

BARTER TOWN

DEATHTRAP (PART 2)

An Advanced Fighting Fantasy adventure, following up part 1, for 3 low-experienced adventurers or for one high experienced adventurer in the Blackmoor Living World

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DUNCAN YOUNG & CO.



CHIMERA E

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Contents

STILL INSIDE THE DEATHTRAP	5
Reading the entries	5
17. Rock Grub (352)	5
18. Mirror Curse (329)	5
19. Pitfall (68)	6
20. Statuary (12)	6
21. Boulder Trap (217).....	6
22. Skeleton Club (381)	6
23. Fungi Cellar (128).....	7
24. Goblins! (124)	7
25. Skull & Balls (153).....	7
26. Mirror, Mirror (74)	7
27. Staircases (122).....	7
28. The Prisoner (210).....	8
29. Iron Pipe (78).....	8
30. Dead Orcs (338)	8
31. Throm! (282).....	8
32. Dead End (388)	8
33. Chasm (22).....	8
34. Ceiling Trap (311).....	8
35. Illusory Exit (325)	9
36. Bookshelf (194).....	9
37. Cave Trolls (369).....	9
38. Stalactites (221)	9
39. Trialmaster (60).....	10
CONCLUSIONS	11
Conclusion A: You left the Deathtrap!	11
Conclusion B: Still way to go!.....	11
CHARACTER SHEET NOTES.....	11
Once is Enough	11
Go to Bartertown Deathtrap (part 2)	11
Appendix 1: Map of the Dungeon (part 2)	12

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 three 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.

This is the direct continuation of part 1 (*Conclusion B*). Please refer to Bartertown Deathtrap part 1 for further information.

STILL INSIDE THE DEATHTRAP

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.

17. Rock Grub (352)

Sound of grinding rock > walls vibrating

⇒ *Underground Lore* can identify source as likely a burrowing **ROCK GRUB**; a centipede-like creature with strong bite. Successful checks by more than 3 points over required threshold will recall that they sense by feeling for body heat.

ROCK GRUB bursts through southern wall in 1 round.

ROCK GRUB SKILL 6 (+1 for each character), STAMINA 10 (+2 for each character), 2 ATTACKS

Roll	1	2	3	4	5	6	7+
Medium Bite	2	3	3	3	4	4	5
Light Monster Armour	0	0	0	1	1	1	2

Borehole in wall left behind its path

⇒ *Underground/Animal Lore* hints that a mate and eggs likely nearby.

⇒ Entering borehole leads to nest containing another ROCK GRUB and 1d6 eggs. Fighting in the cramped passage carries a -4 SKILL penalty to all relevant characters actions.

18. Mirror Curse (329)

Mirror at end of corridor > see reflections

⇒ *Awareness* check allows spotting the reflection is distorted at a safe distance.

⇒ Reflection shows character with a swollen head.

⇒ Looking in mirror closely causes the victim’s head to swell uncontrollably to match reflection. *Test for LUCK* to look away in time, otherwise gaze is fixed on mirror and victim cannot move. Anyone gazing into the mirror

loses 1d6 SKILL and MAGIC, +1 per subsequent round.

⇒ Breaking the gaze, by smashing mirror with *Strength* check (at a -4 penalty to avoid looking at it), blindfolding or moving the victim or similar method prevents further SKILL and MAGIC loss, but inflicted damage remains.

19. Pitfall (68)

Chasm > 4 meters wide, 15 meters deep > **rope** hangs from ceiling in the middle.

⇒ *Awareness* check spots rope has been half cut.

⇒ Swinging on rope causes it to snap. Falling characters take 7 STAMINA damage.

⇒ Jumping across requires a successful *Jump* check.

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

Bottom of chasm pitch black > **RUBY** (Evaluate: 100 GP) lies amongst rubble.

20. Statuary (12)

Room full of **statues** > depict warriors from wide variety of cultures > incredibly lifelike.

