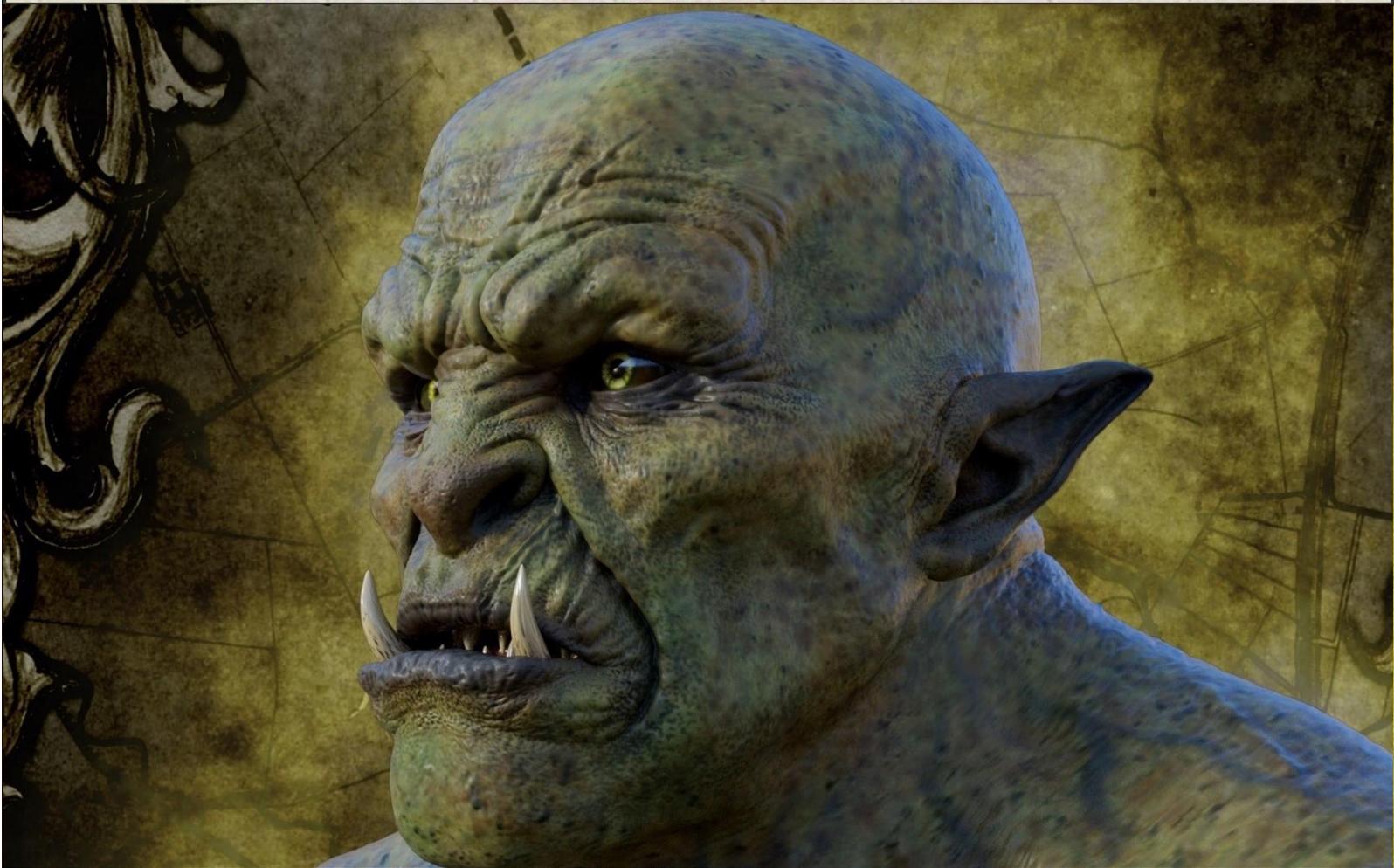


BARTER TOWN

DEATHTRAP (PART 1)

An Advanced Fighting Fantasy adventure for 4 low-experienced adventurers or for one high experienced adventurer in the Blackmoor Living World

For Directors' eyes only!



