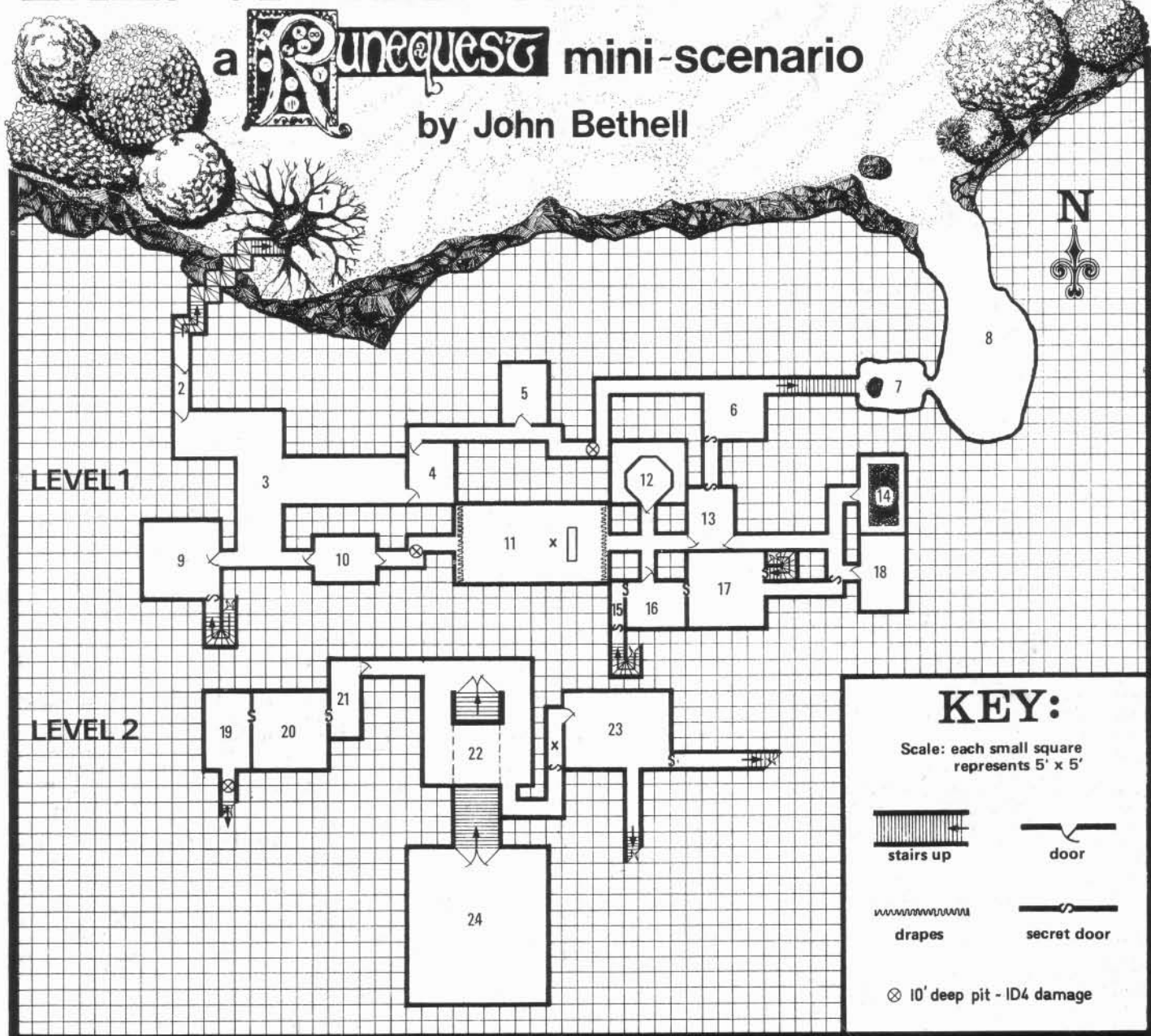


LAIR OF THE WHITE WYRM

a **Runequest** mini-scenario
by John Bethell



History

It is rumoured that a party of Dragonewts, many years ago, harboured a young Wyrms which had been injured while escaping from a party of Morokanths. The Wyrms is said to have made good its escape bearing scrolls and treasures that the Morokanths would pay well to recover. One scroll in particular is of inestimable value to them.