OLD MAN > white-haired, **crazy** > will speak with party: *"Oh goody! Another stone for my garden? Come to join your friends, have you? I used to be a Trialmaster here, don't you know! But the Baron didn't like my methods, see! I want someone to win, to beat this dungeon BUT only if they are worthy! I wonder if you are worthy..."*

⇒ Proving themselves worthy by demonstrating their prowess or knowledge (let the players be creative or use question in section 382 of the gamebook – characters that have been in Cube C of *Fredigar's Hope* adventure will have some kind of *deja vu* and the question asked to prove themselves should be the same as well) means the old man will reward them using his *Ironhand* or *Strength* spells (see below).

⇒ Proving themselves unworthy by making fun of the old man, threatening or doing anything that might make a crazed old man take offence will cause him to attack. He will focus

primarily on *Petrify* and *Wall* spells to add new statues to his garden.

OLD MAN: SKILL4, STAMINA 10, MAGIC 9, MAGIC POINTS 26

Roll	1	2	3	4	5	6	7+
Fists	1	1	1	1	1	2	3
Robes	0	0	0	0	0	0	0

Talents: Arcane, Combat Reactions, Feet Footed, Clear sight

Special Skills: Magic – Wizardry (4), Dodge (3), Awareness (2), Sneaking (3)

Wizard Spells: Ironhand (1), Strength (1), Ward (1), Weakness (1), Restrain (4), Wall (4), Petrify (6)

OLD MAN carries 20 SP and a **POTION of MAGIC**.

21. Boulder Trap (217)

Long northerly corridor > walls worn and grooved > slopes gently upwards. **Tripwire** three quarters of the way along corridor.

⇒ *Awareness* spots it before triggering.

⇒ Triggering tripwire causes boulder to be released from the north, rolling rapidly south towards party. The tunnel has its corners between the walls and floor and ceiling rounder and rounder the more you go north.

⇒ *SKILL+Strength* check to outrun boulder as far as door to area 22. *Fleetfooted* talent grants a bonus of +2 to the check, but wearing armour or burdened carries penalty (see *Dodge* modifiers).

⇒ Other ways of stopping boulder may be used e.g. *Wall* spell

⇒ Anyone otherwise crushed by boulder takes 10d6 STAMINA damage.

22. Skeleton Club (381)

Wooden door > 'X' marked on it in chalk.

Stone throne > **Skeleton of armed warrior** > weapons and armour covered in rust, **parchment** clasped in right hand. If skeleton or parchment touched, it will attack. Parchment reads: *"Should you meet the Manticore / Of its tail beware! / Shield yourself against the spikes / Flying through the air."*

Alcove in far wall > full of cobwebs > hides **steps** leading down.

SKELTON WARRIOR items too rusted to be of use for somebody alive.

SKELETON WARRIOR: SKILL8, STAMINA 4 (+2 for each character)

Roll	1	2	3	4	5	6	7+
Battleaxe	3	3	3	3	4	4	5
Medium Monster Armour	0	0	1	1	2	2	3

Edged weapons only do 1 point of damage against it.

23. Fungi Cellar (128)

Damp cellar, low ceiling > floor littered with rotting debris > growing by north wall are several large, unusual **mushrooms**.

⇒ *Underground/Plant Lore* identifies mushrooms as causing uncontrolled growth on ingestion.

⇒ Eating a mushroom will cause the victim to double in size for 2d6 hours. They will be too big to leave the cramped cellar, and SKILL/MAGIC checks are at -4 penalty. Wandering monsters will come across them in this time (one each hour).

24. Goblins! (124)

Steps lead up to **trapdoor** to enter room > room holds **table, cupboard, whetstone** and two + two for each character **GOBLINS**.

GOBLINS: SKILL 5/5/5/5, STAMINA 4/5/4/5

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

Cupboard

⇒ **Wooden Mallet and 10 iron spikes**

⇒ **38 GP**

⇒ **Handaxe of Goblin Slaying**

25. Skull & Balls (153)

Two balls on floor by door > wooden.

Marble plinth > **Skull** > eyes are two **TOPAZ** gems (Evaluate: **50 GP** each).

Crossbows line left wall > aimed across room > loaded.

⇒ Awareness check finds no trap on floor; does find trap on plinth or crossbows if explicitly examined. Pressure plate on plinth such that if skull removed and then replaced, crossbows will fire. Trap Knowledge at -2 to disarm.

⇒ *Test for LUCK* or *Dodge* check to avoid being hit by 1d6 crossbow bolts (Armour roll allowed).