DUNCAN YOUNG & CO.



CHIMERAE

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Bartertown Deathtrap, part 1 (CHBLWP5en) – 1st Edition – Cambridge, 1st September 2019

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We welcome your feedback about your Advanced Fighting Fantasy adventures in the Blackmoor Living World and about this humble publication. That is the main thing that pushes us to publish more and, if we can, better.

Please contact us at: chimeraehobbygroup@yahoo.it

This adventure is of course an homage to Ian Livingstone.

This adventure is designed for the Blackmoor Living World campaign and is suitable for four low-experienced adventurers (i.e. adventurers with 1-300 XPs), or for one high experienced adventurer (i.e. with 1,001-5,000 XPs), that will therefore go solo in this adventure.

Typical Blackmoor Living World adventures take a single gaming session of approximately two to four hours to be played, however this adventure is quite peculiar. First of all, this adventure is the first of a series of three adventures (part 1, part 2 and part 3, obviously) that have to be played in series, without diversions, and all together they form a single dungeon crawl, while most other Blackmoor Living World adventures can be played in different orders. Of course, the characters can come and go as they like in the dungeon, so it is a bit more difficult than usual to stick to planned timelines. Secondly, this adventure can be played either by a high experienced adventurer, that will attempt to go through the whole three-parts dungeon and win the final prize, or by a group of four (exactly four) low experienced adventurers. If the three-parts adventure is played by a group of four low experienced adventurers, at the end of part 1, the group will be anyway reduced at least to three, so one of the four starting characters will have either to die or to withdraw from the challenge. Then in part 2 another of the three survivors will have to exit the competition (dead or alive) and once again there will be a character leaving at some point of part 3. This way there will be eventually a single winner! Please be aware of this cut-throat mechanic underlying the series of three adventures *before* starting the first game, as this may not be suitable for all groups and all characters: this adventure is particularly deadly and it is called *Deathtrap* for some reason. Only true dungeon crawling champions have a chance of seeing the sunlight again at the exit, but for the vast majority of challengers, entering the *Deathtrap* means doom.

Please make sure you go properly through the Adventure Hook, where there is more detail, before proposing this die-hard adventure to your players and make sure they understand that this is a very risky one.

Another important point that needs to be clarified right from the start is that this adventure does NOT include all information that you need to run it. You will need also to have in your hands Ian Livingstone's *Deathtrap Dungeon*, a super classic gamebook and probably the most thrilling dungeon crawl in history: in many places of this adventure you will be given references to specific sections of *Deathtrap Dungeon* that contain the descriptions that you need to read. Of course, copying and pasting that sentences would have been a copyright infringement and a disrespect that cannot be expected from a true fan.

It goes without saying that reading and playing *Deathtrap Dungeon* before running this adventure is warmly recommended for the Director, but it is not strictly necessary.

ADVENTURE HOOK

The sea north of Maus is shallow and tricky: shipwrecks are not uncommon. An experienced mariner, however, should be able to take you safely straight north, through Buccaneer Bay, to a natural harbor on the southern coast of Frisia. That harbour has been used for centuries by the Skandaharians and by other ships passing by and in need of freshwater and repair. Occasionally, that natural harbour has been used as a marketplace by slave traders from the Duchy of the Peaks when dealing with ruthless Thonian merchants, by whalers on the way to the freezing north, by Frisian trappers and by all kind of pirates. However, only during last ten years or so that place has been inhabited permanently by a small community. The lawless nature of its inhabitants, not hailing to any king and not trusting any state mint, caused that settlement to be called Bartertown, as trade there did not involve the use of currency. This is perhaps the only permanent, organized settling of all Frisia, without counting the dark cities of the Egg of Coot.

