

UNDERGROUND ADVENTURES VOLUME ONE:

PROPHET OF DOOM

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A QUICK NOTE

This is an adventure that is suitable for almost any level of PCs. You may throw more or fewer combatants at players depending upon their abilities. This adventure is written for beginners, the * denotes a possible unfamiliar term and has a quick definition on page 25 along with a page reference to the Guidebook (GB). All characters have a full description on the "Cast" pages, including notes on their personalities and particular information. The Cast pages are 4, 12 and 20. You may photocopy the Cast pages for easy reference.

JUST ANOTHER JOB . . .

The PCs start in Zandu, out of work and looking for a job. They are approached by a Kasmir*, Abn Adaba, who offers them a job. This may occur anywhere, Abn Adaba is looking for the PCs in particular because of their performance on a previous adventure. "I am told that you are the best buy for the money." Abn Adaba has heard an exaggerated story that makes him think the PCs are the best for the job. In fact, he may have the wrong party entirely. Even if he does, nothing will dissuade him that these are the players for the job.

He tells them he needs guards for an unusual caravan that is heading for Durne via the Underground Highway*. He has a Gnomekin* guide, but needs some mercenaries for the numerous hazards of the Underground Highway.

The pay is 500 Gold Lumens (GL) to take the job and 1000 GL upon safe return to Zandu. He will not specify where they are going, but says that it is no more than two days away. He can tell them once they are on the journey. Provisions will be made for the journey.

If the players want to negotiate, Abn Adaba's limit is 650 GL to take the job and 1200 upon return. He is a Kasmir, and will drive a hard bargain. His provisions consist of a bag of bitter tubers, something the players will find out only if they ask. He will upgrade to more standard provisions if pressed.

INTO THE HIGHWAY

The players are to meet Abn Adaba outside the Zandu city gates at dawn tomorrow. When the players arrive there they will see Abn Adaba with three land lizards* packed with supplies and a Gnomekin. The Gnomekin's name is Oemeo and he is the guide for the Underground Highway. Abn insists that they get under way immediately.

The party will travel down a winding road into the Zanth countryside. They will pass farms and other picturesque scenes. About noon, they will arrive at a curious mound on a sub-road far off the beaten track. Oemeo says that this is an entrance to the Underground Highway often used by Gnomekin to enter Zanth.

The mound has a boulder formation at one end. Oemeo takes them to the exact angle that they can see that two boulders frame an ample opening into the mound. Looking at it from any other angle does not allow someone to see it.

Abn Adaba has enough lanterns for everyone to see. Oemeo removes his cusps and takes point. The tunnel is wide and cavernous, although the ground is well beaten here, there are still Stalagmites to maneuver around. Now, if the players ask, Abn Adaba will inform them that they are bringing supplies to a Gnomekin outpost close to the border. It is to deter the Aaman slavers that sometimes go underground in search of Gnomekin.

If the GM wishes, he may add a combat encounter here.

The caravan will travel for many hours into the darkness. It will be hard to keep track of time in the dark underground. After six hours of travel, the PCs will encounter the corpses of some Satada* in the middle of the tunnel, surrounded by a concentration of small, rounded stones. Examination of the corpses will reveal that they have been stripped of all equipment, and that the battered, bruised corpses appear to have been stoned to death. Let the players puzzle about this.

Oemeo eventually leads them into a chamber off the main tunnel a couple of hours later. "whrrr, We will need to make camp here tonight," he says, "It's too far to go without sleep." Oemeo will warn not to make a fire, "It will attract something whose acquaintance Oemeo does not want," he says. If the players insist, reward them justly with something from the Optional Encounters on page 27.

The next "day", Abn Adaba will rouse everyone before they are ready to get up. "We should be on the way, it is not safe here and that is bad for profit margin." Oemeo now takes them down a narrower passage.

They will not encounter anything through here. Any PC with Tracking skill has a roll to notice that there has been a lot of traffic through here. A lot of bipedal creatures with small feet have been traveling through here. On a critical success or if they ask Oemeo they will find out that these are Darkling* tracks.

