

DUNGEON FANTASY™

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COMPANION

STEVE JACKSON GAMES

DUNGEON FANTASY™

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COMPANION



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About the Dungeon Fantasy Roleplaying Game

The *Dungeon Fantasy Companion* consists of three volumes: *Dungeon Fantasy Traps*, *Dungeon Fantasy Magic Items*, and *Dungeon Fantasy: Against the Rat-Men*. For more about Steve Jackson Games, the *Dungeon Fantasy Roleplaying Game*, and those supplements' web-page addresses, see pp. A-2, B-3, or C-2. The *Dungeon Fantasy Roleplaying Game* web page is dungeonfantasy.sjgames.com. The *Dungeon Fantasy Companion* web page is dungeonfantasy.sjgames.com/companion.

FOREWORD

This is an unusual book: It combines three different game supplements, complete with their title pages, tables of contents, and original page numbering. Why?

In late 2015, SJ Games decided that a boxed set of *some* kind would be a great way to celebrate the 30th birthday of *GURPS* in 2016. By January 2016, we had settled on a stand-alone fantasy RPG based on the popular *GURPS Dungeon Fantasy* series. As of February 2016, creating the *Dungeon Fantasy Roleplaying Game* had become my full-time project.



Adapting a “game engine” as substantial as *GURPS* and cherry-picking content from the extensive *GURPS Dungeon Fantasy* series (now up to 27 volumes) proved to be no small task. In fact, it became a colossal undertaking. Compiling and editing took me until August 2016, and then the production process redlined our art and layout resources until April 2017. Between the expense of the work and the fact that it would sideline *GURPS* while we did it, it was clear this wouldn’t be cheap.

Fortunately, we live in the future. Among other things, that means crowdfunding. Our plan all along was to fund the *Dungeon Fantasy RPG* via Kickstarter just as soon as we had a working draft in hand to prove that, yes, *we could do it*. The Kickstarter campaign went live on September 1, 2016, and the project was funded by September 17. Yay!

Of course, this being Kickstarter, “stretch goals” were a given. For those unfamiliar with the process, a stretch goal is a bonus (item, service, almost anything) “unlocked” for every backer if the pledges total a certain amount beyond the minimum required to fund the project. They’re purely optional

but lots of fun – and yes, they encourage people to get behind the project.

Periodically during the campaign, we proposed PDF supplements as stretch goals and asked backers to help us decide what these would be. In the end, three were selected and unlocked:

Traps. Ready-made traps for home-made adventures. This volume does for traps what *Monsters* does for monsters. Dungeons are supposed to be *dangerous*, after all!

Magic Items. Piles of additional magical gear to find as loot or even buy at Ye Olde Magick Shoppe. **Spells** has little to say about enchanted items. This supplement says a lot.

Against the Rat-Men. An adventure that picks up where *I Smell a Rat* left off. Creating a dungeon is time-consuming. This scenario *doubles* the out-of-the-box playability of the *Dungeon Fantasy RPG*.

In other words, the stretch-goal items provide *more*: more challenges, more rewards, more adventure.

Realizing that the buyers of a boxed game would probably prefer their supplements in physical form as well, we looked into getting the PDFs into print. As I said, however, the project proved expensive – we just couldn’t justify publishing *Traps*, *Magic Items*, and *Against the Rat-Men* as fancy, full-color rulebooks like those in the *Dungeon Fantasy RPG* box.

Kickstarter offered a neat solution in the form of “add-ons”: goodies beyond the core offering and stretch goals, available for purchase by backers. In practical terms, we could not only promise backers the *Dungeon Fantasy RPG* and any unlocked stretch goals, but also offer them additional stuff to buy. Aha!

We decided that we could afford to print the three PDFs *if* people were willing to pay for it. We couldn’t predict add-on sales, however, so we erred on the side of caution. We offered all three supplements in a single book: the *Dungeon Fantasy Companion*.

That’s why this is a book in three sections: “Book A,” “Book B,” and “Book C,” for *Traps*, *Magic Items*, and *Against the Rat-Men*, respectively. Each section has its own page numbering with “A,” “B,” or “C” in front of the original page number. By ignoring the letter, you can follow cross-references whether you’re working from print *or* PDF. By paying attention to the letter, you can easily refer to the pages of this collection and use the unified table of contents at the front.

In short, the *Dungeon Fantasy Companion* offers you more of everything in one big book. And as every delver knows, bigger is better. Enjoy!

– Sean Punch, May 11, 2017

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TRAPS



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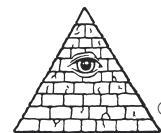
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ABOUT THE *DUNGEON FANTASY ROLEPLAYING GAME*

The *Dungeon Fantasy Roleplaying Game* is compatible with *GURPS*. Steve Jackson Games is committed to full support of players of these and all its games. We can be reached by email at info@sjgames.com. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Resources that we provide include:

New supplements and adventures. *GURPS* continues to grow – see what's new at gurps.sjgames.com.

Warehouse 23. Our online store offers *GURPS* print items, plus PDFs of our books, supplements, adventures, play aids, and support . . . including exclusive material available only on Warehouse 23! Just head over to warehouse23.com.

Pyramid (pyramid.sjgames.com). Our monthly PDF magazine includes new rules and articles for *GURPS*. It features systemless locations, adventures, and much more. Look for each themed issue from Warehouse 23!

Internet. To discuss the *Dungeon Fantasy RPG* and *GURPS* with our staff and your fellow gamers, visit our

forums at forums.sjgames.com. You can also join us at [facebook.com/sjgames](https://www.facebook.com/sjgames) or twitter.com/sjgames. Share your campaign teaser in 140 characters or fewer with #GURPShook on Twitter. Or explore that hashtag for ideas to add to your own game! The web page for the *Dungeon Fantasy Roleplaying Game* can be found at dungeonfantasy.sjgames.com. The web page for *Dungeon Fantasy Traps* is located at dungeonfantasy.sjgames.com/traps.

Gamer and Store Finder (gamerfinder.sjgames.com): Connect with other people and places playing our games. Add yourself to our database so they can find you as well!

Bibliographies. Bibliographies are a great resource for finding more of what you love! We've added them to many *GURPS* book web pages with links to help you find the next perfect element for your game.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Errata pages for our products are available at sjgames.com/errata.

INTRODUCTION

Brave heroes have no shortage of things trying to kill them, from wicked sorcerers to slaving monsters. But *traps* hold a special place in this genre. There's no emotional impetus behind a trap, and the enemy who set it may even be long gone – which is why traps drive home the point that *even the dungeon itself is trying to kill you!*

Traps and tricks allow the GM a chance to be truly creative and diabolical, seeking new ways to surprise and shock the adventurers (and their players). But sometimes the process of creation can use a little bit of inspiration . . . or the delvers have wandered off into uncharted territory, and the GM needs a trap *now*. No matter the reason, the 60+ ready-to-use examples in *Traps* will keep the entire party on their toes. Those who survive, at least.

RECOMMENDED BOOKS

Traps uses the statistics explained on pp. 70-71 of *Exploits*. As such, that book is required to properly use this one. A few traps, mainly those involving summoned and hidden creatures, require *Monsters* as well.

PUBLICATION HISTORY

Some of these traps first appeared in *GURPS Dungeon Fantasy 16: Wilderness Adventures* and “It’s a Trap!” from *Pyramid* #3/60: *Dungeon Fantasy III*.

ABOUT THE AUTHORS

As the Assistant *GURPS* Line Editor for Steve Jackson Games, Reverend Jason “PK” Levine has been fortunate enough to contribute to the original rules from which the *Dungeon Fantasy Roleplaying Game* was derived. (Does that make him this game’s godfather?) He’s been taking players on

Delicate Work

All *DX*-based rolls to disarm, rearm, or steal a trap (or trick) – not just those involving the **Traps** skill – benefit from **High Manual Dexterity** and suffer from **Ham-Fisted**. This includes *DX*-based **Alchemy**, **Hazardous Materials**, and **Thaumatology** rolls, though never *IQ*- or *Per*-based rolls.

The Off Switch

In any *inhabited* dungeon, there’s likely to be a simple way to disable any trap or trick, at least temporarily – otherwise it would be nearly impossible to live there! The GM should decide where to hide these. Of course, such a switch should be very hard for interlopers to spot, usually requiring a *Per*-based **Traps** roll at -8 or worse.

dungeon crawls since he was 12, and enjoys a good trap almost as much as he enjoys a terribly evil one. He keeps a repository of RPG randomness at www.mygurps.com, and lives just outside of Chattanooga with his amazing wife and family.

A frequent contributor to *Dungeon Fantasy* and *Pyramid*, Christopher R. Rice is constantly writing, tinkering with, and running *GURPS*. Of course, if he’s not writing about *GURPS*, he’s blogging about it. Visit his site “Ravens N’ Pennies” (www.ravensnpennies.com) for more *GURPS* goodies. From Portsmouth, Virginia, he wishes to thank L.A., his own personal muse, as well as the rest of his gaming group (The Headhunters) and his family (especially his mother). Special thanks to Elizabeth “Archangel Beth” McCoy for all that she’s done and taught him.

Grükuk grunted impatiently. “Do you know what the symbols mean or not, monk? Remember, we have to reach the lich before her midnight ritual starts.”



“Yes, which means reaching her in one piece,” Francesco countered. “This is the old tongue for ‘plague’ . . . and pestilence is not something I’m equipped to –”

“Is that all?” Grükuk grinned and bounded down the hall, past the stunned cleric.

CHAPTER ONE

TRAPS

These traps range from annoyances to potential party-killers, which is why it's important for the GM to tailor challenges to fit the skills and power level of the PCs. As a rule, if the GM can't think of any way for the party to escape or avoid the trap, *and* its effects are lethal enough to incapacitate them, considering using a different one!

Alternatively, the GM can adjust an existing trap to make it fit the party better, or even invent brand new ones. Here are some guidelines:

Detect and Disarm: This is usually **Traps**, or **Thaumatology** for magic. The GM should strongly encourage the group to give *some* of their PCs those skills at character creation, if for no other reason than to avoid stumbling into every trap in

Keep an Eye Out

Many traps and tricks give a **Perception** or *Per*-based skill roll to detect, avoid, or save. Such a roll always takes the modifiers for *Sense Rolls* (**Exploits**, p. 9) based on the most applicable sense (usually vision). This applies even in the rare cases where a delver must *fail* such a roll; advantages like **Acute Senses** make it harder to do so, while disadvantages like **Hard of Hearing** make it easier.

this supplement! If the party is deficient here, a kind GM may allow them to use a loosely related skill, like **Observation** or **Scrounging** (or **Occultism** for magic). The skill penalties here are only *suggestions*, and can be varied freely based on how obvious the GM wants the trigger and trap mechanisms to be.

Avoid: Remember that this is only for getting around *detected* traps. As such, there should usually be a way to do so, and it may even be automatic. For avoiding pits, see p. 12.

Save: As the last-ditch roll for those caught in a trap, this is important. Physical attacks and sudden falls usually allow an active defense, while magical and noxious effects give a **HT** or **Will** roll to resist. Don't hesitate to change the modifier; a bonus makes a trap *far* more survivable, while a penalty can ensure doom.

Effects: Tailor this to the group, particularly damage. Assume the trap will inflict (4 × dice) points of damage, see what that does to each adventurer, and then adjust to keep it dangerous yet survivable (unless it's meant to be truly lethal). When changing the damage on falls, be sure to adjust the distance to match the chart on p. 67 of **Exploits**.

Shots, Rearm, Steal: These just need to make sense for the trap, regardless of party composition. However, consider tailoring the "Steal" value to fit the group's usual loot haul. If the trap rearms *itself* after triggering, note this as "*Rearm: Automatic*"; this takes place 1d×10 seconds after activation unless otherwise specified.

ALCHEMY AND GUNK

Concoctions and hazardous potions are common threats, as they're easy ways for non-spellcasting bad guys to include magical effects in a dungeon without having to rely on *Foul Magic* (pp. 7-8). See also *Alchemy Basin* (p. 19).

ALKAHEST SIPHON

A siphon attached to a tripwire squirts alkahest (*Adventurers*, p. 116) at unsuspecting adventurers. (The GM can fill this with other concoctions to vary the trap's effects.)

Detect: *Per*-based **Traps** at -9.

Disarm: *DX*-based **Traps** or **Hazardous Materials**. Failure triggers!

Avoid: Automatic (step over the tripwire).

Save: Detection, or **Hearing** at +1, allows a **Dodge** roll.

Effects: 1d corrosion, bypassing DR.

Shots: 1d.

Rearm: Yes, requires *DX*-based **Traps** roll.

Steal: Yes, with a *DX*-based **Alchemy** or *DX*-based **Hazardous Materials** roll to steal alkahest grenades equal to remaining shots, and a *DX*-based **Traps** roll to steal the siphon (\$1,000, 10 lbs.).

BLACK WIND

This small room or hallway is lined with pressure plates. Touching one results in the area being pumped full of demon's brew (*Adventurers*, p. 116), dispersed through sprayers to cover a four-yard-radius area and linger. This trap is often found areas with low or no mana and sanctity, to prevent **Purify Air** from easily countering it.

Detect: Per-based **Traps**.

Disarm: DX-based **Traps** or DX-based **Poisons**.

Avoid: **DX** at -5 or **Light Walk**.

Save: **HT** to halve injury (round down).

Effects: 2d HP of injury per *second* spent in the area, to anyone who breathes.

Shots: 1d, each lasting 5 seconds.

Rearm: Yes.

Steal: Yes, with a DX-based **Hazardous Materials** or DX-based **Poisons** roll. Yields one dose of demon's brew per remaining shot.

MAGEBANE DUST

A five-yard stretch of corridor covered with magebane (*Adventurers*, p. 116) that's been made to look like ordinary dust and grime. By adjusting "Save" and "Effects," the GM can use this as the template for *any* trap involving a grenade; demon's brew, sleep potion, visibility dust, and weakness potion are all particularly fun examples.

Detect: Per-based **Thaumatology** – or **Perception** + **Magery**, for mages – at -6.

Disarm: **Alchemy** or **Hazardous Materials**.

Avoid: **DX** at -5 or **Light Walk** to avoid disturbing the dust while walking at Move 1. If moving faster, each point of Move past 1 gives another -1.

Save: Detection, or **Smell** at -2, allows a **HT** roll at -2 to *not* inhale the dust.

Effects: Bards and wizards cannot cast spells for one hour.

Shots: 1.

Rearm: No.

Steal: Yes, can be scraped into a container with a DX-based **Alchemy** or DX-based **Hazardous Materials** roll. Yields enough for (margin of success) + 1 magebane grenades.

RAIN OF LIQUID ICE

Pressure plates in the floor trigger sprayers in the ceiling that rain liquid ice (*Adventurers*, p. 116) down along a 10-yard stretch of passageway. Once triggered, your best defense is to put up a shield and run!

Detect: Per-based **Alchemy** or Per-based **Traps**, at -4.

Disarm: DX-based **Alchemy** or DX-based **Traps**, at -4.

Avoid: **DX** at -5 or **Light Walk**.

Save: **Block** at -2 avoids the effects for one second, plus an additional second for every two full points of success, as you move down the passageway.

Effects: 2d(5) burning per second. This is extreme cold and cannot set fires.

Shots: 3d sprays of 10 seconds each.

Rearm: Yes.

Steal: Yes, by getting to the sprayers *within* the ceiling and making a DX-based **Alchemy** or DX-based **Hazardous Materials** roll. Yields one liquid ice grenade per remaining shot.

COMMON DANGERS

These classic traps can be found in almost any type of dungeon. In addition, most of them work well as outdoor hazards and are thus easily dropped into wilderness adventures.

DEADFALL

Something heavy (logs, stones, rusty morningstar heads, etc.) is stashed above the delvers, ready to come crashing down when the tripwire is struck. Everyone within a one-yard radius of the victim is "attacked" with effective skill 9.

Detect: Per-based **Traps** at -5.

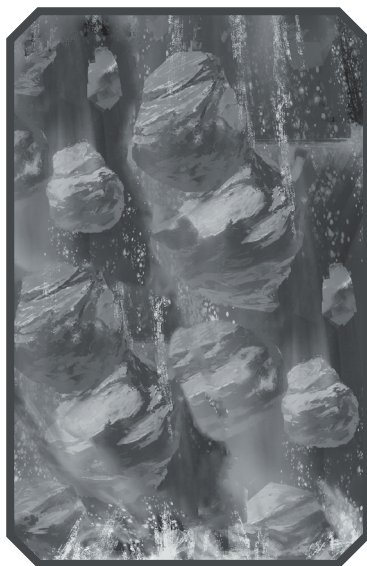
Disarm: IQ-based **Traps**. Failure triggers!

Avoid: Automatic (step over the tripwire).

Save: **Dodge**, at -2 without **Danger Sense**, but +3 for diving for cover. Successful or not, you end up prone.

Effects: 10d crushing.

Shots: 1.



Rearm: Yes, but one or more delvers who *aren't* making the Traps roll must hold 150 lbs. over their heads for a full minute; see *Lifting and Shifting* (*Exploits*, p. 22).

Steal: No.

ELVEN CLOTHESLINE

This trap is only a danger to riders – anyone on foot can automatically detect and avoid it (and steal it, if desired) – and is thus exclusive to the outdoors.

Detect, Disarm, Avoid: No.

Save: Per-based **Riding** or **Traps**, at the speed/range penalty for current Move (looked up as yards; *Exploits*, pp. 97-98); e.g., -4 on a warhorse galloping at Move 8. Success allows a **Dodge** roll.

Effects: Dice of crushing damage equal to (mount's Move)/5, rounded to nearest whole number. Roll 1d for hit location: 1 is face, 2 is neck, and 3-6 is torso. Victim must roll **Riding** (at -4 if he suffers stun or knockback) or be unhorsed.

If damage neither penetrates DR nor unhorses rider, the rope snaps.

Shots: Constant.

Rearm: Yes.

Steal: Yes. Gives 1d+1 yards of useful rope.

PORTCULLIS

Upon a tripwire being triggered, a heavy portcullis slams down behind the delvers and locks into place, trapping them in a room. (This may be to imprison them, or the room itself may be dangerous due to monsters, environmental damage, etc.) Anyone unlucky enough to be standing under it must save or take damage! To escape, see *Bashing, Forcing, and Bending* (all **Exploits**, pp. 22-23). The portcullis bars are each DR 12, HP 23.

When the portcullis drops, metal bars (inside the walls) spring forward to lock it into position. These bars cannot be attacked, but they can be *forced*, as long as the group is strong enough to lift the 1,000-lb. barrier; see *Lifting and Shifting* (**Exploits**, p. 22). They have DR 4, HP 23.

Detect: Per-based **Traps** at -2.

Disarm: DX-based **Traps**.

Avoid: Automatic (step over the tripwire).

Save: **Hearing** at -2 allows a **Dodge** roll at -2.

Effects: 8d crushing.

Shots: 1.

Rearm: Yes, if you can lift it, though anything bent or forced remains broken.

Steal: No.

SCATTERSHOT

This simple-but-deadly trap is widely and fondly used by Hell Gnomes. The trap is usually triggered by tripwire (though other methods are possible), after which powerful springs hurl an array of pebbles, glass, scraps of metal, and more toward the delver at very high speeds.

Detect: Per-based **Traps** at -2.

Disarm: DX-based **Traps** at -2.

Avoid: Automatic (step over the tripwire).

Save: Detection, or **Hearing**, allows **Block** or **Dodge**, at -3. Success avoids one projectile, plus *two* more per point of success.

Effects: Roll against effective skill 12 for each target; one projectile hits automatically, plus another *two* per point of success. Each does 1d-2 piercing to a random hit location.

Shots: 3d.

Rearm: Yes.

Steal: Yes; the springs (1d pounds) are worth \$10/lb. as scrap or up to five times that to a dedicated artificer.

SNAP, CRACKLE, POP

This spring-loaded leg-hold trap resembles a giant bear trap. It is concealed within a specially made indentation in

the floor. Triggering the pressure plate causes it to snap shut. This *is* big enough to encompass the torso of a typical delver.

Detect: Per-based **Traps** at -4.

Disarm: DX-based **Traps** at -4.

Avoid: Automatic (walk around the center trigger).

Save: **Dodge**, at -2 without **Danger Sense**.

Effects: 1d+3 crushing, then win a Quick Contest of ST against ST 16 to open; loss by 5+ or critical failure inflicts another 1 HP injury.

Shots: 1.

Rearm: Yes.

Steal: Yes, yields one monster trap (*Adventurers*, p. 114).

SPIKED BRANCH

A springy branch or sapling (outdoors) or root (underground) – or a rigid stick relying on rope torsion – spikes the target when triggered.

Detect: Per-based **Traps** at -5.

Disarm: DX-based **Traps**. Failure triggers!

Avoid: Automatic (step over the tripwire).

Save: **Dodge**, at -2 without **Danger Sense** or **Peripheral Vision**.

Effects: 2d impaling.

Shots: 1.

Rearm: Yes.

Steal: Yes. Gives 1d-2 yards (minimum 1) of useful rope and 1d wooden stakes.

SPRING SNARE

Upon stepping into a concealed snare, the victim is yanked off of his feet and dangled high in the air, now an easy target. Outdoors, or in vast caverns, the torsion is usually provided by a tree; in most dungeons, it involves a pulley and counterweight. Anyone who can't get free is doomed to starve. A ST 29+ target ignores the effects below, and is instead held by a leg until three successful **DX** or **Escape** rolls are made; each takes a Ready maneuver.

Detect: Per-based **Traps** at -5.

Disarm: **Knot-Tying** or DX-based **Traps**. Failure triggers, snaring *both* arms!

Avoid: Automatic (walk around the snare).

Save: No.

Effects: Victim dangled by one leg until ally takes five seconds to free him, or *cutting* or *burning* damage destroys rope (DR 1, HP 2). A dangling person uses **DX** or **Fast-Draw**, at -2, to reach a weapon (failure drops it). Once armed, the victim attacks at -4 (*including* modifiers for size, All-Out Attack, etc.), with failure striking his own leg on a 9 or less. The fall afterward does 1d+2 crushing. **Acrobatics** lets him kip up, grab the rope, and cut it at -2 with no risk of self-injury or falling.

Shots: 1.

Rearm: Yes.

Steal: Yes. Gives 1d+1 yards of useful rope.

FOUL MAGIC

Nothing says “fantasy” like wicked spells and enchantments to overcome!

DEHYDRATING BASIN

This appears to be an innocuous silver basin, decorated with jewels and filled with sweet-smelling water. (Its beautiful appearance may be true, or it may be a simple basin covered with an illusion; GM’s call.) Anyone spotting it is mesmerized and drawn to touch it, at which point the water animates and drains the victim’s vital fluids! Removing the water disarms the trap temporarily, but **Remove Curse** is needed to neutralize it permanently. At the GM’s option, this may be an unholy trap and thus also susceptible to **Exorcism**; see *Curses 101 (Exploits, pp. 23-24)*. It resists either with effective skill 20.

Detect: *Per*-based **Thaumatology** at -4 (or no penalty if you’ve seen this type of trap before).

Disarm: **Thaumatology** at -4 drains the water, temporarily negating the trap. See above for permanent disarming.

Avoid: Automatic (unless it’s in your path).

Save: **Will** at -4 to resist being drawn in (or straight **Will** if the trap was detected and you’re prepared for it).

Effects: 3d-3 HP of injury.

Shots: Constant.

Rearm: Yes; add water.

Steal: Yes, if disarmed. The basin is worth \$15,000 on its own, or just \$500 if its appearance was actually an illusion. Either way, a shady buyer might pay \$2d×500 more if aware of the trap’s abilities.

FLAME NET

This isn’t an actual net, but an array of Flame Jet (*Spells, p. 30*) projectors, which target anyone who steps into the warded area.

Detect: *Per*-based **Thaumatology** – or **Perception + Magery**, for mages – at -2.

Disarm, Avoid: No.

Save: Detection, or successful use of **Danger Sense**, allows a **Dodge** roll which avoids one jet plus another per point of success.

Effects: Roll against effective skill 12 for each target; one jet hits automatically, with another jet hitting per point of success. Each does 3d burning.

Shots: Infinite.

Rearm, Steal: No.

HIEROGLYPHS OF INSANITY

Along the walls, floors, and ceiling of an area are various pictures, hieroglyphs, and words (including a few prominent instances of “TREASURE” and “RICHES”) scrawled in various languages. Anyone studying them for a minute (which

automatically allows a detection roll, a few seconds in) must roll against **Will**. (However, the GM should *lie*, saying that this is a modified IQ or skill roll to puzzle through the clues.) If this succeeds, roll again at -1 after 10 minutes, again at -2 after an hour, again at -3 after two hours, at -4 after three hours, and so on, until the hero gives up or fails a roll. This roll is further modified by the delver’s traits:

Modifiers: -1 for **Curious** (15), -2 for (12), -3 for (9), or -4 for (6). -1 for **Greed** (15), -2 for (12), -3 for (9), or -4 for (6). +3 for **Short Attention Span**. +3 for **Illiteracy**. **Blindness** grants immunity.

Failure convinces the victim that the glyphs show clues to an amazing treasure! This bestows Obsession (Decipher the location of the hieroglyphs’ treasure!) (6) [-10] until cured via **Remove Curse** (or temporarily fixed, e.g., by a **Forgetfulness** spell); the curse resists with skill 15. Worse, the victim will *not* leave the runes willingly and will have to be forcibly removed. He has -5 on any roll to notice something else or pursue some other goal, and must roll against **Will** even to eat, drink, sleep, etc.

Detect: *Per*-based **Thaumatology** or *IQ*-based **Hidden Lore (Lost Civilizations or Magical Writings)** – or **Perception + Magery**, for mages – at -3.

Disarm: Obscure the glyphs; the roll depends on your method (e.g., **DX** at +5 to paint over them or cast **Simple Illusion** to cover them). This will not free an ensorcelled victim, however, *and* requires “Avoid” rolls to act without penalty.

Avoid: Automatic if you close your eyes, which has its own drawbacks! Or squint and stare doggedly down the hall or at the exits only, which gives -5 to *every* action here unless you first succeed at a **Per** roll.

Save: **Will**, modified as above.

Effects: See above.

Shots: Constant.

Rearm, Steal: No.

IMPRISMENT

This 12-yard-wide room is missing most of its floor, except for three pedestals spaced in a straight line, three yards from each other and from the two doors. Above, a series of prisms hang from the ceiling, slowly spinning as their multicolored light pours down throughout the room. The walls hold several pictures of a man wearing a crown with sunbeams emanating from it and rubies for eyes.

Those wishing to cross must jump (*Exploits, p. 20*) from pedestal to pedestal, being careful to avoid the beams of prismatic light. Touching the light causes the nearest picture to shoot a bolt of energy toward the offender, likely knocking him off of the pedestal to the bottom of the 10-yard pit.

Detect: *Per*-based **Traps** at -2, *Per*-based **Thaumatology**, or **Perception + Magery** (for mages).

Disarm: **DX**-based **Traps** at -2 or **DX**-based **Thaumatology** – but only for those who can safely reach the prisms or paintings.

Avoid: **DX** at -(1d/2), rounded for the worse, every second of being in the room (except while at the bottom of the pit), to avoid touching the light. Failure by 5+ or critical failure means obstructing multiple beams, and the incoming attack inflicts *double* damage.

Save: **Dodge**, at the same penalty to avoid the beams (above).

Effects: 4d crushing only for the purposes of knockback (**Exploits**, p. 53) + linked 1d-3 burning. Falling does 3d crushing.

Shots: Infinite.

Rearm, Steal: No.

LETHAL CONSTRUCTION

Sometimes an entire room or hallway is devoted to ruining the party's day.

BOWLING FOR BOULDERS

This 30-yard-long, curving hallway slopes gradually upward and has walls that bow outward slightly, making its cross-section almost circular. Shallow "cubbyholes" line the sides at irregular intervals. A series of pressure plates at the halfway mark release a *massive* (10,000-lb.) stone sphere down a steep ramp at the far end; it takes a total of four seconds to roll down the hallway and crash into the entrance, clogging it completely.

Those who hear or feel the sphere drop can turn and run back to the entrance; they have four seconds to cover 15 yards (though the GM shouldn't tell them that). *Extra Effort* (**Exploits**, p. 20) may be necessary. Their friends who *didn't* sense the sphere must roll against **IQ** (at +6 for **Combat Reflexes**); success lets them start running immediately, but failure means they delay for one second. For anyone who can't cover the distance, see "Save," below.

Anyone who saved and survived can continue down the corridor, which ends in a normal door (GM's call whether it's locked or otherwise problematic). Those who made it back to the entrance are shut out, but can try rolling the sphere back up; treat its effective weight as 2,000 lbs. for *Lifting and Shifting* (**Exploits**, p. 22). Or they can destroy it, which requires inflicting 1,500 points of basic damage using burning, corrosion, crushing, cutting, or huge piercing attacks (impaling, piercing, and large piercing attacks are also allowed, but divide effective damage by 10). Don't play this out! Figure the group's average damage per second and use that to estimate how long it takes. Every minute, everyone loses 1 FP and the GM should see if wandering monsters (**Exploits**, p. 85) hear the banging and clanging.

The sphere is heavily laced with meteoric ore (too low-grade to be worth anything but scrap, unfortunately); attempts to manipulate it magically are resisted by effective skill 20. **Shape Earth** can be used on the entrance itself, however, to allow the sphere through. If the GM is feeling nice, there may also be a lever at the end of the hallway that opens a pit beneath the sphere, giving access to the hallway again.

Detect: **IQ**-based **Traps** to predict the stone threat based on the hallway. **Per**-based **Traps** to spot the pressure plates. **Hearing** or **Touch**, at +2 for **Danger Sense**, to detect the sphere being loosed; if no one does, roll again every second at a cumulative +4.

Disarm: **DX**-based **Traps**. Failure triggers!

Avoid: **DX** at -5 or **Light Walk** to avoid the numerous pressure plates. *Running Away!* (**Exploits**, p. 22) to race the sphere back.

Save: **Dodge** to make it to a cubby. If that fails, **Acrobatics** or **Escape** at -4 lets the hero flatten against the wall, taking only 1/3 damage.

Effects: 8d crushing.

Shots: 1.

Rearm: Yes, if those who made it back to the entrance are strong enough to push it back up.

Steal: No.

CRUSH ROOM

A slowly shrinking room, with two opposite walls (or the ceiling and floor) slowly moving toward each other to crush everyone inside. All points of entry lock or are blocked off when this is triggered (*You Shall Not Pass*, p. 10). Any item used to brace against the walls takes 5d×4 crushing damage per second (unless unbreakable, like an orichalcum spear). Trying to hold either wall back with brute strength is a Regular Contest (**Exploits**, p. 8) of ST against its ST 90; if multiple delvers work together, use the highest ST plus 1/5 of everyone else's ST.

This trap has the potential to easily kill the entire party and should be used with caution.

Detect: **Per**-based **Traps** at -10.

Disarm: If not yet triggered, **DX**-based **Traps** at -5. Failure triggers it!

Avoid: No.

Save: No fixed method, but the GM should reward creative effort. The party has about one minute once the trap triggers. Anything which stops a wall from moving forward for five full seconds will reset the trap and unlock the doors.

Effects: 5d×4 crushing damage to everyone in the room.

Shots: Infinite.

Rearm: Automatic.

Steal: No.

DRAGON'S MAW HALLWAY

The walls of this hallway appear to be made of glass or obsidian and reflect light oddly. Written in the **Reptilian** language, over and over on the glassy floor, are the words,

“The claw that stands out gets ripped off.” Setting even one foot in the hallway results in spikes, carved to look like dragon's teeth, extending from the ceiling, which then drops to 5' from the ground. This impales the unwary at about shoulder level – though dwarves, halflings, and the like are safe.

EVIL RUNES

These strange magical glyphs afflict delvers with an immediate, hostile effect. No one knows who's responsible for them, but most heroes agree that they'd like to hit the carvers. In the face. With a maul.

Some runes glow and are easy to spot. Others are subtle, resembling scratches, scuff marks, etc. They're a permanent fixture, resistant to damage and impossible to move or steal. This *usually* prevents delvers from disarming them . . . however, the GM may designate any runes as “etched.” If so, expending three doses of acid or one dose of alkahest (*Adventurers*, p. 116), and succeeding at a *DX*-based **Thaumatology** roll, effectively “disarms” one hex of runes safely and permanently; failure on the roll triggers them *and* wastes the concoction.

Runes can be triggered by *contact* (avoidable via careful footing), *proximity* (automatically affect everyone walking through the area), or *sight*. The latter require the victim to get within three yards of the runes while they are in his field of vision. He does *not* have to specifically notice or recognize the rune, though a generous GM may give the unwitting delver a chance to *fail* a Vision+6 roll (ignore darkness penalties) to miss looking in the runes' direction entirely.

All runes rearm automatically after expending their energy. The GM must decide whether this is *instant* (common for noxious and annoying effects) or *gradual* over the course of about a minute (common for damaging runes). When dealing with the latter, “Send in our toughest fighter!” is a valid approach! Feel free to vary these; if a scenario calls for a 10-second rearm, just note it as such.

Runes are triggered by intent and follow the laws of magic; the GM is free to frustrate parties trying to “rules lawyer” runes to their advantage. Luring monsters into the rune-filled hallway is a valid plan; setting up complex plans to “trick” the runes is not.

Detect: Automatic for glowing runes. Otherwise, *Perception* – or **Perception + Magery**, for mages. (For *sight* runes, success spots them before getting close enough to trigger them, unless the delvers can't roll before getting close; e.g., they turn the corner and the runes are two yards away.) A follow-up *IQ*-based **Thaumatology** roll reveals what the runes do.

Disarm: No – unless *etched* (see above).

Avoid: For *contact* runes, **DX** at -5 to walk without stepping on them. For *proximity* runes, no. For *sight* runes, just close your eyes and accept the downsides of being blind . . . though many carvers sprinkle contact or proximity runes in the middle of the sight-based ones!

Save, Effects: Varies by runes.

Shots: Infinite.

Rearm: Automatic (either *instant* or *gradual*; see above).

Steal: No.

Sample Runes

Agony (any; gradual): Resist Agonize-15 with **HT** or suffer agony (**Exploits**, p. 66) for (margin of loss) minutes.

Blindness or *Deafness* (any; gradual): Resist Strike Blind/Deaf-15 with **HT** or be blinded/deafened for (margin of loss) minutes.

Burning or *Shocking* (contact or proximity; gradual): No resistance; take 3d burning damage. Armor doesn't protect, but *natural DR* does.

Dehydrating or *Suffocating* (any; gradual): Resist Dehydrate-15 with **HT** or suffer 3d-3 HP of injury.

Deathtouch (any; gradual): No resistance; suffer 3d HP of injury.

Fascinating (sight; instant): Resist Fascinate-15 with **Will** or be unable to move or look away from the runes for (margin of loss) minutes – or until someone or something breaks your line of sight.

Feeblemind (proximity or sight; instant): Resist Foolishness-15 with **Will** or have IQ reduced to 1 for (margin of loss) minutes.

Freezing (contact or proximity; gradual): Resist Frostbite-15 with **HT** or suffer 3d HP of injury.

Immobilizing (contact; instant): Resist Rooted Feet-15 with **ST** or your feet are stuck in place as per p. 22 of **Spells** for (margin of loss) minutes or until you break free.

Paralysis (any; gradual): Resist Total Paralysis-15 with **HT** or suffer paralysis (**Exploits**, p. 66) for (margin of loss) minutes.

Stunning (any; instant): Resist Stun-15 with **HT** or be stunned. Roll against **HT** every second to recover, after which you must resist the runes again.

Teleporting (contact or sight; instant): Resist effective skill 15 with **Will** or be teleported somewhere (usually predetermined). See **Body Sense** (*Adventurers*, p. 73).

This three-yard stretch of spikes can be easily ducked under, but the next three yards feature spikes that drop to 4', then 3', and so on. By the time the gap is 2', belly-crawling (Move 1) is necessary. At 1', each yard of movement requires a roll against **DX** at -5 or **Escape**, with each failure inflicting 1d+2 cutting damage and preventing forward movement. At the very end of the run of spikes, a stylized dragon's head hangs low; the switch to disarm the trap is within its mouth.

Detect: Per-based **Traps** at -4.

Disarm: **DX**-based **Traps** at -4, but only at the very end of the spike run. Failure by 3+ causes the ceiling to drop *completely*, inflicting large-area injury (*Exploits*, p. 53) to all below with no save.

Avoid: **Light Walk**.

Save: Detection, or **Hearing** at -2, allows a **Dodge** roll at -1 per foot of height below 5'.

Effects: 3d+2 impaling.

Shots: 1.

Rearm: Yes.

Steal: No.

You Shall Not Pass

Several traps and tricks involve either an important door that starts off locked or all doors to the room slamming shut and locking once the party enters. Either way, the idea is that the delvers must disarm the trap or figure out the trick to unlock the door(s). The GM has the right to say these doors are completely impregnable, but then cannot complain if the party later uses them to block powerful monsters from chasing them! It's fairer to use the guidelines in *Entrances* (*Exploits*, pp. 82-83) to set statistics for the locks and doors. That doesn't mean they have to be a cakewalk; a choice between "figure out this trick" or "overcome an extra-heavy ironbound door with a lock that's -8 to pick" gives a *strong* incentive to puzzle through the trick.

MALICIOUS MARBLE MADNESS

This room or corridor has several large glass jars attached directly to the ceiling and walls. The floor is almost completely covered with small (1' diameter) discs of glass, each rotating slowly and silently. When any pressure is applied to a disc, it begins to emit a loud screeching noise, like nails on a chalkboard. This can cause nausea (*Exploits*, p. 65), but worse, the jars are keyed to the frequency.

Anyone moving through the area must make an "Avoid" roll each turn to not disturb the discs. If the delvers walk single file and take care to all step in the same spots, use the single worst result; if not, use the *two* worst rolls. The GM will openly keep track of how many discs have been disturbed; every time this reaches a multiple of three, everyone must immediately make a "Save" roll to avoid nausea.

At the end of *every turn*, the GM rolls 2d; if the result is less than the number of discs disturbed, a number of glass jars equal to the difference immediately break, spraying marbles everywhere! (For example, if six discs were disturbed and the GM rolled a 4, two jars would break.)

The difficulty of this trap is tied *heavily* to the length of the hallway it occupies: five yards for an annoyance, 10 yards for real danger, 15 yards for a critical threat, or 20 yards for something truly deadly. Having neither a thief nor a bard present increases this "threat level" by a step; having both decreases it similarly.

Detect: Per-based **Musical Instrument**, Per-based **Singing**, or Per-based **Traps** at -4.

Disarm:* No, but it can be *mitigated* in two ways, which may be combined. A single **DX**-based **Traps** roll can carefully remove a few discs without upsetting things; add (margin of success)/2, rounded up, minimum +1, to everyone's "Avoid" rolls. A single **Musical Instrument** (with a ready instrument!) or **Singing** roll can create a counter-harmonic frequency; add (margin of success), minimum +1, to the GM's 2d roll to see whether the jars explode.

