, it is just a series of functional caves some 4 miles south of ambush. (PC x 1, evidence of some human contact, i.e. piece of twine, abandoned boot etc. as demonists have used them from time to time).

3.3 Occur one night as the group seek shelter, deep inside the estvildes. A long range patrol from the Argent is encamped nearby. There plans are to

raid north soon into the land of the Fallen Star to test their enemies.

Look upon an encampment being set up. It consists of four large beasts of burden, from which frame tents etc. are being set up by a number of goblin slaves. 6 massive set goblinoid creatures practise with the javelin at some make shift targets (a rack of various pole-arms is also near to them) while a number of large birds of prey perch while tearing up some unfortunate late supper. A huge goblinoid is feeding his mount, a huge dark yellow coloured cat with disproportionate fangs and leather barding on, and another goblin prepares a large pot of food. This camp is in a large hollow of radius 70' or so.

(5) Hobgoblins of the Argent			
PS:20	MD:16	AG:15(12)	MA:15
EN:15	FT:23	WP:11	PC:15
PB:8	TMR:5	AP:2(7)	Def:21%
Javelin Rank 3 IV: 30/73%/D+3			
Pole-axe Rank 3 IV:30/83%/D+5			

Each has up to 3 javelins, access to a pole-axe, scale armour. Each is a weapon master to rank 3 in javelin and pole-axe. They will exchange missiles and then charge if possible.

Karr, Hobgoblin Necromancer of the Argent			
PS:13	MD:16	AG:15(14)	MA:20
EN:15	FT:23	WP:14	PC:18
PB:8	TMR:5	AP:2(6)	Def:26%
War Club Rank 3 IV: 35/78%/D+2			
College of Necromantic Conjurations			
G-3	Obscurement	5/50%	

G-8	Warping Wood	5/50%
S-1	Cause Wounds	6/58%
S-2	Wall of Force	3/44%

Leather armour, war club and small round shield. Casts obscurement on himself first, then warps enemies bows or causes wounds. If engaged he throws up a wall of force around himself. He has 300sp in silver ore on his person, 3 pieces of betony. He knows a few languages and has stealth rank 3 (57%).

Ungrr Hobgoblin Captain of the Argent			
PS:22	MD:16	AG:15(12)	MA:12
EN:17	FT:25	WP:13	PC:18
PB:11	TMR:6	AP:2(8)	Def:27%
Javelin Rank 5 IV: 42/81%/D+4			
TwoHandedSword Rank 5 IV:42 /91% / D+10			

Chainmail, two-handed sword(WM5) , javelins(WM5) military scientist rank 4, beast master (felines) rank 3, Spy rank 3, wastes ranger 5. He may spot ambush/attack 74%, percieve tactics 54%. In his horde is 800sp in silver ore and a rod of binding felines (rank 3 invested, 3 charges left)

Kitty the sabre-tooth tiger			
PS:31	MD:19	AG:24(23)	MA:0
EN:22	FT:35	WP:9	PC:23
PB:10	TMR:12	AP:5(9)	Def:23%
Bite Rank 0 IV: 46/69%/D+4			
Claw Rank 4 IV: 50/85%/D+4.			

Bound by magic, has leather barding.

Where small once
dwelled, giants now
do,
Undead, ice and air
spell a counter to
you.
Hobgoblins within,
and "death from
above"
Oh yeah, and death
from below with
unseen love.

"With a breath he slew
Roger the great,
Melted his horse and
melted his plate,
With a snap died Alec
of lordly might,
Severed in two by a
hefty old bite,
Head of the goat, the
dragon and lion,
Teeth like diamonds,
skin like iron"

4. Inhabitants of the Argent.

(3) Hobgoblin Hippogriff riders			
PS:20	MD:16	AG:15(12)	MA:15
EN:15	FT:23	WP:11	PC:15
PB:8	TMR:5	AP:2(7)	Def:21%
Javelin Rank 3 IV: 30/73%/D+3			
Pole-axe Rank 3 IV:30/83%/D+5			

Each has up to 3 javelins, access to a pole-axe, scale armour. Each is a weapon master to rank 3 in javelin and pole-axe, rank 5 rider (52%). They will exchange missiles and then charge if possible.