*Only during last five years or so, there was a recognized authority over Bartertown: Thane Inkemarr the Wolf, that must have done something truly magnificent to impress the lawless inhabitants of Bartertown, as now his word is considered law for them and they follow it without question. Inkemarr encouraged the growth of Bartertown and had a palisade built around it. Perhaps Inkemarr's most famous initiative to raise the popularity of his Bartertown is the *Deathtrap*: a gruesome challenge to go through a dungeon filled by all sort of monsters and traps. The survivor will have the princely prize of 10,000 gold coins: the first coins properly minted at Bartertown! So far no challenger survived. Will you be the first?*

THE RULES OF THE GAME

The rules of the *Deathtrap* allow two kind of contestants: Heroes and Meatbags.

Hero:

Heroes must be very famous adventurers (i.e. adventurers with 1,001-5,000 XPs), well known for their prowess in melee, and they face the challenge alone. The equipment that they are allowed to carry into the *Deathtrap* is limited: one melee weapon, one piece of armour, one (empty) backpack, one (empty) money

pouch, one meal, one magic potion. The choice is only between the following three potions that are provided by “the organisation” at the entrance of the Deathtrap:

- Potion of Skill: restores SKILL points to *initial* level.
- Potion of Strength: restores STAMINA points to *initial* level.
- Potion of Fortune: restores LUCK points to *initial* level and then adds 1 to *current* LUCK (therefore going above *initial* level).

Meatbags:

As previous editions of the Deathtrap were becoming less interesting due to high deathrate and the consequent decrease of good challengers, starting from this year Inkmar the Wolf introduced a new variant, aimed to add some comic relief: the Meatbags!

The Meatbags are inexperienced adventurers (i.e. with 1-300 Experience Points), predominantly melee fighters, that can enter the Deathtrap in teams of four. They can NOT carry *any* kind of equipment: no weapons, no armour, no food, no backpack... nothing! Just loincloths and nothing else! They will have to find their weapons and equipment in the Deathtrap. If they survive long enough, at regular intervals inside the Deathtrap they will have to “reduce” their number by one unit. The first of these “reductions” will be at the end of this Part 1 of the Deathtrap: if at that point they will still be four, then one of them will have to either be killed by greedy companions, or abandon the party voluntarily (this leads to *Conclusion A*), leaving maximum three Meatbags from the same group to continue. This way the number of Meatbags in the group will be progressively reduced so that at the end only one of them can triumph and get the 10,000 gold coins!

CHAPTER 1: BEFORE THE DEATHTRAP

You arrive to Bartertown on a ferry from Maus on a relatively sunny day. For the standard of cold Frisia, this is a warm time of the year, as the Buccaneers Bay is free of floating ice, but you don't feel warm at all, even if you come from Blackmoor, where the climate is considered harsh by many. They say that Bartertown changed a lot during last few years, but you have other things in your head, rather than visiting this little town made of wood houses and mud roads rather than stone. You go directly to register to the Trial of Champions, that so far meant doom for some very well-known adventurers, hoping this year the outcome will be different.

As a contestant, you are treated like a king: you spend your nights in a magnificent apartment (at least for the local standards), fed with the best of foods and wines, in luxury. However, that is not enough to distract you from your likely destiny and your dreams are full of nightmares, preventing you from fully enjoying all that luxury. Eventually, you are woken from your dreams by a knock at your door. “Your challenge begins soon. Please be ready to leave as soon as possible.” You knew this was coming and it is almost a relief. You quickly prepare yourself, remembering the words of the Dungeon official last night at the briefing, explaining what equipment or weapons you may or may not use. The use of magic spells is also prohibited until you have entered the Dungeon. You follow your guide that walks you through all the roads of Bartertown (admittedly, not a very long walk, but the longest possible in Frisia, and the roads are full of people hailing you, hoping you will provide good entertainment by spilling your blood bravely.