However, the Dragonewt colony either died out, or moved on, as few traces of them now exist in this particular area. That the Dragonewts did at one time roam the area is almost certain, since runic carvings, said to be of Dragonewt origin, can still be found on the walls of a small cave and in the bark of an old hollow tree situated about 100 yards from the cave.

1. Oak Tree

This has been struck by lightning and is hollow with a triangular hole in the trunk. The hole is 3' high and 2' 6" wide at the base. It will need to be widened if any character or creature over SIZ 15 should wish to use this entrance. Those of SIZ 15 must throw vs. DEX to avoid becoming stuck for 1D10 turns. The internal diameter is 10' and is one-third filled with rotting leaves, small branches and twigs. Carved in the bark above the hole are barely legible signs. If any members of the party can read Dragonewt, throw Basic Perception x 3 or less on percentile dice to decipher: the carvings read "Mind the step!". Beneath the leaves and twigs is a 3' by 3' metal grille which appears to seal off a pit. The distance from the grille to the first firm footing below it is 10' — the step to be 'minded'. From this platform, stairs, cut into the earth, wind down. Roots force their way through the walls presenting ample handholds. The

passage is 5' high at this point, rising to 10' at the bottom where it terminates with a locked, rotting wooden door.

2. Corridor

Chained to the east wall is a Scorpion Man:

STR 17; INT 4; POW 11;
CON 12; DEX 6; CHA 3; SIZ 17
Sting (1D6 + 1D6) 40%
Sting SR7
Defence 0% Move 8
Explodes on dying doing 3D6 damage
to anyone within 15' radius.

L	3/5	R
3/4	3/6	3/4
3/3	3/5	3/3
3/3		3/3
3/3	3/5	3/3
TOTAL HPS:14		

Although chained up, he is hostile and eager to pick a fight with anyone. He cannot reach anyone squeezing past against the W wall but he will hurl abuse and challenges, and, as far as the chains will allow, make threatening gestures, lunge against his chains, and infer that he has slept with the wife/girlfriend/boyfriend/daughter/son/mother/father/etc. of everyone in the party in an attempt to start a fight. If he is slain, the explosion will not only seal off the passage but alert the occupants of 3, 4, 5, 6, 9, 10 and 11 who can't thereafter be surprised. Both doors are locked.

3. Old Entry Hall

Whichever way the party enters, around the corner, strutting towards them comes a Duck, wearing composite, horned helmet, and loincloth:

QUINCY (Superhero, barbarian Duck)

STR 12; INT 18; POW 12;
CON 14; DEX 13; CHA 9; SIZ 5
Short Sword (1D6 + 2-1D4) 80% Parry 80% Points 20
Short Sword SR5 Spell SR2
"Master of Quack Fu" — two attacks per melee turn
or one attack, one parry per melee turn or two parries.
First at SR 5, second at SR 10.
Fist (1D4) 100% Parry 100%
Kick (1D6) 100% Parry 100%
Butt (1D4+4) 100% Parry 10% Points -/3
Butt gets +4 if Quincy is wearing horned helmet. In dire situations he may try to parry with helmeted head, but chance of parrying is reduced by his natural reluctance to put his head where his opponent's weapon is likely to be! Note that the loincloth gives 1 point of protection.
Defence 15% Move 5
Healing 4, Bladesharp 2, Ironhand 4, Protection 4, Countermagic 3.

If greeted in a friendly manner, Quincy will act bashful but will join the party until they leave the dungeon. He is searching for a red-headed girl named Valda. If approached in a neutral manner, roll on Response Chart.

4. Old Guard Room

Three Trollkin corpses lie on the floor (Quincy has been this way) along with 2 short maces, a one-handed spear, 1 open helm, 1 large shield, a scattering of white feathers, and a small leather purse containing 3 Clacks.

5. Old Store Room

Room lit by lamps hanging from ceiling 15' above. The lamps consist of wicks floating in animal fat. Four Trollkin:

BELBOD

STR 9; INT 7; POW 6;
CON 12; DEX 18; CHA 4; SIZ 9
Broad Sword(1D8+1) 35% Parry 35% Points 20
Dagger(1D6) 30% Parry 20% Points 10
Medium Shield Parry 35% Points 12
Broad Sword SR5 Dagger SR6
Defence 5% Move 6
Leather armour, cap. 10 Lunars in purse, 48 Lunars in bedroll.