(3) Mounted Hippogriffs.			
PS:19	MD:21	AG:19	MA:0
EN:17	FT:28	WP:14	PC:19
PB:10	TMR:4/8	AP:4(6)	Def:19%
1 x Bite Rank 0 IV: 38/86%/D+4			
2 x Claw Rank 0 IV: 38/76%/D+2.			

See p.67 for airborne combat. Wearing a light leather barding. If stunned they will be forced to land, and the rider must make a riding roll to stay on-board or the beasts spin out of control.

Rot, Hobgoblin Necromancer of the Argent			
PS:14	MD:16	AG:15(14)	MA:20
EN:15	FT:22	WP:15	PC:17
PB:6	TMR:5	AP:2(6)	Def:26%
War Club Rank 4 IV: 35/82%/D+3			
College of Necromantic Conjurations			
G-3	Obsurement	7/56%	
G-8	Warping Wood	6/53%	
R-1	Sum/bind lesser undead	5/35%	
S-1	Cause Wounds	8/64%	

Leather armour, buckler and war club. Carries six betony on himself and will have a few hundred in silver ingots. Rot is the spiritual leader of the hobgoblins. As long as he lives their morale remains high. Should he die the hobgoblins will attempt to take his remains and flee the fort.

The chosen, Rots hobgoblin guard			
PS:22	MD:16	AG:15(12)	MA:12
EN:17	FT:25	WP:13	PC:18
PB:11	TMR:6	AP:2(8)	Def:27%
Two-Handed Sword Rank 5 IV:42 /91% / D+10			
Dagger Rank 7 IV:44 /84% / D+1			

Chainmail, two-handed sword(WM5) , military scientist rank 4,wastes ranger 5. They may spot ambush/trap 74%, perceive tactics 54%. Also have a dagger and a buckler if needed.

(6) goblin skeleton guardians.			
PS:16	MD:18(15)	AG:16(14)	MA:0
EN:12	FT:10	WP:20	PC:14
PB:0	TMR:4	NA:0(5)	Def:30%
Scimitars Rank 6 38/89%/+4, 1 each			
Javelins Rank 4 36/76%/+3, 2 each.			
Uses a Large Shields at Rank 4, Wear Scalemail Armour. Immune to A type weapons			

Only present if Rot has an opportunity and time to animate them. These are particularly gruesome and cause a character to roll 4 x WP or roll on fright table.

Nimbus-Karn, Cloud Giant warrior			
PS:39	MD:16(10)	AG:15(13)	MA:4
EN:36	FT:22	WP:7	PC:26
PB:7	TMR:13	AP: 6	Def:37%
Giant Axe Rank 5 IV:47 / 95% / D+11			
Stomp Rank 6 IV: 48 / 84% / D+5			

10% bonus to magic R except versus earth where it is -20%. Military scientist rank 3 (perceive tactics 63%), wastes ranger rank 4, detect ambush 98%, Tower Shield Rank 4, Chain-mail. Carries a second axe for throwing. Axe has weapon of cold invested in it (rank 3, 62%, 2 charges). Amulet invested barrier of wind (rank 5, 58%, 2 charges. Carry ~1000sp worth of ingots.

Cumulos-Deth, Cloud Giant Air adept			
PS:35	MD:18	AG:17(16)	MA:15
EN:32	FT:22	WP:11	PC:22
PB:9	TMR:14	AP: 4	Def:30%
Stomp Rank 8 IV: 47/ 102% / D+6			
College of Air Magic			
G-1	Resist Cold	4/52%	
G-5	Wind Whistle	2/46%	
S-1	Windstorm	8/64%	
S-7	Lightning Bolt	5/45%	
S-9	Weapon of cold	3/39%	
S-10	Barrier of wind	5/35%	
32.3	Ritual investment	2/21%	
32.2	Ritual Purification	6/xx	

10% bonus to magic R except versus earth where it is -20%. WM to 6 with unarmed. Wears a leather suit. Stag horn, invested Windstorm (Rank 8, 87%, 2 charges).