Roll	1	2	3	4	5	6	7+
Bolt	2	2	3	3	4	4	5

26. Mirror, Mirror (74)

Mirrors line corridor for 20 meters > human **skeleton** lies half drawn into mirror.

⇒ Walking past or being reflected in a mirror causes **MIRROR DEMON** to emerge and attack.

MIRROR DEMON: SKILL 10, STAMINA 10, 2 ATTACKS

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

Anyone struck by the demon must also succeed a *Test for LUCK* or *Strength* check to avoid being pulled into the creature's mirror dimension and lost there.

⇒ Smashing mirrors requires a *Strength* check (at -2) with a melee weapon (or SKILL at -4) and will banish the MIRROR DEMON. The mirrors will all explode; *Test for LUCK* or *Dodge* to avoid taking -2 SKILL due to multiple cuts and lacerations.

27. Staircases (122)

Two flights of stairs > separated by banister of **rat skulls** > lead to two **archways** set in far wall.

⇒ Awareness check if stairs are examined spots the fourth step on the right-hand staircase is weakened.

⇒ Will give way if stepped on and victim's leg falls into pit of hungry rats. 1d6 rats will bite the leg doing 1

STAMINA damage each (no armour roll).

28. The Prisoner (210)

Wooden door > severed hand nailed upon it.

Male Prisoner > chained to wall > missing right hand.

⇒ Will beg for mercy, and offer advice if freed.

⇒ Used to be a contestant, but fell down pit and was rescued by a dwarven Trialmaster and enslaved. Currently punished and imprisoned for trying to escape. Knows rough layout as far as area 39, but not details. Also knows that several gems must be collected to unlock the door at the exit (Note: a clue that area 35 is not the real exit).

⇒ Will flee south hoping to escape if allowed. Too malnourished and beaten to travel with the party in his current state, but if healed and treated very well, could be persuaded to act as a henchman.

PRISONER: SKILL 5, STAMINA 10 (3)

SKILL reduced due to missing hand, current STAMINA is 3.

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

Special Skills: Armour (2), Sneaking (2), Swords (2), Awareness (1), Dodge (1), Healing (1), Throwing (1)

29. Iron Pipe (78)

Iron pipe protrudes from wall > 1 meter diameter > dark, dank and slimy.

⇒ Entering the pipe after 10 meters will come across **wooden box**. Pipe continues on.

⇒ **Iron Key**

⇒ **SAPPHIRE** (Evaluate: 100 GP)

⇒ Continuing past wooden box, requires an Awareness check from characters with the Dark Seeing talent to spot a sudden drop in the pipe. Victims will slide and fall 50 meters into an isolated cave, taking 36 STAMINA damage.

30. Dead Orcs (338)

Two ORC bodies > (wearing Bartertown livery)

⇒ Healing check shows they were both killed by cuts from a heavy blade.

⇒ Searching the bodies finds a **necklace** of teeth around the neck of one orc.

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

⇒ **Amulet of Strength** grants +1 to damage rolls and gives a +1 bonus to Strength skill (which gives characters with no existing Strength skill one rank in it).

31. Throm! (282)

Muscular barbarian stands at junction, and calls out "You're the competition, huh?"

⇒ Will converse with party. Depending on how he's treated, he may join forces or will attack to eliminate the competition.

THROM: SKILL 10, STAMINA 12 (+2 for each character)

Roll	1	2	3	4	5	6	7+
Greataxe	2	3	3	4	4	5	6
Chainmail Hauberk	0	1	2	2	2	2	3

Ambidextrous, Strongarm talent (+1 to damage rolls)

32. Dead End (388)

Dead end > scroll pinned to wall > aged

⇒ "Beware the Trialmasters"

33. Chasm (22)

Chasm > 4 metres wide, 20 metres deep.

⇒ Jumping across requires a successful Jump check.

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

⇒ Bottom of chasm has passageway running north.

34. Ceiling Trap (311)

Flagstone just after chasm is **trapped**.

⇒ Awareness check spots loose flagstone.

⇒ Trap Knowledge identifies that if stepped on, ceiling will collapse. Check at -2 to disarm, or can be stepped over.