Twin brother:

DANVER

STR9; INT 7; POW 6;
CON 12; DEX 18; CHA 4; SIZ 9
Broad Sword(1D8 +1) 35% Parry 35% Points 20
Dagger(1D6) 30% Parry 20% Points 10
Medium Shield Parry 35% Points 12
Broad Sword SR5 Dagger SR6
Defence 5% Move 6
Leather armour, cap. 12 Lunars in purse, 53 Lunars, 208 Clacks in bedroll.

POTMAW

STR 11; INT 13; POW 10;
CON 12; DEX 9; CHA 2; SIZ 8
Broad Sword(1D8+1) 40% Parry 40% Points 20
Dagger(1D6)35% Parry 30% Points 10
Broad Sword SR6 Dagger SR7 Spell SR 3
Defence 5% Move 6
Disruption
120 Clacks in purse, plus several buttons and washers that have been palmed off on him as 'foreign coins'.

DENZELM

STR 13; INT 14; POW 3;
CON 8; DEX 15; CHA 2; SIZ 9
Sling(1D8) 35%
Spear(2H)(1D10) 30% Parry 25% Points 15
Light Mace(1D6) 30% Parry 25% Points 20
Small Shield Parry 25% Points 8
Sling SR2 Spear(2H) Lt Mace SR7 Spell SR2
Defence 5% Move 6
Disruption, Healing 2.
Leather armour and cap. 153 Lunars in purse.

On N wall is a shelf on which rests an ornate metal head-dress with wires attached. If worn it reduces the INT of the wearer to 4 for 1D10 turns. On hook behind the door is a bag containing 2 Wheels and 483 Lunars.

6. Old Guard Room

Lit by 4 flambeaux in holders, 2 on N wall, 2 on S. The flambeau nearest the secret door opens it if twisted; should the flambeau be pulled then a trap opens beneath the puller. Throw vs. DEX x 5 to avoid falling 15' onto spikes for 1D12 damage. In the room is a Great Troll:

MOON

STR 26; INT 4; POW 10;
CON 16; DEX 10; CHA 2; SIZ 26.
Great Sword(3D8+2D6) 40% Parry 25% Points*30
Great Sword SR4 Spell SR3
Defence 0% Move 7
*Great Sword is iron, and is also Magic Matrix for Coordination, Countermagic 2.
Chainmail, open helm. 77 Clacks, 69 Lunars and an opal worth 295 Lunars.

7. Small Cave

The roof is 25' high. At the rear is a 10' diameter stalagmite which conceals the entrance to the tunnel complex. The entrance is only found by a successful Spot Hidden throw.

8. Dragonewt Cave

The roof is 25' high. The W wall has a 3' x 4' crack leading to 7. The E wall bears runic carvings, ancient and worn, that some believe to be of Dragonewt origin.

9. Old Barrack Room

The room is lit by a torch rammed in a crack in the floor. From outside, a listener would hear the sound of muffled singing in an unrecognisable tongue. Hanging from a coat hook on the N wall is a drunken Dwarf who is waving an almost empty bottle. Between swigging and singing, he occasionally holds his breath until his ears turn blue, gets annoyed and returns to his bottle for comfort. He will be an instant friend of anyone with alcohol:

ODIL

STR 14; INT 11; POW 11;
CON 13; DEX 10; CHA 10; SIZ 7
Axe(1D8+2) 45% Parry 45% Points 15
Small Shield Parry 40% Points 8
Axe SR7 Spell SR3
Defence 0% Move 6
Detect Gold, Bladesharp 2, Invisibility (throw vs. INT x 3 to remember Invisibility before it can be cast — Odil is trying to remember it when first discovered).
Evaluate Treasure 75%, Move Silently 50%, Spot Trap 65%, Disarm Trap 65%.

Scale armour, cuir limbs, open helm. Odil has 41 Clacks to his name and owes the Thieves' Guild 1800 Lunars for training.

10. Mess Room

In the centre is a table around which are six chairs. On the table is the remains of a meal — a carcass of roast duck with a fair amount of meat still on it. Three half-empty wine bottles, assorted platters, gourds, goblets, well chewed bones, scraps of meat and bread etc. litter the table. The entire dinner 'service' is worth about 25 Clacks. On the floor under table is a single Clack (5% change of spotting) amid reeds and rubbish. In NE corner is a loose flagstone — only noticeable if trodden on — beneath which is a small chest. A poisoned needle (1D4) protects the lock. The chest contains 130 Lunars. (The alcohol is useful for bribing Odil (9); the duck is definitely not useful for bribing Quincy (3).)