Both giants currently aiding the demonists with their local knowledge. Both utterly hate dwarves, and nimbus will always attack them first.

Eagletouch, lesser summoning, demonist agent			
PS:11	MD:16(13)	AG:15(13)	MA:17
EN:18	FT:21	WP:15	PC:18
PB:17	TMR:6	AP:6	Def: 27%
Scimitar Rank 6 IV: 39/ 79 %/+4			
Magic: College of Lesser Summoning			
T-1	Comm w/ lesser beasts	7/63%	
G-4	Summon common Avians	6/75%	
G-6	Summon apes/Prehumans	3/61%	
G-7	Summon Felines	3/56%	
G-8	Bind lesser beasts	4/54%	
S-1	Commune fantastic beasts	2/48%	
S-7	Bind greater beasts	5/52%	
S-12	Summon fantastic avians	5/52%	
R32.2	Ritual Purification	5/xx	
R32.3	Ritual investment	5/32%	

Currently has bound hippogriffs and 8 goshawks which he can call to aid him. Carries a large round shield (rank 4) and wears chain if he has enough warning, as none of his spells are battle types. Beginning to dislike the demonists and will talk and perhaps aid party. He wishes to return the lands of Estvildes back into a barren sanctuary for strange and fantastical beasts. The goblins and neanderthals of the region know him and 'da bird-man' and he would use them as his care-takers and to rid the region of man, elves and especially hobgoblins.

(8) Goshawks			
PS:5	MD:21	AG:21	MA:0

EN:6	FT:10	WP:9	PC:21
PB:11	TMR:22	AP:1	Def:21%
1 x Bite Rank 0 IV: 42/86%/D-4			
2 x Claw Rank 0 IV: 42/101%/D-2.			

Raziel-tor, greater summoning, demonist agent			
PS:15	MD:16(13)	AG:15(13)	MA:5
EN:15	FT:20	WP:20	PC:14
PB:22	TMR:6	AP:6	Def: 27%
Broadsword Rank 6 IV: 33/ 100 %/+7			
Magic: College of Lesser Summoning			
Q-1	Cleansing	xx	
Q-2	Summon Succubi	3/39%	
Q-3	Summon Incubi	6/48%	
Q-5	Ritual of Truespeaking	1/53%	
Q-6	Ritual of Binding	2/xx	
R-1	Ritual sum/ demon dukes	4/xx	
32.3	Ritual investment	6/23%	
32.2	Ritual Purification	3/xx	

Carries a very fine broadsword (BC+8%, and +1D), partial plate armour and a large round shield. Has an amulet invested with Force Shield (rank 10, 83%, 4 charges), potion that heals 13 (83%).

He has so far only had conversation with Astaroth the terrible duke, has had a lesser spirit granted on one occasion, but he has summoned no other demon. He currently does have an incubi and a succubi serving him.

Angelwitch, A Succubus child of Astaroth			
PS:18	MD:26	AG:31	MA:28
EN:15	FT:27	WP:28	PC:25
PB:33	TMR:7/8	NA:2(5)	Def:31%

Bite Rank 7 IV:63/94%/+2		
IV: 66 with a spell.		
Magic: Sorceror of the Mind to rank 10		
G-4	Spell of Empathy	63%
G-5	Spell of Hypnotism	83%
G-7	Spell Control Person	73%
S-1	Spell of Mental Attack	68%
S-2	Telepathy	55%
S-3	Phantasm Spell	46%
S-6	Spell of Force Shield	83%
S-7	Spell of Healing	83%
S-10	Spell of Telekinetic Rage	46%

-3 damage from heat and cold. Willpower bonus to cast chance. Cant be stunned, Hold concentration +15%, Stealth (143%), greivous injury surprise/rear/front 20%/10%/3% to endurance only. +10 damage from rear attack. Pick pocket (132%), Charm 100%, cost 5 fatigue When ready for battle she wears a gilded shimmering delicate cloth (like a fine chainmail of AP:3, no interference in spell casting. Can be worn over leather armour and still offer protection, great value). She also wears an amulet that adds +5% versus Thaum magic.