DANGER IN THE DARK

During the trip, the players may get the sensation that they are being watched. Roll a PER toll for every player. Those that make it get an eerie sensation, a critical success means they hear footsteps behind them. If the players check around, they won't be able to find anything. Any Jaka in the party will definitely feel that they are in danger.

After six hours of travel, Oemeo will say, "Whrrr, not far now, we arrre almost therrre. The boys will be happy to see you." A low rumble will be heard coming from behind the party. At first it seems distant, but it is getting louder. The ground is not shaking, but there is a vibration in the air. Suddenly, the rumble gets very loud, there is a hint of movement at the end of the tunnel. In a moment it becomes clear what the rumbling is.

A massive horde of Darklings is moving down the tunnel, they are armed and charging the party at full speed. The black-skinned Darklings are so numerous that they cannot be distinguished individually, they appear a squirming, black mass of limbs, spears and black reflective eyes.

It should be obvious to the PCs that they cannot fight such a horde. Oemeo will say they can make it to the outpost if they hurry. But the land lizards will not move quickly. If they try to take the lizards, it will quickly be evident that the horde is going to catch up with them. If they stay with the lizards anyway, they will be attacked by enough Darklings to overcome the PCs and capture them. If they try to leave them behind, Abn Adaba will insist on staying with his investment. He wants the players to fight the horde and seems emotional and unreasonable. Unless one of the players incapacitates him and carries him, he will stay with the lizards. If the players try to talk him into it, make it evident that the horde will soon be on them.

If the lizards are left behind, make sure one PC looks back to see the lizards overcome by the horde. The lizards will disappear under a stream of Darklings. This slows the horde enough that the PCs can reach the outpost.

If Abn Adaba dies, it is all right. It adds to the drama of the scene and ensures the PCs will not get excessive money from this adventure. If you have a Gnomekin in the party, you may want to keep Abn Adaba alive, see below.

If the PCs are in trouble, Rada, the Outposts Crystalomancer, may cast some spells to aid in their escape. Rada's stats are on page xx.

The outpost entrance is a pair of large stone doors at the end of this tunnel. Oemeo will lead them right to it. The doors are large, thick and have a ninth-level Pain seal spell on it, any non-Gnomekin touching the door is likely to be incapacitated with pain. Needless, to say, the Darklings do not get in here.

NOTE: If the PCs actually manage to get captured, they will have all their equipment taken away, claimed by individual Darklings. You should, however, give them every chance to escape. The Gnomekin will probably send some help, at least a guide to show

them their way to the outpost. You can have a lot of fun as the PCs try to deal with their problems without equipment. If they really need some bit, such as a Thralls greatsword, then an individual Darkling they encounter may have it.

THE OUTPOST

Omeo leads the fleeing PCs to a large, metal door. He talks knocks loudly at the door. A peephole opens up. "It's me, it's me, let us in!" Omeo will shout. A series of bolts and locks will sound as they unlock. Meanwhile, the horde can be seen in the background, gaining speed. As the horde gets close enough to be really scary, the door opens and the PCs can enter.

The door, which is several inches thick, shuts behind them. A moment later, a muffled beating can be heard on it. The PCs are welcomed warmly by the Gnomekin. They immediately inquire about the supplies. They will be saddened at their loss. The PCs will be introduced to Rada, the commander of the outpost and a Crystalomancer*.

Rada will have the Gnomekin tend to any wounds of the PCs and have them fed a meal consisting primarily of mushrooms. He then will meet with them.

"For two days now, the Darkling Horde has been out there. We are completely cut off from our Subterranean City. My attempts at magical communication seem blocked. We have about 50 warriors here, not nearly enough to fight that horde out there. It's a matter of time until they find a way in here." Rada says.

Rada continues, "We captured one, and using a truth crystal I found out that the Darklings have a leader, apparently one of their own. A priest of their god Sham has united them and want to destroy the Gnomekins. The priest's name is Lode, and he has had a prophecy that the oppressed Darklings should escape their Ur masters and vanquish their ancient foe of the Gnomekin. They plan to besiege the Subterranean City, cutting off all contact to it."

THE PLAN

The situation seems hopeless, but Rada has a plan. He brings the PCs to his "workshop", where he shows them a gigantic, man sized crystal in a metal stand between two chairs that face each other. He gets two small cages from a corner of the workshop that has several creatures in cages. He shows the cages to the PCs.