Eventually, you are walked outside the wooden palisade surrounding Bartertown to the side of a nearby hill, shaped like an amphitheater. You notice that outside the town there are many tents of visitors and the amphitheater is full: an incredible crowd, for Frisia and for many other countries. You are taken to a kind of podium facing the crowd and three mages check your equipment to make sure that you are not cheating in any way. Then, they cast a spell and a gruesome incorporeal eye appears nearby your head, floating in mid air. It is disgusting, but it will follow you through all the Trial, allowing the crowd to see what you are doing and how you are progressively beaten up and, they hope, sliced and diced, until you meet your death. The amphitheater is where they can see all this and you realize that behind you the images of previous contestants are already entertaining the crowd with their painful deaths, but behind the podium the sight is not open and you can't get any early warning from the images.

Ahead you can see the dark mouth of a tunnel disappearing into the hillside with two huge stone pillars on either side. A steward passes amongst you handing you all a single key. “A little aid from the Thane”, he says as he passes the key to you. You listen for a while how the crowd cheers, laughs and jumps up and down while looking at previous contestants and you realize that they will probably cheer and laugh in a similar way when it will be your turn... Finally, YOUR TURN HAS COME!!! It is your time to cross the threshold of the DEATHTRAP!

CHAPTER 2: INSIDE THE DEATHTRAP

You cross the threshold and behind you the heavy door slams close! You can now count only on your own strengths, as the horrible floating eye follows you slowly, ready to wave out of the way when you try to snatch it from mid air. It takes a while for you to get used to the dungeon: the air is musty, humid and warm, while until a minute ago you were trembling outside (also for the cold weather). The corridors to the dungeon itself are damp worked stone, with water dripping from the ceiling and the floor mostly covered in rotten straw, populated by plenty of crawling insects. The light inside is very dim and the only sources of light are some crystals stuck into the ceiling that radiate soft light when there is movement nearby, just enough to see, although barely, your way. You realize that they will provide a warning for you, but also for the monsters of the dungeon and for the other contestants, as only one can win! You know that these crystals are called glowstones, here they are set in the high ceiling twenty or thirty steps away from each other and you need to get used to their dim light, if you want to survive. The cheers and roars of the excited spectators gradually fade behind you as you venture deep into the gloom of the tunnel.

Please note that inside the Deathtrap there are various metal trapdoors well-hidden on the ceiling and Thane Inkmar the Wolf will use them to introduce “wandering monsters” if the characters don’t proceed swiftly (in order to entertain the crowd) and rather prefer resting lazily. Munching quickly something is OK, but everybody knows that there is no rest for the wicked! To determine the wandering monster (from OotP) that will face the characters, roll 2d6 as usual and check below table. All monsters in the Deathtrap fight to death unless differently specified.

Roll	Wondering monsters
2	1d2 GIANT CENTIPEDES
3	1d2 IRON EATERS
4	1d6+1 GIANT RATS
5	1d6 ZOMBIES (1 or 2 on 1d6 determines that they carry the Dire Trembling Disease – test for LUCK to avoid infection)
6	2d6 TROGLODYTES
7	1d6 HOBGOBLINS
8	1d6 SKELETONS
9	1d6 ORCS (1-3 on 1d6 that one of them is a GREAT ORC)
10	1d3 GHOULS
11	1d3 GIANT SPIDERS
12	1d2 GIANT SCORPION

Reading the entries

The title of the encounter, like the one on the above line, will include also the number of the Area (see map in Appendix 1) and section(s) related, where the general description of the encounter can be found and read or paraphrased. Text in **bold** is what is immediately visible to the adventurers as they enter a location or open a container, and should be in the Director’s initial description. Text following that, or after a ‘>’ is further information available for adventurers that inspect more closely. Text following a ⇒ lists options relating to the above object, including actions or contents. Underlined text indicates actions that might be taken, relating to the linked object. These are suggestions, not the only option or solution available, as players will have other creative ideas too. Special Skill checks, tests for LUCK or other rules related instructions are *italicised*. CREATURES are displayed in capitals, and their entries include SKILL and STAMINA (multiple combatants separated by ‘/’), weapon/armour tables, and any treasure carried.