As Raziel shows promise, Astaroth encouraged him to summon a number of succubi. As they were put to a terrible use he was most impressed and gave his daughter as a choice for next summonings. She has since fallen for him and now the pair indulge in their love, much to the anger of others. This is especially true of Morak-Kane, an incubi who plots with Eagletouch how they can, dare I say it, rule the roost.

Morak-Kane, An incubi slave of Astaroth			
PS:20	MD:24	AG:28	MA:26

EN:14	FT:24	WP:26	PC:28
PB:26	TMR:7/8	NA:2	Def:28%
Bite Rank 5 IV:61/86%/+2			
Garotte Rank 3 IV:58/63%/ +3			
Sap Rank 3 IV:58/73%/+1			
Magic: Sorceror of the Mind to rank 10			
G-1	Spell of ESP	81%	
G-4	Spell of Empathy	61%	
G-5	Spell of Hypnotism	81%	
S-2	Spell of Telepathy	42%	
S-6	Spell of Force Shield	81%	
S-7	Spell of Healing	81%	
S-8	Spell of Invisibility	56%	
S-9	Spell of Telekinesis	66%	

-3 damage from heat and cold. Willpower bonus to cast chance. Cant be stunned, Hold concentration +15%, Stealth (134%), greivous injury surprise/rear/front 20%/10%/3% to endurance only. +10 damage from rear attack. Pick pocket (132%), Charm 100%, cost 5 fatigue. +20% to knock-out with sap. Hates Astaroth and his kin. Attacks from stealth & invisibility always. May kill one PC and they try a truce with others to eliminate his enemies on this plane.

5. The Argent Fortress of Ice

Summary

Old dwarven outpost / silver mine. High halls as at time frost giants traded with these new explorers. Within last ten years has been re-opened and is now used by the Argent, part of the demon isle group, exploiting what silver remains and building up a base of operations to strike at the Fallen Stars and then to eventually drive of the Pelin Authorities.

From the top of a cliff a great spire rises up some 200', atop which is an eerie of some kind, as large nests adorn it and huge beaked heads are watchful from it. (check PC of hippogriffs as party approach within 2000', if spotted the fort is aware and 3 hobgoblins will mount the hippogriffs and attack while the giants in area 4 make ready. A hobgoblin necromancer, his two guards and 6 skeletons will be waiting in area 3 ready to strike as the giants do.

A hollow circles from NW round to the NE, with a cliff face in the North. A 80' bridge leads from the South end into the hollow.

Ground Level

1. Courtyard. This hollow once had an elaborate rail-track system in it but this has been pulled up. To the East a cave mouth disappears down into what must be a mine. The West has a similar cave leading into forges and a single track still exists to link the two. (if observed, about every hour a small truck is pushed out of the mine by 3 skeletons, of goblins, to the forge area). The North has 3 entrances, 1

had double doors but 1 is now missing, 1 has intact double doors, the other is a 20' high doorway with no doors, but the beginnings of a wall near it.

1A. The mine. Mostly blocked off with only one face in use, it makes it easier to control the skeletons if there is little choice or decision for them to make. At any one time about 20 skeletons work down here along with a dozen zombies.

1B. The forge. Here are a number of smelters and refiners where raw silver ores go in and ingots of silver are produced. 6 skeletons work in here. Currently 60 ingots in here. Each is worth 240sp and weighs 12 lbs.

2. Entrance hall. The double doors are locked (Rank 3) but not trapped. A once splendid entrance hall, bearing 3 fire places that would add to the cheer. Two statues of dwarves guard the entry stairs, their arms outstretched in welcome but their faces grim and aware. The fireplaces are not light and the room is barely lit by a couple of oil lamps. Large fur drape to the NE and an even larger one to the W. In the flickering shadows carved motifs adorn the wall. (In turn they show;

A great dwarf and a tall human gathering armies by the sea;

A frantic battle with dwarfs, men, elves and assorted other free peoples against a group of ogres, men and demonic beasts;

The great dwarf, a few elves and lizard men casting down a demon of terrible size and power;

The human knight bearing a glimmering mailed gauntlet and a shining axe slaying a wicked looking wizard;

The lizard men and a Nagian bearing the dwarf king's body into a tomb while sad dwarves look on in salute.