"This is a Quall in this cage," he says, showing a cute, furry animal with eyestalks that gives off a chattering noise. "They make nice pets because of their excellent nature. In this cage," he show a cage with a large, horrid insect in it, it's tail fails about in it's cage. "The Rajan Scorpion, an amazingly vicious creature that only makes a good pet for the amazingly vicious."

He places a cage in each chair. He then holds forward a crystal and begins to chant. Both the crystal in his hand and the large one between the chairs start to glow. The glow

builds into a blinding flash. When the light subsides, Rada goes to the Rajan Scorpion cage, opens it and gently scoops the Scorpion out. It does not try to attack him, but cuddles instead. The Quall lashes about its cage.

Rada can switch the souls of creatures using this apparatus, he explains, And Rada can do it with people too, except Gnomekins. Our souls do not depart from our bodies well. Thanks to your being here, we can use this to our advantage.

He puts the Scorpion back in the cage and continues, We have a few Darkling prisoners. Rada could switch their souls for yours, allowing you to take their bodies and infiltrate the Darkling horde, maybe even kill their leader.

The players may, naturally, protest. Rada will point out to them that they are in a dire situation, and only the PCs can help. Give a compelling argument. If the players ask if they can revert back, Rada will display that they can be reversing the Quall and Scorpion. They are also prepared to offer 1000 GL in crystals and gems to the players for this task

If the players insist on staying, the Darklings will eventually infiltrate the outpost and overrun it. Game over.

If and when the players accept. Rada will begin to switch their bodies with Darkling prisoners. The process is frightening, and when done the players have all the bodies of Darklings, their new bodies have all the Darkling limitations, see the Cast section of this book; and all the Darkling abilities, such as seeing in total darkness and heightened sense of smell. They retain their own skills and INT, PER and WILL, plus any magical or mental abilities they had. You will have to calculate new Combat Ratings for each character, the rules are on page xx. Magic using classes will still be able to cast spells, making them extra valuable.

Make the PCs detail everything they are carrying. This is all that they may use during the adventure. Rada will give them a password to use upon returning, "Ironwood". He makes them repeat it.

Options:

If there is a Gnomekin in the group, he can play Abn Adaba while the party does this. Provided that you have kept Abn Adaba alive. Alternately, you could introduce a non-Gnomekin character who is at the outpost or change things so that some Gnomekin can be switched.

If you want, you may take the players on a sidetrack by making them go and get the appropriate number of Darkling prisoners. This is an amusing option, since any damage done to a prisoner will carry over the PC taking his body.

MISSION: UNLIKELY

Note: In the Cast section of this book is a description of Darklings and how to roleplay them. The Darklings do not immediately suspect the PCs of being anything other than

what they obviously are, Darklings. If the players act oddly, the Darklings may react, but not immediately suspect. If the players are not careful, however, the Darklings may guess enough to know that killing the PCs would be a good idea.

The players are shown a hidden exit to the outpost, where they can leave undetected. Allow the players to wander a bit, discovering what their feeble little bodies are capable of. They will encounter a patrol of 8 Darklings.

If they speak to the leader, he will respond to them in the Darkling dialect angrily. The players will instantly realize they can understand and speak the Darkling pidgin tongue. He will question them at length as to why they are there, why they first spoke to him in a different language, who is their commander, and so on. He doesn't really care whatever the answers are, he is just harassing the PCs. He will accuse them of trying to "escape serving Lode". At the mention of the name Lode, all the Darklings will reverently bow their heads. Any questions about Lode will be met with sneers, but not answers.

If the PCs hide, they will be found by the patrol through smell, and a similar scene will occur. If the PCs fight, they may win, only to encounter another patrol later.

The leader will instruct them to follow him. He will take them to an enclave of Darklings in a large cavern. Many Darklings are scurrying about, giving orders and looking fairly unorganized.

They are taken to a Darkling sitting on a natural stone dais, shouting orders apparently for the sake of shouting orders. As the patrol leader approaches, he asks, "Did you get the volunteers I needed?"

The patrol leader will show him the PCs, "Yes, they are very eager."