Following tracks

As it can be followed up in the mentioned reading section, at first the characters will be able to see four tracks (area 1). One set of footprints will take to the right at area 2, but it won’t be visible just after area 4 until just before area 12 (where the footprints end), as this part of the dungeon is dry, and the floor is clear enough of debris to prevent tracking. The other three sets of footprints follow the path of areas 2-7-8-13 (but one set will end up in area 7). After area 13 the footprints are too confused to be followed. Perhaps some Trialmaster confused them on purpose.

1. Boxes (270)

After walking slowly down the tunnel for about 5 minutes, you arrive at a stone table standing against the wall to your left. On the table there is a small box with a keyhole. You breathe deeply: this is just the first of many challenges that you will have to overcome in the Deathtrap: you know that many things will be deadly traps, but some may be useful and, among all the objects that you may find, some of them will be required to open the exit door, on the far side of the Deathtrap. You need to choose what risks you want to take and what you want to avoid, as you will need to collect some kind of object on the way.

Stone table >

Wooden Box containing

⇒ **2 GP**

⇒ **Note:** “Well done. At least you have the good sense to stop and take advantage of the token aid given to you. Now I can advise you that you will need to find and use several items if you hope to pass

triumphantly through the exit door of my Deathtrap.
Inkmarr the Wolf".

2. The Arrow (66)

White arrow painted on the wall, points left.

Wet footprints > 3 sets head left, one set right.

3. The Bell (220)

Large iron bell hangs from ceiling; small gong mallet rests against the wall.

⇒ *Attuned* characters may sense a magical aura with a successful *Magic Lore* check.

⇒ Ringing the bell causes loud vibrations, induces convulsions in all near bell (-2 SKILL, -2 STAMINA).

⇒ Bell will continue to ring until muffled. *Trap Knowledge* will indicate this if necessary.

⇒ If ringing not stopped quickly, a **HOBGOBLIN** for each character will appear and attack.

HOBGOBLIN: SKILL 7, STAMINA 5

Roll	1	2	3	4	5	6	7+
Sword	2	3	3	3	3	3	4
Leather Hauberk	0	1	1	1	1	1	2

4. The Puffball (56)

Large brown boulder-like object blocks corridor > soft, spongy texture > room to squeeze past above.

⇒ *Forest* or *Underground Lore* can identify object as a puffball that can release dangerous spores.

⇒ Cutting through the puffball releases choking spores. Each character nearby loses 2d6 STAMINA (Test for LUCK: if Lucky, take half damage. Taking suitable precautions, such as breathing through damp cloth, may give bonus to test, or avoid the need completely).

⇒ Climbing over puffball requires *Climb* check. Carrying heavy, edgy or long items (e.g. spears, swords unsheathed, etc.) causes a penalty (between 1 and 3 points) to the check. Failure causes piercing the puffball as above.

5. Hobgoblins (264)

If the bell in Area 3 was rung, even briefly, there is one Hobgoblin + one more for each character, waiting just around the corner, armed and perfectly still to avoid activating the glowstones and to ambush the characters.

If the bell in Area 3 was not rung, read below:

Sound of commotion up ahead > fighting, *Goblinoid Languages* (2) can identify insults in goblinoid tongue > one + one HOBGOBLIN per each character, fighting over a **satchel** on the floor. Armours and weapons are near the satchel, on the floor as they fight unarmed. If the characters just look, after a while one Hobgoblin admits defeat and they both go and wear their armours and pick up weapons.

⇒ Stealth is possible with *Sneaking* roll, as creatures are too engrossed in battle to notice, even if glowstones are activated. Can choose to get first strike in combat.

HOBGOBLINS: SKILL 7/6, STAMINA 5/5

Roll	1	2	3	4	5	6	7+
Sword	2	3	3	3	3	3	4
Unarmed	1	1	1	1	1	2	3
Leather Hauberk	0	1	1	1	1	1	2

Satchel > Jug of acrid smelling liquid

⇒ ACID (test by dipping something in liquid).

⇒ Drinking causes -1 SKILL and -4 STAMINA in first round, then death if not immediately neutralised, washed or diluted.