11. Temple

Entry from E and W is via slits in heavy black drapes. The N and S walls are hung with old, and exceedingly dusty, tapestries worked in silver thread. The tapestry on the N wall depicts a winged serpent with an injured wing and reptilian bipeds gathered round it, and the one on the S wall shows a winged serpent seemingly asleep on a pile of discs, again with reptilians in attendance.

On entry into the room a Blinding spell is automatically cast lasting 10 melee turns. During this period the adventurers have all of their abilities, both combat and otherwise, reduced to a basic 5% whilst they remain in the room. The spell will not be recast for 10 full turns, so that re-entry of the room after the first 10 melee turns will be as normal.

If, after the first melee turn during which the spell is cast, all or any of the party remains in the temple, the Priest and three Trollkin henchmen will enter and attack. Their attacks and abilities are unaffected by the spell, except that no visually aimed spells can be cast during the period:

GROPER (Dark Troll Priest of the Kyger Litor Cult)

STR 24; INT 12; POW 14;
CON 15; DEX 15; CHA 14; SIZ 15
Broad Sword(1D10+1D6*) 60% Parry 50% Points 20
Dagger(1D6+1D6*) 40% Parry 35% Points 10
Large Shield Parry 55% Points 16
Broad Sword SR5 Dagger SR7 Spell SR2
Defence 5% Move 8
Bladesharp 3, Fanaticism 2, Healing 6, Blinding.
Full chain mail with closed helm. Gold ring with large pink crystal on right hand (Power Storing 12 points).
*Potency 12 blade venom on sword and dagger.

ITCHY

STR 9; INT 7; POW 6;
CON 12; DEX 18; CHA 4; SIZ 9
Bastard Sword(1D10) 40% Parry 40% Points 20
Dagger(1D6) 100% Parry 90% Points 10
Bullwhip(1D4) 75% Parry 65% Points 10
Bastard Sword SR5 Dagger SR6
Bullwhip SR2 Spell SR1
Defence 5% Move 6
Healing 2, Protection (cost 4 POW points).

N.B. Itchy has a Wyvern-hide jacket which gives him 5 pts armour to chest and abdomen. (1 pt has been lost in the tanning process) but there is a 50% chance that he will have taken it off. In this event he will attempt to put it on, provided that he is not engaged in combat in the first two melee turns. It is unrecognisable from any other old sleeveless leather jacket. (Players would have to have seen the protection afforded by the jacket in combat to appreciate its worth. They should not be told anything.) The jacket may be worn over or under armour.

Itchy will use the whip to snare or trip an opponent so that he can get to close quarters with his dagger, delaying that attack to SR10, in order to aim his blow. Itchy has a less than average INT but a terrific sense of self preservation! If, therefore, his side is losing badly, and all other Trollkin are wounded, Itchy will exit without delay.

LAIR OF THE WHITE WYRM

SCRATCHY

STR 5; INT 10; POW 9; L 7/3 R
CON 9; DEX 15; CHA 3; SIZ 5 1/2 4/4 1/2
Small Mace(1D6) 45% Parry 45% Points 20 4/3
Medium Shield Parry 30% Points 8 7/3 7/3
Small Mace SR8
Defence 5% Move 6
Full helm, cuir body, arms nil, bronze greaves.
Silver bracelet on left wrist (50 L), 54 Clacks and 1 Wheel in purse.

BURKE

STR 15; INT 5; POW 12; L 7/7 R
CON 18; DEX 6; CHA 2; SIZ 12 7/6 7/8 7/6
Morningstar(1D10+1D4)35% Parry 45% Points 12 7/7 7/7
Large Shield Parry 75% Points 12
Morningstar SR8
Defence 0% Move 6
Plate mail, full helm. Wears a gold (coloured) bracelet — junk trinket — worth 11 Clacks.

On black draped altar is a silver chalice and three battered candlestick holders. Each item is worth 200 Lunars. In front of the altar is a 5' x 5' trap (marked 'x') which opens if any item on the altar is moved. The trap opens to a 20' drop, terminating outside 23 (marked 'x'), for 1D8 damage — doubled if victim is wearing plate armour on body.