⇒ Jumping over the chasm risks running over the flagstone.

⇒ Triggering trap causes boulder from ceiling to fall on those in area doing 2d6+2 STAMINA damage. *Test for LUCK or Dodge* check to avoid.

35. Illusory Exit (325)

Daylight visible up ahead > images of blue sky and green fields and trees > *no accompanying sounds or breeze* (mention this subtly to hint that all may not be as it seems, and see clue from area 28).

⇒ Exit is an **illusion** that only becomes apparent to those inside the chamber on passing the center of the chamber. Room is in fact littered with **dead bodies** and detritus (558 GP and various rusted/rotted arms and armour).

⇒ *Second Sight* check identifies the illusion before the characters enter the room.

⇒ Entering the room causes permanent *Wall* spell to block the exit. This can be counterspelled, but resets if people remain in the chamber.

36. Bookshelf (194)

Two books on shelf > dusty, leather covers with no title or text.

Red Book

⇒ Opening the book causes pages to crumble. Appears to be a bestiary. One page fragment remains: *"Beware the BLOODBEAST! It is a bloated, spiny, evil creature that lurks in pools of fetid toxic slime which will dissolve normal flesh in seconds. It catches the unwary with its wickedly barbed tongue, which can dart out a surprising length and drag the unsuspecting into its pool to dissolve for later digestion. The BLOODBEAST has a wicked primordial face covered in raw blisters. It is here that its one weakness lies – the red blisters mask its one true russet eye; a lucky strike at the real eye will dispatch the beast in seconds."*

Black Book

⇒ Opening the book reveals a hole cut in the pages containing a bottle with a clear liquid.

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

⇒ **Potion of Trap Detection** lasts 8 hours and user will immediately know of any traps in sight (but not the detail of the trap).

37. Cave Trolls (369)

Two CAVE TROLLS patrol this E-W corridor. They will attack on sight.

⇒ Awareness check hears their heavy boot prints.

CAVE TROLLS: SKILL 10/10, STAMINA 14/11, 2 ATTACKS

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

Strongarm talent (+1 to damage rolls)

CAVE TROLLS carry

⇒ **4 GP**

⇒ **Bone ring** > engraved with dwarven runes

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

⇒ *Evaluate* or *Religion Lore* checks may recognize this ring as being sacred to **Throff**, goddess of earth and the dwarven race, which will increase the fortitude of those that are worthy.

⇒ Wearing the ring forces a *SKILL* or *Strength* check, with a -2 penalty unless they are a dwarf or Priest of **Throff**, as their body convulses violently. Those that succeed gain a permanent +3 to STAMINA whilst the ring is worn; those who fail lose -3 STAMINA and fall unconscious for 1d6 × 10 minutes.

38. Stalactites (221)

Large cavern > high ceiling covered in stalactites > milky liquid drips into pools > floor covered in rubble.

An archway to the east in the shape of a demonic mouth leads to another corridor.

⇒ *Awareness* check notices a strange echo in the chamber, and that the fine stalactites vibrate on the ceiling.

⇒ Searching the chamber finds a small leather pouch containing a live mouse.

⇒ Causing a loud noise such as by finding the mouse, shouting, running etc will cause the delicate stalactites to crash down from the ceiling.

⇒ Characters caught in the chamber may flee for either east or west exits, but take 2d6 STAMINA damage; a successful *Dodge* or *Test for LUCK* halves the damage taken.

39. Trialmaster (60)

Chamber has no visible exits > **DWARF** sits on ornate **throne** in the center. Greets adventurers: *“You have done well to get this far. But only the most worthy can be allowed to pass I will test your luck, agility and fighting prowess. If one of you can succeed at each task, I will show you where the hidden exit lies. Do not be so foolish to try and dispose of me – you will only rot in here.”*

⇒ *Awareness* check notices dwarf’s hand is poised to press a concealed button on the chair.

⇒ Attacking the dwarf causes him to press the button and fire 1d6 poison darts at the lead characters. *Dodge* or *Test for LUCK* to avoid being hit and paralyzed for 2d6 rounds. Anyone not paralyzed can then attack.