The PCs may protest that they are not volunteers at all. The Darkling in charge will listen to anything they have to say and then dismiss it as, "Good, high-spirited lying."

Other "volunteers" will be brought forth, until the total number is twenty. Then the Darkling in charge will address them.

"You will all have the privilege of going to Lode himself, you smelly lot of curs, to carry a message to him. This is important, so don't mess up or you will be flayed alive. Go north, some of you know the way, to reach his main camp. It will take you a day. Tell him, 'the western border is secure, and he can continue with the master plan.' Repeat that."

He will make all the volunteers repeat it. Then he will send them on their way. This is just the break the PCs need, and they will probably go along. If they do not, their chances of finding Lode are greatly decreased.

Three of the Darkling know exactly where the camp is. They all identify themselves now. Their names are Ryl, Mak, and Pah. The group has absolutely no leadership whatsoever, and will probably do most of what the party says.

The Darklings will also be constantly trying to steal from the PCs, especially any interesting or magical items they have brought.

Unless the party has brought food with them, they have no food. As they travel, they will get increasingly hungry. If they do not eat, their STR and CON scores will lessen by a point every hour over ten. They may have to convince the other Darklings into foraging for food. The ravenous Darklings will descend on any corpse they encounter or creature they kill.

While traveling, feel free to throw any of the encounters in the Optional Encounters section at the party. Having to deal with beasties while they are Darklings should prove amusing.

Note: If any PCs die while they are in their Darkling state, do not dispose of their character sheet. There is a good chance for them to regain their lives, see Further Adventures on page xx.

CLIFF CALAMITY

The party comes to a sheer cliff base. Before, the Darkling army passed this using ladders and ropes, none of which remain. The other Darklings will be at a total loss on how to scale it.

The cliff is 30' high and has a sheer face, unsuitable to climb (-7 on all attempts). At the top is the tunnel the players need to go to. There are many ways to get up this. If the PCs have a rope and grappling hook, they may try throwing that. They cannot see what's at the top, so the roll is at -3. If the grappling hook is makeshift, the roll becomes -5.

Magic may be used. If they do so, the other Darklings will immediately pester the caster with questions, and be suspicious of him for the rest of the journey. If any one thinks of it, they may form a pyramid of people to try to scale the cliff. This works surprisingly well, give the PC who thought of it an extra XP.

There are enough rocks and boulders nearby to build up to the top of the cliff, this option is long and requires a lot of labor, at least six hours.

If the players try to find another route through the tunnels, it will take at least another day, and you may reward their lack of effort with a beastie from the optional encounters list.

THE LOOKING GLASS

The Darklings enter a roundish chamber, in the center is a scattering of skeletons. They look like a party of adventurers that died here some time ago. There's the skeleton of a Thrall, complete with garb and a greatsword, and 140 GL. A Kasmir, with spring knife and bladestaff, and 50 GL. A Sindarian with several bottles, including a Morphius powder, two incendiary powders, three healing elixirs and two more of your choice. The Sindarian also carries a silver blow tube, a flint kit, 530 GL and a lantern that still has oil.

If one of the PCs gets it into their heads to light the lantern, things get much more interesting. There will be a bright flash as the lantern starts, for the walls of this chamber are covered in a smooth Formica, making the walls perfectly mirrored. The Darklings, who spend most of their lives in total darkness, will scream and hold their eyes, afraid to look. It will blind them for 2d12 rounds. The PCs eyes will hurt as well, but may make a CON roll minus the number of turns they still have to be blinded to open them again. When they do, they will see the mirrored walls. The Darklings reflections are normal, but the PCs reflections show their true selves. Give them one round to do something about this before a Darkling notices. Turning off the Lantern is slow, and takes three rounds. If they try to con the Darklings into keeping their eyes closed, let them make up a good story, if it is amusing enough, the Darklings will not open their eyes. Smashing the lantern has a 1 in 6 chance of the oil catching on fire, causing a second bright flash. This flash will be certain to attract something from the Optional Encounters list.

If the Darklings notice, they are likely to attack the PCs. The PCs may try to talk their way out of it. The Darklings, as born liars, will see through almost anything the PCs have to say, but if the story is outrageous enough, they may decide that only a Darkling could tell such a story and let the PCs be. If combat does occur, and the lantern is on, the Darklings get a -2 to all combat rolls while the more light tolerant PCs get only a -1.