There are recent boot prints in the hall of man-sized and slightly larger.

3. Great Hall. Perhaps once a hall for storage, or a small market. It is now a home for beasts of burden, sleighs and in the rafters are roosting hawks, hooded. Roof is supported up to its 15' height by pillars. A narrow stairway leads down to the North.

There is much equipment here useful for travel in cold and snowy climates.

4. Great Quarters. As in the past, as now this area is used to quarter giant guests to the fort. Two long beds in it, both seemingly used at the moment. Room can be lit by oil burning lamps. A giant sized table and 3 stools are also in here. Taller folk can just see flagons, tankards and dice on the table.

A sack at the foot of each bed holds D5 silver ingots. One sack also holds a 60 lb rock (has an invested spell of weapon of cold in it, 72% rank 3, 1 charge.).

5. Troop Quarters. Each holds 3 largish bunks, one oil burning lamp, 3 small sacks, and all are look recently used.

a. 3 patrol troopers, odd personal small knife, cup, carved trinket etc.

b. 3 patrol troopers. Small table as well. On it is a box holding some dice and 20 slivers of silver (worth 1gp each).

c. Necromancers, Only 2 cots occupied. In space where third bed was is a skeletal hobgoblin in a war like position holding a javelin and a war-club. This skeleton is warded.

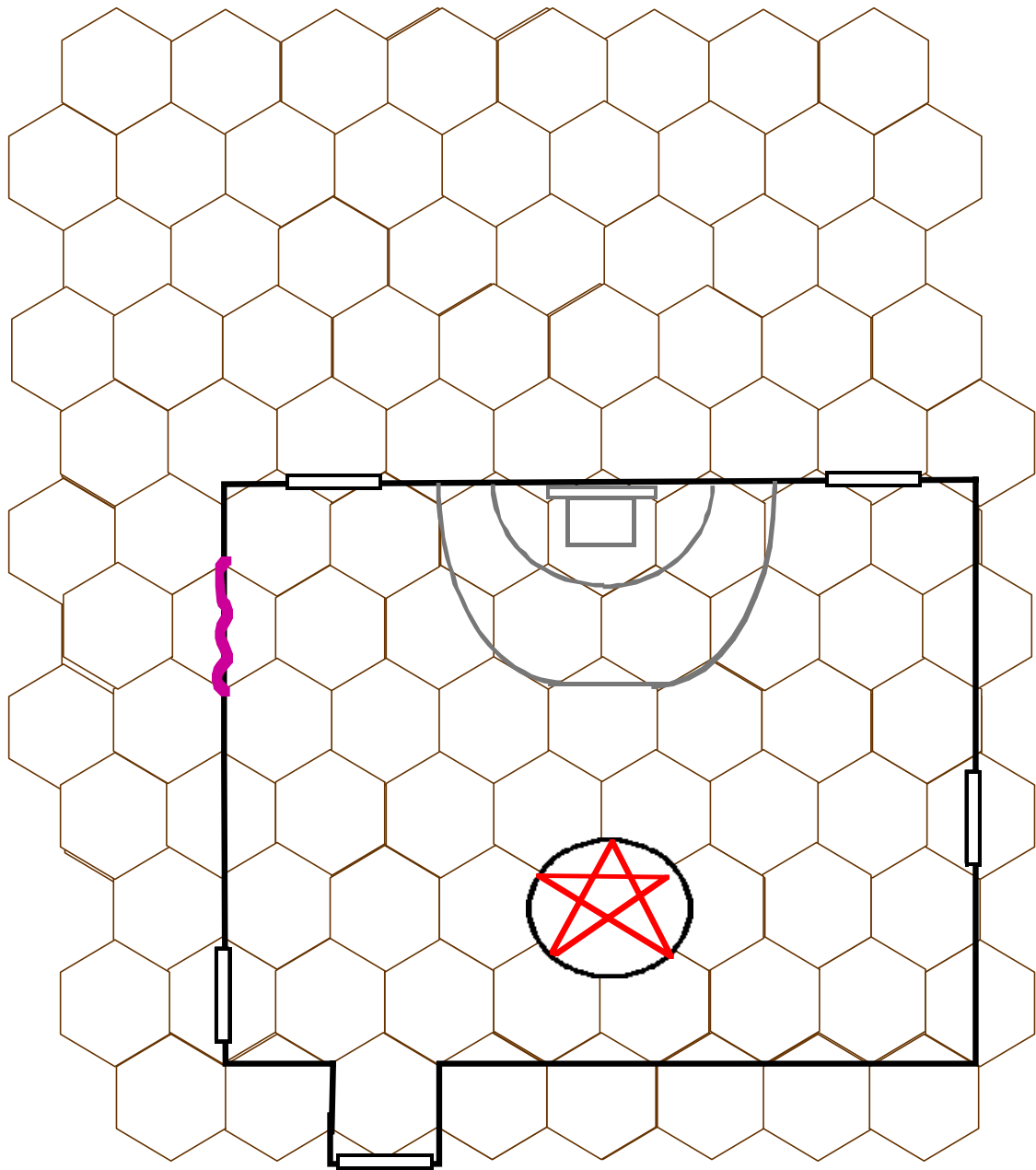
Rank 2 ward bearing a rank 6 cause wounds at 58% for (D-4) + 6 damage.