⇒ Causes 2d6 STAMINA damage if used as a thrown weapon or trap.

6. Pole Trap (110)

Wooden poles cross corridor > 12 in total, each set in wall ½ metre off the ground, 1 metre apart from each other.

⇒ *Trap Knowledge* indicates that if any pole is touched, they will all explode (2d6 STAMINA loss to any caught in the area, roll damage separately for each character).

⇒ *Trap Knowledge* (-4) can create a path through without triggering trap.

⇒ *Acrobatics* check to navigate without touching a pole.

⇒ Players may come up with other options (crawl under, trigger trap with ranged weapon

etc) – allow them to be creative and use SKILL rolls where necessary.

7. Caveman (387)

Burly NEANDERTHAL stalks this N-S corridor > wearing furs and carrying club > scratches in dumb frustration at a bracelet on his wrist > will attack on sight.

NEANDERTHAL: SKILL 7, STAMINA 8

Roll	1	2	3	4	5	6	7+
Bone Club	1	2	2	2	3	3	4
Furs Armour	0	0	0	1	1	1	2

Strongarm talent (+1 to damage rolls)

Bracelet > leather band with 4 rat skulls attached.

⇒ *Attuned* characters may sense a magical aura with a successful *Magic Lore* check.

⇒ Donning the bracelet activates **curse** which causes the wearer to regress to a primitive state, slow-witted and quick-tempered like the Neanderthal; -4 to SKILL and MAGIC.

⇒ Removal of the curse requires a **Blessing** from a priest with *Devotion* of 11 or higher.

8. Backpack (298)

Backpack sits on floor, resting against the wall > appears crumpled, mostly empty

⇒ 1 GP

⇒ BLACK WIDOW SPIDER hides within

⇒ Bites automatically unprotected hands that search backpack. Test for LUCK: if Lucky, take 1d3 STAMINA damage, if Unlucky take 2 SKILL and -2d6 STAMINA from spider venom.

9. Heat Trap (13, 182)

Heat of corridor rises sharply. If approaching from south, a length of hollow **bamboo pipe** containing a clear liquid rests in an **alcove** > characters will profusely sweat, and mouths feel dry.

⇒ *Attuned* characters may sense a magical aura on liquid with a successful *Magic Lore* check

⇒ Drinking liquid from pipe grants resistance to the effects of the heat (lasts 1d6 x 10 minutes)

⇒ Not Drinking the liquid and continuing down corridor requires SKILL/Strength check or pass out from heat exhaustion. Characters will

die unless removed to cool area and given water, in which case they revive in 1d6 hours

Characters coming in from north (Area 14) will do as per Not Drinking.

10. Pit and Rope (156)

Door > **iron plate** ⇒ Moving iron plate on the door shows contents of the room (**rope** on far wall) and reveals a **pit** hidden just behind the door.

⇒ Entering the room without spotting pit requires a Test for LUCK or *Acrobatics* check to avoid falling in. Those who fall lose 8 STAMINA (15 metres).

⇒ Climbing up and down the pit to get to the other side requires two *Climbing* checks down and up.

⇒ Jumping the pit requires one *Jump* check each way with a run up.

Rope coil is 25 metres long.

11. Orcs (362)

Patrolling this E-W corridor are **two ORCS for each character**, ready for ambush. They will attack on sight.

ORCS: SKILL 6/6, STAMINA 5/5

Roll	1	2	3	4	5	6	7+
Morningstar	1	2	2	3	4	4	5
Leather Cuirass	0	0	0	0	1	1	2

Each ORC carries 3 GP, 1 SP, and they have also a **hollow wooden tube** every two ORCS.

12. Ex-Barbarian (299)

Wet footprints lead to iron door. Large room, **littered floor** covered in bones, scraps of clothing and broken objects. **Alcove** on far wall holds **silver goblet**. Stood in the center of the room impaled on spike is a **dead barbarian warrior** in furs.

⇒ Caught by trap hidden on floor.