THE FISHING HOLE

At one point, the party must descend a wall to enter a north-heading cave. This cave is damp and has smooth walls. The cave seems to head north and south. There is a trickle of water that head north to south through the tunnel. Scouting will show the north cave continues indefinitely while the southern tunnel ends in a large pit with water in it.

The party will eventually hear a low rumbling. Not like before, this seems an almost natural sound. One of the Darklings will begin screaming as a torrential wall of water is rushing down from in front of them. The flood will pick up all the Darklings, and deposit them in the pit at the end of the tunnel. The water will stop once they are all in there. On an overhang 20' above the pit is a trio of Satada, with capture bows in hand.

The Satada like this trap. They have formed a reservoir up the tunnel from a natural spring. When something comes down the tunnel, they flood it, depositing the victims in the watery drainage pit. where the Satada can get them at their leisure.

The PCs must make Swimming rolls to maneuver in the water. If they don't know how, remember they make a d10 and not a d20 roll on the action table, see Guidebook page xx. The Satada on the overhang will start to fire their capture bows at the Darklings, one Satada firing each round. Each player has a 1 in 6 chance of being a target each round. The capture bow harpoons, when they hit their target, will spear the hapless Darklings and the Satada will then reel them in. See Guidebook page xx for more on capture bows.

There are a few ways out of this. If the PCs grab a harpoon in the water and pull, they may yank the Satada down into the water with them. This requires the Satada fail a PER roll, for the only way the PCs can accomplish this would be surprise. Have the Satada make a DEX roll as well, if he fails, he loses hold of his capture bow. If the PCs have destructive magic available, the overhang is not as strong as it looks and would crumble easily, depositing all the Satada into the water. A spellcaster must make his Swimming roll or have the penalty for not being able to use their hands. Satada in the water will immediately try to get back out, and ignore the Darklings.

Allow the players to try other things, be forgiving, they are in hot water, so to speak. If they can simply survive for 15 rounds, a tunnel water is draining down will become unveiled, and they can escape down that. This will be a precarious ride that deposits them into a pool of water some distance away. If this route is taken, they will have to take some extra time to get to where they are going.

GETTING LOST

If the PCs get lost, lose all the Darklings that know the way, or whatever else, make them work hard to get back on track. They may accomplish this through following tracks, just heading north, magic, or whatever. They will eventually encounter a patrol of Lode's camp.

THE MIGHTY LODE

When the PCs arrive at the main camp, they will see Darklings everywhere. The tunnels in this area are full of them. There are guards stationed everywhere. Preparations for a battle seem to be going on, with many woman and children Darklings working on making spears and slings. There is a lot of bustle. Any requests for food will be met with, "After you talk to Lode, you can wait that long". If the PCs try harder to get food, let them have it.

The PCs are taken into a large chamber filled with Darklings, with a grand dais on one end on which stands a gigantic, poorly carved statue of a Darkling. Beneath it, several Darklings in poorly made priest's robes are shuffling about. There are ten posts in front of the dais that look blackened. A gong will sound, and the "Lode, prophet of Sham and deliverer of the Darklings" will be announced. All the Darklings in the chamber will bow their heads.

Lode comes out in a well made robe that is too large. Although Darkling sized, he is covered completely in the robes and his limbs and hands are covered in wrappings. He is carrying a tablet under one arm. He raises his hand to the crowd, which starts to cheer. After they quiet down, he speaks. The PCs will hear the intelligence in his voice, as he seems to be talking down to the Darklings.

"Our time has arrived, my brother's in darkness. We are about to take our place in the underworld, (crowd mumbles) that's down here and not up there (crowd cheers). We are going to rise up, and smite (crowd mumbles), err, kill our ancient foe (crowd mumbles again) you know, the Gnomekin! (crowd cheers). We will hurt them (crowd cheers), we will kill them (crowd cheers) we will eviscerate them (crowd mumbles), err, we will tear their guts out (crowd cheers). Then we will take what is theirs for our own, as it should be! (crowd cheers). I have just been told there is news from the western front. Bring the messengers forward."