d. 3 rider hobgoblins. Room is decorated in paintings of birds, with the odd feather scattered about.

e. Necromancer guards. Third bed missing replaced with piles of broken and rusting weapons, severed heads and other body parts of slain enemies of the occupants.

f. Ungrrs quarters. Has only 1 bed. Also a sort of hobby horse affair. It has a partially finished suite of scale barding on it.

6. Training Area. There are a few wooden manikin targets in here. A rack of wooden weapons and the odd spec of blood.



First Level

This is where Eagletouch, and when he can, Morak-Kane spend much of their time investigating the riddles and drawings. Areas of interest to explore in here while Raziel-Tor and AngelWitch seal their love in the caverns below.

All the doors self lock unless hold open by a strength equivalent to 18 or more, still have a $[5+(25-PS)]\%$ to close very ten minutes.

Heavy iron braced locked door. (rank 5 lock, PS x 1 to break open).

7. A store room. Holds cages of small birds, small rodents. Bags of dried meal. One corner feels particularly cold. Here choice cuts of moose and goat hang. A heavy clothed exit to the East and a heavy iron braced door (rank 4 lock, PS x 1.5 to break open), to the North. Roof height is 7' here compared to the higher ceilings above.

8. An impressive hall, fit for a great lord of old. A Throne on a raised dias in the centre of the North wall. Two doors either side of this (both locked rank 5, PS x 1 to break). North-West a heavy drape hangs. Another door is in the South-West.

The Throne. First thing you can see is 4 small pieces of a quartz like material on the right arm of the throne if you were to sit on it. In colour they are green-blue, red, brown and silver-white.

Small 1" holes at its base on the West, South and East sides.

(Find concealments at -20% chance to notice throne will move) this is the key to unlocking the secrets. It needs:

A The elemental buttons in the throne pressing in the order shown in 10.

B The dwarves arms in 9 to fall, the throne swivels open.

C Holes in base. Insert rune-sticks (from 12) in any order. Reactivates teleporter, removing sticks will shut it off.

A man, Eagle-touch, sits behind a desk to East and Morak-kane is invisible on the throne. He will offer a deal if party rids him of Raziel and Angel-witch he will share information about this complex part of the dwarf-hold. He will give them a map of **17 to 23**. He also has the keys to open doors to:

14(W+N) and **12**.

He himself has gained access to

9, (but they have gone no further after triggered abit of the trap at 9A)

10, (the incubus believes some sort of teleportational/dimensional system is in North Wall)

12, Solved 2 of 3 riddles (which yielded 2 enruned sticks, rune sticks from Arcane Wisdom).