Avoid:* **DX** at -5 or **Light Walk** every second of movement, to avoid touching a disc. One disc is disturbed for every three points of failure or fraction thereof. (**Flight** or **Spider Climb** makes this roll unnecessary.)

Save: **HT** to avoid nausea, at -1 for every full three discs disturbed; failure by 5+ or critical failure causes retching, which disturbs another 1d discs. **Dodge** at -2 to avoid exploding marbles; retreat won't help and there is no cover to dive behind, but shield DB applies. Success avoids (margin of success) + 1 marbles. Remember that nauseous people dodge at -1!

Effects: Each delver is hit by marbles equal to the number of jars broken, for 1d-1 piercing per marble. For heavily armored parties, the GM may wish to replace these with smaller metal "marbles" that do 2d-1 small piercing each.

Shots: 3d jars.

Rearm: No. Once you lose your marbles, that's it.

Steal: Yes, no roll needed to grab marbles (per broken jar, \$5, 0.25 lb.).

* These rolls all assume the hero is standing still or walking at Move 1; if moving faster, each point of Move above 1 gives another -2. Remember that nausea gives a flat -2 on these rolls as well!

SAND TRAP

Upon a pressure plate being touched, the doors to the room slam shut (*You Shall Not Pass*, above) and it begins to fill with sand at an alarming rate. This hampers movement, causes a penalty to **DX** rolls, and will eventually suffocate those inside.

Detect: Per-based **Traps** at -4.

Disarm: **DX**-based **Traps** at -4. Failure triggers! If the trap is already activated, *double* the **DX** penalty here, as the mechanism is on the floor. Each attempt takes 1d seconds.

Avoid: **DX** at -5 or **Light Walk**.

Save: No, but see *Holding Your Breath* (*Exploits*, p. 21).

Effects: A cumulative -20% to Move and -1 to DX and all DX-based rolls every 10 seconds. After 50 seconds (Move 0 and -5 DX), everyone begins to suffocate (*Exploits*, p. 70).

Shots: 1.

Rearm, Steal: No (unless you need a lot of sand).

SMASHING WALLS

This stretch of hallway has a series of three-yard wall sections which continually extend, touch in the middle of the hall, and then retract – all over the course of a few seconds – thanks to some devious Hell Gnome contraption. Each section is on a slightly different delay and speed, making it tricky (but possible) to leap into the next section just before the current one crushes those within. The GM should decide how many sections there are; five is suggested.

Getting through each section requires a **Dodge** roll, at +3 for the equivalent of retreating and with a modifier of 1d-5 (so, -4 to +1) to reflect the variable speed of each section. However, timing and awareness are crucial, making **Per** – your own or that of someone who’s giving you directions – a *mandatory*

complementary roll (*Exploits*, p. 6) for Dodge. If a delver is able to take a minute to observe the pattern first, this Per roll is at +2 (raised to +5 with **Eidetic Memory** or +10 with **Photographic Memory**). For simplicity, roll against Per *once*, and then modify all subsequent Dodge rolls.

Alternatively, the delvers can try to stop the walls from moving. Each wall is effectively ST 45; holding it back with brute force is a Regular Contest (*Exploits*, p. 8) of ST. Any item braced between a pair of walls takes 10d crushing per second; an orichalcum weapon is useful here! However, both approaches only stop *one* segment of walls, and any item used to brace is trapped between that pair of walls until the whole trap is disarmed.

At the end of the hallway is a lever that stops the walls.

Detect: Automatic.

Disarm: Automatic upon reaching the end.

Avoid: No.

Save: **Dodge**, modified as above.

Effects: 10d crushing.

Shots: Constant.

Rearm: Yes.

Steal: No.

MONSTER MASH

Monsters and traps often coexist, but a few traps incorporate beasts directly into their design. See also *Gladiator Pit* (p. 13), *Door of Stars* (p. 20), *Dungeon Djinn Dupes* (pp. 20-21), and *Helpful Climbing Wall* (p. 24).

BURROWING MECHANICAL SPIDER

When this pressure plate is stepped on, it depresses slightly with an audible, obvious click. Removing even a pound of pressure will cause the trap to *explode*. The party can try to disarm the trap by essentially locking the plate in place, or try to fool it by somehow finding or creating an object of equal weight and substituting it – with perfect timing.

Standing still is the obvious safe move. Unfortunately, this gives the mechanical spider within the plate time to activate. Within 2d seconds, this creation of the Hell Gnomes emerges from directly beneath the victim’s foot and begins burrowing upward. Armor holds it off for seconds equal to the foot’s DR, after which the creepy critter worms its way in and begins inflicting 1d-2 cutting damage per second. This requires a “Save” roll from the victim each second to avoid flinching and causing the trap to explode! (On the bright side, this kills the spider.)

Due to the mechanical monster’s methodical nature, the victim’s foot is crippled once *cumulative* injury from the spider reaches the delver’s crippling (not dismemberment) threshold; see *Crippling* (*Exploits*, p. 61). As a silver lining, once this much harm has been inflicted, the spider burrows back down into the trap to await the next host.

The spider can be exposed with a blade and a successful **Surgery** roll, at a penalty equal to the DR of the victim’s foot. Failure inflicts cutting damage equal to the margin of failure, added to the damage done by the spider, and this *can* dismember the foot! Success causes it to stop attacking and skitter to the edge of the plate, where it will quickly squeeze through a small gap and return “home.”

Detect: Per-based **Traps** at -6 to spot it beforehand. If this fails, IQ-based **Traps** at +2 once it’s been activated, to recognize what it is and what it does.

Disarm: DX-based **Traps**, at -4 if untriggered or -8 if already stepped on, to lock the plate in place (1d seconds per attempt). Or **DX** at -4 to perfectly time the substitution of an object with the same weight as the victim – but good luck finding that nearby! Failure on either triggers the explosion.

Avoid: **DX** at -5 or **Light Walk**.

Save: Against the explosion, see *Taking Cover* (*Exploits*, p. 50); this trap is never placed within one yard of cover, but extra distance means less damage from the blast. When bitten by the spider, use the *lower* of **HT** or **Will**, minus any shock penalty for the injury inflicted, to avoid flinching.

Effects: A 4d+4 crushing explosion – see *Explosions* (*Exploits*, p. 46) – plus a four-yard-radius alkahest splatter inflicting 1d corrosion which bypasses DR. Optionally, the GM may replace the alkahest with a different potion, such as death potion or liquid ice.

Rearm: Yes.

Steal: Once disarmed, *DX*-based **Alchemy** or *DX*-based **Hazardous Materials** to remove the alkahest, netting (margin of success) + 1 doses – but failure by 5+ sets off the explosion! The explosive material is built into the plate itself and cannot be removed without detonating it. The 0.1-lb. spider is worth \$10,000 to the right artificers. Delves who expose it have two seconds to catch it before it reaches a gap; the spider has DR 0, HP 1, SM -9, and Dodge 8. Or they can attempt to dig it out of its “home” using the *lower* of **Forced Entry** or *DX*-based **Traps**, at -8 – but any failure sets off the explosion!

MONSTER URN

A 20-lb. clay urn enchanted with gate magic, set to shatter and summon a monster when anyone gets within range – usually two to five yards. If stolen, it can be thrown against a surface and broken to release a monster; this requires a successful **Hazardous Materials** roll or else it breaks in the user’s hands! (If the GM doesn’t want to risk the heroes acquiring such a “monster grenade,” treat this as a monster-summoning pentagram with the same statistics except for “*Steal*: No.”)

Detect: *Per*-based **Thaumatology**. Success by 3+ also reveals the range.

Disarm: No, but see below.

Avoid: Automatic (avoid the urn) unless it’s in your path.

Save: No.

Effects: No damage, but summons a hostile creature (choose one from **Monsters**).

Shots: 1.

Rearm: No.

Steal: Yes, if not triggered, with a *DX*-based **Hazardous Materials** or *DX*-based **Thaumatology** roll.

SLIP AND SLIME

This stretch of floor looks normal, but it is actually sand, pebbles, and other detritus layered over 1d+3 fragile glass jars, each with an erupting slime (**Monsters**, p. 26). When someone steps into the trapped area, 1d-1 jars (minimum 1) break, freeing the slimes to attack. (The GM can substitute other slimes for variety.)

Detect: *Per*-based **Traps** at -4.

Disarm: *IQ*-based **Traps**. Failure shatters one jar per *full* two points of failure (so nothing bad on failure by 0-1).

Avoid: **DX** at -5 or **Light Walk**.

Save: No.

Effects: Monster(s).

Shots: 1d+3.

Rearm: No.

Steal: Yes. Once disarmed, unbroken jars (4 lbs. each) can be used against enemies – just be careful, as the slimes will attack you, too! Treat it as a grenade for breakage purposes; see *Concoctions* (**Adventurers**, p. 114).

SPIDER’S SNARE

The area is filled with writhing plants, each looking like a cross between a fern and an octopus. Traveling through the room requires a roll every *second* to avoid touching one of the temperamental, grabby plants. (Anyone trying to help pull a friend free is close enough to be attacked as well, even if just outside the “danger zone.”)

Detect: *Per*-based **Naturalist** – or **Perception** + **Power Investiture (Druidic)** for druids – at -2.

Disarm: No. Cutting attacks can clear a hex (DR 3, HP 33) – though, unless killed in a single shot, the plants will *automatically* grab any weapon used against them. For the purpose of **Wither Plant**, each hex is a HT 12 plant monster.

Avoid: **DX** at -3 or *DX*-based **Naturalist** to avoid touching the plants. **Plant Control** can subdue one hex per casting. **Plant Empathy** gives a reaction roll (at -5 for these being monsters), with **Green Thumb** adding its bonus.

Save: **Dodge** – or **Block** or **Parry**, but the plants will grab any weapon or shield they touch.

Effects: Grabbed by a plant’s sticky pseudopod! You must *win* a Quick Contest of **ST** against the plant’s ST 15 to pull free; **Wrestling** bonuses apply. Failure means taking 1d-4 corrosion damage this turn.

Shots: Constant.

Rearm: No.

Steal: Roll against **Naturalist** to gather 1d seeds per hex (each \$500 to the right collector, 0.25 lb.).

PITS (OF DESPAIR)

Falling to your doom is a classic trap, but with room for so many variations. Be sure to familiarize yourself with *Falling* (**Exploits**, pp. 67-68) – and *Climbing* (**Exploits**, p. 20) for getting back out.

Avoiding Pits

Most pits are activated via a single pressure plate or tripwire; these can be avoided automatically if detected in advance (just step over them). Open pits – which include those covered with an illusion or breakaway floor – can be avoided

automatically if there’s room to walk around them *or* by laying a ladder, board, etc. over the opening. If neither applies, use **DX** or **Jumping** to leap across; failure means you fall in.

ACID PIT

A 20’ (seven-yard) pit concealed by a powerful illusion. Anyone fooled by it can fall in, which sets off a secondary trap – acid begins to spray in from jets. Delves should find a way out quickly!

Detect: **Will**, *Will*-based **Traps**, or *Will*-based **Thaumatology** (to resist the illusion). **Magic Resistance** applies.

Disarm: No.

Avoid: See *Avoiding Pits* (p. 12).

Save: **Dodge**, at -2 without **Danger Sense**.

Effects: 3d crushing, followed by 1d-1 corrosion per *second*.

Also, roll against **HT** at +3; failure means you inhale acid (3d-3 corrosion, ignoring DR).

Shots: Constant.

Rearm: No.

Steal: *DX*-based **Alchemy** to safely collect (margin of success) + 1 vials of acid, but it loses its potency in 2d days.

BLADED PIT

A three-yard-deep pit with sharpened stakes or blades at the bottom. The floor slides away when activated by a tripwire. (If blades jut out from the sides instead of the floor, change damage from impaling to cutting.)

Detect: *Per*-based **Traps** at -6.

Disarm: *DX*-based **Traps** at -6.

Avoid: See *Avoiding Pits* (p. 12).

Save: **Dodge**, at -2 without **Danger Sense**.

Effects: 1d+2 impaling.

Shots: Constant.

Rearm: Automatic.

Steal: No.

ENTOMBMENT

This combines the worst aspects of a pit trap and crusher trap (**Exploits**, p. 71). As soon as the delver hits the pressure plate, the floor swings down, out from underneath him, for a three-yard drop. One second later, the hinges holding that floor in place let go, dropping the floor down onto him!

Detect: *Per*-based **Traps**.

Disarm: *DX*-based **Traps**. Failure triggers!

Avoid: See *Avoiding Pits* (p. 12).

Save: **Dodge**, at -2 without **Danger Sense**.

Effects: 1d+2 crushing from the initial fall, then 5d from the falling stone slab.

Shots: 1.

Rearm, Steal: No.

GLADIATOR PIT

A five-yard-deep pit, which slides open when activated by a pressure plate. In addition to the falling damage, once the victim lands, a peshkali (**Monsters**, pp. 45-46) with Climbing-14 is summoned and the opening closes overhead. This seals the delver inside until one of them is dead, at which point the pit reopens and the survivor can escape with a simple **Climbing** roll. Treat the opening as a heavy door (**Exploits**, p. 82) for the purpose of breaking through. If multiple delvers are caught in (or jump down into) the trap, then multiple peshkali are summoned! The best way the victim's friends can help is to

stay out of the pit and pull him up, though any peshkali will try to follow. (The GM can substitute other monsters to keep this one varied.)

Detect: *Per*-based **Traps** at -4. At the GM's option, success may reveal a glyph that indicates the type of monster with a successful roll against relevant **Hidden Lore**.

Disarm: *DX*-based **Traps** at -4.

Avoid: See *Avoiding Pits* (p. 12).

Save: **Dodge**, at -2 without **Danger Sense**.

Effects: 2d crushing plus monster.

Shots: Constant.

Rearm: Automatic – unless the cover is broken.

Steal: No.



Don't fear pit. Fear nasty water below it!

– *Miao Miao, Swashbuckler*

LAVA PIT

A pit filled with molten rock, covered by a thin sheet of material that breaks upon being stepped on. Death is almost assured should a delver fall in; use this trap with caution! The area containing this trap – and often the entire dungeon – will be *extremely* hot; see *Temperature* (**Exploits**, p. 70).

Detect: No roll to notice the heat of the tunnel. *Per*-based **Traps** to spot the breakaway floor.

Disarm: No.

Avoid: See *Avoiding Pits* (p. 12).

Save: **Dodge**, at -2 without **Danger Sense**.

Effects: 8d+2 burning damage per second.

Shots: Constant.

Rearm, Steal: No.

WIRE SLIDE

A pressure plate causes the floor to drop away into a chute, sending the delver sliding down through a lattice of meteoric iron wires (doubtless made by Hell Gnomes) which cut him to ribbons.

Detect: *Per*-based **Traps** at -4. Anyone falling or looking in may roll against **Per** at -5 to notice the wires.

Disarm: *DX*-based **Traps**.

Avoid: See *Avoiding Pits* (p. 12).

Save: **Dodge**, at -2 without **Danger Sense**, to avoid falling. Once in, **DX** at -5 or **Acrobatics** at +1 to stop before hitting the wires. If that fails, spotting the wires (or being warned) gives two options. If the victim has a cutting weapon in hand or can acquire one via **Fast-Draw**, roll against **Parry** to cut wires equal to (margin of success) + 1. Or roll against the better of **Acrobatics** or **Dodge** to avoid wires equal to (margin of success) + 1. In all cases, **Climbing** at -3 to crawl back up the chute (slowly enough to avoid the wires).

Effects: 1d(10) cutting *per wire*, for four wires total.

Shots: Constant.

Rearm: Yes, though any cut wires remain cut.

Steal: Yes, *DX*-based **Traps** at -4 harvests any undamaged wires (each \$50, neg.). **Armory (Melee Weapons)** can then to

turn each into a meteoric-wire garrote (*Adventurers*, pp. 106 and 99), perfect for assassins in need of concealable weapons immune to magical detection.

TOXIC LOVE

Nothing exemplifies the dark, icky nature of dungeon delving quite like poison and disease.

MIASMIC MIST

This small room or hallway is covered in multiple sigils and ideograms for “plague” along the walls and ceiling. Anyone entering the room must make a **HT** roll upon leaving, at -1 for two seconds spent in the area, -2 for four seconds, -3 for eight seconds, -4 for 16 seconds, and so on. This roll is at +2 if the delver spent the whole time breathing through a damp cloth (requires a free hand) or +4 if holding his breath (see *Exploits*, p. 21).

Detect: **IQ** at -5, **Diagnosis**, or **Occultism** to identify the sigils; success by 4+ reveals details of the disease.

Disarm: No, but **Purify Air** encompassing the area gives +5 to resist.

Avoid: No.

Save: **HT** modified as above.

Effects: Once infected, any victim must make a **HT** roll at -4 every *hour* or take 1d-3 HP of injury. This lasts for 12 hours or until the roll succeeds three times or critically succeeds. Victims suffer from coughing (*Exploits*, p. 65) after losing 1/3 of HP and terrible pain (*Exploits*, p. 65) after losing 2/3.

Shots: Constant.

Rearm: No.

Steal: No. Whatever makes the mist stay in that one area is not detectable or controllable by normal means.

NEEDLE FLOOR

This common trap is the reason for the delver’s adage: *Lack of footwear can lead to lack of feet*. Anyone stepping on one of the many pressure-sensitive tiles in the area has it drop, sending 6” needles up through the tiny holes and into their feet. Only footwear **DR** protects against this! These needles

are usually poisoned, with paralytic slime and monster drool (both *Adventurers*, p. 116) being particularly common.

Detect: *Per*-based **Traps** at -2.

Disarm: *DX*-based **Traps**.

Avoid: **DX** at -5 or **Light Walk**.

Save: **Dodge**. Success avoids one needle, plus another per point of success.

Effects: Roll against effective skill 12 for each target; the trap automatically hits once, plus one extra time per point of success. Each needle does 1d-1 small piercing, plus poison (roll against **HT** or lose 2 HP to monster drool, or roll against **HT** at -2 or paralyzed for 2d×10 minutes from paralytic slime).

Shots: 2d×20.

Rearm: Automatic.

Steal: Yes. Yields 1d needles plus another two per point of success; failure poisons the thief. Worthless as-is, but **Armory (Missile Weapons)** turns them into poisoned blowpipe darts; see *Pass the Ammunition!* (*Adventurers*, p. 104).

POISONED NEEDLE

Uses a hidden, spring-mounted needle to deliver poison. This trap is often hidden in the lock of a treasure chest or door. This version assumes deadly bladeblack (*Adventurers*, p. 116); a different poison will have different effects if **DR** is penetrated.

Detect: *Per*-based **Traps** or **Poisons**, at -5.

Disarm: *DX*-based **Traps**. Failure means you’ve driven the needle into exposed flesh; no save and only natural **DR** counts.

Avoid: Not without the key.

Save: **Touch** at -5 allows a **DX** roll at -5 to move your hand away quickly enough.

Effects: 1d-3 small piercing. If *any* damage penetrates hand **DR**, then roll against **HT** at -5 or suffer 6d injury.

Shots: 1.

Rearm, Steal: No, the needle is built into the lock.

WEAPON TRAPS

These are designed to target anyone who steps on the right pressure plate, trips the right wire, etc. Thus, no attack roll is necessary to hit (though some involve a roll to determine the *number* of hits), and an aware target may make some form of defense roll, as specified in the trap’s “Save” entry.

By default, these traps assume **ST** 14, but include options for other **ST** values as well. The GM should choose one that seems appropriate for the group, or may optionally roll 1d on the table on p. 15 to determine this randomly. See also *A World of Weapons* (p. 16) and *Javelin Lock* (p. 22).

Roll	ST	Thrust	Swing
1	10	1d-2	1d
2-3	14	1d	2d
4	18	1d+2	3d
5	22	2d	4d
6	26	2d+2	5d

ANKLE-BREAKING SPEARS

A tripwire sends two spears into the victim's feet! This can potentially cripple the delver if enough damage is delivered; see *Exploits*, p. 61.

Detect: Per-based **Traps** at -2.

Disarm: DX-based **Traps** at -2. Failure triggers!

Avoid: Automatic (step over the tripwire).

Save: Detection, or **Hearing** at -4, allows a **Dodge** roll at -3. If Dodge succeeds by 0, one spear still hits; if it succeeds by 1+, both miss.

Effects: 1d+3* impaling to each foot.

Shots: 1.

Rearm: Yes.

Steal: Yes; yields two normal spears.

* At ST 14. May instead be ST 10 (1d+1), ST 18 (1d+5), ST 22 (2d+3), or ST 26 (2d+5).

CHAINSHOT

When one of the many pressure plates in the floor are triggered, this trap launches two bolas at the subject, each comprising two heavy balls connected by razor-sharp wire. The first bolas is aimed at the neck (to decapitate or suffocate) and the second at the legs (to maim and trip).

Detect: Per-based **Traps** at -6.

Disarm: DX-based **Traps** at -6.

Avoid: **DX** at -5 or **Light Walk**.

Save: Detection, or **Hearing** at -2, allows an active defense at -3. Success by 0 means one bolas still hits the legs; success by 1+ avoids both.

Effects: 1d-1* cutting to the neck and legs, plus effects as per *Bolas* (*Exploits*, p. 44).

Shots: 1d

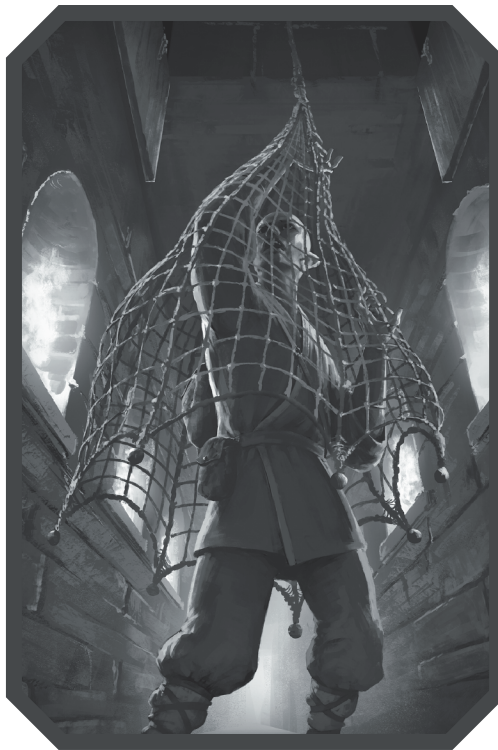
Rearm: Yes.

Steal: Yes. Two cutting bolas per remaining shot (\$100, 2 lbs., failure by 5+ or critical failure when using it does cutting damage to the wielder's arm).

* At ST 14. May instead be ST 10 (1d-3) or ST 18 (1d+1).

DROP NET

A hex of floor acts as a pressure plate; anyone stepping on it triggers a weighted melee net that drops from the ceiling and entangles him. See *Nets* (*Exploits*, p. 45). This is not a



dangerous trap on its own, but intelligent foes will prepare a room with a few such traps, know exactly which hexes to avoid, and act quickly to take advantage of any bound foes!

Detect: Per-based **Traps**.

Disarm: DX-based **Traps**. Failure triggers!

Avoid: Automatic (avoid that hex).

Save: **Hearing** allows a **Dodge** roll at -2.

Effects: Entangled (cannot move or attack until free). See *Nets* (*Exploits*, p. 45).

Shots: 1.

Rearm: Yes.

Steal: Yes. No roll; the melee net can be picked up if undamaged.

FIENDISH FLUNG AXE

A tripwire sets off a mechanism that throws an axe at the subject. This flies from an unexpected angle (e.g., corner of the ceiling) or long distance, and is hard to see coming!

Detect: Per-based **Traps** at -8.

Disarm: Per-based **Traps** at -8.

Avoid: Automatic (step over the tripwire).

Save: Detection, or **Hearing** at -8, allows any valid active defense at -3.

Effects: 2d+2 cutting* to a random hit location.

Shots: 1.

Rearm: Yes, if you can reach the mechanism.

Steal: Yes. No roll; just pick up the throwing axe.

* At ST 14. May instead be ST 10 (1d+2), ST 18 (3d+2), ST 22 (4d+2), or ST 26 (5d+2).

PROJECTILE CAPTURING FIELD

This trap always accompanies some other hazard, usually monsters (who may or may not be intelligent enough to know what it does). Any projectiles fired across its threshold (a line across the area) disappear, only to be fired at the original shooter (from behind) after a short delay! The focal point of the trap is a faintly glowing stone eye about 8" in diameter (SM -4, DR 6, HP 40, no darkness penalty to attack) mounted high on the wall behind the party. On its turn (treat it as Basic Speed 1.00), it fires all captured projectiles back at each original shooter with effective skill 15 (ignore range penalties); damage is based on the *shooter's* ST and other traits.

Detect: Per-based **Traps** or **Thaumatology** – or **Perception + Magery**, for mages – at -4. This is at an *extra* -4 until someone witnesses a projectile disappear. Automatic once someone is hit from behind *and* someone changes facing to observe the eye.

Disarm: Climb (**Exploits**, p. 20) up to the eye and use DX-based **Traps** or DX-based **Thaumatology** at -4. Or bring the eye down to 0 HP.

Avoid: No.

Save: Detection, or successful use of **Danger Sense**, allows any valid active defense at -2.

Effects: See above.

Shots: Constant.

Rearm: Yes.

Steal: No. (The eye is useless if removed.)

STICKY CALTROPS

The area is littered with hundreds of caltrops (**Adventurers**, p. 113). Moreover, these have been meticulously coated in a variant of alchemical glue which won't stick to itself. This makes them particularly hard to get rid of; they embed themselves automatically and are much harder to pull free. This trap works well with nearby foes to keep the party busy.

Detect: **Vision** or Per-based **Traps**, at +4.

Disarm: Possibly. The GM should reward creative attempts to sweep away or blunt the caltrops with a bonus to everyone's roll to avoid them.

Avoid: **Vision** at -2. Failure means you step on a number of caltrops equal to margin of failure. Either **DX** or **Light Walk** may be a complementary roll (**Exploits**, p. 6).

Save: No.

Effects: Each caltrop inflicts thrust-3 impaling, based on the *victim's* ST, maximum 4 damage, to the foot. Caltrops are *automatically* embedded, even if they don't penetrate DR, and continue to do damage every time the victim walks until removed (which takes two Ready maneuvers *and* a **ST** roll at -2 for each caltrop).

Shots: Constant.

Rearm: Yes.

Steal: Yes, but working with these is at -5 to all rolls without special custom gear to negate the glue's effects (per hex of sticky caltrops, \$10, 0.5 lb.).

A WORLD OF WEAPONS

It's easy to expand the *Weapon Traps* (pp. 14-16) options; just change the weapon! Here are some common choices. Melee weapons are marked with *, ranged weapons with †. A – means that the listed ST is below the weapon's minimum *or* above its maximum; see *ST (Strength)* (**Adventurers**, p. 98).

Weapon	ST 10	ST 14	ST 18	ST 22	ST 26	Type
Broadsword*	1d+1	2d+1	3d+1	4d+1	5d+1	cutting
Crossbow†	1d+2	1d+4	1d+6	2d+4	2d+6	impaling
Great Axe*	–	2d+4	3d+4	4d+4	5d+4	cutting
Halberd*	–	2d+5	3d+5	4d+5	5d+5	cutting
Large Knife*†	1d-2	1d	1d+2	–	–	impaling
Longbow†	1d	1d+2	1d+4	2d+2	2d+4	impaling
Maul*	–	2d+5	3d+5	4d+5	5d+5	crushing
Pollaxe*	–	2d+3	3d+3	4d+3	5d+3	impaling
Small Mace*†	1d+2	2d+2	3d+2	4d+2	5d+2	crushing
Star Shuriken†	1d-3	1d-1	–	–	–	cutting

RAIN OF DAGGERS

A volley of five daggers drops from the ceiling onto everyone in a one-hex area as soon as someone steps into that hex.

Detect: Per-based **Traps** at -4.

Disarm: DX-based **Traps** at -4.

Avoid: **DX** or **Jumping**.

Save: Detection, or **Hearing** or **Vision**, at -2, allow any valid active defense at -2. Success avoids one dagger, plus another per point of success.

Effects: Roll against effective skill 12 for each target; the trap automatically hits once, plus another hit per point of success, to a maximum of five. Each dagger does 1d-1* impaling.

Shots: 2d volleys of five daggers each.

Rearm: Automatic.

Steal: Yes. No roll once sprung; pick the daggers up off of the floor or pull them out of the heroes.

* At ST 14. May instead be ST 10 (1d-3).

WALL-SCYTHES

A scythe hidden inside the groove of a wall with a single pressure-sensitive plate (usually but not always on the floor). It typically swings at neck-level or leg-level – for a human, at least! These are popular in shrines, where the GM may *optionally* allow a holy adventurer (e.g., cleric or holy warrior) to pass unscathed.

Detect: Per-based **Traps** at -3.

Disarm: DX-based **Traps** at -5.

Avoid: Automatic (step over the plate).

Save: Detection, or **Hearing** at -4, allows a **Dodge** roll at -1.

Effects: 2d+3* cutting to the neck or leg.

Shots: Infinite.

Rearm: Automatic.

Steal: No, it is built into the wall.

* At ST 14. May instead be ST 10 (1d+3), ST 18 (3d+3), ST 22 (4d+3), or ST 26 (5d+3).

CHAPTER TWO

TRICKS

Not every trap is about dodging arrows and leaping pits. Some require a bit more thought, seek to disrupt the party more than to kill it, or act as a double-edged sword. For simplicity, we call these *tricks*. Most are unique challenges, which work best one to a dungeon and should not be repeated.

The advice at the beginning of Chapter 1 (p. 4) also applies to customizing and inventing tricks.

Obstacles

Most of these tricks are intended as *obstacles*, which block the way to an important part of the dungeon; e.g., the actual goal or a “bonus area” with great loot. Hence, these are all labeled “*Avoid: No.*” Successfully dealing with the trick allows safe passage forward – a door unlocks, a bridge materializes

over a chasm, a platform or air spirit raises the party up to a new area, a force field drops, etc. – or grants some sort of reward, perhaps by unlocking a treasure chest or bestowing a magical boon like *Bless* (*Spells*, pp. 50-51).

If the main impediment is a locked door, it’s up to the GM whether the delvers can pick the lock or beat down the door if they fail to work through the trick; see *You Shall Not Pass* (p. 10). For other obstacles, the GM should put in alternative passages – usually more difficult and less lucrative ones. Failing to overcome a trick shouldn’t make a dungeon “unwinnable.”

Obstacles work especially well in situations where the delvers are being attacked or under similar pressure. It’s evil and fun to make the party decide who should focus on the trick instead of helping keep the enemy at bay!

INSANE ARCHITECTURE

Sometimes it’s not that the dungeon wants to kill you, it’s just that it makes *no sense*.

A CROOKED MILE

This bizarre room is a fiendish wonder of Hell Gnome architecture, with twisted staircases and impossible-seeming passageways through disguised tunnels. Everyone within must save every 1d yards or suffer daze (*Exploits*, p. 66) for (margin of failure) seconds, disoriented by the architecture. This is problematic if monsters or other hazards are present! There is nothing magical about this room; it’s all mundane architecture, just twisted in bewildering and befuddling ways.

Detect: Automatic.

Disarm: No.

Avoid: No; even flight is confusing.

Save: **IQ**, **IQ**-based **Acrobatics**, or **IQ**-based **Body Sense** – all at -3 without **Absolute Direction**. Gnomes add **Widget-Worker**.

Effects: See above.

Shots: Constant.

Rearm, Steal: No.

DELVERS UNDER GLASS

This room has exits on opposite walls. Across the middle of the room, completely separating the exits, are four floor-to-ceiling panes of glass about a foot apart. The nature of the

glass walls is not apparent until the entrance door is shut, at which point the pressure plates within the floor gauge the party’s total weight. For every 10% by which this weight is reduced, the panes of glass drop 1’ away from the ceiling; this will become immediately evident if anyone jumps or otherwise leaves the ground. There are many ways to achieve this: martial artists can use **Light Walk** or **Spider Climb**, wizards can cast **Walk on Air**, and so on. Anyone may try clinging to the outside wall, roll **Climbing** at no penalty to halve weight, or at -3 to eliminate weight completely.

The top edge of the glass is *sharp*, requiring those climbing over it to save or take damage. If the glass dropped 2-3’, delvers must clamber over them all, requiring four such saves. If it dropped 4-7’, they may step carefully, making two saves. If it dropped 8’ or more, no save roll is required.

If the entrance is reopened, the panes *immediately* rise back into place. If anyone is currently crawling on them, each pane inflicts 1d-1(2) cutting and then *shatters* (below).

Alternatively, the party can simply break the glass. Each pane has DR 24 and HP 180. But they’re forged to shatter *explosively* when damaged, inflicting 4d+6(2) cutting (per pane) to everyone in the area! Any remaining glass shards are nonmagical and worthless except as scrap.

Detect: *Per*-based **Traps** at -2 to work out how weight affects the panes, which changes to +2 once someone has jumped, etc. Success by 4+ warns about the glass shattering outward if broken.

Disarm, Avoid: No.

Save: **DX** at -5 to avoid glass damage.

Effects: 1d-1(2) cutting.

Shots: Constant.

Rearm: Automatic once everyone passes over (unless shattered).

Steal: No.

HALL OF MIRRORS

This winding hallway is filled with mirrored surfaces on all sides, including the floor and ceiling. Each 3' x 3' mirror has DR 6 and HP 10. Destroying one of these magical mirrors causes the target to lose *any* degree of Luck. Someone without Luck instead adds Weirdness Magnet; if anyone *already* had that, the GM should now invoke its effects more frequently and make them blatant and *dangerous* (e.g., "When you pull out your climbing rope, it suddenly animates and tries to strangle you!"). This effect lasts 1d + (mirrors broken) hours; **Remove Curse** can treat it, resisted by effective skill 15 + (mirrors broken).

Navigating the maze at Move 1 requires a successful **Will** roll at -3 every turn. If moving faster, each point of Move past 1 gives another -1. Being blindfolded gives +5 to the roll – and presents a great time for the GM to introduce monsters! Failure gives the subject harrowing visions of the future or an ugly truth about himself, leaving him stunned for one second and costing 1 FP (1 HP on a critical failure). Critical success gives a genuine (though confusing) vision; the GM should provide some sort of hint applicable to this dungeon.

Detect: *Per*-based **Thaumatology** – or **Perception + Magery**, for mages – at -2. Success by 3+ suggests the blindfold trick.

Disarm, Avoid: No.

Save: **Will** at -3.

Effects: See above.

Shots: Constant.

Rearm, Steal: No. Any shards are nonmagical and worthless even as hand mirrors (the glass comes free of its backing).

REVERSE GRAVITY

Whether from a permanent spell, weird ore, or Elder Thing curse, the gravity in the area is reversed. This causes anything entering the area to "fall" upward until it hits the ceiling (or gets 50 yards up, if outside). Friends outside of the area can throw a rope up so victims can climb down – or victims can walk across the ceiling until they leave the area of effect, in which case they fall *again!*

Detect: *Per*-based **Thaumatology** if magical, *Per*-based **Prospecting** if natural, or *Per*-based **Hidden Lore (Elder Things)** for space-warping curses.

Disarm, Avoid: No.

Save: **DX** at -5 to grab something or someone *outside* of the area in time to pull yourself out of it.

Effects: Falling damage depending on the ceiling height (e.g., 2d crushing for a 15' ceiling).

Shots: Constant.

Rearm: No.

Steal: No – unless natural materials (ore, gems, etc.) are to blame. In that case, the GM should determine how much can be harvested and its value. *Example:* Skystone ore; roll **Prospecting** to gather (margin of success) + 1 weightless samples worth \$2,000 each.

ROTATING ROOM

This circular room, five yards in radius, has a small depression in the very middle. Once the adventurers enter, the doors shut (*You Shall Not Pass*, p. 10) and the room begins to spin; they have one second to move freely or to take a Concentrate maneuver to detect the trap's solution before being affected by the speed as detailed below. It's important to note everyone's initial position carefully!

Every 10 seconds, each conscious person must roll against **ST** and **HT**, at -4 if in any position other than crawling or lying (standing pressed against the outer wall is effectively "lying upright" for this purpose). Every minute, the room speeds up, inflicting -1 to both rolls, until it hits a maximum of -10 after 10 minutes. The ST roll (only) is at -2 for anyone attempting to disarm the trap this turn and +4 for **Perfect Balance**; it may be replaced by *ST*-based **Acrobatics** if better. Those within reach can assist weaker friends; for every -2 to your own ST roll, you may give +1 to someone else's.

Success on the ST roll allows the delver to hold position, or optionally move one yard toward the center of the room for every *full* two points of success. Failure moves the delver (margin of failure) yards away from the center; if this is enough to move him all the way to the outer wall, or a critical failure, treat this as *falling* (just sideways instead of down). For example, at two yards away from the center of the room, this would be a three-yard fall.

Success on the HT roll means no extra ill effect. On a failure, the delver loses a number of FP equal to half the margin of failure (rounded *up*), and all DX, IQ, and skill rolls next turn are at a penalty equal to the FP lost. On a critical failure, he loses the FP and then blacks out; see *Recovering from Unconsciousness (Exploits*, p. 62). Anyone who falls unconscious in the middle of the room "falls" to the outer wall, as above. (On the bright side, that also means no more ST and HT rolls to fail!)

Deactivating the trap requires detecting the solution, getting to the middle of the room (making all necessary ST and HT rolls, with an extra -2 to ST), and then remaining there for 1d seconds while attempting a disarming roll to get inside the mechanism within the floor. If the party fails, the room will continue to spin for 11 minutes or until everyone passes out, at which point their fate is up to the GM; consider having orcs, cultists, etc. take them all prisoner!

Detect: *Per*-based **Traps** at -2 (-7 if the room has not started spinning yet).

Disarm: *DX*-based **Traps** at -4; see above for restrictions.

Avoid: No.

Save, Effects: See above.
Shots: Infinite
Rearm: Automatic (10 minutes).
Steal: No.

SLIP AND SLIDE

A spiral staircase leading down to a lower level is carefully designed to turn into a slide when enough weight is on it. *Everyone* descending the stairs must roll against **DX** every second, at a penalty equal to the number of people on the staircase. If someone fails, the stairs fold down to create a metal slide, while a gallon of oil (stored within the center column) sprays down the slide. The end result is a mess of slippery delvers crashing loudly at the bottom (any nearby foes get +1 to hear the result per delver who fails to save).

Detect: Per-based **Traps** at -2.

Disarm: DX-based **Traps** at -2.

Avoid: **DX**, modified as above. A forewarned or suspicious delver may substitute **Light Walk** at +4.

Save: **DX** at -3, **Acrobatics** at -3, or **Climbing** at -5 to avoid falling down the slide. **Perfect Balance** gives +6.