The guards will move the PCs and whatever Darklings are left in the party to the front of the chamber. The PCs will still not get next to Lode, but a priest will ask them what the message is and relay it to him. The PCs may tell the message they were sent to give, Lode will relay it to the crowd, and there will be much rejoicing. Lode will then beckon the PCs up to him to give them a reward of handful of Gold Lumens, the PCs will never have a better chance to strike.

If the PCs tell a different story, especially if it is one involving failure, Lode will say, "That is unfortunate, for those who fail Sham shall die to appease him." Numerous guards will grab the PCs and take them to the posts in front of the dais, where they will be tied up and burned. If the PCs want to fight, there are 12 guards, and six priests to fight. If they want to escape, see Escape below.

If they fight and kill Lode, the other Darklings will stop, pause, and then run. Darklings are a race of cowards and anything that could kill Lode has to be dangerous. If they lose and die, go to Further Adventures below. It is alright to kill the all PCs, since it leads to another interesting adventure, see page 25.

If the players try to con Lode, they have their work cut out for them. Lode is intelligent and knows a lie when he sees one. He will wait to see what the players are up to, as long as they are entertaining. When he feels like it, he will order them killed.

The PCs shouldn't get a good look at Lode unless they defeat him. He is actually a Darkling himself, empowered by the magic tablet he holds, see page 27.

ESCAPE

There are two entrances to the dais, either of which the PCs may dive through in order to escape. If they do, a merry chase will follow through the Darkling camp. Make it fun, but allow the PCs to escape.

The PCs will find their way to the surface easily if they want to, by following fresh air currents. From there, they may make it to Tunnelrock, the entrance to the Subterranean City. The Gnomekin will immediately take them prisoner, and the PCs will have to convince them that they are who they say they are.

If they want to return to the outpost, it will take time, but not be impossible. They will eventually run into a Gnomekin scout and taken back to the outpost, provided they remember the password. Rada has managed to get his seeing stone connection to the capital to work, and they can communicate freely. A force is on the way to liberate the outpost.

THE END

If any or all the PCs died, see Further Adventures.

If the PCs killed Lode, the threat is over. They will be rewarded with Crystal Hearts, which convey +1 on all Action Table rolls, +1 CON and +d4 hit points, a total of 2000 GL (including Rada's payment) and the guarantee they will always be welcome in Durne.

If the PCs just arrive with the location of the Darkling camp, this is still considered good information. They will be given 2000 GL but nothing else. They will be offered monies to help lead incursions against the Darklings. In either event, the PCs will be returned to their normal bodies. They will probably want to take a bath.

FURTHER ADVENTURES

If all or most of the players died. . .

The players will wake up to see the world in a half-tone black and white. They are now spirits in the Grey Sphere. They should quickly realize that their bodies still exist, in Rada's workshop. If they do not, then drop them a couple of hints.

As ghosts, the players cannot physically interact with the world around them well. You may make up rules for this as you wish. Feel free to make them restricted, such as not being able to manipulate physical objects or pass through walls. Let them suffer a little. You may even through a Grey Sphere nasty at them. The players must make it back to Rada's and find a way to communicate with him.

If only a few players died. . .

On return, Rada will tell them they might still be able to save their friends, if they can retrieve their souls from the Grey Sphere. The PCs may have to travel to the Gnorl Rhabomancers or the Maruk Spiritsingers to contact the spirits of their fallen comrades.

Meanwhile, there is the amusing problem of a Darkling in their fallen comrade's body, a wonderful roleplaying opportunity.

If the players pick up the tablet. . .

There are a lot of interested parties who want the tablet. A Sindarian Collector who wants it for his tomb items collection. A Farad Wizard who suspects its real power. Strange agents hired by the Black Savants would like to get it too.

Meanwhile, whichever player actually has it won't let it go and is becoming more and more maniacal. If you can arrange it, have the stupidest or least powerful character in party get the tablet, which is the most fun. Who can the players find to break the spell?

Drohem- This adventure was originally posted on Mateusz Krepicz's archived [Talisanta Central](#) website.