12. Hall of Mirrors

The room appears to be very large, about 60' x 60' with a large number of fighting men and three other exits, all blocked by groups of well armed men. If the party lingers long enough, they may notice that the groups blocking the exits are similarly dressed to themselves ... The room is in fact an arrangement of mirrors and the only occupants are four zombies:

EEN
STR 18; INT 0; POW 1; CON 16; DEX 5; SIZ 12 L -/6 R
Two-handed Club(1D12+4) 25% Parry 15% Points 15 -/5 -/7 -/5
Two-handed Club SR9 -/6 -/6
Move 6 -/6 -/6

TWEE
STR 13; INT 0; POW 1; CON 18; DEX 8; SIZ 17 L -/7 R
Two-handed Club(1D12+4) 40% Parry 20% Points 15 -/6 -/8 -/6
Two-handed Club SR9 -/7 -/7
Move 6 -/7 -/7

DRIE
STR 13; INT 0; POW 1; CON 13; DEX 8; SIZ 17 L -/5 R
Two-handed Club(1D12+4) 40% Parry 15% Points 15 -/4 -/6 -/4
Two-handed Club SR9 -/5 -/5
Move 6 -/5 -/5

VIER
STR 12; INT 0; POW 1; CON 13; DEX 7; SIZ 7 L -/4 R
Two-handed Club(1D12+4) 35% Parry 15% Points 15 -/3 -/5 -/3
Two-handed Club SR9 -/4 -/4
Move 6 -/4 -/4

In the centre of the room is a chest containing 200 Lunars and 7 Wheels.

13. Room of Breezes

Whichever door is used for entry, the other door will always be open and a sudden gust of wind will douse all torches.

14. Snake Pit

Around the edge of the room is a 3' wide walkway surrounding a 20' deep pit. A bronze rung ladder leads down into the pit where 9 snakes guard a 2' square trapdoor in the centre. Beneath the trapdoor is a chest containing 1000 Lunars, 31 Wheels and a coral necklace.

The necklace is a:

CORAL SNAKE All Snakes
STR 4; POW 9; CON 8; DEX 9; SIZ 1. TOTAL HPS: 6 -/5
Bite(1D4+Systemic poison potency 12) 75% SR3 -/6
Snakes in pit: -/5

WEAPON SNAKES

1) STR 4; POW 9; CON 15; DEX 9; SIZ 3. TOTAL HPS: 13
2) STR 3; POW 11; CON 13; DEX 11; SIZ 3. TOTAL HPS: 11
3) STR 6; POW 7; CON 11; DEX 10; SIZ 1. TOTAL HPS: 9
All sword tailed(1D6+1) 25% Parry 25% Points 12 SR9.
All move 4

STAKE SNAKES

4) STR 6; POW 11; CON 15; DEX 14; SIZ 1. TOTAL HPS: 13
5) STR 4; POW 11; CON 14; DEX 8; SIZ 3. TOTAL HPS: 12
6) STR 5; POW 12; CON 11; DEX 11; SIZ 6; TOTAL HPS: 9
7) STR 1; POW 7; CON 8; DEX 3; SIZ 1. TOTAL HPS: 6
All hard pointed snout, launch up to 10', (1D6+1) 25% SR6
All move 4

SPIT SNAKES

8) Male
STR 3; POW 11; CON 13; DEX 13; SIZ 3. TOTAL HPS: 11
Acid(1D6 potency) 25%
Bite(1D4) 25% Move 4

9) Female

STR 6; POW 11; CON 15; DEX 14; SIZ 1. TOTAL HPS: 13
Oil(*) 35%
Bite(1D4) 25% Move 4

*Foul smelling — eliminates all chance of secrecy for one week.

15. Cupboard

Old secret cupboard, the floor of which is littered with debris plus an ancient skeleton with the skull stoved in.