Effects: Look up falling damage (**Exploits**, pp. 67-68) for the vertical distance remaining to the next level, add +1

per die for each delver who failed to save, and then roll, *halving* the result (round up) for actual damage. Victims also gain Total Klutz (**Adventurers**, p. 62) and Slippery 3 (**Monsters**, p. 12) until they bathe or change clothing.

Shots: 4d (oil).

Rearm: Yes.

Steal: Yes, up to (remaining shots) × 8 pints of oil (**Adventurers**, p. 111), if you have something to carry it in.

Motive Force

Many tricks and traps involve rotating rooms, moving walls, and other effects suggestive of massive mechanisms buried behind the walls. The GM doesn't *need* to consider the power source for such things, but it can add a lot of flavor to do so. A dungeon powered by waterwheels on an underground river will feel different from one with dwarven steam engines or another where objects are animated via magical enchantment. In addition, it suggests that there may be something the delvers can do (e.g., diverting that underground river or breaking a waterwheel) to disable a *lot* of traps in one fell swoop!

PUZZLED YET?

These challenges are more cerebral, requiring the players *and* characters to use their minds (though often along with their bodies) to make it past. These are all *obstacles* (p. 17); be sure to take that advice into account.

ALCHEMY BASIN

This room is filled with dozens of vials of alchemical reagents, with a mixing basin on a pedestal in the middle of it all. Anyone studying the markings on the walls and basin may make a detection roll (below) to realize that this basin interacts with alchemical ingredients in unusual ways, and only one combination will overcome the obstacle. (Fortunately, the instructions are clear enough to allow rolls against traits beyond Alchemy skill.)

There are enough ingredients for 2d attempts. A successful detection roll allows the delvers to identify and use the right ingredients, but failure causes one of the effects below (roll 1d). If a result with a * occurs multiple times, the effect remains the same but the duration increases by one hour each time.

- 1 – A violent 5d crushing explosion. This ruins many of the reagents, reducing the number of attempts still available by 1d.
- 2 – Poison gas fills the room. Save or take 3d toxic damage, ignoring DR.

- 3* – Noxious gas fills the room. Save or take -2 to *all* attribute and skill rolls (but not defenses or resistance rolls) for the next hour.
- 4* – Everyone's scent is amplified for the next hour, giving local fauna a roll against Per at +5 (minus range penalties) to detect the delvers.
- 5* – A variant of magebane dust fills the room. Save or suffer -4 to all spellcasting for the next hour. This affects clerics, druids, etc., not just wizards. If under the effects of noxious gas (above), the penalty remains -4, not -6.
- 6* – A flash fills the room. Save or suffer night blindness for the next hour. Those with **Night Vision** 5+ reduce it by 4 levels; those with **Night Vision** 1-4 lose it; and everyone else treats darkness penalties as -2 worse (maximum -10), as long as the base penalty is at least -1.

Detect: **IQ** at -7, **Alchemy**, **Herb Lore** at -3, **Poisons** at -5, or **Thaumatology** at -3.

Disarm, Avoid: No.

Save: **HT** at -3, where applicable.

Effects: See above.

Shots: 2d.

Rearm: No.

Steal: Yes, 1d doses of alchemical reagents (\$100, 0.5 lb.) for each remaining attempt, plus 3d pounds of tubes and beakers worth \$35/lb.

DOOR OF STARS

Note: Although phrased here as a door, this could just as easily accompany another type of obstacle (p. 17); e.g., a moving painting on the wall next to an impassable chasm.

This odd door appears to be made out of the sky, with an orb in the middle (corresponding to the sun), a painted moon that somehow slowly orbits the orb, and hundreds of pinpoint stars (visible at “night”). It also has 12 crystalline doorknobs, each with a different zodiac symbol. The sun-orb glows and then dims, in a 24-minute cycle that simulates a 24-hour day. Anyone watching for long enough will notice that the stars do not move and the moon stays on the same cycle, implying that this door corresponds to a single “looped” day. The GM must determine which sign of the zodiac fits this view of the night sky; either choose one or roll 1d twice on the table below.

First Roll	Second Roll	
	1-3	4-6
1	Aries	Taurus
2	Gemini	Cancer
3	Leo	Virgo
4	Libra	Scorpio
5	Sagittarius	Capricorn
6	Aquarius	Pisces

The party may attempt to figure this out, using the best of **Hidden Lore (Elder Things)** or **Navigation** at no penalty; **Cartography** or **Occultism**, at -3; or **IQ**, at -6 without **Intuition**. Multiple PCs can make this roll (one try each); each success *eliminates* (margin of success) + 1 possibilities from the list of zodiac signs. If they can eliminate 11, they know which doorknob to use; otherwise, they’ll have to guess from their remaining choices. Choosing the right one opens the door, allowing them to move on. But touching the *wrong* knob leaves it shut and causes something bad to happen (roll 1d):

- 1 – A Demon from *Between the Stars* (**Monsters**, pp. 19-20) appears and attacks.
- 2 – Subject must make an **IQ** roll at $-(1d+1)$ or gain Obsession (Fully understand the Elder Things) (12) for a number of days equal to margin of failure.
- 3 – Subject must make a **HT** roll at $-(1d+1)$ or take (margin of failure) HP of injury.
- 4 – Subject must make a Fright Check at $-(1d+1)$; see **Exploits**, pp. 10-11.
- 5 – The entire party suffers the effects of Evil Runes (p. 9); GM’s choice of which.
- 6 – Reroll twice, ignoring this result.

The Serpent and the Moon: Anyone who critically succeeds at the roll above, or who *specifically* investigates the “painted” moon and then succeeds at the roll above, discovers

that the moon can be *opened* when it’s in the right position. Doing so immediately summons a Demon from *Between the Stars* with spellcasting abilities! If defeated, it leaves behind a tome that grants insight into Elder Things. Anyone reading it is granted up to eight free character points in *Hidden Lore* (Elder Things), at the rate of one point per day spent reading, but afterward must make a Fright Check at -1 per character point added (so, -1 to -8). Any disadvantages earned this way are *permanent*.

Detect: Automatic.

Disarm, Avoid: No.

Save, Effects: See above.

Shots: Constant.

Rearm, Steal: No.



DUNGEON DJINN DUPES

Note: The GM should either prepare *two* paths past this obstacle (p. 17) – an easy one if they pick the right lamp vs. a difficult one if they don’t – or allow the group to proceed down the (single) path either way, in which case being blessed rather than cursed is the real reward.

This room contains several 6’-long tables, each with a myriad number of lamps (total 100), from the classic Arabian oil lamp to the *kadluk* of the Frozen North. The moment any lamp is touched, a djinn appears; use the stats for the Agni as-Sharak (**Monsters**, p. 16). It offers the delvers a blessing and safe passage or a reward – *if* they can save it from its imprisonment by finding and destroying the “true” lamp among the assortment. The catch is that they only get three tries.

Figure the best detection skill (below) for each delver. The group must choose one person to make the master roll, while everyone else can assist with a single complementary skill (see *Exploits*, p. 6). The person making the master roll may use his second-best skill as a complementary skill as well. Once all of the complementary skills have been factored in, roll against the modified master skill. If it succeeds, it narrows down the number of possibilities:

Margin	Lamps	Margin	Lamps
Fail	100	4	15
0	70	5	10
1	50	6	7
2	30	7	5
3	20	8+	3

Treat a critical success as success by 8+. The GM should secretly decide which lamp number is the “true lamp”; e.g., if the party narrows it down to 10 lamps, the GM must pick a lamp between #1 and #10, after which the heroes decide which three lamps (from #1 to #10) to smash.

A chosen lamp takes only 4+ points of damage to smash, but while the party is still dealing with it, the *other* lamps are completely resistant to damage. Each wrong lamp summons an angry djinn, who attacks the delvers. Every djinn casts a “death curse” on the PCs as it dies, with effective skill 20; the first djinn casts a Curse (*Spells*, p. 51) for -1 to rolls, the second casts one for -2, and the third casts one for -3. If they happen to pick the *right* lamp, that djinn is grateful, removes any Curse, and grants them a Bless (*Spells*, pp. 50-51) for +2 to rolls – or +3 (exceeding the usual limits of Bless) if they chose its lamp first.

Detect: **Hidden Lore (Demons)**, **Hidden Lore (Magic Items)** at +3, **Occultism** at -2, or **Thaumatology** at -2. Delvers with **Intuition** may roll against **IQ** if better.

Disarm, Avoid, Save: No.

Effects: See above.

Shots: Special.

Rearm, Steal: No. All remaining lamps turn to dust.

EYE ON THE PRIZE

A small, gold-plated, bejeweled statue, with rubies for eyes, sits in front of the door, chasm, etc. Words and pictographs on the wall make it clear that the idol expects three tests to be solved: the Tests of Mind, Body, and Will. If they can pass all three, the reward is theirs; this usually means safe passage past the obstacle, but at the GM’s option they may acquire the idol itself instead of (or in addition to) moving on.

Each test need only be passed by one person, so it’s fine to have (e.g.) the wizard take Mind, the barbarian take Body, and the holy warrior take Will. Anyone who fails a test may try again, but at a cumulative -2 to *all rolls* – so it may make sense to let someone else attempt it!

Anyone trying to take the idol without earning it is struck by beams from its eyes which inflict 2d burning

(ignoring DR), every second until they cease trying. It is valuable (\$100,000), but heavy (200 lbs.); any attempt to scrape off the gold or pry out the gems causes it to crumble. Unfortunately, it is also cursed; anyone who carries it for a minute or more gains Greed (12) and Miserliness (12), or worsens existing self-control numbers by 3, *permanently!* This can be undone by returning the idol to its original resting place; alternatively, **Remove Curse** or **Exorcism** can undo the curse, which resists with effective skill 25.

The Test of Mind: The idol asks a riddle. “My twin and I see all but ourselves. Who are we?” The answer is “eyes”; if the players can’t guess this, see *Puzzling Through Riddles* (below).

The Test of Body: The subject must lift a weight which increases in density to weight 17 × BL. Because this exceeds maximum press, it requires extra effort (*Exploits*, p. 20); this costs 1 FP and requires a roll against the best of **Will**, **HT-based Lifting**, or **Will-based Lifting**, all at -3. If successful, the hero must hold the weight for 3d seconds, losing another 1 FP per second!

The Test of Will: The target must put a hand in the idol’s mouth without removing it. This instantly causes moderate pain (*Exploits*, p. 65) and requires a roll against (**HT + Will + Chi Talent**)/2, rounded up, with +3 for **High Pain Threshold** or -4 for **Low Pain Threshold**. Each turn, the pain increases by a level – to severe, terrible, and finally agony – requiring another roll at a cumulative -2. If the roll fails at any time, the delver pulls his hand free and takes 1 HP of injury for every second it was in the mouth. If all rolls succeed, the subject passes and is unharmed.

Detect: Automatic.

Disarm, Avoid: No.

Save: Eye beams can be dodged at -2 (they’re Deceptive Attacks).

Effects: Eye beams do 2d burning (ignoring DR).

Shots: Constant.

Rearm: No.

Steal: Not without getting zapped, but it can be *earned*.

PUZZLING THROUGH RIDDLES

Hiding rewards behind riddles, or endangering those who fail to solve them, is a time-honored dungeon tradition. It’s usually fun to let the players try to figure it out. (Don’t let them search the Internet, though; that’s cheating!) However, if they’re stumped, the GM can let any PC roll against **IQ** at -5, **Poetry**, or **Writing** at -3; success by 0-4 gives a single substantial hint, while success by 5+ (or a critical success) gives the solution.

Wherever a riddle involves a number of *choices* (like *Witch Duck Is Which?*, p. 22), any hero with **Intuition** may also roll against **IQ**. This roll is not penalized by the number of choices; instead, success identifies (margin of success) + 1 incorrect answers.

JAVELIN LOCK

Note: As with *Door of Stars* (p. 20), this may be a puzzle on the wall *near* an obstacle, instead of a locked door.

This door sits next to a wall rack with eight javelins, each with odd notches and bends in the shaft. The door has eight holes around its perimeter, each designed to accept one javelin. To open the door, the delvers must match up the unique shape of each hole with the unique shape of each shaft, inserting all of the weapons in place. Inserting the wrong javelin causes it to *immediately* shoot back out, quickly enough to count as a Deceptive Attack (-2 to defenses); this is to a random hit location unless the delver was explicitly standing to the side of the hole, in which case it targets the hand.

Once all javelins are in place, the door unlocks. Unfortunately, the act of opening the door also tilts all eight holes toward the doorway, upon which all eight javelins shoot out for a final attack! If there are fewer than eight delvers, some are attacked *twice*, starting with those closest to the door (if their positions are unclear, roll 1d for each delver, with the highest rolls “winning”).

Detect: *Per*-based **Traps**. Success by 0-2 identifies the puzzle’s goals, by 3-4 warns of the danger of inserting the wrong javelin, and by 5+ reveals the final danger.

Disarm: **Armory (Melee Weapons)** at -2, **Connoisseur (Weapons)** at -2, *IQ*-based **Lockpicking**, or *IQ*-based **Traps** to choose each javelin properly. Use **Armory (Melee Weapons)** to blunt the heads (damage is halved and becomes crushing) or *DX*-based **Lockpicking** or *DX*-based **Traps**, at -4, to unlock a hole without inserting a javelin (one try only per hole).

Avoid: No.

Save: Advance warning, **Per** at -2, or successful use of **Danger Sense** allows any active defense. Against a wrongly inserted javelin, this is at -2. Anyone being attacked by two javelins must succeed by 1+, otherwise one still hits.

Effects: 2d+1 impaling per javelin.

Shots: 1.

Rearm: Yes.

Steal: Yes, no roll needed, to acquire eight weirdly shaped javelins (each \$12, 2 lbs., -1 to hit).

RIDDLE OF STONE

Two statues guard a single locked door, chasm, etc., in a room full of “statues” (former delvers). The inscription above the exit reads, “It is in the rock, but not in the stone. It is in the marrow, but not in the bone. It is in the bolster, but not in the bed. It is not in the living, nor yet in the dead.” If the players are stumped, see *Puzzling Through Riddles* (p. 21). Touching one of the R’s in the inscription grants passage; otherwise, the toucher must save or suffer petrification (*Exploits*, p. 66).

Detect: **IQ**, or **Thaumatology** at +4, to realize the potential danger. (The players might also realize it from all of the “statues.”)

Disarm, Avoid: No.

Save: **HT** at -5.

Effects: Petrified.

Shots: Constant.

Rearm, Steal: No.

WITCH DUCK IS WHICH?

This fountain, three yards across, is filled with shimmering water; at its center is a statue of a nymph holding a duck. Around the edge are 12 inanimate stone ducks: a quartz “mama,” a granite “papa,” and 10 smaller “ducklings” of assorted minerals (see below). Careful inspection of the fountain reveals a riddle beneath the water: “One will float, the rest will sink, so put one in the moat, but you’d better think.” See *Puzzling Through Riddles* (p. 21) if the players are stumped, but as this is a stone-based riddle, PCs may also roll against **Naturalist** at -3 or **Prospecting**. By default, the pumice stone is the right choice; the GM can change this, but should also alter the riddle for fairness.

Upon releasing a wrong duck in the water, *everyone* in the room is immediately struck by the effect of Evil Runes (p. 9), as per the table below, *every second*. Worse, the now-animated duck dives beneath the water to avoid capture! Anyone within reach (three people at most) can attempt to grapple the duck each second, at -4 for an adult or -5 for a duckling; the duck’s effective Dodge is 11 due to speed and slipperiness. Until the duck is successfully grappled, the runes’ effect continues to activate. (This is not due to actual, visible runes, but a curse on the fountain.)

Placing the right duck into the water (and letting go) grants passage forward. It also turns all of the ducks into *real*, perfectly normal ducks, who waddle away.

Stone	Runes Effect
Quartz (Mama)	Agony
Granite (Papa)	Deafness
Moonstone	Dehydrating
Marble	Freezing
Basalt	Immobilizing
Limestone	Shocking
Coal	Suffocating
Slate	Blindness
Pumice	None!
Agate	Burning
Hematite	Deathtouch
Zircon	Paralysis

Detect: **Vision** to spot the riddle.

Disarm: Solve the puzzle.

Avoid: No. (You should know better than to pick up a duck in a dungeon.)

Save: Varies by effect.

Effects: See above.

Shots: Constant.

Rearm: No.

Steal: No, unless you’ve always wanted a pet duck.

SURPRISES AND LIES

This collection of hidden threats and illusions will catch the players *and* their characters off-guard.

BLIND MAN'S BAMF

This cavernous room is filled with decorations of blinded and shut eyes, on freestanding walls of different heights and lengths, as well as columns. Passage is along a winding path with sharp fall-offs to either side. Any delver entering the room with open eyes, or who opens his eyes once within, is immediately teleported back to the room's entrance (or a different point predetermined by the GM, possibly even the *dungeon's* entrance), and must save or suffer the effects below.

Those with closed or blindfolded eyes may roll against **DX** at -6, **Per** at -6, or **Blind Fighting** every 10 seconds to navigate the room, advancing (margin of success) + 1 yards. However, the walls, columns, and floors slowly *shift* as they move, adding -(1d-2) – maximum 0, never a bonus – to the second and subsequent rolls. Anyone staying back in the doorway and watching can memorize this pattern, which eliminates this extra penalty; this requires a successful **IQ** roll at -5 (at +5 for **Eidetic Memory** or +10 for **Photographic Memory**), one try only.

Alternatively, someone may stand in the doorway and call out directions, though to only one person at a time. In that case, roll against the *lowest* of the caller's **IQ** or **Per** and the walker's **DX**, every 10 seconds as above.

Failing the navigation roll by 0-4 just results in no forward movement, but a margin of 5+ or critical failure means falling off the path! The 10-yard drop inflicts 3d crushing, but a victim who opens his eyes mid-fall is teleported safely away. (A cruel GM can rule that velocity is retained, for 2d crushing from *hitting* the entrance.)

Detect: Per-based **Thaumatology** – or **Perception** + **Magery**, for mages – at +2.

Disarm, Avoid: No.

Save: If teleported, **DX** at -6, **Acrobatics** at -3, or **Body Sense**.

Effects: Save after teleporting or become stunned (roll against **HT** each turn to recover) and lose 1 FP. Failure by 5+ or critical failure also *blinds* the subject for (margin of failure) - 4 hours, minimum one hour.

Shots: Constant.

Rearm, Steal: No.

CLINGY TIGHTROPE

A single strand of 3/8" -thick rope spans a chasm over a 10-yard drop (3d crushing), possibly into water (no damage, but see *Swimming*, **Exploits**, p. 21). The remains of two higher "handrail" ropes, now severed, can be seen attached to each side. Traversing such a rope requires **Perfect Balance** or an **Acrobatics** roll at -5 every 10

yards; see *Balancing* (**Exploits**, p. 20). If an agile delver scurries to the other side and returns to reattach the "handrails," everyone else rolls against **DX** at -1 or **Acrobatics** every 10 yards to cross.

But that's just how any tightrope works. This trap is simple and insidious: the tightrope has been impregnated with slugbeast slime (see *Monsters*, p. 50), making it incredibly *sticky* except at the ends. Anyone venturing more than two yards out onto the rope is stuck to it unless he *wins* a Quick Contest of **ST** (the rope's is 1d+11). Losing by 0-4 has no effect, but losing by 5+ causes the rope to *snap*; see below. Winning allows another 10 yards of movement before another Quick Contest of **ST**.

The rope can hold a total of 300 lbs.; if overloaded, roll against its **HT** 10, at -1 for every full doubling of weight, to see if it breaks. Any critical failure (for the delver *or* the rope) during the Quick Contest to break free snaps the rope as well. On the bright side, if the rope does break, the delver's usual **DX** roll to catch something is supplemented by the rope making a **ST** roll as well; if *either* succeed, the hero managed to remain stuck to the rope instead of hitting bottom!

Detect: Per-based **Traps** at -4.

Disarm: Spells like **Grease** will overcome the stickiness, but replace it with a new problem!

Avoid: No.

Save: Win a Quick Contest of **ST**.

Effects: **ST** 1d+11 adhesion.

Shots: Constant.

Rearm: No.

Steal: Yes. The sticky rope can be sold for \$100/yard; the "handrails" are normal rope.

Speaking from Experience

Well, you came to the right halfling, miss. I can spot a trap blindfolded and two sheets to the wind. Only thing is, if you're heading into Malthor's old tower, it isn't traps that worry you.

No need for that look! Sit, relax, and let me explain. What I mean is that the ridiculous annoyances that warlocks leave about their abodes aren't actually "traps." Traps make sense. Something gets tripped, a counterweight drops, and suddenly your arm's off. But magical dreck? It just appears from out of flipping nowhere.

That's why you're going to pay me that coin anyway, for me to put you in touch with my old partner, Perri the Crimson Singer. She's the best there is, but she won't work with anyone she doesn't know . . . at least, not unless I vouch for you.

Excuse me a moment. Barkeep! We'll have two ales and four meat pies. My new friend here will cover it.

– Hap Badapple, Thief

FAUX FOE

The party comes across a monster that they've encountered in the past – ideally, one which was too powerful for them or which they otherwise fared poorly against. As the monster attacks, each delver gets one save to see through the illusion. Failure means its attacks are treated as *real*, but the GM should keep track of the damage inflicted; once a victim saves, all injury taken here is converted from HP loss to FP loss. Treat the monster as having infinite HP, but each delver who “hurts” it gets another immediate save to see through the illusion.

Detect: IQ- or Per-based **Thaumatology** – or **IQ** or **Perception** + **Magery**, for mages – at -2. Or cast **Know Illusion**.

Disarm: **Dispel Illusion** or **Dispel Magic** against a skill of 15.

Avoid: No.

Save: **IQ**, **Will**, or **Perception** – initially at -4. Once other people are warning you that it's an illusion, roll at +(number of friends who saved) instead of -4.

Effects: See above. Alternatively, treat this as a series of magical attacks: The illusion rolls a Quick Contest of its Will of 15 against the victim's **Will** + **Magic Resistance**, with the victim losing a number of FP equal to the margin of loss.

Shots: Infinite.

Rearm, Steal: No.

HELPFUL CLIMBING WALL

A large, slippery vertical wall has useful handholds, nooks, and crannies, which collectively give +1 to **Climbing** rolls; anyone not using them is at -4. However, many of these are

trapped. Roll 2d on each delver's turn of ascent to see if a problem is encountered:

2 – Roll 1d: on 1-3, hole contains erupting slime (*Monsters*, p. 26); on 4-6, hole contains ooze (*Monsters*, pp. 44-45). It slithers out to attack everyone!

3 – Hole has some stagnant water containing 1d+4 leaping leeches (*Monsters*, p. 40).

4 – Handhold is covered in a strong alchemical glue. Win a Quick Contest of *ST*-based **Climbing** vs. *ST* 15 to break free. Each failed attempt costs 1 FP.

5 – Hole is filled with a random slime (*Monsters*, pp. 48-49).

6 – Hole is filled with a random mold (*Monsters*, pp. 42-43); ignore texture.

7 – Handhold was trapped to fail upon supporting someone's weight. Roll **Climbing** at -3 or fall (*Exploits*, pp. 67-68).

8-12 – No problem.

Detect: Per-based **Climbing** or Per-based **Traps**, at -5 unless corpses of previous victims are visible.

Disarm: No.

Avoid: Climb the wall without using the handholds. Hope you brought your own gear!

Save: No.

Effects: See above.

Shots: Constant.

Rearm, Steal: No.

OBVIOUS SWINGING BLADE

A hallway is blocked by a massive swinging pendulum blade, which threatens to bisect anyone who tries to slip by. The large lever just past it seems like the obvious choice to stop it from swinging . . . but in truth, the blade is just an illusion, and the *lever* is the trap. (The statistics below refer to the *lever*, not the blade.)

Anyone attempting to bypass the blade may do so with a successful **Acrobatics** roll at -4. To build suspense, the GM may allow (or insist upon) **Per** as a complementary roll (*Exploits*, p. 6). If this roll fails, they will realize that the blade is an illusion when it does no damage; this gives another detection roll at no penalty to realize the actual danger.

For extra cruelty, stick this trick in the middle of a dungeon featuring *actual* swinging blade traps with deactivation levers that work!

Detect: Per-based **Traps** or Per-based **Thaumatology** – or **Perception** + **Magery**, for mages – at -8.

Disarm: **Dispel Magic** on the lever, resisted by skill 15.

Avoid: Automatic; don't touch the lever!

Save: **HT** at -5.

Effects: 4d HP of injury per touch, ignoring DR.

Shots: Constant.

Rearm, Steal: No.

TRANSMUTE TRAP TO JOKE

Many magic spells, particularly Earth spells, allow delvers to easily dismantle or bypass certain traps and tricks. For example, why answer a riddle to unlock a door when you can cast Earth to Air to simply make your own?

This isn't necessarily a problem! Spellcasters learn these spells so that they can deal with situations like this, and it's unfair to deny them that right. And for most situations, the energy costs are too prohibitive to make this a *common* ploy. For example, using Earth to Air to create a delver-sized hole out of a trapped room costs 10 energy per yard of wall thickness; anyone doing that too often will soon end up with a drained power item.

However, in times when the GM doesn't want magic to short-circuit a trap, the simplest solution is to declare that the stone or metal is laced with traces of meteoric ore, which resists any magic with effective skill 15, or 20 for heavy traces. See *Bowling for Boulders* (p. 8) for an example. Use traps made of 100% meteoric metal or ore *sparingly*, both because they can make the players feel cheated *and* because if the delvers do survive, they'll quickly get rich selling the metal back in town!

DUNGEON FANTASY™

POWERED BY GURPS®

MAGIC ITEMS™



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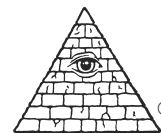
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The mere thought of magical treasure makes the dourest delver grin! Warriors love enchanted arms and armor, magic-workers value scrolls of forgotten spells, and everyone enjoys the coin such artifacts fetch in town. Just be certain you know what you are trying to use – or sell. No one likes being cursed, merchants least of all.

– Uncle Seamus, Wizard

INTRODUCTION

GM: "In the chest you see a pile of silver, a scattering of gold, and . . ."

Players, in unison: "Any magic items?"

Dungeons contain everything delvers want, especially monsters to fight and of course *loot*. The treasures that attract the most attention and kindle the greatest desire are *magic items*: swords that flame, wands that spew enchanted doom, throwing axes that return after being hurled, potions that enhance the drinker's abilities, rings of power, amulets of protection, bottomless backpacks, quivers of endless arrows . . .

Adventurers describes basic magic items, *Exploits* tackles loot, including *magical* loot, and *Spells* adds further possibilities. To properly stock a dungeon, though, you need even more goodies. *Magic Items* starts with every magic item from those core books and adds tons more – many of them in whole new categories.

Here you'll find items that *just work* when worn. Ones that boost the user's skill when casting known spells, and others that empower the wielder to cast spells – sometimes with the owner's energy, sometimes using internal charges. More potions – including ones that kill and that resurrect, plus innovations such as elixirs you can shake for extra oomph and "fountains" that spray jets. All-new enchanted armor and weapons, whether that means a corrosive sword or a corrosion-resistant breastplate. Rare artifacts that bring *real* power

to their possessors. And even a few *cursed* items . . . or at least, ones with powers of dubious value.

These are the things delvers' dreams (and occasionally nightmares) are made of!

ABOUT THE AUTHOR

Peter V. Dell'Orto was raised in New Jersey. He started roleplaying in 1981, with *Dungeons & Dragons*, and has played *GURPS* since *Man to Man*. He has been active as a *GURPS* playtester, editor, and contributing author since 1996. Peter is the author of numerous *GURPS* articles for *Pyramid* magazine; author of *GURPS Dungeon Fantasy 12: Ninja*, *GURPS Dungeon Fantasy Denizens: Barbarians*, and *GURPS Dungeon Fantasy Monsters 3: Born of Myth & Magic*; and coauthor of *GURPS Dungeon Fantasy 15: Henchmen*, *GURPS Dungeon Fantasy Monsters 1*, *GURPS Low-Tech*, *GURPS Low-Tech Companion 2: Weapons and Warriors*, *GURPS Martial Arts*, and *GURPS Martial Arts: Gladiators*. He also writes the blog *Dungeon Fantastic* at dungeonfantastic.blogspot.com. Outside of gaming, his hobbies include martial arts (he has fought amateur MMA in the SHOOTO organization in Japan, submission grappling in the U.S., and holds *shodan* rank in kendo), fitness, studying Japanese, and painting miniatures.

ABOUT THE *DUNGEON FANTASY* ROLEPLAYING GAME

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CHAPTER ONE

ALWAYS-ON ITEMS

Always-on items provide their benefits whenever they're in use – they neither use charges nor need activation. They obey the rules under *Always-On Items* (**Exploits**, p. 78). Unless specified otherwise:

- *Casting time and energy cost are irrelevant.* The item doesn't let the user cast the spell – it puts the spell on itself or the user, at no cost, as soon as it's worn or wielded.
- *The effects last as long as the item is worn or carried.*

- *If the spell comes from **Spells**, all other effects are as described there.*

What's in a Name?

Adventurers suggests prefixes and suffixes for enchanted weapons and armor. Higher-level items are rare enough that they get lower-level affixes with intensifiers. Traditional qualifiers are, in order: *superior*, *masterful*, *peerless*, and *ultimate*. Thus, a Puissance +3 mace is a “mace of masterful smiting,” while Deflect +5, Fortify +1 scale armor is “unyielding scale of peerless deflection.”

COMBAT GEAR

A wide range of enchanted items are intended mainly for combat.

ARMOR

These enchantments are intended for armor and/or shields. Add their cost, given on the *Armor Enchantment Table* (below), to that of the base item. Only the *highest* level of a given enchantment matters; to upgrade, replace the existing level with a higher one.

This kind of magic works only when the armor is worn properly on the appropriate location. Armor carried but

not worn – or worn on the wrong location – provides no magical benefits.

Armor Enchantment Table

- Spell:* The enchantment's formal name.
Effects: What the enchantment does in practical terms.
Base Item: What the enchantment can go on – *Armor* or *Shield*.
Cost: The *enchantment's* cost. Remember to add *item* cost!
Prefix/Suffix: A suggested name for the item; e.g., “dwarven defending medium shield of lightness.”

Spell	Effects	Base Item	Cost	Prefix	Suffix	Notes
Continual Light	light equal to torch	Armor/Shield	\$8,000	Glowing	of Light	
Defending Shield	+1 to Block	Shield	\$10,000	Defending	of Defense	
Defending Shield	+2 to Block	Shield	\$20,000	Interposing	of Interposing	
Defending Shield	+3 to Block	Shield	\$40,000	Interposing	of Interposing	
Deflect	+1 Defense Bonus	Armor/Shield	\$2,000	Warding	of Warding	[1, 2]
Deflect	+2 Defense Bonus	Armor/Shield	\$10,000	Deflecting	of Deflection	[1, 2]
Deflect	+3 Defense Bonus	Armor/Shield	\$40,000	Deflecting	of Deflection	[1, 2]
Deflect	+4 Defense Bonus	Armor/Shield	\$160,000	Deflecting	of Deflection	[1, 2]
Deflect	+5 Defense Bonus	Armor/Shield	\$400,000	Deflecting	of Deflection	[1, 2]
Fortify	+1 Damage Resistance	Armor	\$1,000	Unyielding	of Solidity	[1]
Fortify	+2 Damage Resistance	Armor	\$4,000	Impenetrable	of Invulnerability	[1]
Fortify	+3 Damage Resistance	Armor	\$16,000	Impenetrable	of Invulnerability	[1]
Fortify	+4 Damage Resistance	Armor	\$60,000	Impenetrable	of Invulnerability	[1]
Fortify	+5 Damage Resistance	Armor	\$160,000	Impenetrable	of Invulnerability	[1]
Lighten	-25% from weight	Armor/Shield	\$2,000	Light	of Lightness	[1]
Lighten	-50% from weight	Armor/Shield	\$10,000	Weightless	of Weightlessness	[1]

Notes

[1] Cost is for a *suit* of armor. Piecewise armor can have Deflect or Fortify that adds Defense Bonus or Damage Resistance only vs. attacks on that location, or Lighten for just the weight of that piece. Use 10% of cost for head, 35% for body, 15% for arms, 5% for hands, 25% for legs, or 10% for feet. Further halve cost for a breastplate or just one limb or extremity.

[2] Defense Bonus adds to that of any mundane shield. If both shield *and* armor have Deflect, only the *highest* magical DB applies. See *Defense Bonus (Exploits, p. 47)*.

Layered Armor and Enchantments

When layering magical armor – or when your armor and shield are *both* enchanted – some additional rules apply:

Deflect: Use the bonus on the *outermost* layer of armor or the *shield*, whichever is higher. Deflect on inner layers doesn't count. Multiple Deflect enchantments never add.

Fortify: When magical armor is layered, use the *highest* Fortify bonus – the order of layering isn't important. Multiple Fortify enchantments never add.

Lighten: This enchantment changes the actual weight of the item it's on. Each shield or piece of armor benefits separately. Multiple pieces of armor with Lighten enjoy their respective Lighten enchantments even when layered.

WEAPONS

There's no limit to the number of *different* enchantments a weapon can bear. Some enchantments don't make much sense together (e.g., Icy Weapon and Flaming Weapon), but this is magic – if the GM feels an unusual combination fits a specific item, go for it! No weapon can have multiple instances of the *same* enchantment, however, and higher levels replace lower ones.

The *Weapon Enchantment Table* (below) lists typical weapon enchantments. *Special Weapon Enchantments* (pp. 6-7) describes the new additions. For even more possibilities, see *Common Enchantments (Exploits, pp. 78-79)* and *Spells*.

Weapon Enchantment Table

Spell: The enchantment's formal name.

Effects: What the enchantment does in practical terms.

Spell	Effects	Base Item	Cost	Prefix	Suffix	Notes
Accuracy	+1 to hit	Weapon	\$5,000	Accurate	of Seeking	
Accuracy	+1 to hit	Projectile	\$25	True	of True Flight	
Accuracy	+2 to hit	Weapon	\$20,000	Accurate	of Seeking	
Accuracy	+2 to hit	Projectile	\$100	True	of True Flight	
Accuracy	+3 to hit	Weapon	\$100,000	Accurate	of Seeking	
Accuracy	+3 to hit	Projectile	\$10,000	True	of True Flight	[1]
Continual Light	light equal to torch	Weapon	\$8,000	Glowing	of Light	
Corrosive Weapon	+2 acid	Melee Weapon	\$18,000	Corrosive	of Corroding	[2, 3]
Corrosive Weapon	+2 acid	Missile Weapon	\$22,000	Corrosive	of Corroding	[2, 3]

OTHER ARMOR ENCHANTMENTS

Two other enchantments are useful on armor.

Invisibility

Armor/Shield; see *Spells, p. 47*

This enchantment affects the *armor* – not the *wearer*. The armor functions normally except that an invisible full-face helmet doesn't block the wearer's view of side hexes and needn't have eye-slits (this doesn't change cost), preventing attacks on the eyes through chinks in armor (*Exploits, p. 37*). There are two ways to enchant armor:

By the piece: The enchantment affects the individual piece (helmet, single glove, breastplate, etc.), making it invisible *at all times*.

By the set: The enchantment affects a predetermined set of pieces – anything from a pair of gloves or leggings on up to a full suit of armor. If *any* piece isn't worn, *none* of the pieces are invisible.

Cost: Divide the weight of the piece, set, or suit of armor by 50, round up to a whole number, and then multiply by \$10,000.

Resist Acid

Armor/Shield; see *Spells, p. 70*

The *armor* is immune to acid; acid-based corrosion attacks won't reduce its DR. The *wearer* is still affected normally by corrosion attacks that penetrate DR.

Cost: \$1,000 per pound of armor weight (minimum 1 lb.). Triple cost to resist alkahest!

Base Item: What the enchantment can go on: *Melee Weapon* (includes thrown weapons), *Missile Weapon* (e.g., bow or crossbow), *Projectile* (arrow, bolt, etc.), or *Weapon* (melee or missile). Shields can be enchanted as melee weapons; the magic affects shield bashes and slams, but provides no *defensive* benefits. If a weapon falls into more than one category, use the more expensive cost.

Cost: The *enchantment's* cost. Remember to add *item* cost!

Prefix/Suffix: A suggested name for the item; e.g., "fine icy broadsword of seeking."

Spell	Effects	Base Item	Cost	Prefix	Suffix	Notes
Corrosive Weapon	+2 acid	Projectile	\$75	Corrosive	of Corroding	[2, 3]
Dancing Weapon	dances	Melee Weapon	see p. 7	Dancing	of Dancing	
Defending Weapon	+1 to Parry	Melee Weapon	\$10,000	Defending	of Defense	
Defending Weapon	+2 to Parry	Melee Weapon	\$20,000	Interposing	of Interposing	
Defending Weapon	+3 to Parry	Melee Weapon	\$40,000	Interposing	of Interposing	
Flaming Weapon	+2 fire	Melee Weapon	\$15,400	Flaming	of Flame	[3]
Flaming Weapon	+2 fire	Missile Weapon	\$20,400	Flaming	of Flame	[3]
Flaming Weapon	+2 fire	Projectile	\$75	Fire	of Burning	[3]
Holy Weapon	+2 holy	Melee Weapon	\$15,000	Consecrated	of Cleansing	[3]
Holy Weapon	+2 holy	Missile Weapon	\$20,000	Consecrated	of Cleansing	[3]
Holy Weapon	+2 holy	Projectile	\$75	Consecrated	of Cleansing	[3]
Icy Weapon	+2 cold	Melee Weapon	\$17,000	Icy	of Ice	[3]
Icy Weapon	+2 cold	Missile Weapon	\$20,500	Icy	of Ice	[3]
Icy Weapon	+2 cold	Projectile	\$75	Cold	of Freezing	[3]
Lightning Weapon	+2 electrical	Melee Weapon	\$15,300	Crackling	of Shocking	[3]
Lightning Weapon	+2 electrical	Missile Weapon	\$20,400	Lightning	of Lightning	[3]
Lightning Weapon	+2 electrical	Projectile	\$75	Lightning	of Lightning	[3]
Loyal Weapon	returns to hand	Weapon	\$15,000/lb.	Returning	of Returning	[4]
Penetrating Weapon	armor divisor (2)	Melee Weapon	\$5,000	Penetrating	of Penetration	[5]
Penetrating Weapon	armor divisor (2)	Missile Weapon	\$10,000	Penetrating	of Penetration	[5]
Penetrating Weapon	armor divisor (2)	Projectile	\$25	Burrowing	of Piercing	[5]
Penetrating Weapon	armor divisor (3)	Melee Weapon	\$15,000	Penetrating	of Penetration	[5]
Penetrating Weapon	armor divisor (3)	Missile Weapon	\$30,000	Penetrating	of Penetration	[5]
Penetrating Weapon	armor divisor (3)	Projectile	\$75	Burrowing	of Piercing	[5]
Penetrating Weapon	armor divisor (5)	Melee Weapon	\$50,000	Penetrating	of Penetration	[5]
Penetrating Weapon	armor divisor (5)	Missile Weapon	\$100,000	Penetrating	of Penetration	[5]
Penetrating Weapon	armor divisor (5)	Projectile	\$5,000	Burrowing	of Piercing	[5]
Penetrating Weapon	armor divisor (10)	Melee Weapon	\$150,000	Penetrating	of Penetration	[5]
Penetrating Weapon	armor divisor (10)	Missile Weapon	\$300,000	Penetrating	of Penetration	[5]
Penetrating Weapon	armor divisor (10)	Projectile	\$15,000	Burrowing	of Piercing	[5]
Penetrating Weapon	ignores DR	Melee Weapon	\$500,000	Penetrating	of Penetration	[6]
Penetrating Weapon	ignores DR	Missile Weapon	\$1,000,000	Penetrating	of Penetration	[6]
Penetrating Weapon	ignores DR	Projectile	\$50,000	Burrowing	of Piercing	[6]
Puissance	+1 damage	Melee Weapon	\$5,000	Mighty	of Smiting	
Puissance	+1 damage	Missile Weapon	\$10,000	Strongarm	of Striking	
Puissance	+1 damage	Projectile	\$25	Swift	of Impact	
Puissance	+2 damage	Melee Weapon	\$20,000	Mighty	of Smiting	
Puissance	+2 damage	Missile Weapon	\$40,000	Strongarm	of Striking	
Puissance	+2 damage	Projectile	\$100	Swift	of Impact	
Puissance	+3 damage	Melee Weapon	\$100,000	Mighty	of Smiting	
Puissance	+3 damage	Missile Weapon	\$200,000	Strongarm	of Striking	
Puissance	+3 damage	Projectile	\$10,000	Swift	of Impact	[1]
Shatterproof	unbreakable	Weapon	\$8,000	Eternal	of Durability	
Steelwraith	see p. 7	Weapon/Projectile	\$5,000/lb.	Steelwraith	of Steelwraith	

Notes

[1] Available in a one-use version for \$500; see *Permanent or Expendable?* (p. 7).