***** ADVENTURE NOTES *****

FEATURES OF THE UNDERGROUND HIGHWAY

The Underground Highway is a collection of tunnels that stretch underneath the entire continent of Talislanta. The tunnels are made by various methods, including:

Natural

Easily the most common, these are cavernous tunnels, which include stalactites and stalagmite. They can vary to almost any degree in size. Checking out a good children's book on caves with lots of pictures may be a good idea before running this adventure.

Gnomekin Tunnels

Seems amazingly natural and many would not know them from a regular tunnel. Gnomekin tunnels can sometimes be distinguished by being a little too perfect. Gnomekin construction does not include any sort of mortar or bricklaying, and the walls will seem smooth and seamless, without indication of any tool marks.

Darkling or Satada Tunnels

Often obvious to the untrained eye, these tunnels are crudely made, hacked out of the earth by brute force. These tunnels will often have irregular flooring, inconsistent width and variable headroom. Furthermore, they are often unsupported, making them dangerous to be in. Cave-ins are common.

Land Kra burrowed

Land Kra are giant, tube-shaped creatures that burrow in the earth. In their wake, they leave large, round tunnels. These may be the second most common type of tunnel after natural. Many creatures will make their home in Land Kra tunnels.

SALZINSON'S TABLET

The tomb that Lode raided was that of Salzin, a wizard who was a contemporary of Mordante. Salzin was infamous for his wrathful nature, and his greed for power. Salzin had a good-sized army under his control, which he used to crush his enemies.

Salzin did not even intend to be buried with the tablet. He meant for it to be inherited by his only son, Salzinson. Salzinson had not talent whatsoever for magic and hated what his father did. He ran away to become a farmer. Salzin found this completely unacceptable. Who would carry on his empire after he was gone?

So, Salzin made the tablet for his son. The tablet gave whoever owned it considerable intelligence and magical ability. Unfortunately, he died before he could ensure the tablet would get to his son, and was buried with it.

Salzinson's Tablet will increase the bearers INT to +5 and his CHA to +3 at the rate of one point a week. In two weeks, the bearer will have the equivalent to Magic Training, in four weeks, Secondary Magic, in eight weeks, Primary Magic. This will include both Wizardry and Necromantic Orders.

The Tablet is more insidious as well. The bearer will, in short, progressive steps, become power-mad. They will begin to crave power in a direct fashion. The bearer will invariably raise armies and begin to conquer. This will all begin with the bearer trying to assert themselves always, in a selfish fashion. They will want the best part of the meal, to go into any room first and so on.

The bearer will not be able to give up the tablet as well. They will fight anyone who tries to take it from them. Only by force will someone be able to wrest the tablet out of someone's arms. Once removed, the tablets effects wear off slowly. The former bearer will loss one INT and CHA point a day and their magical abilities will go from Primary to Secondary to Magic Training to nothing once a week. If the former bearer had any of these before, of course, they do not lose them.

Even when separated from the tablet, the former bearer will try desperately to get it back until all the effects wear off.

OPTIONAL ENCOUNTERS

These are brief descriptions. Please check Guidebook (GB) for more info.

ARAMATUS

24-36 hit points, Bite: 1d8 (+1d6 rd blood drain), constriction: 1d6 per rd, spines: 1.
The aramatus is an armored worm-like creature. See GB page xx.

SCAVENGER SLIME

10-20 hit points. Acid (internal fluids): 1d6 rounds. Whip-like flagella: d4+1 level.
Huge, gelatinous single celled organisms that clean tunnels. See GB page xx.

SATADA

16-36 hit points. Bite/Claws 1d4, Tail: 1d6 or weapon.
Lizard men with abrasive natures. See GB page xx.

EARTH DEMON

40-80 hit points. Fist: 1d12+8 (up to three attacks).
A large, demonic creature composed of rock. See GB page xx.

SUBTERRANOID

2-64 hit points, Bite: 1d8, Claw: 1d6 or weapon.
Large, bipedal amphibians with heavy, bony plates. See GB page xx.

DRONE

1-8 hit points, Bite 1-3, or weapon.
Huge, bipedal newts with heavy, bony plates. See GB page xx.

RENDER

6-36 hit points, Bite: 1d8, Tail: 1d4.
A large, carnivorous lungfish, lives in underground waterways but can crawl out in search of food. See GB page xx.