14, Meeting room for all the allies. Room has a true speech ward in it!

His knowledge includes: disarming trap into 9, Made some keys to fit 12 and 14 (not made for 9 yet), knows all the doors slam shut even if held by something strong. Something evil seems to dwell beyond 11.

9. Lock Rank 6, and a disarmed blade trap. The whole room has a trap, it is triggered by weight on a part of the floor. The walls are plated with wood. When someone steps on the trigger(**A**), a click is heard, and a dart shoots out from the wall on each side, leaving the wooden panels ripped off, this has already happened. The dart shoot out at the height of one's hips.

(**B**) (Rank 8, D+2 each dart). A few yards after that, again a pressure plate will cause the click, but this time, the dart pairs come at foot level, and one

pair in front of the passing character, one a bit behind, so he will go unharmed unless he tries to jump away. At (C) a spear comes through the plate into the groin!!D+6 and impaled.

At the North end of room is a dwarf statue holding a pewter mug. (Rank 7 magical trap). If mechanism is diarmed the arms will not move. Its arms will pivot, if filled with ale the arms drop and a click is heard. If removed the arms raise up and a rank 6 lightning bolt is shot out of dwarf (9% trap back-fires otherwise D+7, - AP).

10. Room elaborately decorated in picture of dwarves on the move West wall. In the South a statue of a dwarf with one fist clenched by his side and his other arm the right pointing at the Northern wall.

The pictures from North to south are a dwarf atop a great gryphon, a flotilla of dwarven ships, a band of dwarves exploring caves, two brave dwarves skimming on a sea of lava. (Air, Water, Earth and Fire). [Troubador, may recall a dwarven association with gryphons, or an efreeti once trapped by dwarves to make their vessel immune to extremes of heat and flame].

The Northern End is a teleportation device from the tomb of Bregor to here. It is meant to be one-way but solving some problems activates it to be a two-way.

11. Locked and unexplored as summoners all failed to pick the lock. It had a blade trap (rank 7) on it but this has been disarmed. Unfortunately an evil agent was trapped in this room by dwarves when the complex was near complete. It now exists as a wight (was an orc assassin).

Kassin, A wight (orc assassin)			
PS:20	MD:24	AG:17	MA:22
EN:25	FT:30	WP:22	PC:30
PB:3	TMR:5	NA:0(6)	Def:29%
Magic Broadsword Rank 6 IV:57/108%/+2*			
This ignores armour.			
Shadow from adds 22% to defence.			
Shadow Sword adds 11%,+3D			
Magic: Limited celestial Rank 10, Dark			
G-4	Shadow-form	47%	
S-1	Healing (heals 6)	77%	
S-2	Shadow-Sword	67%	

Fear attack (wp * 4 or fear table!!). IV: 61 with spells, bonuses in the dark to cast spells. Military Scientist 4, Assassin 6, Troubador 5, Spy 6. +2% grievous from front, stealth/4, 93%. Uses a magic broadsword base:60, D+6). Elven in origin, need 12 PS and MD only. Wears jet-black elven chain, silvered/gilded casts spells only at -6%. Has an indestructible small round shield. Has 20gs and 30 sp on it.

12. Been explored. On 3 walls are various riddles and to read need a minimum of and piles of brick letters. One (in rank 6 dwarf is complete),

This thing all things devours:
Birds, beast, trees, flowers;
Gnaws iron, bites steel;
Grinds hard stones to meal;
Slays king, ruins town,
And beats high mountain down.

Answer: **time**

Letters: m,s,t,a,i,e,l,r,n

one (needing rank 5 dwarf is complete),

A harvest sown and reaped on the same day
In an unplowed field,
Which increases without growing,
Remains whole though it is eaten
Within and without,
Is useless and yet
The staple of nations.

Answer: **war**

Letters s,w,a,t,y,r,e,f,

the third needs rank 7 elf and has not been solved.

Those of old, it is told

Would search until they tired,

Not for gold, ne'er be sold,

But what sought they was fire.