[2] Keep track of added corrosion damage even if it fails to penetrate armor. Every five points removes one point of DR from the target location.

[3] Follow-up. Adds *injury* of listed type if attack pierces DR. Doesn't add *basic damage*.

[4] See *Loyal Weapon (Exploits, p. 79)*.

[5] Divides target's DR by 2, 3, 5, or 10. See *Armor Divisors (Exploits, pp. 52-53)*.

[6] Ignores target's DR!

Special Weapon Enchantments

Some enchantments warrant additional explanation.

Corrosive Weapon

Weapon/Projectile

Wooden or corrosion-proof weapons only! Adds +2 corrosion injury; see *Corrosion (Exploits, p. 53)*.



Projectiles disintegrate after impact or 10 seconds, whichever comes first, unless made wholly of wood.

Cost: \$18,000 on a melee weapon, \$22,000 on a missile weapon, or \$75 on a projectile.

Dancing Weapon

Melee Weapon

At its owner's command, the weapon will fight on its own as if held by an invisible warrior, following intelligent strategy (chosen by the GM) or its owner's orders (spoken or mental). It can be attacked normally (*Attacking Weapons*, **Exploits**, p. 37), and will defend itself with Parry 11 or Dodge 8; the enchantment ends if the weapon is broken. If the weapon rolls a critical miss or is struck with a critical hit, it ceases to function until its owner picks it up (a Ready maneuver) and then releases it (a free action). Otherwise, it keeps fighting until its owner dies!

Cost: \$20,000 per pound of weight (minimum 1 lb.) buys skill 16, Basic Speed 5.00, Move 5, and ST 15. *Double* cost for skill 18 (and Parry 12), or for Basic Speed 6.00 and Move 6 (and Dodge 9); *quadruple* cost for both; and triple *final* cost for ST 20.

Holy Weapon

Weapon/Projectile

Adds +2 holy injury – or +3 vs. demons, undead, and anything else the GM deems to be capital-E Evil. This *definitely* includes evil clerics and unholy warriors serving The Devil. The gods themselves allow this enchantment on meteoric weapons!

Cost: \$15,000 on a melee weapon, \$20,000 on a missile weapon, or \$75 on a projectile.

Invisibility

Weapon/Projectile; see *Spells*, p. 47

The first attack with an invisible weapon gives the target -2 to defend. After that, the defender is on guard. This is *per foe*, not *per battle*. Ignore this for fist loads – the enemy can still see the *hand* coming.

Cost: \$10,000 per 50 lbs. of weight or fraction thereof.

PERMANENT OR EXPENDABLE?

Most weapon enchantments are permanent – they last as long as the underlying weapon does, and are destroyed if the weapon is destroyed. Some are more ephemeral:

Corrosive Weapon: Any projectile enchanted with this spell or fired from a missile weapon enchanted with this spell disintegrates after it hits or 10 seconds after being shot – whichever comes first – unless it's made wholly of wood.

Flaming Weapon and Lightning Weapon: Any projectile enchanted with one of these spells or fired from a missile weapon enchanted with one of them burns up after it hits or 10 seconds after being shot – whichever comes first – unless it's made of metal or stone.

Icy Weapon: Any projectile enchanted with this spell or fired from a missile weapon enchanted with this spell shatters after it hits or 10 seconds after being shot, whichever comes first.

Projectile Enchantments: These are one-shot; even if the projectile survives, the enchantment works just once, whether it hits or misses. However, Accuracy +3, Penetrating Weapon (5) and better, and Puissance +3 are usually *permanent* on projectiles – they'll last as long as the projectile survives! The costs on the *Weapon Enchantment Table* (pp. 5-6) reflect this, and expendable Accuracy and Puissance +3 are significantly cheaper. See also *Projectiles* (pp. 18-19).

Steelwraith

Weapon/Projectile; see *Spells*, p. 28

The weapon – which must be metallic – can be carried through objects by a wielder using Steelwraith and can harm subjects of the Steelwraith spell.

Cost: \$5,000 per pound of weight (minimum 1 lb.).

Stacking Missile Weapon and Projectile Effects

If a missile weapon enchanted with Accuracy or Puissance shoots a projectile that has the same enchantment, the effects *are* additive; e.g., if a longbow with Accuracy +2 fires an arrow with Accuracy +1 and Puissance +1, the attack gets +3 to hit and +1 to damage.

Enchantments that add follow-up injury *aren't* cumulative, though. Only one instance of a given effect counts; e.g., an icy bow firing an arrow of freezing does +2 injury, not +4.

OTHER ENHANCED GEAR

Always-on enchantments that enhance gear aren't limited to armor and weapons!

COMMON ITEM ENCHANTMENTS

The table below lists several enchantments applicable to broad classes of items.

Spell: The enchantment's formal name.

Base Item: The kinds of objects that can carry the enchantment.

Cost: The *enchantment's* cost. Where this is per unit weight, round fractions of that weight *up*; e.g., treat 2.75 lbs. as 3 lbs. for a cost per pound, 50 lbs. for a cost per 50 lbs. Remember to add *item* cost!

Page: Page number in *Spells*.

Spell	Base Item	Cost	Page	Notes
Create Food	Container	\$8,000 per meal/day	32	
Fireproof	Any	\$3,000/lb.	30	[1]
Invisibility	Any	\$10,000/50 lbs.	47	[1]
Magic	Any	\$4,000/level	51	[1, 2]
Resistance				
Magic Staff	Stick	\$30	9	[3]
Resist Acid	Any	\$1,000/lb.	70	[1, 4]
Scryguard	Any	\$1,000/lb.	52	[1, 5]
Steelwraith	Any Metallic	\$5,000/lb.	28	[1]

Notes

[1] Affects *item*, not *user*.

[2] Maximum 10 levels; penalty affects spells cast *on* or *from* item.

BETTER CORNUCOPIAS

Extraordinary cornucopia pouches and quivers exist. These function exactly as regular cornucopias, except as noted:

Cornucopia of Burrowing. Creates Penetrating Missile (2) ammunition. Adds \$25,000 to cost.

Cornucopia of Elemental Ammunition: Available in Corrosive, Flaming, Holy, Icy, or Lightning varieties. Adds \$75,000 to cost.

Cornucopia of Impact. Creates Puissance +1 ammunition. Adds \$25,000 to cost.

Cornucopia of True Flight. Creates Accuracy +1 ammunition. Adds \$25,000 to cost.

Fine Cornucopia Quiver. Creates *fine* arrows or bolts. Not available for other ammunition. Adds \$4,000 to cost.

[3] Cost is per type of magic: clerical, druidic, or wizardly. Typical lengths are *wand* (baton, \$50, 1 lb.), *rod* (jo, \$40, 2 lbs.), and *staff* (quarterstaff, \$40, 4 lbs.). When casting, extends caster's reach by one (wand or rod) or two (staff) yards.

[4] Triple cost to resist alkahest!

[5] Item resists Information spells with Power 15. On a container, this also benefits anything *inside* while it's closed.

MISCELLANEOUS GEAR

Many useful adventuring tools are always-on items. Some common examples are:

Backpack of Lightning. Holds 40 lbs. Contents are 25% lighter as encumbrance. Has no extra weight capacity or space. \$6,060, 3 lbs.

Backpack of Weightlessness. Holds 40 lbs. Contents are 50% lighter as encumbrance. Has no extra weight capacity or space. \$12,060, 3 lbs.

Bottomless Backpack. Holds 80 lbs. instead of 40 lbs. Extra 40 lbs. don't count as encumbrance. \$80,060, 3 lbs.

Bottomless Purse. Holds 9 lbs. instead of 3 lbs. Extra 6 lbs. don't count as encumbrance! \$12,010, 0.2 lb.

Cornucopia Pouch. Creates endless *ordinary* ammunition, but only one projectile exists at a time – drawing one makes the previous one vanish. Comes in several varieties: blowpipe darts, heavy sling rocks, lead prodd pellets, or lead sling bullets. \$2,010, 0.2 lb.

Cornucopia Quiver. Creates endless *ordinary* arrows or crossbow bolts, but only one projectile exists at a time – drawing one makes the previous one vanish. Available for arrows or bolts, with regular, bodkin, or cutting points; each quiver makes just one type. \$2,010, 0.5 lb.

Five-Gallon Canteen. Pours out five gallons of pure water per day before temporarily running dry. Never needs refilling, and the water doesn't increase its weight. \$4,810, 1 lb.

JEWELRY

Magical jewelry comes in many forms: rings, amulets, circlets, bracelets, and more. The examples described here carry permanent enchantments that affect the *wearer*, not the item.

MAGICAL AMULETS

These put (mostly!) beneficial enchantments on the wearer and *only* the wearer. All work *automatically* – no charges, energy cost, casting time, or skill roll needed – but only when actually worn. They're generally wizardly (*Supernatural Origins*, *Exploits*, p. 77), and won't function in no-mana areas (*Spells*, p. 8).

Prices given here *don't* include the underlying item. That's customarily an amulet (0.25 lb.) suitable for hanging from a

necklace – but whatever it is, it's subject to *Item Value* (p. 9). The GM may restrict certain enchantments to specific types of gear; e.g., *Might* could be exclusive to belts and gloves, *Wisdom* to headgear, and *Balance* to boots.

An item that bestows an advantage has no effect on a wearer who already has that trait. Multiple amulets of the same type aren't additive – only the most powerful one counts!

Amulet of Ambidexterity. Wearer gains Ambidexterity (*Adventurers*, p. 47). \$30,000.

Amulet of Balance. Wearer gains Perfect Balance (*Adventurers*, p. 52). \$15,000.

Amulet of Bravery. Wearer gains Unfazeable (*Adventurers*, p. 53) but must make an IQ roll *not* to be brave in a dangerous situation! \$10,000.

Amulet of Disease Resistance. A clerical item that grants the wearer immunity to disease. For one specific disease: \$20,000; for all diseases: \$50,000.

Amulet of Grace. Increases wearer's DX. \$60,000 per +1 to DX, maximum +5.

Amulet of Might. Increases wearer's ST. \$30,000 per +1 to ST, maximum +5.

Amulet of Reflexes. Wearer gains Combat Reflexes (*Adventurers*, p. 48). \$40,000.

Amulet of Strengthening Will. Increases wearer's Will. \$20,000 per +1 to Will, maximum +5.

Amulet of the Silver Tongue. Wearer gains the Voice advantage (*Adventurers*, p. 54). \$25,000.

Amulet of Truth. Wearer must resist Power 15 with Will or be unable to lie! Roll for *each* lie. \$12,000.

Amulet of Vigor. Increases wearer's HT. \$30,000 per +1 to HT, maximum +5.

Amulet of Wisdom. Increases wearer's IQ for *all* purposes, including spellcasting. \$60,000 per +1 to IQ, maximum +5.

ALCHEMICAL CHARMS

These always-on items are alchemical trade secrets. They're unaffected by mana level (*Spells*, pp. 7-8) unless there's *no* mana, in which case they don't work.

Such charms can take the form of any item. The examples below are amulets (0.25 lb.) suitable for hanging from a necklace. Costs include the magic *and* the object itself – these cannot be separated, as the materials *are* the magic! *Item Value* (above) doesn't apply.

A charm that bestows an advantage has no effect on a wearer who already has that trait. Multiple charms of the same type aren't additive.

Attractiveness Amulet. Wearer becomes Attractive (*Appearance*, *Adventurers*, p. 47). \$14,100.

Flight Amulet. Wearer has Air Move 10, reduced normally by encumbrance. \$47,200.

Ironskin Amulet. Gives +3 DR. \$28,720.

Luck Amulet. Grants Luck (*Adventurers*, p. 51). \$28,200.

Memory Amulet. Grants Eidetic Memory (*Adventurers*, p. 48). \$28,400.

Moly Amulet. Grants +5 Magic Resistance (and -5 to spells). \$23,600.

Pain Resistance Amulet. Grants High Pain Threshold (*Adventurers*, p. 50). \$9,600.

ITEM VALUE

Enchantments on *clothing* and *jewelry* require the underlying item to have a minimum *mundane* value – the price of other enchantments doesn't count! Such goods are usually bejeweled, gilded, wrought from precious metals, woven from spider silk, or similarly costly.

The examples in this book suggest typical forms for enchantments, but the specific item doesn't matter – what's important is that *mundane* value is at least 1/40 of enchantment cost. This expense *isn't* included in listed enchantment costs. For example, Grace +1 DX costs \$60,000, so the enchantment requires an article worth at least \$1,500, making minimum total cost \$61,500. If the object also carried Ambidexterity (\$30,000), minimum total cost would be \$92,250.

Alchemical charms (below) aren't subject to this rule. The special ingredients needed to make them are already included in their prices.

Pendant of Long Slumber. Wearer must roll vs. HT to resist falling asleep *indefinitely*. Roll vs. HT *yearly* to awaken. A sleeping subject requires no food and is unaffected by age or disease; wounds neither heal nor worsen, but bleeding continues unless stanching. Removing the amulet awakens the subject. Useful for badly injured friends! \$23,600.

Salamander Amulet. Bestows immunity to normal fire and Fire spells. \$4,920.

Serpent's Amulet. Gives immunity to poison. \$9,590.

Speed Amulet. Increases the wearer's Basic Speed, Dodge, and Move. \$30,000 for +1, \$60,000 for +2, \$90,000 for +3.

Tranquility Amulet. Grants +3 to resist spells that affect the emotions (e.g., Bravery, Fear, Panic, and Terror), and to self-control rolls for Bad Temper and Berserk. \$9,500.

Warlord's Amulet. Grants +4 to Leadership, and +2 to Strategy and Tactics. \$33,100.

Water-Breathing Amulet. Wearer can breathe water. \$23,400.

Water-Walking Amulet. Wearer can walk on any liquid at normal ground Move; doesn't protect from harmful liquids (e.g., lava or boiling water). \$14,150.

MISCELLANEOUS JEWELRY

A few items defy easy characterization. These are typically tiny pieces of jewelry, but gemstones (negligible weight) and chunky amulets (0.25 lb.) also turn up. *Item Value* (above) applies in all cases.

Lenses of Dark Vision. Wearer gains Dark Vision (*Spells*, p. 46). Too soft to provide eye protection. \$60,500, neg.

Lenses of Night Vision. Wearer gains Night Vision 9 (*Adventurers*, p. 51). Too soft to provide eye protection. \$30,500, neg.

Ring of Mystic Mist. Wearer is immune to the negative effects of Mystic Mist (*Spells*, p. 64). Wearer still benefits from the *positive* effects if native to the mist! \$8,200, neg.

Spirit Bone. Bone necklace which vibrates when spirits are within five yards of it. \$10,250, neg.



Jewelry? It's portable wealth, not finery. I prefer the magical kind: useful if you keep it, easy to sell if you don't.

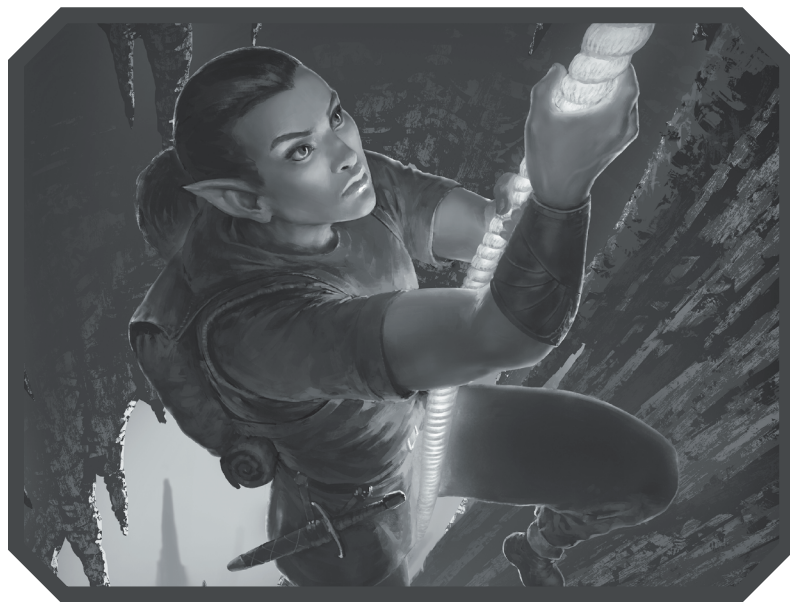
– Puddin' Noddington, Thief

CHAPTER TWO

CASTING ITEMS

Casting items enable wielders to cast spells – on themselves or on other subjects, depending on the spell.

All enchantments on a given item must have the same Power rating – typically 15 (see *Enchanted Items*, **Exploits**, pp. 77-79). Individual spells may use any of *User-Powered Items* (below), *Uses Per Day* (p. 11), and *Time Between Uses* (p. 11), though, and have different costs to cast. Total all enchantment prices to find item value.



USING CASTING ITEMS

Unless specified otherwise, casting items obey these rules:

- *Items are “universal,” but work better for talented magic-users.* Except as noted, anyone can use a casting item, but a wielder with matching spellcasting talent – Power Investiture if the item is clerical, Power Investiture (Druidic) if druidic, or Bardic Talent or Magery if wizardly – gets to add that talent’s level to rolls to cast, where required. (*Exception:* For an item that requires an Innate Attack skill roll to hit, add talent to *that* roll instead.) A wielder with Magic Resistance subtracts its level from rolls to cast.

- *Casting time is as described for the spell.* There’s no ritual, but the user must will the item to work for the same length of time. The item’s Power doesn’t affect this.

- *Energy cost is the same as for a normal casting of the spell.* The item’s Power doesn’t affect this, either. See *User-Powered Items* (below), *Uses Per Day* (p. 11), and *Time Between Uses* (p. 11) for alternatives to paying FP.

- *Determine success normally.* Use the item’s Power as the caster’s base skill. Apply all the usual modifiers for the kind of spell being cast. A Resisted spell allows a normal resistance roll – use modified Power as the caster’s skill in the Quick Contest.

- *Only one person at a time can use the item.*

If two people attempt to use it, only the first to touch it can do so. If one *can’t* use it – e.g., it’s an unusual item that works only for wizards, and one of those people lacks Magery – that touch doesn’t count. This also affects keeping spells active: Only one person at a time can ever have spells “on” via a given casting item. If the item leaves the user’s possession – it’s handed to someone else, set down, dropped, destroyed, etc. – all spells that person cast using it end instantly. If this worries you, use a charged item (pp. 15-17)!

- *Items that cast Healing spells keep their own casting counts.* Keep separate track of castings per day per subject for Major Healing and Minor Healing. A spell allowed once per day per subject, such as Great Healing, can be tried once per day per subject *per item that can cast it*. “One try” spells like Restoration and Regeneration are likewise *per item*, making them valuable even to wielders who know the spell! If the item is passed to a new caster, these “counts” follow the *item*.

- *All other effects are as usual for that spell.*

User-Powered Items

Most casting items are powered by the wielder’s own energy sources: FP, power item, Energy Reserve, or HP. If HP are spent to fuel the spell, the roll to cast it is at -1 per HP expended. In addition, these rules apply:

Spell Parameters: If the spell has variable parameters – e.g., radius for Area spells, or energy put into Missile or Melee spells – the *user* determines these at the time of casting.

Cost to Cast: The spell costs the usual amount of energy listed in **Spells** for that spell cast with the wielder’s chosen parameters. For a spell that costs *half* as much to cast and maintain, *double* the enchantment’s cash price. For a spell that costs *1/4* as much to cast and maintain, *quadruple* price.

Round all energy costs *up*. A spell can never cost less than 1 to cast, 1 to maintain. Blocking spells cannot have energy cost reduced.

Time to Cast: For a spell that takes *half* as long to cast, *double* the enchantment's cash price. For a spell that takes *1/4* as long to cast, *quadruple* price. Round casting time *up*. A spell can never take less than one second to cast. Blocking and Missile spells cannot have casting time reduced.

Uses Per Day

A casting item might instead enable the wielder to cast a spell with preset parameters and only a limited number of times per day, but *at no energy cost*. All of these "uses" recharge automatically at a specific, predetermined time – usually one of "sunrise the next day," "noon," or "midnight," though other times are possible (e.g., "3:57 a.m."). Uses aren't permanently depleted over the item's lifetime but cannot be replenished sooner.

Spell Parameters: The user *cannot* determine the spell's variable parameters: radius of an Area spell, damage dice of a Missile spell, etc. These are predetermined when the item is created. The spell's duration is likewise preset – any maintenance cost for that duration adds to casting cost in the next step.

Cost to Cast: Total the energy needed to cast the spell with the selected parameters and to maintain it for the chosen duration. Find this energy cost in the "Energy" column of the *Charged Item Table* (pp. 15-16) and read cash price per use from the "Rechargeable" column. Multiply this price by the number of uses per day and add it to the cash price in the *Casting Item Table* (below) to get final item value. Apply any doubling or quadrupling of price for casting in 1/2 or 1/4

Spell	Cost	Type	Page	Notes
Agonize	\$16,000	Wizardly	20	[1]
Air Jet	\$4,000	Wizardly	15	
Alertness	\$15,000	Wizardly*	53	[2]
Analyze Magic	\$24,000	Wizardly*	42	
Animal Control	\$4,000†	Druidic	17	[3, 4]
Apportation	\$18,000	Wizardly	56	
Arboreal	\$20,000	Druidic	61	[1]
Immurement				
Astral Block	\$12,000	Clerical, Wizardly	59	
Astral Vision	\$18,000	Clerical, Wizardly*	42	[2]
Awaken	\$6,000	Clerical	36	[5]
Beast Link	\$10,000	Druidic	18	[3, 6]
Beast Possession	\$30,400	Druidic	18	[3, 6]
Beast-Rouser	\$10,000	Druidic	18	[3]
Beast Seeker	\$10,000	Druidic	18	[3]
Beast-Soother	\$12,000	Druidic	18	[3]
Beast Speech	\$20,000†	Druidic	18	[3, 7]
Beast	\$8,000†	Druidic	18	[3, 8]
Summoning				

of the usual time – or tripling for Power 20 (see *Enchanted Treasures, Exploits*, p. 79) – to this final value.

Time to Cast: As for *User-Powered Items* (pp. 10-11).

Time Between Uses

Some casting items have neither an energy cost nor a fixed number of uses per day, but require a minimum interval of game time – or **cooldown** – between castings. The clock on this interval starts when the item was last used; you can't "save up" uses for later. Such items use the rules under *Uses Per Day* (above) with one twist: Divide 12 hours by the cooldown in hours, round *up*, and price the item as one with that many uses per day. For example, price a half-hour cooldown as 24 uses/day, a six-hour cooldown as two uses/day.

Casting Item Table

Spell: The spell's name.

Cost: Cost for the enchantment and a suitable generic item – typically an amulet (0.25 lb.) or ring (negligible weight). If enchanted into a weapon, armor, or anything else more useful than cheap jewelry, add the cost of the underlying item as you would when adding a weapon enchantment to a weapon. A dagger (†) means the listed cost is for the least-expensive version of the spell; see the notes for details.

Type: *Clerical* items are affected by sanctity (*Spells*, p. 5) and gain a bonus from Power Investiture. *Druidic* items are affected by Nature's strength (*Spells*, pp. 6-7) and gain a bonus from Power Investiture (Druidic). *Wizardly* items are affected by mana (*Spells*, pp. 7-8) and gain a bonus from Magery. *Any* means the spell is available in any of the above types. A * means Bardic Talent also provides a bonus if the item is wizardly.

Page: Page number in *Spells*.

Spell	Cost	Type	Page	Notes
Bladeturning	\$6,000	Wizardly	63	[2]
Blink	\$16,000	Wizardly	56	[2]
Blink Other	\$32,000	Wizardly	56	
Blur	\$5,000	Wizardly	46	[2]
Bravery	\$10,000	Clerical, Wizardly*	53	
Breathe Water	\$8,000	Any	68	
Bright Vision	\$4,000	Wizardly	46	[2]
Burning Touch	\$6,000	Wizardly	29	[1]
Charm	\$60,000	Wizardly*	53	[1]
Cleansing	\$5,000	Clerical	36	
Climbing	\$12,500	Wizardly	20	[2]
Clumsiness	\$16,000	Wizardly	20	[1]
Cold	\$8,600	Wizardly	29	
Command	\$10,000	Clerical, Wizardly*	53	
Conceal	\$5,000	Druidic	61	[3]
Concussion	\$20,400	Wizardly*	15	[9]
Control Gate	\$6,000	Wizardly	34	
Control Illusion	\$6,000	Wizardly	40	[1]
Control Person	\$30,000	Wizardly*	24	

<i>Spell</i>	<i>Cost</i>	<i>Type</i>	<i>Page</i>	<i>Notes</i>
Coolness	\$4,000	Any	68	[2]
Create Air	\$4,000	Wizardly	16	
Create Earth	\$10,000	Wizardly	27	
Create Fire	\$6,200	Wizardly	29	
Create Food	\$12,000	Clerical, Wizardly	32	[1]
Create Plant	\$20,000	Druidic	61	[3]
Create Water	\$4,000	Clerical, Wizardly	68	
Cure Disease	\$30,000	Clerical, Druidic	36	[1; 3 or 5]
Dark Vision	\$10,000	Wizardly	46	[2]
Daze	\$20,000	Wizardly*	54	[1]
Death Vision	\$12,000	Wizardly	60	[1]
Deathtouch	\$50,000	Wizardly	20	[1]
Debility	\$18,000	Wizardly	20	[1]
Decay	\$2,000	Wizardly	32	
Dehydrate	\$15,000	Wizardly	68	[1]
Destroy Water	\$6,000	Wizardly	68	
Detect Magic	\$2,000	Any*	43	
Detect Poison	\$5,000	Clerical, Druidic	36	
Dispel Illusion	\$8,000	Wizardly	40	
Dispel Possession	\$6,000	Clerical	24	[1]
Drunkenness	\$16,000	Wizardly*	54	[1]
Dull Sense	\$10,000	Wizardly*	54	
Dullness	\$25,000	Wizardly*	54	
Earth to Air	\$16,000	Wizardly	16	
Earth to Stone	\$6,000	Wizardly	27	
Earth Vision	\$8,000	Druidic, Wizardly*	27	[2]
Entombment	\$24,000	Druidic, Wizardly	27	[1]
Ethereal Body	\$160,000	Wizardly	57	[2]
Explosive Fireball	\$24,500	Wizardly	29	[9]
Explosive Lightning	\$24,500	Wizardly	71	[9]
Extinguish Fire	\$8,400	Druidic, Wizardly	30	
Far-Feeling	\$4,000	Wizardly*	43	[2]
Far-Hearing	\$8,000	Wizardly*	66	[2]
Far-Tasting	\$4,000	Wizardly*	33	[2]
Fear	\$6,000	Wizardly*	54	
Final Rest	\$24,000	Clerical	36	[5]
Find Direction	\$5,000	Druidic, Wizardly*	43	
Find Weakness	\$2,000	Wizardly	49	
Fire Cloud	\$4,000	Wizardly	30	
Fireball	\$16,400	Wizardly	30	[9]
Flame Jet	\$16,800	Wizardly	30	
Flesh to Stone	\$20,000	Wizardly	27	[1]
Flight	\$50,000	Wizardly	57	[2]
Fog	\$6,000	Druidic	71	[3]
Foolishness	\$16,000	Wizardly*	54	[1]
Frailty	\$20,000	Wizardly	21	[1]

<i>Spell</i>	<i>Cost</i>	<i>Type</i>	<i>Page</i>	<i>Notes</i>
Freeze	\$4,100	Druidic, Wizardly	68	
Frostbite	\$15,000	Druidic, Wizardly	69	[1]
Garble	\$20,000	Wizardly*	66	
Glass Wall	\$12,000	Wizardly*	43	
Glue	\$18,000	Wizardly	57	
Grease	\$14,000	Wizardly	57	
Great Haste	\$80,000	Wizardly	57	[2, 10]
Great Healing	\$80,000	Clerical	37	[5]
Great Voice	\$4,000	Clerical, Wizardly*	66	
Hail	\$10,000	Druidic	71	[3]
Hawk Vision	\$8,000	Druidic, Wizardly	47	[2]
Healing Slumber	\$20,000	Clerical	37	[5]
Heat	\$8,300	Wizardly	31	
Hide	\$20,000	Wizardly	47	
Hide Emotion	\$4,000	Wizardly*	24	
Hide Path	\$6,000	Druidic	62	
Hide Thoughts	\$20,000	Clerical, Wizardly*	25	
Hinder	\$12,000	Wizardly	21	
Hold Breath	\$18,000	Wizardly	21	
Hush	\$4,000	Wizardly*	66	[2]
Hybrid Control	\$16,000	Druidic	19	[3]
Ice Dagger	\$8,000	Wizardly	69	[9]
Ice Sphere	\$8,500	Wizardly	69	[9]
Identify Plant	\$4,000	Druidic	62	
Identify Spell	\$22,000	Wizardly*	43	
Ignite Fire	\$2,050	Wizardly	31	
Illusion Disguise	\$3,000†	Wizardly	40	[11]
Infravision	\$2,000	Wizardly	47	[2]
Instant Neutralize Poison	\$60,000	Clerical, Druidic	37	[3 or 5]
Invisibility	\$24,000	Wizardly	47	[2]
Iron Arm	\$12,000	Wizardly	64	[2]
Itch	\$2,000	Wizardly	21	[1]
Levitation	\$30,000	Wizardly	57	
Light	\$2,000	Clerical, Wizardly	47	
Light Jet	\$4,000	Clerical, Wizardly	47	
Light Tread	\$8,000	Druidic, Wizardly	57	[2]
Lightning	\$17,200	Druidic, Wizardly	71	[9]
Lockmaster	\$40,800	Wizardly	58	
Locksmith	\$20,300	Wizardly	58	
Loyalty	\$40,000	Wizardly*	55	
Mage Sight	\$16,000	Wizardly*	44	[2]
Mage-Stealth	\$10,000	Wizardly*	66	[2]
Magelock	\$4,300	Wizardly	64	
Magic Resistance	\$30,000	Clerical, Wizardly	51	[2]
Major Healing	\$30,000	Clerical	37	[5]
Manipulate	\$12,000	Wizardly	58	

Spell	Cost	Type	Page	Notes
Master	\$16,000	Druidic	19	[3]
Measurement	\$1,000†	Wizardly*	44	[12]
Message	\$20,000	Wizardly*	67	
Mind-Reading	\$20,000	Wizardly*	25	
Mind-Search	\$30,000	Wizardly*	25	
Mind-Sending	\$30,000	Wizardly*	25	
Minor Healing	\$12,000	Clerical	37	[5]
Mirror	\$7,000	Wizardly	47	
Missile Shield	\$15,000	Wizardly	64	
Monk's Banquet	\$20,000	Clerical	33	[2, 5]
Nauseate	\$2,000	Wizardly	21	[1]
Neutralize	\$30,000	Clerical,	37	[3 or 5]
		Poison		
		Druidic		
Night Vision	\$4,000	Wizardly	47	[2]
No-Smell	\$3,300	Druidic,	16	[2]
		Wizardly		
Pain	\$8,000	Wizardly	21	[1]
Panic	\$10,000	Wizardly*	55	
Paralyze Limb	\$20,000	Wizardly	21	[1]
Pathfinder	\$20,000	Druidic,	44	
		Wizardly*		
Phantom	\$6,000	Wizardly	41	
Phase	\$20,000	Wizardly	34	[2]
Phase Other	\$40,000	Wizardly	34	
Plant Control	\$12,000	Druidic	62	[3]
Plant Sense	\$10,000	Druidic	62	[3]
Plant Speech	\$15,000†	Druidic	62	[3, 13]
Plant Vision	\$6,000	Druidic	62	[2, 3]
Poison Food	\$12,000	Wizardly	33	
Pollen Cloud	\$2,000	Druidic	62	[3]
Possession	\$50,000	Wizardly*	25	
Prepare Game	\$6,000	Wizardly	33	
Projection	\$10,000	Wizardly*	44	
Purify Air	\$1,000	Any	16	
Purify Earth	\$8,000	Druidic,	28	
		Wizardly		
Purify Food	\$8,000	Any	33	
Purify Water	\$4,000	Any	70	
Quick March	\$8,000	Druidic,	58	[2]
		Wizardly		
Reflect Gaze	\$12,000	Wizardly	65	
Regeneration	\$60,000	Clerical	38	[5]
Relieve Sickness	\$5,000	Clerical	38	[5]
Remember Path	\$12,000	Druidic	44	
Repel Spirits	\$2,000	Clerical,	60	
		Wizardly		
Resist Acid	\$16,000	Clerical	70	[2]
Resist Cold	\$16,700	Any	31	[2]
Resist Fire	\$16,700	Clerical,	31	[2]
		Wizardly		
Resist Lightning	\$21,000	Any	72	[2]
Resist Pain	\$16,000	Clerical,	22	[2]
		Wizardly		
Resist Sound	\$16,000	Wizardly*	67	[2]
Resist Water	\$4,200	Wizardly	70	[2]
Restoration	\$60,000	Clerical	38	[5]

Spell	Cost	Type	Page	Notes
Restore Memory	\$12,000	Clerical	39	[5]
Retch	\$2,000	Wizardly	22	[1]
Rider	\$16,000†	Druidic	19	[14]
Rider Within	\$20,100	Druidic	20	[3]
Rive	\$20,000	Wizardly	49	[1]
Rooted Feet	\$8,000	Wizardly	22	[1]
Sanctuary	\$40,000	Clerical	35	[5]
Sandstorm	\$20,000	Druidic,	16	
		Wizardly		
Scry Gate	\$4,000	Wizardly	35	
See Invisible	\$8,000	Wizardly	48	[2]
See Secrets	\$8,000	Clerical,	44	[2]
		Wizardly*		
Seek Earth	\$1,000†	Druidic,	28	[15]
		Wizardly		
Seek Fire	\$1,100	Wizardly	31	
Seek Food	\$6,000	Druidic,	33	
		Wizardly		
Seek Gate	\$2,000	Wizardly	35	
Seek Magic	\$24,000	Wizardly*	45	
Seek Plant	\$1,000	Druidic	62	
Seek Water	\$1,100	Druidic,	70	
		Wizardly		
Sense Danger	\$8,000	Wizardly	65	
Sense Emotion	\$6,000	Wizardly*	26	
Sense Evil	\$4,000	Any*	26	
Sense Foes	\$4,000	Wizardly*	26	
Sense Life	\$1,600	Any*	26	
Sense Spirit	\$2,000	Clerical,	60	
		Wizardly		
Sensitize	\$8,000	Wizardly	22	[1]
Shape Air	\$4,000	Druidic,	17	
		Wizardly		
Shape Earth	\$10,000	Druidic,	28	
		Wizardly		
Shape Fire	\$8,300	Wizardly	31	
Shape Plant	\$10,000	Druidic	63	
Shape Water	\$8,000	Druidic,	70	
		Wizardly		

Bonus Items

Some magic items grant the wielder a bonus when casting one particular spell – if known – rather than the ability to cast the spell in the first place. These cost 10% of the price of that spell's casting item per +1 to effective skill. While there's no upper limit, bonuses past +5 are rare and bonuses past +10 (100% of casting item cost) are *vanishingly* rare. Such bonuses don't change *base* skill – that is, there's no effect on energy cost or casting time. An item may aid multiple spells; calculate the cost of each bonus separately and add them together to find the final cost. No object can be both a casting item and a bonus item for the same spell, however.