16. Old Store Room

In amongst hay and rubbish is a mouldy bag containing 62 Clacks and a necklace with a huge paste diamond worth 20 Lunars. Among this mess are 6 rat-shaped, armadillo-like creatures — Rubble Runners:

1) STR 3; POW 7; CON 10; DEX 13; SIZ 2. TOTAL HPS: 8
2) STR 1; POW 8; CON 15; DEX 15; SIZ 3. TOTAL HPS: 13
3) STR 5; POW 11; CON 10; DEX 13; SIZ 3. TOTAL HPS: 8
4) STR 2; POW 12; CON 9; DEX 15; SIZ 1. TOTAL HPS: 7
5) STR 3; POW 10; CON 7; DEX 10; SIZ 4. TOTAL HPS: 5
6) STR 2; POW 12; CON 3; DEX 8; SIZ 1. TOTAL HPS: 1
All bite (1D6) 25% SR10
Defence 10% Move 6

All Rubble Runners

L	2/5	R
2/4	2/6	2/4
	2/6	
2/4		2/4

17. Old Bandit Lair

The room is cobwebby, dusty and rubbish strewn. The secret door in the E wall is a loose slab 6' above floor level. Amid the rubble in the SE corner is a broadsword(1D8+1) 15 points left. Also two daggers(1D6) 10 points each. Hanging from a hook on the N wall is a composite bow, quiver and 12 arrows. In bottom of quiver, wrapped in rags are 2 Wheels. (Roll 1D12 — 1-10: amount of damage taken by bow, 11 or 12: bow undamaged.

18. Ceremonial Chambers

In the room are two Dwarf thieves, a captain and lieutenant, who are looking for a Dwarf who has gone off on a drunken spree (Odil, see 9):

YURIK

STR 16; INT 15; POW 14; L 4/6 R
CON 17; DEX 9; CHA 14; SIZ 7 -/5 5/7 -/5
Warhammer(1D6+2) 55% Parry 50% points 15 5/6
Small Shield Parry 35% Points 8 6/6 6/6
Warhammer SR8
Defence 5% Move 6
Scale body, greaves, open helm.
45 Lunars and 103 Clacks in purse, 3 flasks of wine, one of water on belt.

GARESH

STR 20; INT 18; POW 17; L 5/7 R
CON 18; DEX 12; CHA 12; SIZ 8 5/6 5/8 5/6
Morningstar(1D10) 80% Parry 70% Points 12 5/7
Shortsword(1D6+1) 70% Parry 60% Points 20 5/7 5/7
Small Shield Parry 45% Points 8
Morningstar SR7 Shortsword SR8
Defence 15% Move 6
Full chainmail, closed helm. 50 Lunars, 98 Clacks and 1 Wheel in purse, 2 flasks of wine, 2 flasks of water on belt.

The wine is to be used to lure Odil (see 9) back to camp. If the party are friendly, the Dwarves will warn of the snakes in 14.

19. Lower Sentry Outpost

The secret door to 20 is guarded by a goat-headed humanoid — a Broo. He is immune to all poison and disease, but carries Wasting disease:

PUKEL

STR 16; INT 8; POW 5; L 3/6 R
CON 14; DEX 12; CHA 2; SIZ 18 2/5 3/7 2/5
Spear*(2H)(1D6+1+1D4) 35% Parry 35% Points 15 3/6
Butt(1D4) 15% Parry 10% 2/6 2/6
Spear(2H) SR4 Butt SR8
Defence 0% Move 9
Cuir, leather limbs, head natural.
*Spear is a sharpened stick with a fire-hardened point.

20. Lair of the Wolf

In the room is the Wolfbrother, Wulf, who is immune to bronze weapons and only vulnerable to Runic (pure) metals or magic:

WULF

As Wolf: STR 22; INT 5; POW 11; L 1/4 R
CON 11; DEX 9; CHA 10; SIZ 7 1/3 1/5 1/3
Bite(1D8+1D4) 35% 1/4 1/4
Bite SR9
Defence 10% Move 12
As Man: STR 11; INT 9; POW 11; CON 11; DEX 9; CHA 10; SIZ 7
Large Axe(1D8+2) 30% Parry 30% Points 15
Large Axe SR7
Defence 0% Move 8
Track by Smell 60% Hide 60% Move Silently 50% Sense Ambush 50%

Being Chaotic, Wulf would recognise Francher (see 23) for what he is and would not attack him. In death, Wulf reverts to human form. There is a 50% chance that he will be in human form when first encountered. He has 45 Clacks, 21 Lunars and 5 Wheels in a purse.