Those today, thou mayst say,

Have quite another aim,

In places deep, they do seek,

To find me for their gain!

Answer: **knowledge**

Letters g,s,o,w,a,t,n,r,e,f,d,l,k,e

-Clue: there are always five more letters than needed.

-Clue: as there are two 'e' it is probable they are needed.

-Clue other two answers are fairly abstract so can predict the answer is not a name or object.

If solved a third runestick appears for the throne.

13. Teleporter to a simple tomb. Any other dimensional beasts are hit by a rank 12 counter-spell as they pass through and are likely dispelled.

14. Round table and six chairs. (MA * 4 - air of magic about room.) In fact a true speech compulsion is in-laid onto table and affects those who touch it.

Room 12 riddles

One (in rank 6 dwarf is complete),

This thing all things devours:
Birds, beast, trees, flowers;
Gnaws iron, bites steel;
Grinds hard stones to meal;
Slays king, ruins town,
And beats high mountain down.

Answer: **time**

Letters: m,s,t,a,i,e,l,r,n

One (needing rank 5 frost-giant is complete),

A harvest sown and reaped on the same day
In an unplowed field,
Which increases without growing,
Remains whole though it is eaten
Within and without,
Is useless and yet
The staple of nations.

Answer: **war**

Letters s,w,a,t,y,r,e,f,

The third needs rank 7 elf and has not been solved.

Those of old, it is told
Would search until they tired,
Not for gold, ne'er be sold,
But what sought they was fire.

Those today, thou mayst say,
Have quite another aim,
In places deep, they do seek,
To find me for their gain!

Letters

g,s,o,w,a,t,n,r,e,f,d,l,k,e

ROOM 12 RIDDLE STONES



Second Level

15. East exit climbs up a narrow spiral stairway, barely narrow enough for a medium armoured, unencumbered man to squeeze up...Not that you would want to as it leads up to 3 hippogriff nests. If Eagle-Touch is dead they have fled.

16. Door locked at Rank 5. Eagle-touch has a key if needed.

17. Corridor only 1 person wide (and about 50 ft long in total). About halfway down (-20% to detect) a character has a 40% to stand on a plate with a crunch of grinding glass beneath. (remanats of a long since triggered gas trap).

18. Milky white pool, depth of 3 feet. Oil lamp, lit hangs from ceiling. Opposite pool hangs a drape.

19. Room filled with numeorus cushions filled with feathers. Sketches of various dungeons and such in bundles and drawings of winged beasts. Eagle-Touches wealth is in a bag.

20. Door (rank 4 locked , also warded trap by Angel-witch).

G-7	Spell Control Person	73%
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If succumb bang loudly on door 3 times with whatever is in hands. Gives Angel-witch and Raziel at least a PC * 3 to hear.

The room beyond. A dead goat hangs here its throat has been punctured by small fangs.

21. Cave, oil lamp lit, filled with fine cloth and drapes, a fine table, two chairs, silver crockery and utensils small stove with a chimney. Two

skeletons are in here dressed as though a butler and maid. (6lbs weight of items valued at 360sp). Draped exit to NW and NE.

22. A stone slab with a hide cover and feather pillow. Words of hatred are scrawled in blood about the walls. (this is Morak-Kanes room).

23. Cushioned mattress, discarded wine bottles and accessories of summoning scattered about this chamber of seduction. Soft lights, incense and scattered flimsy female attire.

If fully prepared

Angel-witch will have cast **Force shield** twice (adds 15% to defence against even magical attack).

Both be **invisible** and she will have cast **ESP** spell. He will be fully armoured and armed. Will have healed herself with a **healing** spell to be 2 fatigue down only.

He will mostly evade while she destroys the party with a **telepathy** then **mental attacks** at range.

Partial Force-shields only from his amulet, no armour for either.

AfterMath

The tomb contains the body of a dwarf in mail. If defiled any number of curses affect the defiler. If appoached with due reverence he hands over a shield. This is the Shield of Perseus. Adds 4% to defence, doesn't affect MD, and as otherwise described in Arcane Wisdom but only works against Entity and Arcane colleges.