Spell	Cost	Type	Page	Notes
Shatter	\$10,000	Wizardly	50	
Shocking Touch	\$30,000	Wizardly	72	[1]
Sickness	\$30,000	Wizardly*	55	[1]
Sleep	\$24,000	Wizardly*	55	
Slow	\$20,000	Wizardly	58	
Slow Fall	\$20,000	Wizardly	58	
Smoke	\$1,000	Wizardly	32	
Soul Rider	\$21,000	Wizardly*	26	[6]
Sound Jet	\$8,000	Wizardly*	67	
Spark Cloud	\$4,000	Wizardly	72	
Spark Storm	\$15,000	Druidic, Wizardly	72	
Spasm	\$6,000	Wizardly	22	[1]
Steelwraith	\$24,000	Wizardly	28	[2]
Stench	\$6,000	Wizardly	17	
Stone Missile	\$8,000	Wizardly	28	[9]
Stone to Earth	\$8,000	Wizardly	28	
Stone to Flesh	\$20,000	Clerical, Wizardly	29	[1]
Stop Paralysis	\$4,000	Clerical	40	[5]
Stop Spasm	\$8,000	Clerical	40	[5]
Strengthen Will	\$30,000	Clerical, Wizardly*	55	[2]
Strike Blind	\$40,000	Wizardly	22	[1]
Strike Deaf	\$20,000	Wizardly	22	[1]
Strike Dumb	\$50,000	Wizardly	23	[1]
Stun	\$22,000	Wizardly	23	[1]
Sunbolt	\$17,000	Clerical, Wizardly	48	[9]
Sunlight	\$3,000	Any	48	
Swim	\$20,000	Druidic, Wizardly	70	
Tanglefoot	\$12,000	Wizardly	23	[1]
Telepathy	\$40,000	Wizardly*	26	
Tell Position	\$3,000	Druidic, Wizardly*	45	
Terror	\$12,000	Wizardly*	55	
Test Food	\$2,000	Clerical, Wizardly	33	
Test Load	\$1,600	Wizardly*	45	
Thunderclap	\$6,000	Any*	67	
Tickle	\$12,000	Wizardly	23	[1]
Total Paralysis	\$40,000	Wizardly	23	[1]
Truthsayer	\$10,000	Clerical, Wizardly*	26	
Turn Spirit	\$7,000	Clerical, Wizardly	61	
Turn Zombie	\$12,000	Clerical	61	[5]
Undo	\$10,000	Wizardly	59	[1]

Spell	Cost	Type	Page	Notes
Vigil	\$20,000	Clerical	56	[5]
Walk on Air	\$25,000	Wizardly	17	[2]
Walk on Water	\$10,000	Wizardly	71	[2]
Walk Through Earth	\$24,000	Wizardly	29	[2]
Walk Through Plants	\$8,000	Druidic	63	[2, 3]
Walk Through Wood	\$10,000	Druidic	63	[2, 3]
Wall of Lightning	\$10,500	Wizardly	72	
Wallwalker	\$20,000	Wizardly	59	[2]
Warmth	\$4,000	Any	32	[2]
Water Jet	\$12,000	Wizardly	71	
Water Vision	\$4,000	Druidic, Wizardly*	71	[2]
Weaken	\$4,000	Wizardly	50	[1]
Weaken Will	\$14,000	Wizardly*	56	[1]
Windstorm	\$15,000	Druidic, Wizardly	17	
Wither Limb	\$40,000	Wizardly	23	[1]
Wither Plant	\$4,000	Druidic	63	
Wizard Eye	\$23,600	Wizardly*	45	[16]

Notes

- [1] Must touch subject.
 [2] Wielder only.
 [3] Requires Power Investiture (Druidic) to use!
 [4] Cost depends on animal type. *Vermin Control*: \$4,000. *Fish Control*: \$8,000. *Reptile Control*: \$8,000. *Bird Control*: \$12,000. *Mammal Control*: \$20,000. Total costs of all versions the item can cast.
 [5] Requires Power Investiture or Holiness to use! Only Power Investiture provides a bonus.
 [6] A pair of objects: one for the caster, one for the subject. Works only between the pair, with *no* range penalty. Items must be of identical value (matched amulets, earrings, etc.).
 [7] Costs \$20,000 to communicate with one specific animal species, \$80,000 for any animal species.
 [8] Costs \$8,000 to summon one specific animal species, \$16,000 for any type of animal.
 [9] Requires relevant spellcasting talent to use!
 [10] Cost to cast cannot be reduced.
 [11] Cost depends on the illusion. *Simple Illusion*: \$3,000. *Complex Illusion*: \$6,000. *Perfect Illusion*: \$10,000.
 [12] Cost is per measurement: weight, size in all dimensions, area, or volume.
 [13] Costs \$15,000 to talk to one specific plant species, \$40,000 for any plant.
 [14] Costs \$16,000 for one specific animal species, \$60,000 for any animal.
 [15] Costs \$1,000 per mineral detected.
 [16] Always takes the form of a human-sized eyeball of ivory, set with a gem, worth \$1,600 (included in cost).



Artifacts that provide their own magical energy are worthwhile even for magic you know.

– Zephyra, Wizard

CHAPTER THREE

LIMITED-USE ITEMS

Not all magic items last forever. Projectiles, stones of power, enchanted gemstones, and iconic wizards' tools such as wands and staves often work only a limited number of

times – perhaps just once! Though a few can be recharged, most lose their enchantment once the final use is expended.

CHARGED ITEMS

The most important class of limited-use magic items is *charged items*. Each lets the user cast one particular spell at *no energy cost*. Such items obey these rules:

- *Items are “universal,” but work better for talented magic-users.* Anyone can use a charged item, but the spells they cast remain clerical, druidic, or wizardly, and a wielder with matching spellcasting talent – Power Investiture if clerical, Power Investiture (Druidic) if druidic, or Bardic Talent or Magery if wizardly – may add that talent's level to rolls to cast, where required. (*Exception:* If the item requires an Innate Attack skill roll to hit, add talent to *that* roll instead.) See *Spells* for the possible realms for each spell. Always specify which version the item casts.

- *Use requires gestures and speech.* The user must wield the item, point it at the subject, and speak a command word. Being restrained or silenced prevents activation. If the item isn't in hand, pulling it out requires a Ready maneuver.

- *Ignore casting time.* Activation requires *one* Concentrate maneuver. (*Exception:* A Missile or jet spell takes *one* Attack, All-Out Attack, or Move and Attack maneuver.)

- *Only some spells require rolls to cast.* If the spell is cast at a distance rather than by touch, or is Resisted, roll against the item's Power – normally 15 (see *Enchanted Items, Exploits*, pp. 77-79) – minus applicable distance penalties (-1 per yard, for Regular and Area spells). If the spell is Resisted, use modified Power in the resistance roll. For a Missile or jet spell, there's no roll to cast, but roll against Innate Attack to hit the target.

- *Ignore energy cost.* Each use – successful or not – consumes one charge instead.

- *Charges are independent.* Each charge's magic persists for the indicated duration regardless of what happens to the user or item after casting. The item's castings, whether by

the same or a different user, neither affect nor are affected by each other in any way.

- *All other effects are as usual for that spell.*

Types of Charged Items

Charged items come in two varieties:

Non-rechargeable items disintegrate when the final charge is spent. There's no way to prevent this – or to restore charges.

Rechargeable items merely cease to function when the final charge is spent. They can be recharged in town by visiting the Wizards' Guild (temple, for a clerical or druidic item) and paying a cost per charge.

Curse Items

Anything wearable might afflict the wearer with a Curse spell (*Spells*, p. 51), losing its power after it delivers its whammy. Once donned, it cannot be removed until it discharges or Remove Curse is used (this ends the enchantment). Curse items are similar to *Boon Items* (p. 18) but definitely *not* beneficial – they're more like traps for the unwary! \$600 for -1, \$2,000 for -2, or \$4,000 for -3.

Charged Item Table

This table gives a charged item's price *per charge*, which is based on the energy cost of the spell it casts and whether the item is rechargeable.

Energy Cost: The energy cost per casting, provided by one charge. For spells with variable parameters, the item (*not* the user) sets these; e.g., a wand that shoots Fireballs for 3d damage has an energy cost of three energy points, and the wielder cannot use it to shoot 1d or 2d Fireballs, or spend multiple charges for larger Fireballs. Spells have their usual duration; if they last longer, add the energy cost to maintain for the additional time to the cost to cast before consulting the table. The user cannot alter duration. Maximum total energy cost per casting for a charged item is 10 energy points.

Non-Rechargeable: The cash price *per charge* for a non-rechargeable item. This *includes* the cost of the underlying object, which is normally a fancy-looking wand or staff of average quality that looks more and more beaten up as its charges are depleted – or a piece of jewelry with gems or charms that disappear one at a time when used.

Rechargeable: The cash price *per charge* for a rechargeable item. This usually includes item cost. However, if the object is a weapon, armor, or something else useful, add its cost to that of the magic, just as you would when adding a weapon enchantment to a weapon.

Recharge: The cost *per charge* to replenish a rechargeable item in town.

Energy

Cost	Non-Rechargeable	Rechargeable	Recharge
1	\$70	\$140	\$20
2	\$160	\$320	\$40
3	\$270	\$540	\$60
4	\$400	\$800	\$80
5	\$550	\$1,100	\$100
6	\$720	\$1,440	\$120
7	\$910	\$1,820	\$140
8	\$1,120	\$2,240	\$160
9	\$1,350	\$2,700	\$180
10	\$1,600	\$3,200	\$200

WANDS AND STAFFS

The most familiar charged items are sticks. These double as good-quality weapons while they last: a *staff* is a quarter-staff (4 lbs.); a *rod*, a jo (2 lbs.); and a *wand*, a baton (1 lb.), short staff (1 lb.), or short baton (0.5 lb.).

Below are some common examples. Most hold a number of charges equal to however many castings 120 energy points would provide. Specimens containing other numbers of charges or creating different levels of effect exist, and the customary form (staff, rod, or wand) is just a suggestion.

Cursing Wands

These items cast baneful Resisted spells. Most are true wands, not rods or staffs. All require a roll to affect the target, at Power 15, -1 per yard of distance, plus the wielder's spell-casting talent, if any – Power Investiture (Druidic) if the item is labeled “druidic,” Magery if “wizardly,” or Magery or Bardic Talent if “wizardly/bardic.” The subject resists normally.

Common varieties are:

Wand of Blindness. 30 charges. Victim must resist with HT or suffer Blindness for 10 seconds. Wizardly. \$12,000 non-rechargeable; \$24,000 rechargeable (at \$80/charge).

Wand of Clumsiness. 24 charges. Victim must resist with HT or suffer -5 to DX for one minute. Wizardly. \$13,200 non-rechargeable; \$26,400 rechargeable (at \$100/charge).

Wand of Debility. 24 charges. Victim must resist with HT or suffer -5 to ST for one minute. Wizardly. \$13,200 non-rechargeable; \$26,400 rechargeable (at \$100/charge).

Wand of Dehydration. 40 charges. Victim must resist with HT or suffer 3d-3 HP of injury *if* living or made of water. Wizardly. \$10,800 non-rechargeable; \$21,600 rechargeable (at \$60/charge).

Wand of Domination. 20 charges. Victim must resist with Will or be enslaved as per the Charm spell for one minute. Wizardly/bardic. \$14,400 non-rechargeable; \$28,800 rechargeable (at \$120/charge).

Wand of Entombment. 12 charges. Victim must resist with HT or be buried as per the Entombment spell. Druidic or wizardly. \$19,200 non-rechargeable; \$38,400 rechargeable (at \$200/charge).

Wand of Foolishness. 24 charges. Victim must resist with Will or suffer -5 to IQ (but *not* Will or Per) for one minute. Wizardly/bardic. \$13,200 non-rechargeable; \$26,400 rechargeable (at \$100/charge).

Wand of Frailty. 12 charges. Victim must resist with HT or suffer -5 to HT for one minute. Wizardly. \$19,200 non-rechargeable; \$38,400 rechargeable (at \$200/charge).

Wand of Freezing. 40 charges. Victim must resist with HT or suffer 3d HP of injury *if* living or susceptible to cold. Druidic or wizardly. \$10,800 non-rechargeable; \$21,600 rechargeable (at \$60/charge).

Wand of Holding. 40 charges. Victim must resist with ST or suffer the Rooted Feet spell for one minute. Wizardly. \$10,800 non-rechargeable; \$21,600 rechargeable (at \$60/charge).

Wand of Immurement. 15 charges. Victim must resist with HT or be imprisoned as per the Arboreal Immurement spell. Druidic. \$16,800 non-rechargeable; \$33,600 rechargeable (at \$160/charge).

Wand of Mental Debility. 12 charges. Victim must resist with Will or suffer -5 to Will for one minute. Wizardly/bardic. \$19,200 non-rechargeable; \$38,400 rechargeable (at \$200/charge).

Wand of Petrification. 12 charges. Victim must resist with HT or be petrified as per the Flesh to Stone spell. Wizardly. \$19,200 non-rechargeable; \$38,400 rechargeable (at \$200/charge).

Wand of Sleep. 30 charges. Victim must resist with HT or fall asleep for eight hours, unless awakened sooner. Wizardly/bardic. \$12,000 non-rechargeable; \$24,000 rechargeable (at \$80/charge).

Wand of Slowing. 24 charges. Victim must resist with HT or suffer from the Slow spell for 10 seconds. Wizardly. \$13,200 non-rechargeable; \$26,400 rechargeable (at \$100/charge).

Jet Wands

These wizardly items emit one specific jet spell from their end. The user can cast one spell per *wand*, maximum one wand per hand. Hitting the target requires an Innate Attack (Beam) roll, modified for the wielder's Magery (Magery or Bardic Talent, for Sound Jet).

A jet wand remains active for as long as the wielder takes Attack, All-Out Attack, or Move and Attack maneuvers *and* spends a charge per turn. While active, its jet can parry other jets of its type; see *Jet Spells (Spells, p. 12)*.

Standard examples are actual wands – not rods or staffs – and hold 40 charges. Each charge creates a three-energy-point effect:

Wand of Air Jet. 6d knockback-only crushing, reach 6.

Wand of Flame Jet. 3d burning, reach 3.

Wand of Sound Jet. HT-3 to resist stun, reach 3.

Wand of Water Jet. 3d knockback-only crushing, reach 3.

All are \$10,800 non-rechargeable; \$21,600 rechargeable (at \$60/charge).



Striking Wands

These wizardly items cast Melee spells. Most are sturdy rods or staffs. The wielder must take an Attack, All-Out Attack, or Move and Attack maneuver *and* successfully hit the target with the wand in order to expend a charge. The blow inflicts its usual damage in addition to magical effects.

Some striking wands cause magical damage or injury. They require only a roll to hit. Magery provides no benefit.

Other striking wands cast Resisted spells. They require an additional roll to affect the subject, at Power 15 plus the wielder's Magery (if any). The subject may resist using HT.

Wand of Burning. 40 charges. Victim suffers 3d burning damage if hit. *Armor DR* doesn't protect! Treat as *Flame (Exploits, p. 68)*. \$10,800 non-rechargeable; \$21,600 rechargeable (at \$60/charge).

Wand of Paralysis. 24 charges. Living victim hit anywhere but on the torso must resist with HT or suffer one minute of paralysis of that body part: limb, extremity, or the *entire body* if the head is struck. \$13,200 non-rechargeable; \$26,400 rechargeable (at \$100/charge).

Wand of Shocking. 40 charges. Victim suffers 3d+3 burning damage if hit. *Armor DR* doesn't protect! *Not* considered flame. \$10,800 non-rechargeable; \$21,600 rechargeable (at \$60/charge).

Wand of Smiting. 40 charges. Living or undead victim suffers 3d HP of injury if hit. *No DR* protects! \$10,800 non-rechargeable; \$21,600 rechargeable (at \$60/charge).

Wand of Withering. 24 charges. Living victim hit on limb or extremity must resist with HT or suffer permanent crippling of that part *and* 1d HP of injury. \$13,200 non-rechargeable; \$26,400 rechargeable (at \$100/charge).

Wands of Missiles

These items fire one specific Missile spell (Fireball, Ice Dagger, Ice Sphere, Lightning, Stone Missile, or Sunbolt) or explosive Missile spell (Concussion, Explosive Fireball, or Explosive Lightning). Make an Innate Attack (Projectile) roll to hit. Most are wizardly, so Magery gives a bonus; for Concussion, Bardic Talent also helps. Lightning and Sunbolt wands are sometimes druidic and clerical, respectively; these benefit from appropriate Power Investiture instead.

Wand of Missiles, Lesser. 60 charges. Each creates a 2d* missile or 1d* explosive missile. Customarily a wand. \$9,600 non-rechargeable; \$19,200 rechargeable (at \$40/charge).

Wand of Missiles. 30 charges. Each charge creates a 4d* missile or 2d* explosive missile. Customarily a rod. \$12,000 non-rechargeable; \$24,000 rechargeable (at \$80/charge).

Wand of Missiles, Greater. 20 charges. Each charge creates a 6d* missile or 3d* explosive missile. Customarily a staff. \$14,400 non-rechargeable; \$28,800 rechargeable (at \$120/charge).

* At +1 per die for Stone Missile or -1 per die for Ice Dagger, Lightning, or Explosive Lightning.

NECKLACES

Necklaces are also common charged items. They bear one gemstone per charge and disintegrate when the last stone is used – they're never rechargeable.

Most necklaces require an attack to use, meaning an Attack, All-Out Attack, or Move and Attack maneuver. Hurled attacks use DX, Throwing, or Throwing Art. Spellcasting talent has no effect.

Necklace of Banishment. 10 charges. Black opals let wearer attempt Banish (*Spells, pp. 59-60*) – at Power 15 plus any Power Investiture – by *touching* a target (an attack). Each attempt consumes one charge. Clerical. \$16,000.

Necklace of Concussion. 10 charges. Pearls can be removed (Ready) and hurled (an attack) as Concussion spells that cause 3d crushing explosions. Wizardly. \$7,200.

Necklace of Fireballs. 10 charges. Rubies can be removed (Ready) and hurled (an attack) as Explosive Fireballs that cause 3d burning explosions. Wizardly. \$7,200.

Necklace of Lightning. 10 charges. Sapphires can be removed (Ready) and hurled (an attack) as Explosive Lightning bolts that cause 3d-3 burning explosions. Metal armor provides only DR 1, and anyone wounded must roll vs. HT at -1 per 2 HP of injury or be physically stunned (roll vs. HT each turn to recover). Wizardly. \$7,200.

Necklace of Turning. 10 charges. Salt crystals can be crushed (Ready) to activate a two-yard radius Turn Zombie spell (*Spells, p. 61*). Clerical. \$4,000.

ONE-OFFS

Some magic items provide a benefit just *once* and are consumed in doing so.



*Mortals were made
self-reliant because the gods
have a universe to run,
wherefore many blessed
relics work but once.*

– Francesco Zombani, Cleric

BOON ITEMS

These one-offs benefit the *wearer*. Costs are for the enchantment only; the underlying item's value and type don't matter.

Only one Bless, amulet of resistance against a given substance, or talisman against a particular spell – that with the highest bonus, where applicable – can benefit the wearer at a time. *All* items of that specific type lose their power when they activate, but only the most powerful one has any effect. Veteran Delver Tip: Don't carry your spares on your person!

Amulet of Resistance. Provides a one-time, one-second-duration resistance to a specific substance and then loses its power. Activates automatically when the wearer comes into contact with a potentially damaging amount of the substance. Available for Resist Acid, Resist Cold, Resist Disease, Resist Fire, Resist Lightning, Resist Poison, and Resist Sound. All provide the maximum possible resistance available for that spell – but only for one second! If the source is persistent (e.g., diseased air, cyclic poison, or swimming in a vat of acid), it affects the wearer normally after the amulet expires. \$270.

Bless. Acts as Bless (**Spells**, pp. 50-51) *while worn*, losing its power upon averting danger. \$3,300 for +1 or \$16,500 for +2.

Lesser Wish. Grants the wearer one Lesser Wish (**Exploits**, p. 78), losing its power once used. \$6,000.

Talisman. Provides a one-time bonus to the resistance roll against a specific, predetermined spell. Available for any Resisted spell. Activates automatically the first time the spell is successfully cast on the wearer. \$300 for +1, \$900 for +2, \$1,800 for +3, or \$3,000 for +4.

Wish. Grants the wearer one Wish (**Exploits**, p. 78), losing its power once used. \$8,250.

STONES OF POWER

Stones of power are one-use items activated by being crushed either *by* or *against* the subject, as noted for the particular stone. Crushing requires one turn – normally a Ready maneuver. Some stones specify further details.

For all items below, cost includes the stone. Weight is negligible.

Gem of Awakening. Agate stone *instantly* awakens whoever it's crushed against. \$160.

Gem of Healing. Jasper stone heals 8 HP to the user when crushed in hand – or to someone it's crushed against. \$400.

Rune of Impact. Crushed against a melee weapon or projectile, this rune-carved stone oval *doubles* basic damage for the next strike – but a melee weapon breaks on 1-4 on 1d, modified for weapon quality (see *Parrying Heavy Weapons, Exploits*, p. 49), while a projectile breaks automatically. *Exception:* Orichalcum weapons won't break. \$750.

Siege Stone. Struck by a hammer, ram, etc. (an attack), this flint stone adds 5d damage to that one blow vs. an *inanimate* object. \$550.

Stone of Death. Onyx stone charges the hand it's crushed in with Deathtouch 3d. \$270.

Stone of Fire. Carnelian stone charges the hand it's crushed in with Burning Touch 3d. \$270.

Stone of Paralysis. Ivory charm charges the hand it's crushed in with Paralyze Limb. \$270.

Stone of Shock. Chalcedony stone charges the hand it's crushed in with Shocking Touch 3d+3. \$270.

Unpetrification Stone. Crushed against a petrification victim, this moonstone *instantly* restores the subject to flesh (but stunned). \$1,600.

PROJECTILES

Besides the standard options under *Weapons* (pp. 5-7), several specialty enchantments exist for arrows, pellets, and other ammunition. Such projectiles discharge their magic the first time they're shot, regardless of whether they hit the intended target. Unless noted otherwise:

- *Projectile's range, damage, and other combat statistics are unchanged.*

- *Projectile inflicts its usual damage in addition to magical effects.*

- *Cost is for the enchantment.* Don't forget to add the projectile's cost!

- *If the effect is resisted, roll against the projectile's Power 15.* Power 20 projectiles are available for *triple* enchantment cost. The shooter's spellcasting talent never affects this roll (or the roll to hit).

Below are some common examples. Except as noted, all are suitable for any projectile in *Pass the Ammunition* (**Adventurers**, p. 104).

Burning Projectile. Victim suffers 3d burning damage if hit. No resistance roll, and *armor* DR doesn't protect! Treat as *Flame* (**Exploits**, p. 68). \$540.

Curse Missile. Anyone hit is afflicted with a Curse (**Spells**, p. 51) giving -1 to rolls, even if damage fails to penetrate DR. \$1,200.

Long Flier. Doubles projectile's range. \$25.

Panic Projectile. Victim must resist with Will if hit or flee the shooter (in a random direction, if target doesn't know where the projectile came from) for one minute. \$800.

Paralysis Projectile. Victim hit anywhere but on the torso must resist with HT or suffer one minute of paralysis of that body part: limb, extremity, or the *entire body* if the head is struck. \$1,100.

Shocking Projectile. Victim suffers 3d+3 burning damage if hit. No resistance roll, and *armor* DR doesn't protect! *Not* considered flame. \$540.

Sleep Dart. Victim must resist with HT if hit or fall asleep for eight hours, unless awakened sooner. Blowpipe darts only. \$800.

Slow Missile. Victim must resist with HT if hit or be affected by Slow (**Spells**, p. 58) for 10 seconds. \$1,100.

Tunneling Projectile. Inflicts normal damage, but if it penetrates DR, the head breaks off and slowly burrows around inside the target's body, inflicting 1d HP of injury – *bypassing* all DR – once per hour until it's dug out (*Patching Up*, **Exploits**, p. 63) or 1d+1 hours have passed. Any impaling or piercing projectile. \$500.

Withering Projectile. Victim hit on limb or extremity must resist with HT or suffer permanent crippling of that part *and* 1d HP of injury. \$1,100.

THROWABLES

These items are hurled to produce magical effects on individuals or areas. They're thrown using DX, Throwing, or Throwing Art. Basic DX has an extra -3 to hit against a specific target rather than a general area. Combat stats are Accuracy 0, Maximum Range ST×2.5, and Bulk -2. All can be used only once.

Impact Items

An impact item is thrown directly at an *individual* and casts a spell on whatever it hits – even if that wasn't the intended target! Roll a Quick Contest between the item's Power 15 (versions with Power 20 cost *triple*) and the target's Will or HT, as noted. *The Rule of 16* (**Exploits**, p. 8) applies. If the item *wins*, the subject is affected; otherwise the magic fails. Either way, the item loses its power.

Agony Stone. Target must resist with HT or be rendered helpless with agony for one minute; see *Incapacitating Conditions* (**Exploits**, p. 66). High/Low Pain Threshold has its usual effect. \$1,120, 0.25 lb.

Ball of Muting. Target must resist with HT or be unable to speak for 10 seconds. \$270, 0.25 lb.

Bottle of Imprisonment. Target must resist with Will or be miniaturized, placed in Suspended Animation, and imprisoned within the bottle, which falls to the ground (this won't break it). To release the victim, crack the seal (Ready) or hurl

the bottle as a grenade (an attack). Great for taking prisoners or kidnapping monsters for later use! To learn what's trapped inside a used bottle, cast Analyze Magic. \$3,200, 0.5 lb.

Deafness Wax. Target must resist with HT or be deafened for 10 seconds. \$270, 0.25 lb.

Debility Stone. Target must resist with HT or suffer -5 to ST for one minute. \$550, 0.25 lb.

Fragility Stone. Target must resist with HT or suffer -5 to HT for one minute. \$1,600, 0.25 lb.

Hindering Clay. Target must resist with HT or suffer -4 to Move and Dodge for one minute. \$400, 0.25 lb.

Hood of Blindness. Target must resist with HT or suffer Blindness for 10 seconds, after which the hood dissolves into smoke. \$400, 0.25 lb.

Nausea Stone. Target must resist with HT or suffer nausea for one minute; see *Irritating Conditions* (**Exploits**, pp. 65-66). \$160, 0.25 lb.

Retch Stone. Target must resist with HT or retch for (25 - HT) seconds; see *Incapacitating Conditions* (**Exploits**, p. 66). \$270, 0.25 lb.

Slow Stone. Target must resist with HT or be affected by the Slow spell (**Spells**, p. 58) for 10 seconds. \$550, 0.25 lb.

Soil of Entombment. A clod of dirt; usually in a pouch. Briefly buries the target under soil before sucking the victim into the ground per Entombment (**Spells**, p. 27). Resisted by HT. \$1,600, 0.25 lb.

Area-Effect Items

This kind of item is thrown at an area. It creates a two-yard-radius spell effect at Power 15 upon impact, unless noted otherwise. On a miss, see *Scatter* (**Exploits**, p. 45).

Bottle of Darkness. Creates darkness impenetrable except to Dark Vision, as per the Blackout spell (**Spells**, p. 46), for one minute. \$400, 0.5 lb.

Bottle of Sunlight. Fills the area with sunlight, extending skyward (to the ceiling, if indoors or underground), for one minute. \$400, 0.5 lb.

Bottled Fire Extinguisher. Puts out any normal or magical fire within the area. \$720, 0.5 lb.

Cloud of Fire. Bottle of mist creates a cloud of fire that inflicts 3 points of burning damage per second to all targets in the area for 10 seconds. \$720, 0.5 lb.

Cloud of Frost. Bottle of mist creates a cloud of frost that inflicts 3 points of burning damage (from severe *cold*) per second to all targets in the area for 10 seconds. \$720, 0.5 lb.

Cloud of Sparks. Bottle of mist creates a cloud of electrically charged air that inflicts 3 points of burning damage per second to all targets in the area for 10 seconds. Metal armor provides only DR 1. \$720, 0.5 lb.

Dispel Magic Stone. Casts Dispel Magic (**Spells**, p. 51) in the affected area. \$720, 0.25 lb.

Thunderstone. Creates a loud noise on impact. Anyone within three yards (six yards, in an area less than 10 yards in any dimension) must make a HT roll or be deafened. Roll vs. HT every hour to recover. \$160, 0.25 lb.

CHAPTER FOUR

POTIONS

Potions are *single-use* alchemical items. A wizard gets a Perception + Magery roll to sense that one is magical.

A potion must be ready to be used. If it's carried in delver's webbing (*Adventurers*, p. 112) or a potion belt (*Adventurers*, p. 112), this requires a Ready maneuver or Fast-Draw (Potion) roll. If it's in a pouch, digging it out takes 1d seconds.

Subjects with Magic Resistance must *fail* a HT + MR roll for drinkables or fumes to affect them. Magic Resistance has no effect on direct-damage potions such as fountains, bottled explosions, and alkahest. If a potion has persistent effects, Dispel Magic can end them by beating the creator's Alchemy skill: 15 for potions bought in town, often higher or lower for *found* potions.

Potion Classes

Potions come in these forms (weights include containers):

Drinkable: A vial holding one dose. Requires a Ready maneuver to open and another to drink. Takes effect the turn after that. Draining it leaves a crystal vial (*Adventurers*, p. 111). Carried for combat and not packed, it can be targeted at -7 and breaks on 1-4 on 1d on a fall. 0.5 lb.

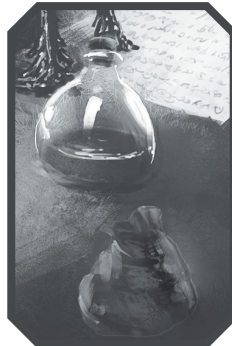
Fountain: A bottle for opening (Ready) and *spraying* at enemies (an attack); roll against DX-4 or Innate Attack (Beam) to hit. Once opened, it *must* be used – it cannot be disarmed! Usually shakable; see below. Emptying it leaves a small bottle (*Adventurers*, p. 111). Slung for combat, it's targeted at -5 and breaks on 1-4 on 1d on a fall. 1 lb.

Grenade: A bottle for *hurling* at enemies (an attack). Takes effect on impact; see *Grenades (Exploits)*, p. 44) for details. Dumping it out leaves a small bottle. Slung for combat, it's targeted at -5 and breaks on 1-4 on 1d on a fall. 1 lb.

Utility: A vial of something useful – but *not* for drinking. Treat as a drinkable in most respects, but using it requires a long action and is impractical in combat. 0.5 lb.

Some potions have an additional property:

Shakable: The potion can be shaken for extra effect! Ready it normally – but instead of taking a Ready to *unstopper*, it requires a Ready to *twist* the stopper, which activates the potion by admitting air or grinding a powder into the vial. After activation, later turns spent shaking it – maximum two additional turns – increase the effects as explained for the potion. Shaken or not, an activated shakable must be used within three seconds (i.e., on the turn after two turns of shaking) or it's spoiled.



DRINKABLE AND UTILITY POTIONS

Different potions can affect a subject simultaneously – but unless noted otherwise, multiple doses of the *same* potion aren't cumulative. (*Exception:* Potions that list no duration, like healing potions, can be used in rapid succession!)

Agility Potion (Drinkable). +1d DX for one hour. \$700, 0.5 lb.

Alchemical Antidote (Drinkable). Instantly negates all potions currently affecting the drinker. \$400, 0.5 lb.

Balm of Regeneration (Drinkable). Salve, not a potion. Heals 2 HP at the cost of 1 FP, once per second, until the user reaches either full HP or 0 FP. \$900, 0.5 lb.

Beast-Speech Potion (Drinkable). Speak with animals per Beast Speech (*Spells*, p. 18) for 2d minutes. \$850, 0.5 lb.

Charisma Potion (Drinkable). Subject rolls *4d* instead of 3d for reaction rolls, and has a +1d bonus to Influence rolls, for one hour. \$350, 0.5 lb.

Dark Vision Potion (Drinkable). Salve, not a potion. Rubbed on the eyes, lets user see in the dark without any light source for one hour. \$700, 0.5 lb.

Endurance Potion (Drinkable). User loses no FP to *normal* exertion – combat, hiking, etc., but *not* extra effort or spells – for 1d hours, and then drops to 0 FP and falls unconscious. \$1,400, 0.5 lb.

Fire Resistance Potion (Drinkable). Immunity to fire damage for 1d hours. \$500, 0.5 lb.

Flight Potion (Drinkable). Flight at Move 10 for one hour. \$3,000, 0.5 lb.

Healing Potion, Greater (Drinkable). Heals 4d HP. \$1,000, 0.5 lb.

Healing Potion, Major (Drinkable). Heals 2d HP. \$350, 0.5 lb.

Healing Potion, Minor (Drinkable). Heals 1d HP. \$120, 0.5 lb.

Invisibility Potion (Drinkable). Grants invisibility for 1d×10 minutes, or until user takes offensive action (e.g., attacks) or casts a spell. \$2,250, 0.5 lb.

Invulnerability Potion (Drinkable). +3 DR, cumulative with other DR, for 1d+1 hours. \$2,100, 0.5 lb.

Levitation Potion (Drinkable). Levitate at Move 3 for one hour. \$1,000, 0.5 lb.

Magic Resistance Potion (Drinkable). +5 Magic Resistance (and -5 to spells) for one hour. \$1,600, 0.5 lb.

Oil of Penetration (Utility). Gives a cutting or impaling weapon armor divisor (2) for one hour. \$1,000, 0.5 lb.

Oil of Sharpness (Utility). Adds +1 to a weapon's basic cutting and impaling damage. Two doses give +2; three (the maximum), +3. On a weapon with Puissance, use only the higher bonus. Treat weapon as a magical weapon for all purposes. Lasts one hour. \$500, 0.5 lb.

Oil of Shatterproofing (Utility). Rubbed into most objects, this doubles DR and HP. Rubbed into a weapon, this temporarily turns it into a fine weapon – very fine, if fine to begin with – for breakage purposes only. Lasts one hour. \$300, 0.5 lb.

Paut (Drinkable). Restores 4 FP depleted for *magic*. \$135, 0.5 lb.

Perception Potion (Drinkable). +6 to Sense rolls for 3d×5 minutes. \$700, 0.5 lb.

Resurrection Oil (Drinkable). Poured into or onto a corpse, restores it to life with 0 FP, and heals 2d HP. Doesn't work if corpse is at -10×HP or lower or missing its head! \$60,000, 0.5 lb.

Salve of Regrowth (Utility). Salve, not a potion. Rubbed onto a crippled eye, limb, or extremity, instantly heals it – or if dismembered, regrows it. \$6,400, 0.5 lb.

Speed Potion (Drinkable). +1 Basic Speed and Move per dose (up to +3), for 3d×4 minutes. \$550, 0.5 lb.

Strength Potion (Drinkable). +1d ST (but no extra HP!) for one hour. \$250, 0.5 lb.

Thieves' Oil (Utility). Rubbed on the body, gives +5 to all rolls to escape bonds, squeeze through openings, and break free. Lasts 1d hours. \$700, 0.5 lb.

True Water (Utility). Purifies up to 100 gallons of water in a barrel, pot, vat, or other container. \$750, 0.5 lb.

Universal Antidote (Drinkable). Instantly cures all poisons affecting the drinker. \$750, 0.5 lb.

Wisdom Potion (Drinkable). +1 IQ for all purposes (including spellcasting) for one hour. \$1,500, 0.5 lb.

GRENADES

Alkahest (Grenade). "Universal solvent" inflicts 1d corrosion injury on any tangible foe, bypassing DR. Alternatively, dissolves a lock made from any metal in 1d minutes. \$1,650, 1 lb.

Bottled Explosion (Grenade, Shakable). Comes in Concussion (*Spells*, pp. 15-16), Explosive Fireball (*Spells*, p. 29), and Explosive Lightning (*Spells*, p. 71) versions. Unshaken, can be thrown for a 2d explosion. Shaken for one turn, damage is 4d. Shaken for two turns, damage becomes 8d. \$1,120, 1 lb.

Bottled Windstorm (Grenade, Shakable). Unshaken, can be thrown to create an instant two-yard-radius Windstorm (*Spells*, p. 17) with no eye. Shaken for two turns, Windstorm uses the rules for a double-cost casting. Lasts 5d seconds, moving two yards in a random direction each second! \$400, 1 lb.

Death Potion (Grenade). Fumes affect a two-yard radius. Targets that breathe take 4d injury, or only 2d with a HT roll. \$1,000, 1 lb.

Eternal Rest Potion (Grenade). Fumes affect a two-yard radius. Against the undead only, causes 2d injury (DR doesn't protect!) and -4 DX for four days. Multiple doses inflict injury

but no additional DX penalty. Poured on a single corpse, prevents it from coming back as undead (won't interfere with Resurrection). \$1,000, 1 lb.

Liquid Ice (Grenade). Target takes 2d burning damage on contact due to extreme cold – not fire. Armor DR protects at 1/5 normal. \$250, 1 lb.

Magebane (Grenade). Fumes affect a two-yard radius. Those who breathe them can't cast wizardly spells for one hour. \$1,400, 1 lb.

Panic Fumes (Grenade). Fumes affect a two-yard radius. Living beings that breathe them must roll Will or flee in a random direction for one minute! \$500, 1 lb.

Sleep Potion (Grenade). Fumes affect a two-yard radius. Living beings who breathe them must roll HT-4 or sleep for (16 - HT) hours. \$500, 1 lb.

Weakness Potion (Grenade). Fumes affect a two-yard radius. Living beings who breathe them have -3 ST/dose (up to -12 ST) for 1d minutes. \$800, 1 lb.

FOUNTAINS

Acid Fountain (Fountain, Shakable). Shaken for one turn, can be uncorked (an attack) to shoot a two-yard acid jet doing 2d corrosion damage. Shaken for two turns, damage is 3d. Jet lasts two seconds. \$550, 1 lb.

Fire Fountain (Fountain, Shakable). Shaken for one turn, can be uncorked (an attack) to shoot a two-yard flame jet doing 2d burning damage. Shaken for two turns, damage is 3d. Jet lasts two seconds. \$550, 1 lb.

Holy Water Fountain (Fountain). Supernaturally pressurized holy water! Uncorked (an attack), shoots a two-yard jet of holy water doing 2d damage for *knockback purposes only*. Inflicts actual crushing damage on swarms and creatures of flame. Beings vulnerable to holy water suffer the usual effects. Jet lasts one second. \$250, 1 lb.

Light Fountain (Fountain). Uncorked (an attack), releases a bright beam of light 10 yards long and one yard wide, eliminating all darkness penalties in that area. Can be used to blind an enemy within 10 yards per Light Jet (*Spells*, p. 47). Beam lasts one minute. \$160, 1 lb.

Lightning Fountain (Fountain, Shakable). Shaken for one turn, can be uncorked (an attack) to shoot a two-yard jet of electricity doing 2d-2 burning damage. Shaken for two seconds, damage is 3d-3. Metal armor provides only DR 1. Anyone wounded must roll vs. HT at -1 per 2 HP of injury or be stunned; roll vs. HT each turn to recover. Jet lasts two seconds. \$550, 1 lb.

Water Fountain (Fountain, Shakable). Shaken for one turn, can be uncorked (an attack) to shoot a two-yard water jet doing 2d damage for *knockback purposes only*. Inflicts actual crushing damage on swarms and beings of flame. Shaken for two seconds, damage is 3d. Jet lasts two seconds. \$550, 1 lb.

Wind Fountain (Fountain, Shakable). Shaken for one turn, can be uncorked (an attack) to shoot a two-yard wind jet doing 2d damage for *knockback purposes only*. Inflicts actual crushing damage on vaporous beings or swarms. Shaken for two seconds, damage is 3d. Jet lasts two seconds. \$550, 1 lb.

CHAPTER FIVE

RARE ARTIFACTS

Some items are especially powerful – and very rare!

Amulet of the Healer

An amulet depicting a snake-wrapped staff. A wearer with Clerical Investiture and Power Investiture can use it as a power item capable of holding FP equal to 3× Power Investiture level. Worn by a cleric or holy warrior, it also acts as a high holy symbol: +2 to rolls for Exorcism, Turning, and similar tests of faith.