⇒ **Battleaxe**

⇒ **Chainmail Hauberk**

⇒ **Dried herbed meat** (+3 STAMINA if eaten)

⇒ Hunting skill recognizes it as very nutritious jerky from northern tribes.

Silver goblet > Evaluate: 25 GP

- ⇒ Contains red sparkling liquid.
- ⇒ *Attuned* characters may sense a varying, changing magical aura from liquid with a successful *Magic Lore* check.
- ⇒ *Trap Knowledge* indicates a dart will fire from alcove if goblet taken. *Dodge* or *Test* for LUCK to avoid taking 1d6 STAMINA damage. Further SKILL+Acrobatics check to avoid spilling all the liquid.
- ⇒ *Trap Knowledge* (-2) to disarm.
- ⇒ Drinking has variable effect (roll 1d6, can be drunk from up to four times before drained)
 - i. +2 STAMINA
 - ii. -2 STAMINA
 - iii. Full Heal
 - iv. -1 SKILL
 - v. +3 LUCK
 - vi. -2 LUCK

13. Jade Idol (37, 351)

Large natural cavern > **Green statue** of cross-legged smiling bald fat man (6m tall) in center > **green jeweled eyes**. Standing either side of statue are one stuffed **giant birds** + one for each character.

- ⇒ Will attack if they / the eyes are touched.

STUFFED BIRDS: SKILL 7/8, STAMINA 8/8

Roll	1	2	3	4	5	6	7+
Beak	2	3	3	3	4	4	5
Med. Monster Armour	0	0	1	1	2	2	3

Jade statue

- ⇒ Climbing is difficult due to smooth surface. Climb checks at -4, or -2 with a rope. Combat skill at -2 whilst climbing.
- ⇒ Left eye > **EMERALD** (*Evaluate* check: **100 GP**). Can be pried loose.
- ⇒ Right eye is a fake gem (*Evaluate* check: worthless). *Trap Knowledge* at -2 finds a trap
 - ⇒ Prying it loose will release a cloud of knockout gas around statue (Test for LUCK or fall unconscious for 1d6 × 10 minutes; if climbing, will also fall to the ground for -3 STAMINA and potentially be defenseless against the **stuffed birds**).

14. Empty (?) Room (102)

The door opens into a small unlit, bare room. The door will shut and lock 10 seconds after anyone enters the room. A voice will then call out: *“Welcome to Barbertown Deathtrap, the ingenious killer labyrinth of my Master. I trust you will now hail my Master with the respect he deserves?”*

- ⇒ Respectful replies or questions are met with: *“So we have a sniveling/ignorant weed in our midst? My Master has a special gift for you, loathsome creep”*

- ⇒ Water then floods into chamber. The door requires a *Strength* check or use of *Lockpick* Special Skill (at -2) or a *Breach* spell or similar, to open. The room takes 3 rounds to fill and trapped characters will start drowning (unless they use a *Breathe* spell or similar, to survive, as after 10 minutes the water in the room drains out).

- ⇒ Disrespectful replies that curse Inkmar the Wolf elicit: *“Good! My master likes those who show spirit! Take this gift to help you. It will grant you one wish, but one wish only. Don’t be greedy!”*

- ⇒ **A Ring of Wishing** drops to the floor (1 wish; Director adjudicates results – wishes can have only limited and circumstantial impact, -i.e. overcome next obstacle at hand-broader impacting wishes will instead fire back and wreak havoc to the character instead, as per *Oops Spell Failure Table*).

15. Beam of Light (344)

Beam of shimmering blue light falls on center of corridor, leaving unlit space around it > floating images of laughing faces dance in the light.