21. Old Food Store

Scattered on the floor of this small store room are 3 human corpses, 4 dead Trollkin, 4 shortwords(1D6+1); roll 1D20 for each to determine points left, 1 rapier(1D6+1) with 15 points left, 2 daggers(1D6) with 10 points each, a small shield, 2 closed helms, 1 open helm and a full suit of chainmail. Also lurking in the room:

SHADOW CAT

STR 7; POW 19; CON 13; DEX 19; SIZ 4
Bite(1D6) 40% Rip(2D6) 80%
Bite SR8 Rip SR8
Defence 20% Move 10
Move Silently 60% Ambush 50% Hide 80%

L	-/5	R
-/4	-/6	-/4
	-/6	
-/4		-/4
TOTAL HPS:11		

22. The Shelled Guards

In the room is a 5' high stone wall roofed with a metal grille and closed off by two locked gates along the N side. The key to the gates hangs on a hook on the N wall. Illumination is provided by wicks floating in oil lamps. In the room are two Dragon Snail guards:

SKYNE (One Headed)

STR 25; POW 16; CON 10; DEX 6; SIZ 23
Bite (1D6+2D6) 40%
Bite SR8
Defence 0% Move 3

4/6	Head
4/6	Body
8/7	Shell
TOTAL HPS:13	

CALLOB & GRYMP (Two Headed)

STR 33; POW 16; CON 15; DEX 4; SIZ 28
Bite(1D6+2D6) 40%
Bite SR8
Defence 20%* Move 3

4/6	4/6	Head
4/6		Body
8/7		Shell
TOTAL HPS:19		

Callob and Grymp will each attack different targets.

* Their appearance is so confusing that it acts as a natural defence.

23. The Keeper

Chained to the E wall is a man (Ogre):

FRANCHER

STR 22; INT 15; POW 12;
CON 16; DEX 13; CHA 18; SIZ 14
Weapon(Damage +1D4) 35% Parry 30%
Weapon SR4+ weapon length Spell SR2
Defence 10% Move 8
Healing 4
Disguise 60% Move Silently 45%
Leather armour and open helm.

L	4/6	R
2/5	2/7	2/5
	2/6	
2/6		2/6
TOTAL HPS:16		

Francher can spit Acid of 2D10 potency 4 times a day, 6 yard range, SR2. If attacked he will spit at attacker. This is why he has not been killed yet, although he was 'spat' out when captured.

He is very hungry and hasn't eaten for 4 days. He likes human flesh

but would not eat the flesh of friends . . . a friend being anyone who helps him.

On the table in the middle of the room is a bastard sword(1D10) with 20 points, main gauche(1D6) with 20 points, two keys on a ring (one to the Ogre's chains, the other to the lower gates of 24), a now-empty purse and a leather bag containing a half-eaten human arm and a half-eaten French loaf. There is also a skin of water: the Ogre is very thirsty.

The secret door in the SE corner is 6' above floor level

24. Lair of the White Wyrn

The gates are locked. Opening them automatically closes and locks the gates at the top of the stairs (22). The key is needed to re-open them. In room is a legless, winged serpent of a pale grey colour. It will take to the air to attack but owing to a badly healed wing and lack of space to really exercise it will land and fight on the ground after 10 melee turns. It is the White Wyrn:

AURON

STR 34; INT 12; POW 22;
CON 15; DEX 13; CHA 13; SIZ 44
Bite(1D10+4D6) 50%
Bite SR7

L	8/6	R
8/5	8/7	8/5
	8/6	
	8/6	

Defence 20%* Move 10

TOTAL HPS:25.

Disruption, Dullblade, Healing 6.

Around its neck is a ruby in a gold chain setting worth 5400 Lunars.

In a niche, 10' up on the S wall, is a small wooden box containing 2 potions of double strength healing, 1 of blade venom potency 9, and 4 scrolls:

Scroll 1: increases constitution of reader by 1 point. It takes 16 weeks to work; each time the scroll is read, throw 1D6. 1-4 the scroll disintegrates. The scroll will disintegrate after the fourth person reads it anyway.

Scroll 2: secret technique scroll giving 10% increase in Broadsword attack and parry immediately. It can only be read twice and then it disintegrates. It can be read twice by the same person for double benefit.

Scroll 3: unreadable due to old age. It requires very careful handling or else it disintegrates. Handler must roll vs. DEX each time scroll is touched. This scroll is the one which is of value to the Morokanth.

Scroll 4: spell of Coordination.

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- * Descent into the Depths of the Earth — running the 'D' Modules
- * Expanding Universe — part III
- * Fiend Factory — more monsters
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