This item greatly enhances magical healing abilities! Each level of Power Investiture *or* Healer possessed enables the wearer to cast Minor Healing and Major Healing one additional time per day per subject before encountering penalties for repeated castings; e.g., Power Investiture 3 allows a cleric to cast Major Healing *four* times on someone, suffer only -3 for the fifth casting, -6 for the sixth, and so on. Moreover, a wearer with Healer 3+ may attempt “one try” Healing spells *twice*.

Finally, *any* reasonable facsimile of surgical tools counts as real instruments for the wearer, negating up to -5 for missing equipment. This never provides a bonus.

Worth \$50,000 if sold to a church or hospital. 0.25 lb.

NOT SOLD IN STORES

Magic Items is a list of goodies for the GM to place in dungeons as loot – not the inventory of Ye Olde Magick Shoppe, much less a shopping list. Still, the GM *might* make items available on a case-by-case basis to delvers with too much money or a desperate need. In those situations, all prices are *floors*, not ceilings!

The items in *this* chapter are almost never found for sale. They’re rarities of extraordinary power. Prices reflect their basic resale value, subject to the rules for selling items in town (*Getting a Good Price*, **Exploits**, pp. 15-16).

Extraordinary Power Item

This piece of jewelry – usually a gem-encrusted silver crown (1 lb.) or pendant (0.1 lb.) – can act as a 25-point power item (**Adventurers**, p. 115) for anyone. For someone with Magery or Bardic Talent, it serves as an *additional* power item, giving a wizardly caster the ability to carry and use two power items. In the unlikely case where someone has *two* extraordinary power items, only one functions!

An extraordinary power item is worth \$12,000 as jewelry but *sells* for \$100,000 to the Wizards’ Guild in town.

Helm of Command

This can be any kind of headgear but is usually a heavy plate full-face helmet (DR 7, 8.4 lbs.). It grants a wearer with Born War-Leader the Penetrating Voice advantage *and* one level of Fearlessness per Born War-Leader level, cumulative with any Fearlessness already possessed.

All allies within a radius in yards equal to the wearer’s Born War-Leader level gain levels of Fearlessness, and bonuses to Loyalty (**Exploits**, p. 90) and to self-control rolls for Bad Temper and Cowardice. The size of these benefits depends on the user’s Born War-Leader level:

Born War-Leader Level:	1	2	3	4	5	6
Fearlessness/Loyalty Bonus:	+1	+1	+2	+2	+3	+3
Self-Control Roll Bonus:	+1	+2	+3	+4	+5	+6

Finally, the helm allows the wearer to give either *Advice* or *Encouragement* (**Exploits**, p. 57) once per turn as a *free action*. Spending a turn on these tasks instead of just taking a free action lets the roll benefit *all* allies within a radius in yards equal to Born War-Leader level.

All benefits are cumulative! For a wearer without Born War-Leader, *none* of these special powers work.

Sold to a military force or local ruler, the helm is worth \$25,000.

Hero’s Mask

The supernatural properties of this soft leather domino mask flow from the spiritual energy of its legendary owner. Wearers with any of Impulsiveness, Overconfidence, or Trickster grow foolishly carefree in their anonymity: -3 on self-control rolls for those disadvantages – and also for Compulsive Gambling, Greed, or any similar problem when rolling to avoid accepting a bet, fee, or dare to do something outrageous. However, they also gain the benefits of Daredevil (**Adventurers**, p. 37), and those who *already* have Daredevil are at +2 on all skill rolls when taking unnecessary risks!

Wearers who lack all of Impulsiveness, Overconfidence, and Trickster experience no special effects, good or bad.

The mask also works as a mundane disguise, offering no DR but obscuring the user’s identity *completely* if glimpsed in battle or while climbing, swinging, etc., and giving -1 to rolls made to recognize or recall meeting the wearer if met when not in action.

Such masks get their wearers killed and thus show up at magic shops at low prices. Each is named for its original owner. Holds 4 FP if used as a power item. \$7,500, 0.25 lb.

Heroic Ketoh

A *ketoh* is an ornate bracer intended to protect an archer's bow-arm while shooting. When the wearer is using a bow, treat any *Critical Miss Table* (**Exploits**, p. 101) result that leads to an unready or dropped weapon as an ordinary miss.

For a wearer with Heroic Archer, the bracer does much more, making a bow effective in the tightest of quarters. In close combat, the archer may ignore the bow's Bulk *and* add its Accuracy! Moreover, while it grants no DR, the *ketoh* renders the forearm as hard as iron when parrying or striking, meaning attacks and parries with it are considered armed: *Hurting Yourself* (**Exploits**, p. 40) doesn't apply; punches get +1 damage (as if wearing a cestus); and there's no -3 to parry weapons. All benefits are lost while wielding a melee weapon – but a bow grasped in hand won't interfere with “unarmed” combat, or vice versa.

A wearer with Animal Friend, Forest Guardian, Green Thumb, or Outdoorsman is attuned to nature spirits; e.g., “wild” elementals and wilderness guardian spirits. The GM will always make the reaction roll under *Negotiation* (**Monsters**, p. 5) for such entities, adding those advantage levels as bonuses. A result of 10+ means negotiation is possible. In *outdoor* environments, rolls for *Praying* (**Exploits**, p. 90) receive the same bonuses.

A heroic *ketoh* holds 6 FP if used as a power item. \$17,000, 0.5 lb.

Holy Sword

Wielded by a cleric or holy warrior, this blade counts as a high holy symbol: +2 to rolls for Exorcism, Turning, and similar tests of faith. Holy warriors *also* enjoy skill and damage bonuses when using it, based on personal Holiness level:

Holiness Level:	1	2	3	4	5	6
Skill Bonus:	+1	+1	+2	+2	+3	+3
Damage Bonus:	0	+1	+1	+2	+2	+3

Any sword or fencing weapon might be a holy sword. Most such weapons are fine or very fine, for *another* +1 or +2 to damage. Many are also silver-coated (not solid silver).

Some holy swords are meteoric – valuable against unholy foes that wield magic. This doesn't change the special benefits above! Only a complete lack of sanctity (or an unholy wielder) can suspend those.

Holy swords of all varieties commonly carry the Holy Weapon enchantment (p. 7). Those that *aren't* meteoric often bear weapon enchantments such as Puissance and Ghost Weapon. Such magic is always clerical, requires sanctity, and functions only in the hands of clerics and holy warriors.

To price a holy sword, start with an ordinary blade, adjust cost for weapon modifiers (fine, silver, meteoric, etc.), add the price of any weapon enchantments, and add *another* \$45,000 at the end.



Legendary Instrument

A musical instrument used by a bard throughout a colorful career sometimes absorbs some of its owner's power, which lesser bards may be able to exploit.

Used with the Song of Command, Echoes, Sending, or the Wild, such an instrument grants a bonus (+1 to +3) cumulative with that from Bardic Talent. A bard who plays the instrument while singing may add this bonus to Singing rolls for the Song of Humiliation, too. The bonus also benefits Musical Instrument rolls made for busking, distracting enemies, or soothing beasts – and reaction rolls toward music performed for a willing audience.

There's no bonus to spellcasting *rolls*. However, any such instrument enables casting by playing *instead of* singing, and makes an excellent power item. Power item capacity and cash value depend on the instrument and its bonus:

Instrument and Bonus	Power Item FP	Cost
Drum or Woodwind, +1	4	\$5,400
Drum or Woodwind, +2	8	\$12,000
Drum or Woodwind, +3	16	\$20,000
Horn, +1	6	\$5,700
Horn, +2	12	\$13,000
Horn, +3	24	\$26,000
Stringed, +1	7	\$5,900
Stringed, +2	14	\$14,000
Stringed, +3	28	\$31,000
Bagpipes or Harp/Zither, +1	9	\$6,400
Bagpipes or Harp/Zither, +2	18	\$16,000
Bagpipes or Harp/Zither, +3	36	\$42,000

Weight is unaffected: 1 lb. for woodwinds; 2 lbs. for drums and horns; 3 lbs. for bagpipes, harps, and zithers; and 5 lbs. for other stringed instruments.

A bard needs at least as much Bardic Talent as the artifact's bonus to enjoy benefits. Otherwise, it acts as an ordinary instrument of its type. For example, a bard with Bardic Talent 2 could use a +1 or +2 horn; a +3 horn would work as a generic \$100 horn, giving *no* bonus and holding 2 FP as a power item.



Matching artifacts to wielders makes good tactical sense – “holy swords for holy warriors,” for instance.

– Samar Alqatil, *Holy Warrior*

Oyama's Obi

Worn by a martial artist, this dirt-blackened cloth belt is a power item for powering chi skills; it can hold FP equal to 3x the wearer's Chi Talent level. Charging it costs twice as much as usual (\$10/point) and is done at martial-arts monasteries or schools. The owner can also use this reserve to pay any FP cost mentioned under *Extra Effort* (**Exploits**, p. 20), *Dungeon Parkour* (**Exploits**, pp. 20-21), *Lifting and Shifting* (**Exploits**, p. 22), *Running Away!* (**Exploits**, p. 22), *Forcing* (**Exploits**, p. 22), or *Fighting a Battle* (**Exploits**, p. 64) – but these must still be recharged, and aren't recovered like FP.

The belt adds the wearer's Chi Talent level to Karate, Judo, and – if worn outside all other clothing – Intimidation. Finally, a user with *any* Chi Talent takes *no* damage from striking DR 3+ objects (*Hurting Yourself*, **Exploits**, p. 40).

This item is chi-powered, not magical, and functions anywhere. Sold to a martial-arts monastery, it's worth \$30,000. 0.5 lb.

Pelt of the Bear

A bear's pelt, including the head and upper jaw. This cape-and-helm combo gives DR 2 on the skull and the *back* of the torso.

A wearer with ST 17+ and Outdoorsman 1+ can grapple and squeeze opponents as described for Constriction Attack (**Monsters**, p. 10). Worn by a barbarian or scout, the pelt also grants ST and Acute Taste and Smell bonuses based on Outdoorsman level:

Outdoorsman Level:	1	2	3	4	5	6
ST Bonus:	0	+1	+1	+2	+2	+3
Acute Taste and Smell Bonus:	+1	+2	+3	+4	+5	+6

Bears – including werebears, weird bird-bear hybrids, etc. – react to the wearer at +1 per level of Outdoorsman; the wearer looks and smells ursine to them. Intelligent beings react as if the wearer had Social Stigma (Minority Group) even when that isn't the case (“Dirty, smelly barbarian!”), unless *they* have Social Stigma (Minority Group or Savage) (“One of us!”).

The pelt holds 5 FP as a power item. Sold to a barbarian tribe, it's worth \$40,000. 8 lbs.

Power Item Booster

This is a coin-sized amulet of unidentifiable metal. It cannot act as a power item in its own right, but affixed to any object, it *doubles* that article's effective cash value for the sole purpose of serving as a power item of any kind. Once attached, it's there for good – even the Remove Curse spell cannot detach it! The artifact *might* survive if the object to which it's attached is completely destroyed, however. Roll 1d: On 1-3, it's recoverable and can be reused; on 4-6, it shatters along with whatever it was attached to.

Worth \$25,000 if sold to the Wizards' Guild or temple.

Staff of Nature

This is a quarterstaff of *still-living* wood. Held by a druid, it reduces the penalty from unnatural environments on the wielder's powers; see *Druidic Arts* (**Adventurers**, pp. 23-24). For every level of Green Thumb or Animal Friend the druid has, reduce the penalty by -1. If the druid possesses both traits, use the higher of the two. This never gives a *bonus*.

The staff has DR 4, HP 12, and HT 12, and heals 1 HP/day if damaged – 1 HP/hour in an environment that gives no penalty to druidic powers. It takes *no* damage from attacks based on lightning or fire, or from living plants.

A bearer with Green Thumb grows even more attuned to plants. The GM will always make the reaction roll under *Negotiation* (**Monsters**, p. 5) for plant monsters, including slimes and fungi, adding Green Thumb level as a bonus. A result of 10+ means such entities won't fight (or attempt to eat) the druid except in self-defense. In plant-heavy *outdoor* environments, rolls for *Praying* (**Exploits**, p. 90) receive the same bonus.

A staff of nature can act as a 20-point power item for a user with Power Investiture (Druidic). Worth \$50,000 if sold to a druid's coven. 4 lbs.

Thieves' Garb

This suit consists of a hooded cape (5 lbs.), with a mask that can be drawn across the face (negligible weight), and a pair of soft leather boots (DR 1, 2.1 lbs.). For wearers with Stealth at 14+, the cape acts as dungeon camouflage (**Adventurers**, p. 113) and the boots as ninja slippers (**Adventurers**, p. 113).

If *both* cape and boots are worn by someone with Stealth at 18+, they provide even more benefits. The wearer gains Silence 5, giving +5 to Stealth rolls vs. Hearing when moving, +10 when stationary. In addition, the cape's supernaturally effective camouflage and scent-reducing nature provides +5 to Stealth vs. Vision or Smell. The wearer is also difficult to find magically. Attempts to divine that person's presence, actions, or motives with Information-class or Knowledge spells – or similar innate superhuman senses – are at -5. Monsters that target by supernatural detection abilities have -5 to detect the user! This doesn't interfere with the *wearer's* abilities or items.

As a power item, the garb can hold 2 FP as a set, 1 FP for either the cape or the pair of boots. \$75,000.

DUNGEON FANTASY™

POWERED BY GURPS®

DUNGEON

AGAINST THE RAT-MEN™



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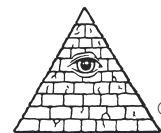
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STEVE JACKSON GAMES

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ABOUT THE *DUNGEON FANTASY ROLEPLAYING GAME*

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INTRODUCTION

One thing, as they say, leads to another, and it's as true for hack-and-slash heroes as for anyone else. A dungeon can start simply but get more complicated, with new challenges and new treasures on ever-deeper levels. And a single adventure can turn, bit by bit, into a longer *campaign*.

Against the Rat-Men picks up where *I Smell a Rat* leaves off. The heroes may have finished off Merle, but must now return to the inn to discover what consequences their actions have had, and then delve further and deeper to eliminate an even greater threat. This adventure makes frequent reference to *I Smell a Rat*, as significant parts of it involve a return to the locations visited there. Be sure to have that booklet close at hand while running *Against the Rat-Men*.

This adventure, while still not terribly complex, potentially involves a little detective work, some negotiation, and a certain amount of travel back and forth between locations. It may thus extend over a couple of short sessions and represent the work of a day or two, though especially skilled adventurers might wrap it up in little more time than *I Smell a Rat*. It assumes protagonists a bit more powerful than in the previous adventure, though not overwhelmingly so. They'll have augmented their skills and equipment from when they were beginning characters, and may even have a powerful magical item or three. It'll be a challenge for a group which has successfully completed *I Smell a Rat*, but not impossible. And as with its predecessor, there are suggestions for further extending the action, and alternative hooks for drawing adventurers into it if the GM has already gone in a different direction after or instead of running *I Smell a Rat*. See *I Smell No Rats* (p. 4) to drop delvers directly into this adventure without going through the previous part.

Finally, while it should be obvious, it never hurts to spell things out for munchkins:

This book is for the GM. Players are to keep their hands off until after their characters have explored the dungeon and moved on!

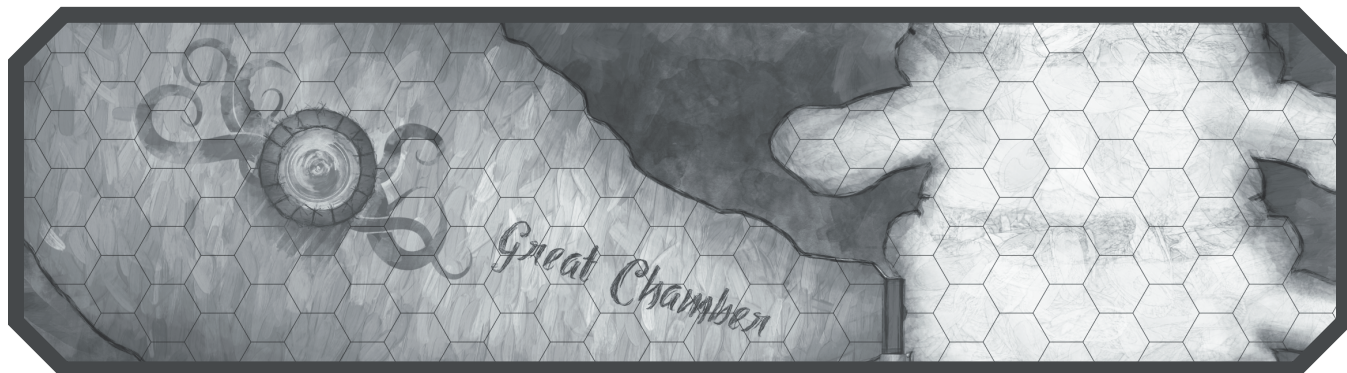
As ever, if the GM sees obvious signs that somebody has read ahead, feel free to change things: crank up DR and damage, turn constructs into undead and demons into dire creatures, swap out one set of monsters for another, move traps around, and so on. There are any number of problems which can befall the suspiciously well-prepared!

The High-Level View

This adventure involves a return to the scene of *I Smell A Rat* to deal with some unexpected consequences. Before his death, Merle set in motion a process that has magically extended his underground hideout. That extension contains a sort of factory which turns the sewer's giant rats into rat-like humanoids who, among other things, hate the adventurers who killed the person they regard as their maker. To stop an endless stream of rat-men from trying to kill them, the delvers must find the Gem of Yanna, a magical item now in the skeletal hands of the lich-marquessa, nearby ruler of the dead. The gem allows the heroes to take down an otherwise impenetrable barrier between them and the factory, giving them a chance to destroy the threat once and for all.

ABOUT THE AUTHOR

Matt Riggsby has been playing RPGs since the only game in town came in three poorly typeset tan booklets in a white box, using cheap dice that slowly converted themselves from icosahedrons to spheres. Having been educated in the lore of lost civilizations, he still kills things and takes their stuff while working a day job for loremasters of healing. The marching order for the rest of his party includes a sorceress, a ninth-level rogue, and a pack of dogs.



CHAPTER ONE

BACK DOWN IN THE HOLE

This adventure takes place shortly after the events in *I Smell a Rat*, and for the most part in the same location. It assumes that the heroes have successfully beaten Merle and at least some of them have lived to tell the tale (though there are other ways to get into it; see *I Smell No Rats*, below). Rather than the delvers searching for an adventure, the adventure comes after them – aggressively!

It all kicks off a week after Merle’s death. Wherever they are, the adventurers are attacked in the middle of the night by a group of **rat-men** (below), equal in size to the party. If the heroes have been staying at the inn, the rat-men attack them in their rooms, but they’ll come after the delvers wherever they are. This initial attack has little going for it save for surprise, and even that may be lost if the heroes are alert or the rat-men fail at **Stealth**. When they attack, their battle cry is “Merle!” *There and Back Again* (*Exploits*, pp. 17-18) and fatigue due to *Travel* (*Exploits*, p. 64) may apply, but only if the heroes have already left town.

The delvers may, of course, decide not to investigate why they were attacked. If so, they face a similar attack two

nights later. After that, they’re attacked by a slightly larger batch of rat-men (the number of delvers plus one), and so on, adding one more rat-man to each wave every other attack. Eventually, the rat-men turn from an ongoing nuisance to a real threat.

Rat-Men

Rat-men are the product of a magical experiment Merle was running that kicked off just before he was defeated by the heroes of *I Smell a Rat*. He created a mystical process to convert the endless supply of sewer rats into a stream of monstrous humanoids, who have a vague intention of infesting the whole world and more focused ambitions concerning revenge on the people who killed their creator.

A rat-man is a giant rat made roughly humanoid. It is short, hairy save for a naked tail, and has a long, rat-like head with formidable teeth. Rat-men rarely wear armor, or indeed much of anything beyond belts and packs for their meager gear.

I SMELL NO RATS

This adventure follows the events of *I Smell a Rat*, but the heroes may not have tackled that scenario. Or they did, but either failed to stop Merle or died trying. How, then, can an unrelated batch of adventurers be drawn into the action?

One way is to assume that someone *else* defeated Merle, but died in the process or simply moved on faster than the rat-men could catch up. Either way, Lee still has a problem; there are humanoid rat-creatures crawling up from the basement of her inn, and she asks the heroes to take care of it. Lee offers \$15 per rat-man head to a maximum of \$750 (with negotiation, she’ll go as high as \$18 each to a maximum of \$900), plus a week’s room and board for everyone involved. Adventurers who haven’t been through *I Smell a Rat* are told what Lee knew leading up to the prior adventure and a precis of what *should* have happened next: a bunch of heroes went down in the basement,

killed a bunch of rats and other monsters, found out that Merle had been possessed by an Elder Thing, and killed him too.

If the heroes *have* run through *I Smell a Rat*, but defeated Merle at the cost of tremendous property damage (burning down the inn, collapsing the tunnels), things are being put back in order. Lee is, if necessary, trying to rebuild, and the rat-men have re-excavated any collapsed underground chambers. If the delvers have alienated Lee by casting intrusive spells on her, robbing her, or burning down her inn (or if the adventurers have inadvertently killed her, too), she’s been killed by the first wave of rat-men and her cousin Mira, whom Lee wasn’t able to completely fill in, is in charge now. By the time the heroes are ready to go underground, everything is in place for them to head back down in the hole.

ST: 11 **HP:** 11 **Speed:** 6.50
DX: 13 **Will:** 10 **Move:** 6
IQ: 7 **Per:** 10
HT: 13 **FP:** 13 **SM:** 0
Dodge: 9 **Parry:** 10 **DR:** 1

Bite (15): 1d-1 cutting. Reach C.
Kick (13): 1d crushing. Reach C, 1.
Punch (15): 1d-1 crushing. Reach C.
Weapon (15): Hatchet (1d+1 cutting) *or* sickle (1d+1 cutting, or 1d+1 impaling but may get stuck). Reach 1.

Traits: Appearance (Ugly); Bad Temper (12); Fanaticism; High Pain Threshold; Night Vision 5; Resistant to Disease 5; Resistant to Poison 5; Spider Climb (Move 4).

Skills: Axe/Mace-15; Brawling-15; Stealth-12.

Class: Mundane (though created through a magical process, unmodified rat-men are not themselves notably magical).

Notes: Rat-man weapons are too cheap and shoddy to have resale value. While their tactics are no more complex than yelling "Get them!" and attacking in large hordes, rat-men do take advantage of their climbing abilities if an occasion arises. If there are more rat-men than can comfortably fit around an enemy (for example, in the narrow sewers), some climb up nearby walls and attack from above. Anyone wounded by rat-men's claws or teeth must make a **HT** roll to avoid infection.

WHAT THE RAT-MEN KNOW

Not much. The rat-men are technically sapient, which is to say they can use tools and language, but they're deeply stupid. Moreover, they were essentially born within the past few days, mystically warped and transformed from giant rats, so they don't have much background knowledge or experience. With a successful **Interrogation** attempt, delvers questioning captive rat-men learn that they hate the delvers because they killed Merle. The rat-men can further say that they were sent to kill the delvers by "the master." It might even become clear that there are multiple entities they call "the master." The distinction between individual masters seems to escape them to the point where they can't adequately describe physical differences ("The master looks like . . . the master looks like the master! No, not the master; the *master!* The master smells like the master!"), which can be terribly frustrating for interrogator and interrogatee. On a critical success on an Interrogation roll, a rat-man mentions that, in addition to killing the adventurers, they are to "follow the gem," though they don't know why beyond "the master says so!"

As with giant rats, sewer rot (-1 on all attribute and skill rolls until stopped with **Cure Disease**) is the most common affliction. Rat-men won't negotiate; however, they're emotional and not very smart, so if captured, it's possible to provoke them into saying more than they should.



Some places, you get away clean with the loot. Others, you come out, but there's something to drag you back in.

– Hap Badapple, Thief

THE HOME FRONT

If the heroes are finishing up their stay at the inn after finishing off Merle, it's clear where the rat-men came from. If they're already away from the inn, it shouldn't be *too* hard to make the connection between giant rat-like creatures, the inn, and the name "Merle." Lee has been keeping the door to the basement barricaded until it can be more securely sealed off from the sewers and more giant rats, but the rat-men can make short work of just about any barrier that gets in their way. They've tunneled through a temporary wall in the basement and gnawed through the door at the top of the stairs to make their way into the inn proper.

Devoted delvers should see that their mission is clear. They must go back down into the basement, find where the

rat-men are coming from, and stop them. More thoughtful delvers might try to get something extra out of it. Not only are waves of stinking rat-men bad for the adventurers, they're also terrible for business at the roadhouse. Lee won't *volunteer* to kick in anything, but if the delvers ask, she's willing to provide an extra week of room and board, and can be talked into paying the same rates for rat-man heads as she would for giant rats. That's less than she might pay if the adventurers had just come in off the street (see *I Smell No Rats*, p. 4), but she's justified in feeling that they've got as much stake in just killing the rat-men as she does.

CHAPTER TWO

THE GREATER DUNGEON

In this adventure, the heroes must return to the secret subterranean chambers where Merle once performed his magical experiments.

After a side trip to recover a magical gem, they must enter a newly formed part of Merle's old hideout and defeat a developing invasion of Things From Beyond Time And Space.

UNDER THE INN

The map (p. 20) will be familiar, but the details are different. For one thing, any doors broken down, holes dug in walls, and other structural damage done during *I Smell a Rat* remain, except as specifically noted. The major exception here is collapsed tunnels; if delvers managed to completely destroy an underground room or passage, the rat-men have excavated it again.

One thing which the delvers probably didn't break, but someone else did, is the cellar door. Rat-men have chewed through it, leaving wood shavings and nothing worth barring. Once the heroes head in, Lee firmly intends to block the doorway with a stack of heavy crates. She'll be on hand to move them out of the way if the heroes return, but it'll take several minutes. There's no quick exit.

delay any attack until all of the delvers are down on the cellar floor. They're scattered and may not reach the heroes all at once, making them relatively easy prey, but if nothing else, it'll be clear to anyone heading down into the basement that they're on to something.

Once the fight is over, if the adventurers take a quiet moment, they'll hear an indistinct noise coming from the south.

Crystal Rat-Men

The process which changes giant rats into rat-men imbues some with strange abilities. Crystal rat-men have long crystalline claws which cut through armor easily, and their skin is studded with lumps of translucent stone which provide a modicum of protection. They can even hurl needle-like crystal spines (which shatter into uselessness after impact) at enemies with a flick of the hand.

ST: 11	HP: 11	Speed: 6.50
DX: 13	Will: 10	Move: 6
IQ: 7	Per: 10	
HT: 13	FP: 13	SM: 0
Dodge: 9	Parry: 10 (unarmed)	DR: 2

Bite (15): 1d-1(2) cutting. Reach C.
Kick (13): 1d(2) cutting. Reach C, 1.
Punch (15): 1d-1(2) cutting. Reach C.
Thrown Spine (15): 1d-2(2) impaling. Ranged, with Acc 0, 1/2D 5, Max 11.

Traits: Appearance (Ugly); Berserk (12); Fanaticism; High Pain Threshold; Night Vision 5; Resistant to Disease 5; Resistant to Poison 5; Spider Climb (Move 4).

Skills: Brawling-15; Innate Attack (Projectile)-15; Stealth-12.
Class: Mundane.



Four-leg rat. Two-leg rat. Rat is rat is rat. Stab again and again!

– Miao Miao, Swashbuckler

I. CELLAR

This is a 60' x 50' room with a 12' ceiling; see *I Smell a Rat*, pp. 6-7, for more structural details. If the adventurers managed to destroy the stairs last time around, they've been replaced by a sturdy ladder. Otherwise, they can take the stairs down.

The cellar of the inn has been cleared out. There's a certain amount of clutter and debris, but it's free of all but a few vestiges of giant spider webs. It is not, however, free of other vermin. The room is occupied by twice as many rat-men as adventurers, two of whom are **crystal rat-men** (below). They're only just smart enough to lurk in the shadows and

Notes: Unlike regular rat-men, crystal rat-men attack barehanded but are capable of innate ranged attacks. However, crystal rat-men are liable to be overtaken by rage when they fight, so their battles tend to end spectacularly, one way or another.

2. TWISTING TUNNEL

The twisting dirt tunnel remains a narrow (3' wide by 6' tall), curving, poorly constructed, and frankly dangerous tunnel. Anyone walking through it must make a single **DX** roll; **Perfect Balance** gives +4. Failure means stumbling onto something hard or sharp. Roll on the *Hit Location Table (Exploits, pp. 99-100)*; that body part takes **1d-3 crushing** damage. See *I Smell a Rat*, pp. 7-8, for further structural details.

Anyone who has been through here before can also see that it's been more frequently traveled of late. The walls are in slightly worse condition, there are multiple sets of rat-man tracks on the floor, and it seems muddier with water tracked in from the sewer beyond.

About halfway down the tunnel, there's a three-yard patch of flesh-eating **slime (Monsters, pp. 48-49)** lurking on the ceiling, ready to drop down on passers-by. It takes a **Vision** roll at -2 (for the overhead threat) plus darkness penalties to spot it.

3. SEWERS

The sewers are 6' by 6', stone-lined, and filled calf-deep with sewage; see *I Smell a Rat*, pp. 8-9, for less immediate structural details. The sewers are every bit as unpleasant as the delvers remember. They've still got bad footing (-2 to hit, -1 to defend, +1 movement point/hex), which effects the delvers but not the monsters native to that environment. There also remains a chance of instantly contracting sewer rot: anyone walking through the water must roll against **HT** or suffer -1 to all attributes and skill rolls until healed by **Cure Disease**. Check once per hour that the adventurer spends *any* time in the sewage.

Merle's concealed door (marked (a) on the map) is slightly ajar. Whatever is active down here isn't concerned with hiding what it's doing. At the edge of visibility towards the east, there's a diamond-like symbol (below) drawn crudely on the wall with charcoal. The sound which was soft in the cellar is louder here, audible even over a bit of noise. A distant grinding or buzzing is coming from the direction of the rune-limned gallery (#5).

The population of the sewers has changed somewhat since the adventurers were last here, and things are much busier. Check for wandering monsters (*Exploits, p. 85*) every half-hour; on a **12 or less**, roll on the *Sewer Encounters Table* (below).

Sewer Encounters Table

Roll 2d.

2-3 – Crushroom Patch (Monsters, p. 19). A particularly thick vein of filth in the sewers has given rise to a batch

of crushrooms, fresh and ready to start destroying. There are about a third as many crushrooms as adventurers (round up).

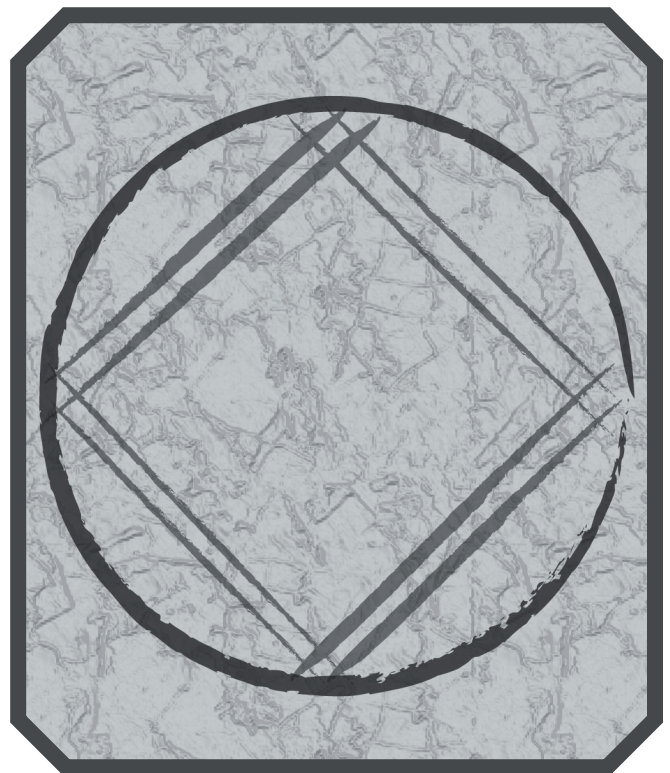
4 – Leaping Leeches (Monsters, p. 40). A school of leaping leeches is swimming up the sewer. Roll 1d to see how many attack *each delver*. Heroes with unarmored legs or feet are hit automatically if wading in sewage! Otherwise, the leeches must leap for unarmored areas.

5 – Net Trap. A net trap (p. 8) lurks above the dirty water. If it is set off, another threat shows up to take advantage. Roll a die. On a 1-4, a rat man patrol (below) appears from a nearby side tunnel within 1d+4 seconds to deal with the trapped prey. On a 5-6, a bugbear (below) is already hiding nearby and will attack someone who isn't caught in the net.

6-7 – Rat-Man Patrol (pp. 4-5). A group of at least twice as many rat-men as adventurers, on their way somewhere but more than willing to kill someone instead. If it's a particularly tough bunch of delvers, replace some of the regular rat-men with crystal rat-men (pp. 6-7) or even a brain rat-man (p. 11) or two.

8 – Foul Bats (Monsters, p. 28). A squadron of about 1.5x as many bats as there are delvers swoops down the tunnel, striking at the adventurers as they go by.

9 – Electric Jelly (Monsters, p. 24). A flying monstrosity which has somehow become lost in the tunnels – or was attracted to them! If the delvers manage to pull the electric jelly down into the sewer water, its electrical aura damages *everyone* touching the water within six yards (unless, of course, they kill it before it touches the water).



10 – Bugbear (*Monsters*, p. 17). A well-hidden bugbear lurks in a concealed niche in the sewer wall, waiting for victims to come by. It will attack a lone advance scout or a straggler, but not try to take on the whole group. If no immediate opportunity presents itself, the bugbear stealthily follows the party and tries to grab someone (say, a wizard or cleric standing back and casting spells) while the delvers are occupied with another battle. If the heroes win or tie a Quick Contest of their best **Hearing** or **Vision** against the bugbears' **Stealth**, they notice the monster before it can make a surprise attack. If the adventurers defeat the bugbear, they'll find it carrying $\$(1d-1 \times 1d \times 5)$, minimum \$0, in coins taken from previous victims.

11 – Cave Gnats. The delvers enter a section of sewer which is thick with clouds of tiny bloodsucking insects. Cave gnats count as a swarm attack (*Monsters*, p. 8). They have Move 5 and are dispersed after losing 14 HP. Their sting is exceptionally painful. They do only 1 HP of injury per turn, but the shock penalty (*Exploits*, p. 60) is *cumulative* and lasts for 10 turns. For example, someone who takes damage three turns in a row from cave gnats is at -1 to IQ and DX the first turn, -2 the second, and -3 the third, and that penalty lasts until the delver has avoided their bites for 10 seconds. (As usual, the shock penalty caps at -4, modified by **High Pain Threshold** or **Low Pain Threshold**.) There are twice as many swarms as there are delvers. The gnats ignore anything under the surface of the water, so particularly desperate delvers can escape them by submerging.

12 – Water Elementals (*Monsters*, p. 26). A group of half as many water elementals as there are delvers (round up) is sweeping down the tunnels. An adventurer with **Spirit Empathy** can use **Diplomacy** or **Fast Talk** to convince them to allow passage without a fight; otherwise the elementals, annoyed at the pollution of the water, battle it out with anyone they meet. The elementals contain a lot of sewer water, so anyone successfully attacked by one of them faces the same risk of contracting sewer rot that contact with the water would pose.

Net Trap

Monsters have used slime and lichen to conceal a heavy rope net, three yards in diameter, on the roof of the sewer tunnel. It is triggered by threads disguised as hanging vines and spider webs. If someone walks (or even levitates) through the middle of it, a submerged spring mechanism yanks the net down on anyone walking under it, pulling the victim(s) down to crouching height and restraining them (or so the monsters hope!) until the sewer denizens can arrive to examine the contents.

Detect: Vision at -5 or *Per*-based **Traps** at -1. Remember to apply darkness penalties!

Disarm: DX-based **Traps**. Failure triggers, but only the delver disarming it is likely to be in range.

Avoid: **DX** or **Escape** to slip past the triggers.

Save: **Dodge** at -4 for the delver who triggers it; **Dodge** for up to two adjacent heroes.

Effects: Up to three targets are entangled by a large net; see *Nets* (*Exploits*, p. 45).

Shots: 1.

Rearm: Yes.

Steal: The net can be stolen; a half-hour's work and a successful roll against **Armory (Melee Weapons)** at +2 will turn it into three large nets (*Adventurers* p. 104).

4. SMUGGLERS' DEN

This 12' by 20' room was behind secret doors and blade traps, but the former are ajar and the latter disabled. See *I Smell a Rat*, pp. 9-10, for details on its original contents; the strongbox is gone if the delvers got it the first time through, or smashed and its contents taken if they didn't. The bodies of several smugglers (as many as there are adventurers) are scattered around the room along with a few rat-man corpses; everyone involved appears to have died in the past day or two. Five seconds after the first delver enters the room, the dead smugglers animate as **zombies** (*Monsters*, p. 62).

DOORS

In *I Smell A Rat*, the rooms in Merle's hideout have substantial and very different doors. If they were undamaged in a previous run through the dungeon, or if this is the delvers' first trip there, they have the stats indicated in the table. In addition, they're coated with an anti-magic

paint containing meteoric iron, giving -10 to cast spells through them. If, however, those doors were damaged or destroyed on a previous run, they've been replaced by makeshift doors made from planks (**DR 2, HP 10**), which are held closed by a latch but are unlocked.

Room	Door DR	Door HP	Hinge DR	Hinge HP	Lockpicking Penalty
First Cell	15	39	9	18	+0
Second Cell	25	46	9	18	+0
Third Cell	30	49	12	23	+0
Library	2	29	6	12	-2
Lab	2	29	6	12	-4

5. RUNE-LIMNED GALLERY

The 3' by 8' vaulted stone passage, lined with glowing, proximity-triggered Evil Runes, slopes down into Merle's old hideout; see *I Smell a Rat*, p. 10, for more details. But mystically, the Evil Runes are different. Every 1d+3 seconds (reroll for each change!), the runes shudder, crackle, and change color; sharp-eyed delvers may notice (on an unmodified **Vision** roll) that the runes themselves change. Some force has altered their magic so that the nature of the runes shifts, and the color of their glow with it: red, then blue, then green. As they change, their effect changes as well.

Detect: Automatic (very obvious!), though **Thaumatology** is needed to learn details.

Disarm: No.

Avoid: Dig another passage with magic or sell your soul . . . not very practical.

Save: See Effects.

Effects: *Red:* resist Dehydrate-15 with **HT** or burn up for **3d-3 injury**. *Blue:* avoid lightning with **Dodge** or take **2d-2 burning** damage; metal armor provides only DR 1. *Green:* resist Drunkenness-15 with **Will** or suffer -3 to IQ and DX for 1 minute.

Shots: Infinite (rearm every 1d+3 seconds).

Rearm, Steal: No.