- ⇒ Walking around the light causes no effect
- ⇒ Entering the light > faces turn to despair and anguish. Face of a young girl floats close and says: *“When corridor doth water meet / Do not make a quick retreat / Take a breath and jump right in / If your Trial you hope to win”*

16. Fly’s Nest (168)

Stone door > iron latch with round handle. Opens to large cavern > warm, damp, fetid air, algae on walls. Low **hum** fills the air, and floor covered in straw apart from pit of writhing giant (forearm length) maggots. **Ornate dagger** (+1 to damage rolls) rests amidst the maggots. If nest or dagger touched, one **GIANT FLY** + one for each character

descend from ceiling to attack. If a **GIANT FLY** wins a combat round, character must succeed a *Strength* check or Test for LUCK to avoid being snatched into the air and dropped for 1d6 STAMINA on top of bite damage.

GIANT FLY SKILL 7/7, STAMINA 8/8

Roll	1	2	3	4	5	6	7+
Medium Bite	2	3	3	3	4	4	5
No Armour	0	0	0	0	0	0	0

After this area, on the tunnel going further north, if the characters are on the Meatbags category, there is a portcullis and only three of them can continue. If they are still four at that point in time, either they kill one of them or one of them can withdraw from the contest. In that case, after the other three pass the portcullis, the portcullis is closed and a metal plate on the ceiling is opened, to let the last character out (and this character will go to *Conclusion A*).

All characters continuing the Bartertown Deathtrap challenge go to *Conclusion B*.

CONCLUSIONS

Conclusion A: You left the Deathtrap!

You started the Trail of Champions in the Bartertown Deathtrap, but after part of it you abandoned the challenge and saved your life to fight another day.

Maybe somebody with high experience may want to crack jokes at the character, but in general this conclusion brings some mild appreciation and decent respect from normal people. Social status will not change unless the characters are below 3 (in this case social status will improve to 3) or above 5 (in this case social status will drop to 5), that means that the character is not a hero, but a well-respected person. Who leaves the Deathtrap alive can restore LUCK, STAMINA, MAGIC and MAGIC POINTS scores to their initial levels by the end of the tenday and get 50 Experience Points.

Add the Character Sheet Note: *Once is enough*.

Conclusion B: This was just the beginning!

You started the Trail of Champions in the Bartertown Deathtrap and you successfully completed the initial part of it, but much more is to come, and you know very well that so far nobody has seen its exit alive.

Add the Character Sheet Note: *Go to Bartertown Deathtrap (part 2)*

At the end of this first adventure, before starting part 2, surviving characters can NOT restore their LUCK, STAMINA, MAGIC and MAGIC POINTS scores to their initial levels as usual, as this is only part 1 of the Bartertown Deathtrap and the adventure continues with no break. However, between part 1 and part 2 of the adventure, the characters will receive 50 Experience Points and they can use them immediately to improve their characteristics (SKILL, STAMINA and LUCK) or their practical Special Skills (such as the Weapon mastery of the specific weapon that they used in the Deathtrap, or the Climbing Special Skill that was used to get out of a pit, and the like), but not Lore or Magic Special Skills, as they require study and concentration that can't be achieved in this gruesome place. Any increase of the mentioned characteristics or Special Skills will increase not only the *initial* score, but also the *current* score. This small deviation from routine is all the help that can be get between the three parts of this adventure.

CHARACTER SHEET NOTES

Here are the consequences of each note added to the character sheets.

Once is Enough

This dungeon crawl can't be played again by the same character, if the challenge was abandoned after part 1 or after part 2. There will be no chance ever of completing the missing parts at a later point in time.

Go to Bartertown Deathtrap (part 2)

The next adventure that this character can play is only Bartertown Deathtrap (part 2). No other adventure can be taken before Bartertown Deathtrap (part 2), then remove this Character Sheet Note.



Down in the dark, twisting labyrinth of Bartertown, unknown horrors await you. Devised by the devilish mind of Inkmar the Wolf, the labyrinth is riddled with fiendish traps and bloodthirsty monsters, which will test your skills to the limit of endurance. Several adventurers before you have taken up this challenge and walked through the carved mouth of the labyrinth, never to be seen again. Do YOU dare enter?

Part one of Bartertown Deathtrap. This adventure can be played by one high experienced adventurer (Hero mode), or by a team of four low experienced adventurers (Meatbag mode).