6-7. RITUAL CHAMBER AND HIDDEN TOMB

The ritual chamber, a 30' by 30' room with a 15' ceiling and a 10' by 7.5' extension on the west side and a bloodstained altar near the south wall, is in considerable disrepair (see *I Smell a Rat*, pp. 10-11, for the original state of the room). The floor is dirty from mud tracked in from the sewer. The partition to the hidden tomb is gone and the tomb itself empty; some zombie parts still remain, and their smell hasn't improved. The evil altar, if not destroyed on a previous trip, is cursed – *again*, if it was previously cleansed. The room has **high sanctity** for worshipers of The Devil, **low sanctity** (-5 to clerical spells) for clerics of Good. It is still lit by magical lanterns if they haven't been looted yet, or by torches if they have. The grinding/buzzing noise the adventurers have been hearing has become quite pronounced, along with faint, distant screams – all coming from the east. The delvers must speak up a bit to converse, and **Hearing** rolls are at -4; this makes it easier for the heroes to sneak up on monsters, but also vice versa.

The room is occupied by as many **rat-men** (pp. 4-5) as there are adventurers (including one **crystal rat-man**, pp. 6-7), and an **eye of death** (*Monsters*, pp. 26-27) hovers above the altar. While eyes of death usually try to kill anything they see, this one ignores the rat-men, only attacking the heroes.

Unfortunately for the delvers, there's no new loot here, though they may be able to make a few coins off of butchering the eye. However, one of the rat-men has a slip of paper

with the nested diamond symbol last seen in the sewer (p. 7) tucked into his weapon belt. The hidden tomb is littered with the bodies of the zombies killed last time around, which conceal two toxic **slimes** (*Monsters*, pp. 48-49). Delvers searching the remains find the slimes automatically, but must roll vs. **DX** to avoid accidental contact (roll 1d for the affected body part: 1-3 is a hand, 4-6 is a foot).

8. MAIN HALLWAY

See *I Smell a Rat*, p. 12, for structural details. Unless the adventurers ended up collapsing it somehow, the hallway is in much worse condition than they left it. The floor is liberally covered in dust, dirt, and rock, and the walls and ceiling seem battered, particularly on the long stretch towards the testing room (#14). The roaring, buzzing, crackling sound has become somewhat louder; **Hearing** rolls in the hallway and adjacent rooms are at -5.



9. FIRST CELL

The room is lightly furnished with a few trestle tables, and there are a number of bodies and body parts lying around. Some are identifiable as rat-men (or their constituent pieces), while others are not. Some bodies are stretched out on the tables with their torsos cut open and the skin peeled back.

That's about all the heroes get to see before several bodies leap up to attack. While they're physically quite varied, made from a mix of parts from rat-men and some sort of humanoid with a smooth, gray hide, they're essentially **corpse golems** (*Monsters*, pp. 18-19), though with the tough skin of their source material, they have **DR 2**, and are equipped with crystal rat-man claws (**Brawling-15, 1d+1(2) cutting**) instead of sickles. There are as many of them as there are adventurers.

If the heroes dig around through the litter of body parts later, they find an impressive set of surgical instruments (\$300, 15 lbs.; see *Adventurers*, p. 111).

10. SECOND CELL

This room is similar to the first cell: improvised tables, body parts, and stitched-together bodies belonging to a number of different races. And these bodies, twice as many as there are delvers, animate themselves as soon as they're disturbed as well. However, these monsters are the subject of a different kind of magic. These creatures are essentially **horde zombies** (*Monsters*, pp. 36-37).

There is, alas, nothing of value to be found here. There are a few very crude knives and cleavers and a bit of sewing equipment, but nothing with a meaningful resale value.

II. THIRD CELL

The first two cells are where the rat-men are filing the successful results of some experimental work they've done. Here, they keep the more interesting failures. There are a third as many **phase rat-men** (below) as there are adventurers, a third as many **electric rat-men** (below), and half as many regular rat-men as there are adventurers (round all values up), on hand to keep an eye on the failures.

Phase Rat-Men

These rat-men are out of synch with the rest of reality. They have a blurry appearance and stuttering movement; they seem to blink in and out of existence for fractions of a second as they move. It's also uncomfortable for them, so they're the source of some of the screaming the delvers are hearing.

ST: 11 **HP:** 11 **Speed:** 6.50
DX: 13 **Will:** 10 **Move:** 6
IQ: 7 **Per:** 10
HT: 13 **FP:** 13 **SM:** 0
Dodge: 16 **Parry:** 10 (unarmed) **DR:** 0

Bite (15): 1d-1(5) cutting. Reach C.

Kick (13): 1d(5) crushing. Reach C, 1.

Punch (15): 1d-1(5) crushing. Reach C.

Traits: Absent-Mindedness; Appearance (Monstrous); Berserk (12); Fanaticism; Impulsiveness (12); Night Vision 5; Resistant to Disease 5; Resistant to Poison 5; Spider Climb (Move 4).

Skills: Blink-18; Brawling-15; Stealth-12.

Class: Demon.

Notes: Phase rat-men have a hard time keeping it together in battle. They don't have their brethren's resistance to pain, nor do they usually wear armor. Instead, they shudder in and out of existence. Their claws can pass through armor relatively easily by taking fraction-of-an-inch shortcuts

through other dimensions (providing the armor divisor), and they sometimes simply don't exist when attacks against them might otherwise connect (giving them an incredible Dodge). They even have a limited ability to control their passage through space, effectively giving them the Blink spell, which they may use once per turn. This is related to their other significant weakness: though not truly demonic, they're vulnerable to the Banish spell. It doesn't return them to a home dimension so much as it hurls them into an interdimensional void . . . permanently. From the caster's point of view, though, it makes little difference; the rat-man ceases to be there.

Electric Rat-Men

Another magical experiment created rat-men who are wreathed in lightning. It's not intense, but it makes them difficult to fight in close quarters.

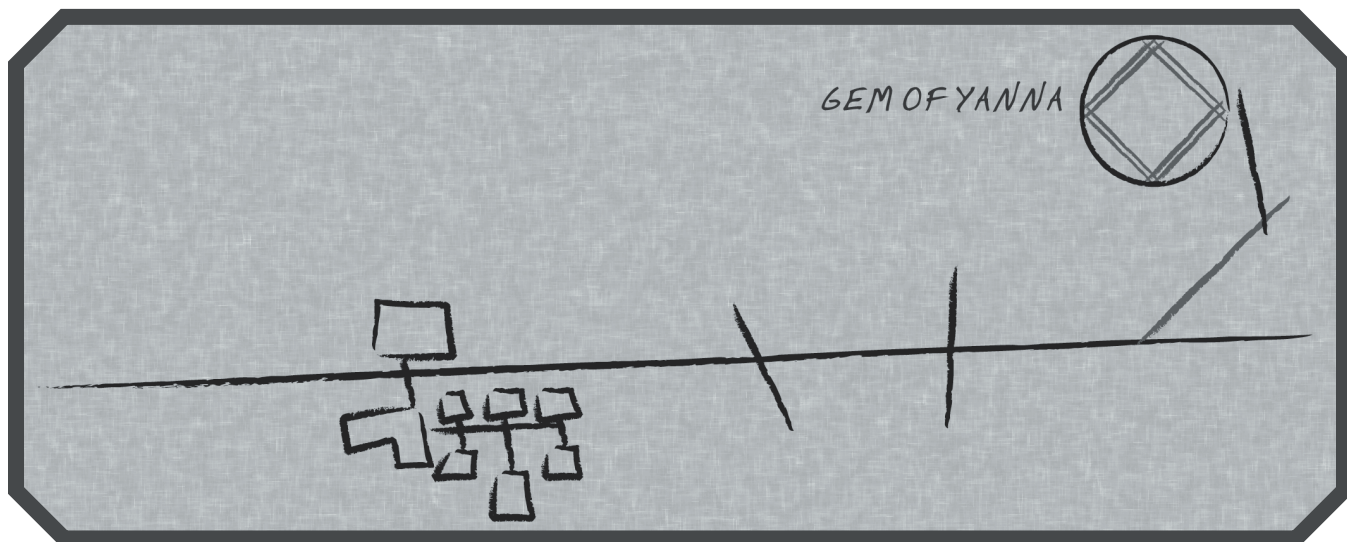
ST: 11 **HP:** 11 **Speed:** 6.50
DX: 13 **Will:** 10 **Move:** 6
IQ: 7 **Per:** 10
HT: 13 **FP:** 13 **SM:** 0
Dodge: 9 **Parry:** 10 **DR:** 0

Bite (15): 1d-1 cutting + electrical aura. Reach C.

Electrical Aura: 1d-2(5) burning + roll vs. HT at -1 per 2 points of penetrating damage or be physically stunned (roll vs. HT at the same penalty every turn to recover). Metal armor gives only DR 1. This harms anyone who is touched by the rat-man or who *touches* it, either in close combat or with an all-metal weapon. Their weapons are made of metal, so being hit by one or even parrying with a metal weapon counts! And if a rat-man retains its grip on a sickle which has become stuck, the target's DR doesn't protect *at all*.

Kick (13): 1d crushing + electrical aura. Reach C, 1.

Punch (15): 1d-1 crushing + electrical aura. Reach C.



WHAT THE BRAIN RAT-MEN KNOW

Despite being recently created themselves, the brain rat-men know a lot more than regular rat-men. Like their less-intelligent brethren, they feel a fanatical loyalty to Merle. They also feel fanatical loyalty to a current master, whom they can be convinced to describe in vague terms as transcendent, beyond anything the adventurers can comprehend, and bringing doom to all. Other rat-men call anyone who gives them orders (often brain rat-men) “master,” but for the brains, there’s only one real master. The master is “behind the red wall,” from where he can only send more rat-men. More precise descriptions of their

master’s appearance or capabilities are not forthcoming. They know that they were once just rats, but were called to be the master’s army in taking over the world.

The brain rat-men also know about a “Gem of Yanna,” held in a crypt not far away. They’ve marked the way for their less intelligent brethren with a series of diamond shapes, but they’ve yet to fight their way through resistance on that end to retrieve it. They know it is important to their master, but not why. Given questions they cannot answer, brain rat-men are likely to either make things up or simply shout sophisticated abuse at their interrogator.

Weapon (15): Hatchet (1d+1 cutting + electrical aura) or sickle (1d+1 cutting + electrical aura, or 1d+1 impaling + electrical aura but may get stuck). Reach 1.

Traits: Appearance (Ugly); Berserk (12); Fanaticism; High Pain Threshold; Night Vision 5; Resistant to Disease 5; Resistant to Poison 5; Spider Climb (Move 4).

Skills: Axe/Mace-15; Brawling-15; Stealth-12.

Class: Mundane.

Notes: Electric rat-men, like their phase cousins, aren’t particularly stable. They lose control easily, but while they do keep it together, they prefer to attack metal-armored targets.

12. LIBRARY

This room once was furnished with shelves and a table (see *I Smell a Rat*, pp. 13-14), but its contents have been removed. The room is occupied by as many **brain rat-men** (below) as there are adventurers, and half as many **crystal rat-men** (pp. 6-7), rounded up. The brains are huddled around something in the middle of the room; the crystals are hanging around the edges, waiting for something to do. What they’ll do, if the delvers make themselves known, is attack.

What the brain rat-men were poring over were a variety of sketches and other documents. These include:

- Recognizable sketches of the adventurers themselves. If a group of “replacement” heroes is carrying out this quest (see *I Smell No Rats*, p. 4), there are sketches of a number of adventurer types they’ve never seen before.

- Elaborate drawings of curves and angles connecting emphasized points; a **Navigation** or **Occultism** roll suggests that they’re some kind of astrological charts, though the stars in question are unrecognizable.

- Sketches of giant rats, rat-men, and what appear to be intermediate stages in development from one to the other.

- A map (p. 10). It’s clearly a sketch rather than to scale, but part of it is just as clearly the rooms in which the adventurers now find themselves. At the east end, there’s a drawing of the diamond-shaped symbol the delvers saw back in the sewer,

and possibly in the ritual chamber, labeled “Gem of Yanna.” This map points the way to the ghoulish catacombs (pp. 13-17).

The blank paper, pens, and small pots of ink lying around the room are equivalent to three scribe’s kits (\$50, 2 lbs. each; *Adventurers*, p. 112), if the delvers are interested in picking up some slightly foul-smelling stationery. More notably, there are two bloodstained pens carved from dark gray bone, which **Perception + Magery** (or **Detect Magic**) can reveal as enchanted. Experimentation is unlikely to unlock their secret, but **Analyze Magic** will: the pens can write in parallel. If one pen is used to write something, the other perfectly duplicates the first pen’s movement, making a perfect copy if it is within six feet of its mate. However, this only works when writing in blood, not ink. They’re worth about \$3,000 in town.

Brain Rat-Men

Another kind of “mutant” rat-man, the brains have high-domed skulls and possess dangerous mystical powers. Brain rat-men are, as such things go, the leaders in the field. Or, at least, they’re capable of giving orders to other rat-men.

ST: 11	HP: 11	Speed: 6.50
DX: 13	Will: 13	Move: 6
IQ: 14	Per: 14	
HT: 13	FP: 13	SM: 0
Dodge: 9	Parry: 10 (unarmed)	DR: 2

Bite (15): 1d-1 cutting. Reach C.

Kick (13): 1d crushing. Reach C, 1.

Punch (15): 1d-1 crushing. Reach C.

Traits: Appearance (Ugly); Bad Temper (12); Fanaticism; High Pain Threshold; Magery 3; Night Vision 5; Resistant to Disease 5; Resistant to Poison 5; Spider Climb (Move 4).

Skills: Brawling-15; Innate Attack (Projectile)-15; Stealth-12.

- Three of the following wizardly spells, along with all prerequisites at skill 15: Command-15; Darkness-15; Death Vision-15; Glue-15; Grease-15; Haste-15; Ice Sphere-15; Retch-15; Shield-15.

Class: Mundane.

Notes: Where possible, brain rat-men stand in the back and cast spells at enemies, using other rat-men as shields. The brain rat-men know more about what's going on, but they're also much, much smarter than their brethren and will lie shamelessly and elaborately, biding their time until they can attempt an escape, or failing that, revenge.

13. LAB

The lab, emptied of its old furnishings (*I Smell a Rat*, pp. 14-15), is being used by the rat-men as a storage space for magical substances. It can act as safe storage because the room has been drained of its mystical energy and turned into a no-mana zone (*Spells*, p. 8); wizardly spells won't work past the threshold, though clerical and druidic spells suffer no additional penalty.

The room now contains a number of battered-looking chests, barrels, and burlap-wrapped bundles in piles around the room. Some are stored in the remnants of the cabinets and shelves Merle used long ago, but those were badly damaged before the events of *I Smell a Rat*, and they're in no better shape now. Sitting among the ragged bits of furniture are several **rat-giants** (below), half as many as there are delvers, rounded up. They're bored and ready to kill anyone who shows their face.

Should the heroes survive the battle, there are a number of valuable items to find: a rack full of alchemical ingredients (\$1,000 to the right people, 20 lbs.), more surgical instruments (\$300, 15 lbs.), and a gem of healing (*Adventurers*, p. 118; \$400, neg.). There are also six filled bottles, none of which resemble one another. Three are an exceptionally unstable version of alchemist's fire (*Adventurers*, p. 115; each \$20 if it makes it back to town without blowing up, 1 lb.); outside of a no-mana zone, they will *automatically* ignite if they are subjected to significant shocks, such as the bearer falling or being the target of a slam attack! The other three are minor healing potions (*Adventurers*, p. 116; \$120, 0.5 lb. each).

Rat-Giants

Rat-giants, a sort of poor man's peshkali, are one of the more difficult kinds of rat-men so far produced, so there are only a handful of them. Rather than turning a giant rat into a rat-man, rat-giants are made from several giant rats. The result is a hulking creature with four arms and a bifurcated tail. It has only one head and two legs, though anyone looking closely can see how two heads and two pairs of legs were smashed together to make each one.

ST: 19	HP: 19	Speed: 6.50
DX: 13	Will: 10	Move: 6
IQ: 7	Per: 10	
HT: 13	FP: 13	SM: +1
Dodge: 10	Parry/Block: 11	DR: 3

Bite (15): 2d cutting. Reach C.

Kick (13): 2d+1 crushing. Reach C, 1.

Mace (15): 3d+4 crushing. Reach 1.

Pick (15): 3d+2 impaling. Reach 1. May get stuck; see *Picks (Exploits, p. 39)*.

Punch (15): 2d crushing. Reach C, 1.

Shield Bash (15): 2d-1 crushing. Reach 1.

Traits: Appearance (Ugly); Berserk (12); Combat Reflexes; Extra Arms 2; Extra Attack 1; Fanaticism; High Pain Threshold; Night Vision 5; Resistant to Disease 5; Resistant to Poison 5.

Skills: Axe/Mace-15; Brawling-15; Shield-15.

Class: Mundane.

Notes: Rat-giants have a few more items than most of their brethren. Each is equipped with a mace, a pick, and a small shield (DB 1), leaving one hand free. As with items used by other rat-men, they're too cheap and battered to have resale value. They can attack twice per turn, usually with the mace and pick.

14. TESTING AREA

If not already destroyed on a previous visit, the doors to the testing area have been blown off their hinges. The shattered remains are scattered down the hallway along with a layer of dirt and rock. The grinding, buzzing noise, with added electrical crackling, is quite loud here, and adventurers must speak loudly to be heard; **Hearing** rolls are at -7.

The testing area has changed ominously since first discovered. Not only are the walls more battered than before, the floor is littered with new debris, just like the hallway leading up to the room. A **Religious Ritual** or **Thaumatology** roll reveals that the **Pentagram** on the floor (*I Smell a Rat*, p. 15) has been heavily damaged and the spell broken.

It doesn't take a particularly clever observer to suspect that the destruction may have something to do with a new feature at the south end of the room. A rough five-yard-wide opening has appeared since the delvers' last visit. There's no door, but it is filled with a glowing red mist which lights the room (-3 darkness penalty at worst). The mist is an otherworldly energy field, impenetrable and dangerous to touch.

Detect: Automatic; it's hard to miss the ominous red glow.

Disarm, Avoid: No. Even digging out the wall to the sides of the passage reveals more red mist.

Save: No.

Effects: 1d-1 burning damage per second of contact, bypassing all DR!

Shots: Infinite.

Rearm, Steal: No.



The chamber beyond is only faintly visible through the swirling mist. Delvers get the sense of a large chamber and many shadowy, twisted figures. (See *Rat-Men's Nest*, pp. 18-19, for more details on the area beyond the mist.)

And while the barrier is impenetrable from the delvers' side, it's easy to pass through from the other side. The chamber has an apparently inexhaustible supply of rat-men, who come through to attack anyone in the testing room as long as they're there. At least twice as many **rat-men** (pp. 4-5) as adventurers appear, including at least one **crystal rat-man** (pp. 6-7) and one **brain rat-man** (p. 11). They're followed by another two rat-men every second for 1d seconds. If the delvers defeat the attack, another wave starts in 5-10 minutes.

15. BLASTED PASSAGE

See *I Smell a Rat*, p. 16, for structural details of this 1,000' long tunnel. The hole in the wall behind the evil altar appears unchanged. The rock still glows for a -3 darkness penalty, and as the delvers travel on, they leave the loud noises of Merle's hideout behind. Delvers with **Tracking** may notice that the tunnel has seen a bit of foot traffic recently, but none of the footprints seem to come from the direction of the ritual chamber, nor do rat-men appear to have come this way.

For every 200' the delvers venture back down the tunnel, roll 3d; on **12 or less**, roll on the *Deep Encounters Table* (below). Any battle that results occurs in a three-hex-wide, 20-hex long segment of rough-walled tunnel with 10' of clearance overhead. It's always safe to rest afterward.

Deep Encounters Table

Roll 1d.

- 1 – Bronze Spiders** (*Monsters*, p. 17). Half as many bronze spiders as there are adventurers are chewing new tunnels off of the blasted passage. If the delvers are trying to move quietly, a successful **Stealth** roll means that they come across the spiders digging. If they fail, the spiders have heard them coming and are lurking in wait; the heroes must win or tie a Quick Contest of their highest **Per** vs. the spiders' **Stealth-15** to avoid being surprised.
- 2 – Earth Elementals** (*Monsters*, p. 25). Two per every three delvers emerge; round up. As in *I Smell a Rat*, p. 16,

these are “free range” elementals rather than summoned and controlled ones. They're grumpier than last time, but adventurers with **Spirit Empathy** can use **Diplomacy** at -2 or **Fast-Talk** at -2 as an Influence roll (*Exploits*, p. 10) to explain that the group isn't responsible for disturbances and is hunting down the offender. A druid is *especially* likely to be believed; add **Power Investiture (Druidic)** to skill. If this fails or nobody tries, combat is inevitable.

- 3 – School of Doomchildren** (*Monsters*, p. 21). Twice as many doomchildren as adventurers are marching down the tunnel, looking for trouble.
- 4 – Fungus** (*Monsters*, pp. 28-29). A fast-growing fungus has sprung up in the tunnel. In addition to rolling for long-range and short-range defenses, roll 1d for size: 1-4 is SM 0, 5-6 is SM +3. If the fungus is a wailer, use this table to see what it attracts, but treat other results of “fungus” as two **slugbeasts** (*Monsters*, p. 50).
- 5 – Skull Trio**. Three semi-corporeal undead streak down the tunnel in an aura of shifting light: a **flaming skull**, a **freeze-skull**, and a **venom skull** (*Monsters*, p. 27).
- 6 – Trolls** (*Monsters*, pp. 57-58). Half as many trolls as there are adventurers (round up) are investigating increasing activity in the tunnels. Unfortunately, they're not in their lair, so there's no treasure with them. However, trying to follow their tracks back to their now-unguarded loot might be an interesting side-task. Unlike most of the monsters in the vicinity, trolls are open to bribery, so a fight can be avoided.

16. END OF THE LINE

See *I Smell a Rat*, pp. 16-17, for structural details. The round chamber at the end of the long, long tunnel is unchanged, and the eerie glow is still in effect, but the denizens of Merle's old hideout haven't bothered coming down this far. They're occupied with other matters. However, they've disturbed the underworld, so things are more active. If the adventurers make it down to the chamber where Merle met his demise, roll *twice* on the *Deep Encounters Table* (above) to see what's waiting for them there.

GHOUL CATACOMBS

The rat-men's map (p. 10) and their diamond-shaped blazes lead the way down the sewer to an ancient set of catacombs. These catacombs are as thickly inhabited by ghouls as the other end is by rat-men. These groups have been clashing as the rat-men throw assault after assault against the crypt of the lich-marquessa, who rules the catacombs, to recover the Gem of Yanna.

If the adventurers follow the map and diamond symbol they saw near Merle's hideout, the sewer leads east for about two miles with several intersections along the way. The nested diamond has been scrawled on the walls just after each one. If the delvers head off into the side passages, they'll

encounter wandering monsters (see *Sewers*, pp. 7-8) but little else of interest.

But following the diamonds and bypassing the branches eventually brings the delvers to an intersection about two miles away from Merle's hideout where a diamond is drawn down one of the branches rather than in the main tunnel. That passage slopes upward, leaving the shin-deep sewer muck behind. Check for encounters every half-hour (**12 or less** on 3d) and use the *Sewer Encounters Table* (pp. 7-8), but beyond this point, if leaping leeches comes up as a wandering monster result, substitute twice as many **swamp ghouls** (p. 14) as delvers.

After 50 yards, the passage passes through what is clearly a recently breached wall, turns sharply, and changes character. Engraved stone slabs appear on the wall, seven or eight yards apart (a total of around 50); an **Occultism** or **Theology** roll, both at +4, suggests that the images are involved with death and the afterworld. The slabs are grave markers with burial niches behind them. Delvers also see many freshly gnawed bones on the floor of the tunnel. Some skulls are readily identified by their huge, rodent-like teeth, but the remainder are not so easily figured out.

About 100 yards past the entrance to the catacombs, the adventurers come across a round stone slab a little over four feet across with the nested diamond symbol carved on it. It's clearly been here for quite some time. If the adventurers go farther into the catacombs, they won't find any more diamond markings, and at any rate, the tunnel has caved in and is blocked another 20 yards down; this is, indeed, the place. The slab isn't locked or otherwise secured. It doesn't have to be; it weighs about a ton (see *Lifting and Shifting*, **Exploits**, p. 22). If the delvers attempt to break it open, it has **DR 156**, **HP 94** (see *Walls*, **Exploits**, p. 82). Whether they lift the slab out of the way or just smash it, it reveals a stone spiral staircase leading down 20' to the midden crypt (p. 15).

Swamp Ghoul

Though they hang around graveyards and catacombs, swamp ghouls are not undead. They're hairless humanoids with very sharp claws and a taste for lightly decayed flesh. They can also soften up targets by spitting corrosive saliva at them.

ST: 13	HP: 13	Speed: 6.25
DX: 12	Will: 10	Move: 6
IQ: 9	Per: 10	
HT: 13	FP: 13	SM: 0
Dodge: 9	Parry: 10 (unarmed)	DR: 2

Acid Spit (15): 1d corrosion + follow-up 1d-3 corrosion every second for 5 seconds. Treat as a jet spell (**Spells**, p. 12) with reach C-3. Usable only once per day.

Bite (15): 1d cutting. Reach C.

Kick (13): 1d+1 crushing. Reach C, 1.

Punch (15): 1d cutting. Reach C.

Traits: Appearance (Ugly); Cast-Iron Stomach; Fanaticism; High Pain Threshold; Immunity to Disease; Night Vision 8; Resistant to Poison 6.

Skills: Brawling-15; Innate Attack (Breath)-15; Stealth-15.

Class: Mundane.

Notes: Swamp ghouls are a bit smarter than the rat-men, and they're more experienced hunters. They use ambush tactics where possible. A frequent technique is to divide into two groups; one group attacks the intended target, and while they're engaged, the second group attacks from behind. Swamp ghouls are mostly motivated by hunger for dead flesh. These particular swamp ghouls are also motivated by fanatical devotion to the lich-marquessa.

Either way, they're unwilling to negotiate. Adventurers who have recently been through the cells in Merle's old hideout may roll against **Vision** to recognize the ghouls as the source of some of the limbs from which various flesh golems and zombies were constructed.

Grave Goods Table

Many of the bodies, some sort of warriors to judge by the remnants of their gear, were laid to rest here with some kind of funerary goods. A scholar might remark on how they reflect shifting burial customs and changes in belief about the afterlife, but most delvers just want to know how much they're worth. Many items are worthless, rusted or decayed through the centuries, but some valuables remain. Roll 2d:

- 2-3** – A necklace with glass beads. It's shiny, but a **Merchant** roll reveals that it's worthless.
- 4-5** – Two copper coins (\$2).
- 6-7** – Two silver coins (\$40).
- 8** – Two tumbaga coins (\$120). See *Precious Metals* (**Exploits**, p. 73) for details.
- 9** – A pair of silver earrings or a single silver ring worth \$150.
- 10** – A necklace with several tiny gems, worth \$220.
- 11** – A regular shortsword, tarnished but functional (\$400, 2 lbs.).
- 12** – A nicely engraved copper jar. The jar itself is worth \$40, but it may have valuable contents. Roll 1d upon opening it: On 1-3, it contains only dust and unidentifiable lumps. On 4-5 it contains mummified dire lizard spleens worth \$450 to an alchemist. On a 6, it erupts into a random **spore cloud** (*Monsters*, pp. 52-53).

INTO THE CATACOMBS

The ghoulish catacombs have four staggered levels which are of the same construction; the map on p. 21 may be used for all of them. Each level is a large square chamber, about 45' on each side with 12' ceilings, divided into a series of corridors by "walls" which almost but do not quite form concentric squares. The walls are actually sets of narrow stone shelves about a foot deep and five to six feet long, in sets 10' to 11' high. The shelves are the final resting place of long-forgotten dead people. The bodies of those resting here were stripped of flesh, and the bones wrapped in shrouds and placed in the niches. The stone shelves are still in place, and so are many of the bodies. The stonework is quite utilitarian, with very few carvings or ornaments of any kind, and the stone itself is a plain, unpolished gray.

Midden Crypt

The first, uppermost level of the catacombs is where the ghouls spend most of their time. Consequently, it's full of bone fragments, bits of rotting flesh, and a thick layer of unpleasant muck. The smell is overwhelming; roll against **HT** every minute to avoid nausea (**Exploits**, p. 65) until the next roll a minute later, and all **Smell** rolls automatically fail.

The spiral staircase from the entrance leads to (f), and another, going farther down, may be found at (d). There are muck pits (below) in *every hex* from (c) to (g), from (d) to (h), and in a one-hex radius of all the other letters on the map. There's also a **slime** (*Monsters*, pp. 48-49) in the bottom of pits at (c) and (h); the slimes are completely covered by mud and impossible to see.

In addition to the pits, the level is occupied by **swamp ghouls** (p. 14), twice as many as there are delvers lurking in the darkness, both delighted at the chance to kill something and let it age for a few days to become delicious carrion, and furious at the invasion of their master's domain. The narrow passages around the edges of the midden crypt are their preferred grounds for ambush. If the swamp ghouls are defeated and the delvers stick around for a while, more swamp ghouls will make their way into this level. They'll mass and attack again when there are twice as many as there are delvers, which takes about 15 minutes.

There are a few items of value here, but not many. Adventurers may search among the remnants of bodies on the shelves along the corridors of the crypt. A **Search** roll at -4 takes five minutes and, if successful, gives a roll on the *Grave Goods Table* (p. 14). The ghouls have swept a lot of stuff onto the floor so they can sleep in the niches, so a **Search** roll at -1 digging through the muck likewise allows a roll on the *Grave Goods Table*. However, failure means getting poked with dirty shards of bone; roll vs. **HT** or contract corpse rot. Corpse rot is like swamp rot, with -1 to all attributes and skills until cured, but also makes dark veins stand out and gives the skin an otherworldly gray, ashen appearance imposing -2 to reaction rolls. It may be healed with the **Cure Disease** spell or a successful roll against **Esoteric Medicine** on each of three consecutive days. Up to nine total Search rolls may be made; after that, there's nothing left to be found.

Muck Pit

The floor is covered in soft filth and debris, which hides holes several inches deep where paving stones have shifted out of the way over time. An unwary visitor can easily trip and wrench an ankle. They can be found by poking at the mud with a spear, pole, or similar object and, once found, be filled in with bones or other relatively solid debris sticking out of the muck.

Detect: *Per*-based **Traps** at +2 (or **Per** at -3) to find pit with any poking device. If a slime is present, success by 4+ (or a successful use of **Danger Sense**) reveals it without antagonizing it; failure rouses it to attack!

Disarm: *DX*-based **Traps** at +3 (or **DX** at -2) to adequately fill in with solid debris. This takes 1d+3 seconds. If a slime is present, failure awakens it.

Avoid: **DX** to skirt around it or **Jumping** at -4 (it's slippery!) to leap over it; failure means the effects below. Only possible out of combat; in a fight, make a "Save" roll instead.

Save: **DX** at -3 while moving through hex.

Effects: Trip and fall; 1 HP of injury to the affected foot. If a slime is present, it also attacks.

Shots: Infinite (plus possible slime).

Rearm: Yes. *Steal:* No.

Looting the Very Dead Bodies

Should the heroes attempt any casual grave robbery, removing a slab to get to the niche beyond requires a simple **ST** roll; **Forced Entry** adds its usual bonus. Many of the bodies in this complex were interred with items such as inexpensive jewelry and coins to pay various guardians of the afterlife. A successful **Search** roll gives the results of a roll on the *Grave Goods Table* (p. 14). Naturally, there are risks. The region is prone to unpleasant growths of various kinds, so a failure on the Search roll turns up an **erupting slime** (*Monsters*, p. 26); on a *critical* failure, the corpse was protected by a spell and disturbing it releases a **flaming skull** (*Monsters*, p. 27). Breaking into and searching a niche takes about 10 minutes.

Outer Crypt

The spiral staircase from the midden crypt ends at (a) on the map. There's a similar staircase going down to the next level at (e) covered by a locked grating. The lock is fairly sophisticated (-3 to **Lockpicking**), but the bars of the grating are only average thickness (*Exploits*, p. 83): **DR 9, HP 18**.

The outer crypt is dry and dusty, littered with shattered old fragments of bone. There are also a few fresher remains here and there. Some may notice (*Per*-based **Naturalist** at -2) that there are a number of large, rat-like teeth among the debris. Either dead rats or rat-men have been brought here, or they've been killed here and the remains mostly disposed of.

The more pressing issue, though, is that one of the skulls of the dead (in a niche at (f) on the map) has developed into a **horrid skull** (*Monsters*, p. 37). Its area of effect is large enough to cover the entire level. This skull is not a powerful one, inflicting 1 point of toxic damage (ignoring DR) every 10 seconds.

Many of the other sets of remains have become imbued with magic over the years. They don't want to be disturbed, and will rise up to defend themselves. If any bundles of bones are disturbed within one hex of (a), (c), (e), (f), or (j) on the map, several **skeletons** (*Monsters*, pp. 47-48) wielding short-swords and small shields leap from their niches surrounding the delvers and attack (only once per lettered area; disturbing two adjacent bone piles doesn't awaken twice as many skeletons). In most of the locations, the number is 1.5× as many skeletons as heroes, rounded up, but it's twice as many skeletons as adventurers around (f).

Inner Crypt

The spiral staircase from the outer crypt leads down to (c). The air in the inner crypt feels particularly dry, perhaps a side effect of the fine dust on the floor, kicked up as the delvers move around.

Foul bats (*Monsters*, p. 28) find their way into this level through small cracks in the walls. Roll 3d every minute the adventurers are here; on a **12 or less**, a squadron of foul bats, equal in number to the adventurers, swings through led by a demonic leader bat (described in the notes on foul bats). On a **6 or less**, they are accompanied by a **toxifier** (*Monsters*, pp. 56-57) instead of a leader bat. They're hostile, but won't fight to the death. They sweep around the level, going up and down every corridor, attacking anyone they see, but if half of them or more take injury over HP/2, they'll scatter and flee (including the leader bat or toxifier), likely replaced by a new batch soon enough.

There is also a **fungus** (*Monsters*, pp. 28-29) at each of (a), (d), (e), and (g). Each one is a sort of degenerate fungus, with only a short range defense (roll randomly for each). Each fungus is surrounded by a random **mold** (*Monsters*, pp. 42-43); that is, each hex adjacent to the fungus has mold in it. Each fungus has nestled into it a small pile of valuables, likely what's left after previous visitors to the inner crypt died and rotted away. Organic materials are long gone, but there's in **\$(3d × 5)** in silver and copper coin to pick up. Each fungus also has a large metal key among the coins.

There is a heavy cut stone slab (**DR 30, HP 49**; see *Walls, Exploits*, p. 82) covering a spiral staircase leading down at (b) on the map, with the shape of the nested diamond engraved into it. It has four keyholes in it, each at a corner of the diamond. There's no penalty to the **Lockpicking** roll to pick any one of them, but unlocking one makes any which are already unlocked snap back into locked position again. Likewise, the **Lockmaster** spell can be used, but it only opens one lock per casting, snapping others closed again. The only way to unlock the slab is to unlock all four locks at the same time. This may involve any combination of Lockpicking attempts, spells, and use of keys, but they must be done simultaneously. The keys can be found on this level, nestled in the dangerous fungi (see above).

The Lich-Marquessa's Throne

The staircase leads down to (e), on the lowest level of the catacombs. This is the home of the lich-marquessa, an enchanter who used long-lost spells to turn herself into an undead monster. There are several **swamp ghouls** (p. 14) lurking around (at least as many as there are adventurers, up to twice as many for a very powerful party), but they keep themselves out of sight, clustered around (d) and (g), only coming if they're called. A similar number of **skeletons** (*Monsters*, pp. 47-48) wait to be called, lying in their niches around (a), (h), (c), and (j).

Unlike the levels above, this one is relatively tidy. Some of the shelves retain their original occupants (with shrouds tightly wrapped and bones neatly stacked), but others contain stacks of parchment and papyrus, slightly unusual rocks, jars containing unidentifiable dried plants, and other odd substances.



Turning lichs which must be destroyed is pointless.

*– Sister Miriam
Suntemple, Cleric*

A **Thaumatology** or **Alchemy** roll indicates that at least some of these are substances of mystical significance, but no obvious practical use.

Unless the heroes have somehow managed to make it this far without fighting anyone, disturbing anything, or being seen or heard at all, the lich-marquessa knows they're coming. The level is completely filled with **Mystic Mist** (*Spells*, p. 64). She's also cast **Mage-Stealth** (*Spells*, pp. 66-67), so she can move quietly while still being heard if she chooses to speak.

And choose to speak she does. The lich-marquessa will fight if attacked, but she'd like to talk for a while. She is, frankly, bored out of her fleshless, metal-coated skulls. She's immortal and nearly indestructible, but she's also cursed to remain in her tomb and has only the company of the rather dull ghouls she attracts. Consequently, she's happy for any action. She'll start speaking from a distance, moving every now and again to keep visitors from getting a fix on her position, but coming closer eventually, either to fight or for more conversation.

Of course, she's also a little unhinged, particularly regarding issues of life and death. Her tone is a bit formal but friendly; she wishes to be called "your grace," or simply "ma'am" (if asked, she apologizes for not providing a name, but it's been some centuries since she used it and now she doesn't remember where she put it). Her topics of conversation are disturbing. She is, first of all, quite impressed with how much work the adventurers have put into coming to a place where they're going to get killed. She inquires with polite interest about the state of their entrails and teeth. She observes that death is a far more natural and logical state than life, and that mortality will eventually afflict the cosmos itself, rendering all thought and action ultimately futile, and isn't that *marvelous*?

Delvers may attempt to question her about the Gem of Yanna. On a "Neutral" reaction or better (or a successful **Diplomacy** or **Fast Talk** roll), she'll happily admit that she has it on her, for lack of a better word, person. Indeed, it's dangling from a chain inside her rib cage, hanging about where a human heart would be. It's a cloudy green crystal the size of a human thumb, constant swirling within. It is, she can tell them, not truly a gem, but an otherworldly manifold of complex energies which *looks* like a gem. Its most notable property is its ability to disrupt barriers and energy fields drawing on certain cosmic energies. She's aware that rat-men are trying to take the gem from her, but she's unconcerned; her ghouls are keeping them from bothering her, and if they do make it as far as the bottom of the crypt, they don't stand a chance anyway. She doesn't really know why they want it – not exactly, anyway. It's a useful tool for anyone dealing with multiple dimensions. If the adventurers mention the red barrier in the testing room, the lich-marquessa speculates that it's either a barrier keeping mortals out from the Elder Things' source of power or a barrier keeping even more formidable Elder Things in. Either way, the gem is probably key to disrupting the barrier.

If the heroes express an interest in having the gem, the lich-marquessa is unwilling to sell. They have nothing she wants. But she offers the heroes a proposition: she'll gamble for it. She suggests a purely luck-based game with even odds (for example, drawing the high card from a deck, rock-paper-scissors, etc.) against one of the delvers. If the hero wins, he gets the gem. The lich-marquessa is disinclined to allow anyone to cast truth-telling spells on her, but she *will* pay up if she loses. If the delver loses the game, though, the lich-marquessa gets to take a hand. The victim gains the One Hand disadvantage; see *Crippling (Exploits, p. 61)*. This assumes the adventurer stands still for it, but the lich-marquessa can do it quickly and cleanly with a sword. The loser may try again, but the stakes rise to an arm and then a head before the lich-marquessa will let anyone else try.

Of course, the heroes don't have to talk to the lich-marquessa or go through with the bet. They can just fight her for the gem. They may not be able to truly kill the lich-marquessa, but they can disable her long enough to get the gem. However, given the lich-marquessa's high stats, ample array of spells, and Extra Attack, they're in for a serious fight. She will call her minions and then fight defensively until they show up to assist, after which she'll use them as a distraction to do some serious killing.

Sneaky delvers can try to snatch something off the shelves as they go through this level, but it's difficult to tell what's valuable. A successful Quick Contest of **Filch** against the lich-marquessa's Vision will yield some small item (weighing 1 lb.) which, on return to town, will be revealed to have a value of **\$(1d-1 × 1d × 50)**, minimum \$0. Multiple attempts can be made, but if the lich-marquessa notices someone stealing from her, it's straight to the fighting. The Gem of Yanna is on a thin silver chain worth \$50. If the delvers fight the lich-marquessa and manage to defeat her, they can pick up a pair of fine-quality broadswords (\$2,400, 3 lbs. each) and the equivalent of a dozen manual-sized books with difficult contents (salable as curiosities for \$20 each, but see *Heavy Reading, p. 16*, and *The Difficult Library, p. 24*; either way, 6 lbs. each). They can also grab up to 50 lbs. of possibly valuable but unidentified items off the shelves without having to use Filch.

The Lich-Marquessa

The lich-marquessa is, like most of her kind, a megalomaniac undead wizard preserved by magic, but she has some unique features. As the result of a curse, she cannot leave or be removed from her tomb. She has spent the past thousand years going a bit more insane than usual and making upgrades. She's stronger and faster than most of her brethren. She's also added several features (she has two skulls, four arms, and three legs, and sharp-eyed delvers may notice the odd extra rib or vertebra) and encased her bones in metal, which negates many of the disadvantages of being an old skeleton. However, since she can't go anywhere and only has ghouls to talk to, she's bored and can be induced to talk instead of going straight to the part where she chops people up.

ST: 14	HP: 14	Speed: 7.00
DX: 14	Will: 18	Move: 7
IQ: 16	Per: 16	
HT: 14	FP: N/A	SM: 0
Dodge: 11	Parry: 13	DR: 6

Broadsword (18): 2d+2 cutting or 1d+3 impaling. Reach 1.

Punch (15): 1d+1 crushing. Reach C.

Kick (14): 1d+3 crushing. Reach C, 1.

Traits: 360° Vision; Ambidexterity; Cannot Float; Combat Reflexes; Compartmentalized Mind 1; Dark Vision; Dependency (Loses 1 HP per minute in no-mana areas); Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Energy Reserve 40 (Magical); Extra Arms 2; Extra Attack 1; Extra Heads 1; Extra Legs (Three Legs); High Pain Threshold; Immunity to Disease; Immunity to Poison; Magery 6; No Blood; No Brain; No Eyes; No Sense of Smell/Taste; No Vitals; Skinny; Unfazeable; Unhealing (Heals only when Unkillable is triggered); Unkillable (Total; Achilles Heel, Can be truly killed in no-mana areas); Unliving.

Skills: Broadsword-18; Innate Attack (all)-18; Karate-15; Stealth-14. ● Favorite spells include Blink-25; Burning Touch-22; Concussion-25; Counterspell-23; Earth Vision-22; Explosive Lightning-24; Flame Jet-24; Haste-22; Ice Dagger-25; Mage-Stealth-22; Mystic Mist-24; Mass Daze-24; Missile Shield-22; Sharpen-22; Terror-22; Ward-21. For spells not on this list which the lich-marquessa might want to Counterspell or Ward, roll 3d. On a 12 or less, she knows it at skill 20.

Class: Undead.

Notes: The lich-marquessa is armed with a pair of fine broadswords, and she can attack twice *and* concentrate on casting a spell at the same time. Remember that all spells known at 20-24 get -2 to energy cost and halve their casting time, while those at 25+ are at -3 energy and quarter their casting time. The lich-marquessa is particularly fond of using Blink as a defense if faced with more than one foe at a time.

Hook: Heavy Reading

The books on the lich-marquessa's shelves don't make a lot of sense (see *The Difficult Library, p. 24*). They're written variously in Ancient, Demontongue, and Elder Tongue, with a smattering of nonhuman languages. However, even if the delvers can read the texts, they'll discover that they're written in coded expressions and esoteric allegories. They require someone capable of not just reading the tomes, but making sense of them. Are they spellbooks which need a special key to unlock them? Repositories of esoteric wisdom which might be worth a lot to the right sages? A ruse by demons and Elder Things to lure wary mortals on dangerous quests bringing them to their own demise? The lich-marquessa's library is surely valuable, either for sale or for the secrets its pages contain, but deciphering the texts is fraught with peril.

RAT-MEN'S NEST

The newly opened area in Merle's old hideout is the culmination of something he'd been working on before his timely death; see map, p. 21. It's a facility for twisting existing life forms into new and terrible shapes. Merle had designs on using it to build an unholy army and take over the world, or at least such parts of it as he could get to. He'd set greater forces in motion than would be stopped by his death, so now an entity deep underground is creating an endless stream of monsters.

ENTRANCE

The glowing red mist (p. 12) is an absolute barrier to anyone or anything trying to go through it the wrong way. However, if the Gem of Yanna comes within five yards of it, the red mist instantly flickers out, allowing anyone and anything to pass through safely. The gem destroys itself in the process, though. At first, it becomes uncomfortably warm to touch. Within three seconds, it becomes hot enough to do damage: **1 point** burning after three seconds, **2 points** after four, **1d-2** (minimum 1) after five, and **1d-1** (minimum 1) after six. After that, it shatters (harmlessly; there's no explosion) and cools.



*Nature is all around us. Sometimes,
it is . . . icky.*

— Aelin Rock-Talker, Druid

NESTING CORRIDOR

The chamber beyond the entrance is a long, narrow room, about 60' long and 15' wide, but flanked on either side by a number of recesses, with a door to the southwest. Unlike the stone construction of Merle's hideout, the walls, floor, and ceiling are made of an iridescent substance like an insect carapace. Patches of it are sticky; others, leathery and slightly damp as though it were sweating. It is faintly warm to the touch, and throbs noticeably. There are also luminescent patches scattered around the room, providing illumination equivalent to torchlight (no darkness penalty). The noise the delvers have been hearing is now extremely loud; -8 to **Hearing** rolls.

The niches along the edges of the room open periodically like an eye or mouth, expelling freshly formed rat-men as they do. When adventurers enter the room, roll twice on the *Emerging Rat-Men Table* (below) to see what's already there. Every minute thereafter, roll 3d. On a **15 or less**, roll once on the table to see what emerges. On a **12 or less**, roll twice. On a **9 or less**, roll three times.

There is a large brass disk on the wall to the southwest. It is spiky, splotted with green and turquoise corrosion,

and engraved with intertwined reliefs suggestive of squid and other marine life. There's also a recognizable keyhole in the center. The door has **DR 75, HP 66**; its lock has **DR 12, HP 23** and gives -3 to **Lockpicking**. If opened, the door rolls sideways to reveal the great chamber beyond.

Emerging Rat-Men Table

Roll 2d. Each result is minimum 1.

- 2-7 – 1d **rat-men** (pp. 4-5).
- 8 – 1d-1 **crystal rat-men** (pp. 6-7).
- 9 – 1d-2 **brain rat-men** (p. 11).
- 10 – 1d-2 **phase rat-men** (p. 10).
- 11-12 – 1d-2 **electric rat-men** (pp. 10-11).

GREAT CHAMBER AND HORRIBLE PIT

This chamber beyond the nesting corridor's portal is full of revolting life. It's irregularly shaped but about 55' by 20' at its widest. The walls, floor, and ceiling have the same composition as the nesting corridor. The walls are also covered in pores which open and close with separate rhythms like slow breathing. The room is exceptionally loud, even deafening; any **Hearing** rolls automatically fail, and anyone leaving the room continues to suffer from a Hearing penalty of -3 (if no greater penalties are in place) for another minute after leaving. **Resist Sound** (*Spells*, p. 67) prevents this.

A pack of 2d+6 **giant rats** (*Monsters*, pp. 30-31) mill around the room, with more crawling in through holes in the walls. However, the delvers' attention is mostly likely drawn first and foremost to a pit in the middle of the floor from which the deafening roar and 40 **eldritch tentacles** (p. 19) are emerging. The tentacles are as thick as a human leg, long enough to reach anywhere in the room, and tipped with thorn-like bristles. Worse yet for the delvers, the rats are being herded by three **hellhounds** (*Monsters*, pp. 35-36, two yards north, east, and south of the pit) under the direction of a **mindwarper** (*Monsters*, pp. 41-42, two yards west of the pit). While mindwarpers are at least theoretically willing to negotiate, this one isn't. It has a job to do and anyone who could stand in the way of that (a category which emphatically includes adventurers who stroll in with the Gem of Yanna) has to die. Normally, the tentacles would be grabbing giant rats and shoving them into the pores on the wall, which lead to the nesting recesses in the next room where they're turned into rat-men. Now, however, they're turned against the intruding adventurers.

If there's a saving grace for the heroes, it's that not everything can attack them at once. For example, the eldritch tentacles get in one another's way easily and aren't well coordinated, so only 10 of them can attack on any given turn.

The others flail uselessly or attempt to grapple giant rats. More important, the forest of tentacles blocks vision through the center of the room. Clever adventurers may realize that this blocks the mindwarper's psychokinetic lash, and will maneuver accordingly. The mindwarper realizes this as well, and will use the hellhounds to contain the heroes or force them in his direction. Adventurers may be tempted to use smoke nage-teppos and vision-blocking magic, but since it's impossible to hear anything, they can't rely on sound as a backup sense. The giant rats are simply panicking. If one comes within a yard of any delver, roll a die: on a 1-3, it attacks; on a 4-6, it runs away. It's entirely possible that giant rats will run around the eldritch tentacle pit and end up repeating the process when they run into delvers again. Delvers may also make threatening moves to further scare them. A successful roll against **Intimidation** makes all adjacent giant rats flee.

The monsters in charge here are relatively well-appointed. The hellhounds wear tumbaga chains around their necks (each \$2,000, 0.66 lb.). The mindwarper is wearing a tight-fitting robe which fits no other humanoid, but it's kept closed with six coral buttons (each \$100, neg.). He's also carrying a pouch which happens to be a bottomless purse (*Adventurers*, p. 118). It's waterproof and contains two siege stones (*Adventurers*, p. 118), about a gallon of water, and four **leaping leeches** (*Monsters*, p. 40), which attack whoever opens the pouch. The mindwarper has been keeping them around to snack on.

Ceiling Caves In, Everybody Dies

The eldritch tentacles are what's holding all of this together. They're maintaining a portal to another dimension, letting through various monsters and a great deal of mystical energy which is powering the nesting chamber and leading to the spontaneous generation of other monsters. The transfer of energies is what's making the deafening roar. It's also keeping the new chambers, which are structurally unsound, from falling in on themselves. If the adventurers manage to knock out 10 tentacles, they *all* retreat, destabilizing not just the portal behind it, but the rooms now occupied by the surviving adventurers.

When that happens, the nesting corridor and the great chamber start falling apart. They immediately start shaking as per a mild **Earthquake** spell (*Spells*, p. 27); *everyone*, including monsters, must roll against **DX** each second to avoid falling down. This continues for eight seconds, at which point the ceiling starts to give way; in addition to the **DX** roll to avoid falling, everyone (again including monsters) must now *also* roll **Dodge** or **Block** every turn to fend off falling rocks that do **1d-1 crushing** damage to the head. This continues for another eight seconds, after which damage increases to **1d**. After another eight seconds of that, the ceiling caves in entirely! Anyone remaining takes **5d+5 crushing** damage and is trapped in the rubble, as per a severe **Earthquake** spell.

Eldritch Tentacles

The Horrible Pit in the center of the room is full of these tentacles. They are a sort of living machine, connected to an

unknowable entity in another dimension. Their job is to poke giant rats with their sleep-venom barbs, pick them up, and stuff them into ducts which draw them into the nesting chambers where they're transformed.

ST: 14	HP: 7	Speed: 6.50
DX: 12	Will: N/A	Move: 0
IQ: 5	Per: 10	
HT: 14	FP: N/A	SM: +2
Dodge: 9	Parry: 10 (unarmed)	DR: 4

Punch (14): 1d impaling + follow-up 2 FP if this penetrates DR (HT to resist). Reach C-5.

Traits: Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Immunity to Disease; Immunity to Mind Control; Immunity to Poison; Indomitable; No Brain; No Eyes; No Fine Manipulators; No Neck; No Vitals; Sessile; Unfazeable; Vibration Sense (Air).

Skills: Wrestling-14.

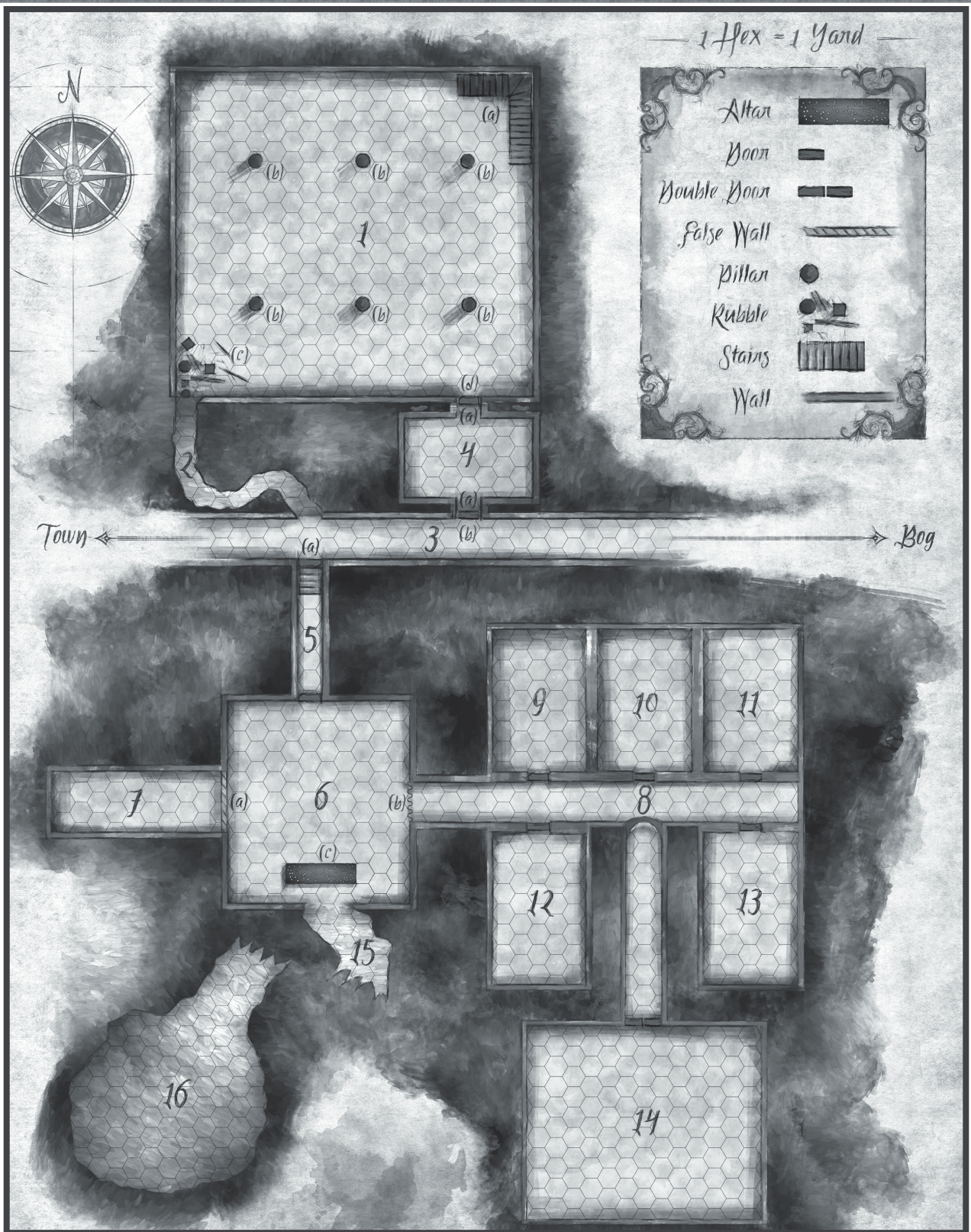
Class: Elder Thing.

Notes: Eldritch Tentacles can sense what's around them and do more or less as commanded by their masters as long as it's something simple like "Pick that up!" or "Kill them!" Left to their own devices, though, they'll flail uselessly. Unable to negotiate. (When playing this battle out on the map, the GM may want to use lengths of string to represent the tentacles.)

THROUGH THE LOOKING GLASS

A retreat out of a crumbling chamber, through the nesting corridor, and back into Merle's hideout may be too far a run for the delvers, particularly if they're falling down a lot and still have to deal with the hellhounds and the mindwarper. And the pit through which the tentacles withdrew is right there . . .

The pit, if anyone cares to look down into it, has a crackling, sparkling rim and faces an undulating but solid surface, like the hide of a slowly breathing crocodile scaled up to an entire landscape. Anyone attempting to leap through it must roll against **DX** to avoid the energetic aura around the edge or take **1d burning** damage. It's an eight-yard drop, but the "ground" counts as a soft surface, halving damage (see *Falling, Exploits*, pp. 67-68). The portal closes when the ceiling of the great chamber caves in, imploding with uncanny colors but not doing any particular harm. Adventurers who take this route find themselves in the middle of an alien plain on what appears to be a living world Beyond Time And Space, but at least they're probably still alive, and there's no telling what adventures they might have getting back.



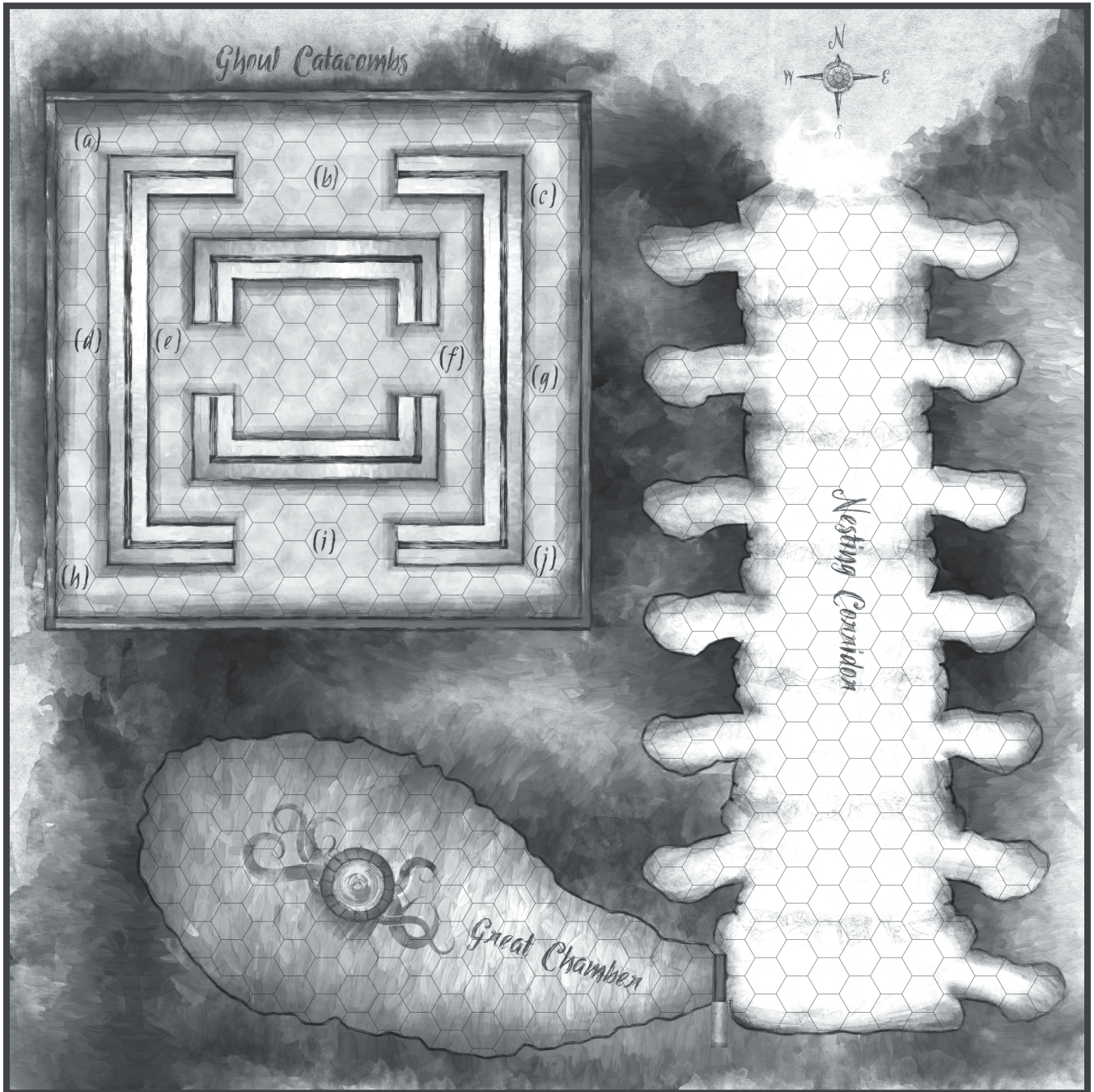
Adventure Map 1

Full-sized battle maps are available in the *Dungeon Fantasy Roleplaying Game*.



When the hordes of Hell are screaming around you and the earth shakes, these are the best of times.

– Grükuk Kzaash, Knight



Adventure Map 2

The ghoulish catacombs (pp. 13-17) are connected to the sewers via a spiral staircase. The nesting chambers (pp. 18-19) are a newly opened region connected to Merle's old testing area (#14 on the map on p. 20).

CHAPTER THREE

REWARDS

Completing this adventure can be quite profitable.

LOOT

There are a number of shinies in this adventure. Any value marked with an asterisk (*) is a *maximum* selling price, but the delvers will get less in most cases; see *Getting a Good Price (Exploits, pp. 15-16)*. Any special skills needed for evaluation are noted as well.

Sewers

see pp. 7-8

Most of the monsters encountered in the sewers don't have lootable gear or even cash with them, but bugbears carry \$(1d-1 × 1d × 5) each and have valuable internal organs (*Monsters, p. 17*), and it's possible to get paut potions from a dead electric jelly (*Monsters, p. 24*).

Looting in the Catacombs

Defeating monsters (flaming skulls, spore clouds, etc.) which come up as a consequence of looting the lesser crypts and catacomb shelves in and around the ghoulish catacombs provides no bonus character points. The threats are minor, looting there is a side venture which doesn't get the delvers any closer to completing the adventure, and the treasure gained is its own reward.

Ritual Chamber

see p. 9

The lens in the eye of death can potentially be sold for \$1d×100*.

First Cell

see p. 9

There's a set of surgical instruments (\$300*, 15 lbs.) here, which, in addition to its monetary value, might be used to patch up injured delvers or dismember monsters for valuable parts.

Library

see p. 11

Three scribe's kits (each \$50*, 2 lbs.) and a pair of magic pens (\$3,000*, neg.).

Lab

see p. 12

Alchemical ingredients (\$1,000*, 20 lbs.), more surgical instruments (\$300*, 15 lbs.), a gem of healing (\$400*, neg.), three unstable alchemist's fires (each \$20*, 1 lb.), and three minor healing potions (each \$120*, 0.5 lb.).

Blasted Passage and End of the Line

see p. 13

Bronze spiders yield 300 lbs. of scrap worth \$(1d × 30).

Ghoul Catacombs

see pp. 13-14

There are potentially 50 rolls on the *Grave Goods Table* here, resulting in a highly variable quantity of treasure.

Midden Crypt

see p. 15

There are potentially nine rolls on the *Grave Goods Table*.

Inner Crypt

see pp. 15-16

The four fungi each conceal \$(3d × 5) in coinage.

The Lich-Marquessa's Throne

see pp. 16-17

The Gem of Yanna is worth \$10,000* if not used to pass through the mists, but selling it all but ensures that the adventurers will be plagued by ever-increasing hordes of rat-men (and eventually other monsters) until the day they die. There's also the silver chain the gem hangs from (\$50). Sneaky characters may pick up odds and ends worth \$(1d × 1d-1 × 50)* and weighing 1 lb. a pop. If the delvers manage to defeat the lich-marquessa, there are two fine broadswords (each \$2,400*, 3 lbs.; valuable as loot, but also a nice upgrade for fighters), a dozen manual-sized books (each \$20*, 6 lbs., but possibly more valuable to specialized buyers), and up to 50 pounds of those odds and ends.

Great Chamber

see pp. 18-19

Three tumbaga chains (each \$2,000*, 0.66 lb.), six coral buttons (each \$100*, neg.), a bottomless purse (\$12,010*, 0.2 lb.), and two siege stones (each \$550*, neg.).

GETTING PAID

If delvers are returning to the dungeon after the events of *I Smell a Rat*, they're probably not getting paid. At best, they're getting \$8 per rat-man head to a maximum of \$400. If the delvers are being called in because some other group of adventurers succeeded in the previous adventure, there's a higher rate: \$15 a head for killing rat-men to a maximum of \$750. This may be negotiated up to \$18 a head to a maximum of \$900. In either event, there's also a week's room and board for everyone involved.



BONUS CHARACTER POINTS

There's a bit more to slog through here than in *I Smell a Rat*, so a total reward of up to 25 or even 30 character points for flawless playing and exacting exploration over the course of the adventure is plausible. Here are some suggested rewards broken down by area of the dungeon. The GM might give out all points at adventure's end or separate awards for each session's activities. Either way, the minimum is 0 points.

Adventure

These awards aren't associated with specific dungeon areas.

Not investigating initial rat-men attacks: -1 point for ignoring the first attack, -2 if they brush off two or more before investigating. That's not very adventurous!

Clearing dungeon of all non-wandering monsters (monsters killed by the ceiling collapse at the end count!), not including the lich-marquessa: +1 point.

Party members killed: -1 point/death, even if resurrected.
Needed GM cheat or divine intervention: -1 point per incident.
Capturing and interrogating any brain rat-men: +1 point.

Cellar

see pp. 6-7

Defeating the assembled rat-men: +1 point.
Trashing pillars and collapsing inn: -2 points for being reckless and evil (on top of penalty for any PC deaths).

Twisting Tunnel

see p. 7

Killing the slime: +1 point.

Sewers

see pp. 7-8

Everybody cleverly avoids contact with sewage and HT rolls for sewer rot: +1 point, awarded once regardless of time spent. This counts *only* if they didn't come up with a way to do it while running through *I Smell a Rat*.

Wandering monster encounters: +1 point per non-jelly monster type defeated (bugbears, cave gnats, crushrooms, foul bats, leaping leeches, rat-men, swamp ghouls, water elementals), to a maximum of +8 points. Successfully negotiating with water elementals counts! Another +2 for defeating an electric jelly and +1 point for disarming a net trap.

Caving in sewers: -1 point for being needlessly destructive.

Smugglers' Den

see p. 8

Defeating the zombies: +1 point.

Rune-Linned Gallery

see p. 9

Figuring out a clever way around the Evil Runes without triggering them: +1 point. This *only* counts if the delvers didn't come up with a way to do it while running through *I Smell a Rat*.

Ritual Chamber

see p. 9

Defeating rat-men and eye of madness: +1 point.

Hidden Tomb

see p. 9

Avoiding the slimes: +1 point.

First Cell

see p. 9

Defeating corpse golems: +1 point.

Second Cell

see p. 9

Defeating zombies: +1 point.

Third Cell

Defeating the assembled monsters: +1 point.

Library

Defeating the assembled monsters: +1 point.

see pp. 10-11

see p. 11

THE DIFFICULT LIBRARY

The lich-marquessa's books are weird and not particularly useful, but they *can* be interesting. Here are some ideas for specific volumes if the GM wants to emphasize them as treasures:

Disagreeable Codex: The codex is made of worn parchment written in an uneven hand, with a dusty leather cover (actually cured human skin). This book is undead, animated using variants of zombie-creating spells. It flips pages randomly, snaps closed from time to time, and even tries to rock itself off shelves and flop away at Move 1. The text is a useful reference, providing a +1 bonus to Hidden Lore (Elder Things), but it requires a half-hour of wrestling with the book (and 1 FP lost to exertion) to get the bonus.

Incunabulum of Herpetologick Physick: The incunabulum is a thick volume bound in polished alder-wood covers. The text is in deep purple ink, slightly smeared but entirely legible; a few illustrations are hand-drawn and much clearer. For some healers, it is an indispensable reference. Anyone consulting it while working on a suitable patient gains +2 to any mundane medical skill. This includes Diagnosis, Esoteric Medicine, First Aid, Pharmacy when used for treating disease, and Surgery. Unfortunately, it provides those bonuses only when treating reptiles. Healers expecting to treat dragons, lizard men, and the like will be very interested.

Kitaab Nanoriensis (Corrupted): This is a long scroll written on brittle, reed-based paper, wrapped around a pair of bamboo rods, prominently labeled as the Kitaab Nanoriensis. The manuscript is written in a poor hand and contains many obvious errors. The Kitaab is a well-known enigma in scholarly circles. Educated characters may even have heard of it (roll against **Research** or **IQ** at -4 for any literate character). It's a legendary but lost book of esoteric wisdom, frequently cited by other magical works. This isn't really the Kitaab, of course, but poorly copied excerpts. However, a week studying in a library in town and a successful **Research** roll can indicate that it contains passages resembling those referenced by existing works. Whoever wrote this work *may* have had access to at least a partial copy of the *real* Kitaab. The delvers can sell it to an interested party, or they can try to figure out who copied the scroll they've got and potentially track down something far more valuable on their own.

Lab

Defeating the rat-giants: +1 point.

Testing Area

Taking damage from the red mist: -1 point.

Opening the portal and getting into the chamber: +2 points.

Blasted Passage and End of the Line

see p. 13

Wandering monster encounters: +1 point per monster type defeated (bronze spiders, doomchildren, earth elementals, fungus, skulls, slugbeasts, trolls), to a maximum of +7 points. Successful negotiation with earth elementals and trolls counts!

Midden Crypt

see p. 15

Defeating the assembled monsters: +1 point.

Getting corpse rot: -1 point; the delvers really should know better than to play in the mud by now.

Outer Crypt

see p. 15

Finding and destroying the horrid skull: +1 point.

Getting through the level without awakening any skeletons or awakening and defeating all the skeletons: +1 point.

Inner Crypt

see pp. 15-16

Successfully retrieving all four keys: +1 point.

Defeating at least one swarm of bats that includes a toxifier: +1 point.

Lich-Marquessa's Throne

see pp. 16-17

Getting the Gem of Yanna: +2 points; whether by beating the lich-marquessa in battle or winning a risky bet, these are well-earned points.

Selling the Gem of Yanna: -2 points; it's worth a nice, heavy purse of cash, but selling the gem as soon as the adventurers get it rather than taking it back to Merle's hide-out is a very, very bad idea.

Nesting Corridor

see p. 18

Defeating at least three times as many rat-men as there are adventurers: +1 point.

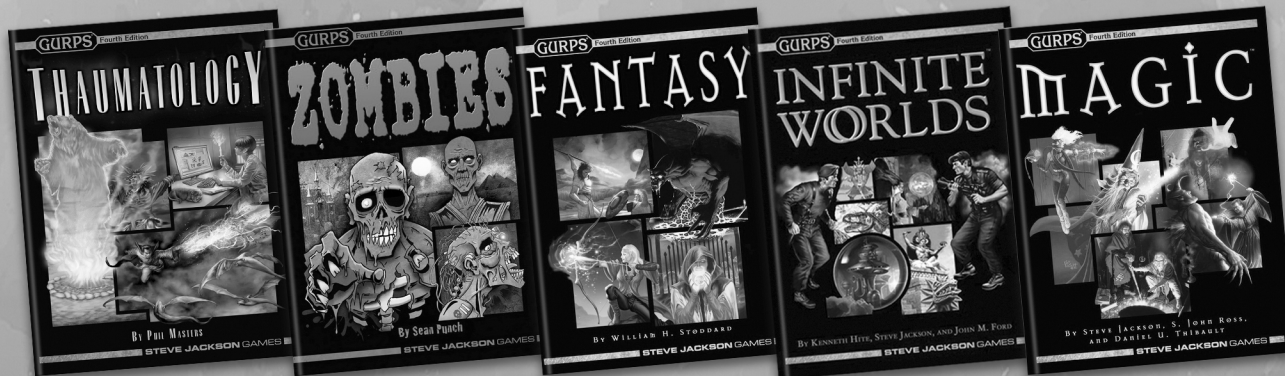
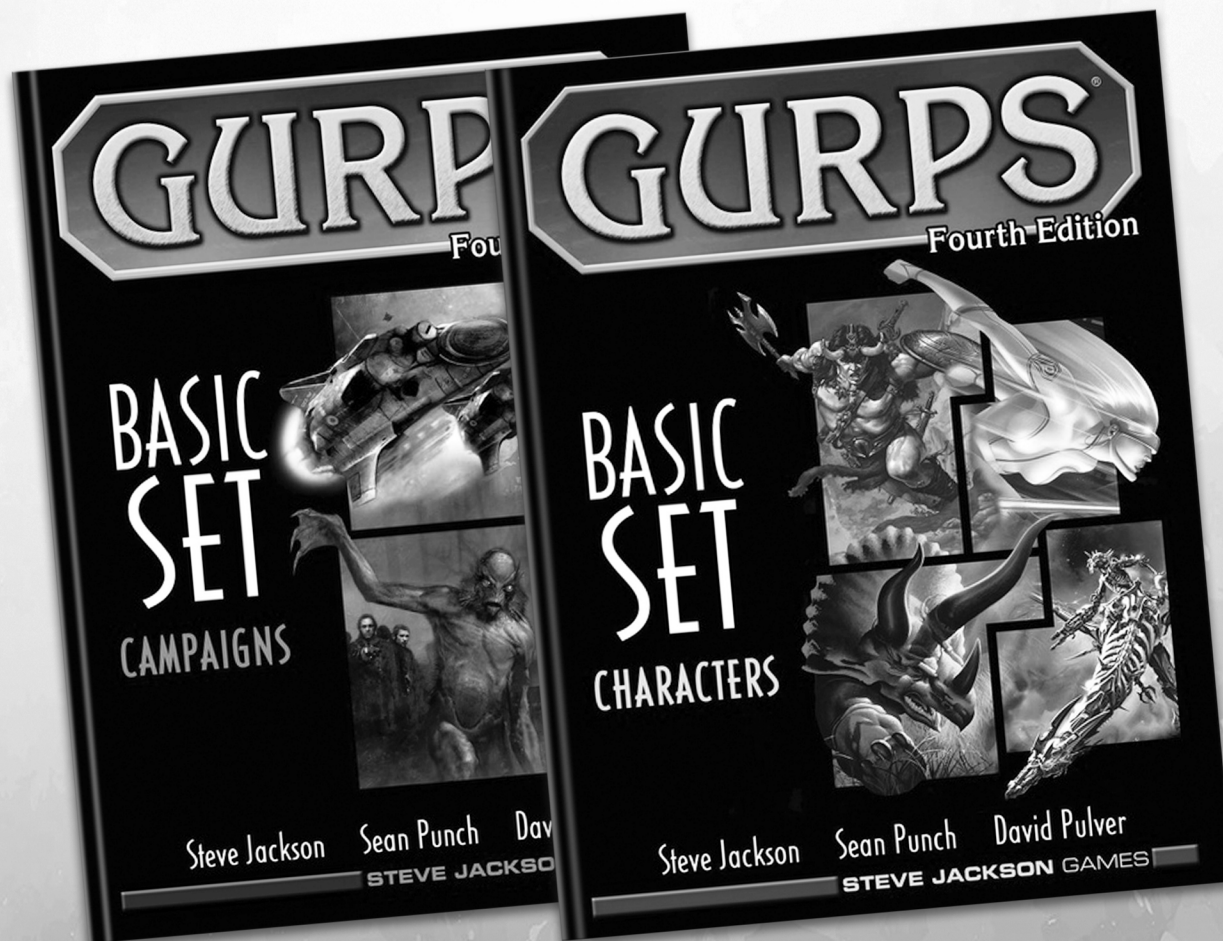
Great Chamber

see pp. 18-19

Defeating the mindwarper: +2 points.

Driving off the eldritch tentacles: +1 point.

Any adventure you can imagine . . .



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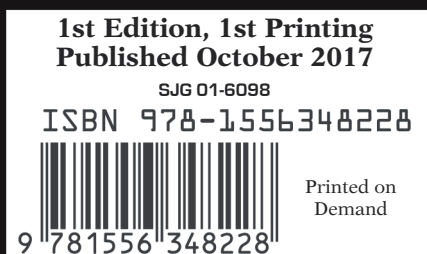
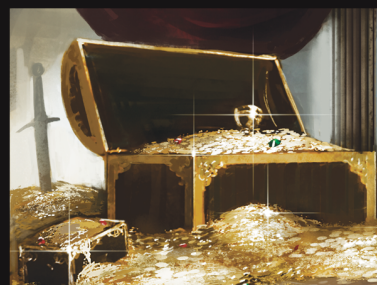
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MORE DANGER, MORE REWARDS, MORE ADVENTURE!

Any delver would agree: *More* is better. And the *Dungeon Fantasy Companion* delivers. This compilation includes all three stretch-goal supplements created for the *Dungeon Fantasy Roleplaying Game* Kickstarter campaign:

- **Traps.** Delvers hate them, but traps make for fun adventures. *Good* traps take time to devise, though. This collection gives the time-pressed GM nasty gadgets, complicated architecture, hidden poison, and malicious magic – plus devious tricks to challenge the wisest wizard.
- **Magic Items.** Unlike traps, magical treasure (besides the cursed stuff) *is* popular with delvers – but like traps, dreaming it up takes time. This emporium of enchantment helps, with wondrous weapons, armor, wands, jewelry, potions, and more.
- **Against the Rat-Men.** Adventures take *serious* time to design, so here's another. This sequel to *I Smell a Rat* offers heroes new dangers – and new rewards.

Dungeon Fantasy Companion is intended for the *Dungeon Fantasy Roleplaying Game* but would work with **GURPS**, especially **GURPS Dungeon Fantasy**.



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