DWARF TRIALMASTER: SKILL 8, STAMINA 4 + 4 for each character

Roll	1	2	3	4	5	6	7+
Battleaxe	3	3	3	3	4	4	5
Crossbow	2	2	3	3	4	4	5
Chainmail Hauberk	0	1	2	2	2	2	3

Combat Reactions talent (not surprised/outnumbered)

Special Skills: Armour (3), Axes (3), Crossbow (2)

Crossbow bolts coated in spider venom poison

Carries a blue and red pill (see below)

Director’s note: this test will let one, maximum two characters out. If there is only once character surviving so far (including Hero mode), s/he will run the test against Throm as in the original gamebook. If there are two surviving characters, they will compete against each other. If all three Meatbags characters survived so far, one, chosen randomly, will compete against Throm and others will go against each other, so two will pass. It is

allowed for one character to withdraw during the tests and go to *Conclusion A*.

The Test of Luck

The DWARF will roll 2d6, scoring 8, and ask the characters to predict if their roll on 2d6 will be higher or lower than, or exactly, 8. Enterprising players may have means to sway the odds in their favour... if the Trialmaster doesn’t spot the subterfuge!

⇒ *Sleight of Hand* checks could let characters load the dice or fudge the roll

⇒ The *Animate* spell might allow players to move the dice to a desired result

⇒ Failing these or alternatives, the characters can simply *Test for LUCK*, or merely roll the dice and hope.

⇒ Failure to correctly guess the result results in the DWARF demanding the character choose between a blue and a red pill.

⇒ Red pill causes the loss of 2 points of LUCK

⇒ Blue pill causes the loss of 2 points of SKILL

(or alternatively roll randomly for the effect)

Regardless of the outcome, the DWARF will still allow the characters to take the next challenge.

The Test of Agility

DWARF enters secret side room to the east and brings out a basket containing a COBRA. One character must catch the COBRA and return it to the basket using their bare hands.

⇒ SKILL or Brawling check at -2 to catch the COBRA. If unsuccessful, another *Test for LUCK* is required to see if the character was bitten and poisoned, for a total of 5 points of STAMINA damage. The character(s) attempting this are allowed as many attempts as it takes, but are not allowed to heal before the next challenge.

The Test of Prowess

The DWARF opens a secret door in the southern wall, leading to a large **arena**. He asks the characters to choose between facing ‘*A sting in the tail*’ or ‘*An amazing end*’ for their final battle.

Their respective opponents are then either a **GIANT SCORPION**

GIANT SCORPION, SKILL 10, STAMINA 10, 2 ATTACKS, double damage

Roll	1	2	3	4	5	6	7+
Large Claw	2	3	3	3	4	4	5
Chitin	0	0	1	1	2	2	3

Winning an attack round with a roll of a double 6 (total Attack Strength of 22) means the character has been fatally poisoned (no Test for LUCK possible).

or a **MINOTAUR**.

MINOTAUR, SKILL 9, STAMINA 9, 2 ATTACKS

Roll	1	2	3	4	5	6	7+
Battleaxe	3	3	3	3	4	4	5
Horns	2	2	3	3	3	4	5
Hide	0	0	1	1	2	2	3

+2 to Attack Strength and double damage with horns on charge attack

On defeating their opponent, the DWARF offers each character food and wine (+2 STAMINA), and will lead them at crossbow-point to a secret door to the north leading towards the exit. If the characters attempt to kill the DWARF at this point, we will try to unleash the undefeated arena opponent to help him.

All characters continuing north into the Bartertown Deathtrap challenge can 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. Your social status will not change unless you are below 3 (in this case your social status will improve to 3) or above 5 (in this case your social status will drop to 5), that means that you are not a hero, but a respected person. Who leaves the Deathtrap can restore LUCK, STAMINA, MAGIC and MAGIC POINTS scores

to their initial levels by the end of the tenday and get 50 XPs.

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

Conclusion B: Still way to go!

You started the Trail of Champions in the Bartertown Deathtrap and you successfully completed the initial and central part of it, but the hardest difficulties are yet to come, and you know very well that so far nobody came out of it alive.

Add the Character Sheet Note: *Go to Bartertown Deathtrap (part 3)*

At the end of this first adventure, before starting part 3, surviving characters can NOT restore their LUCK, STAMINA, MAGIC and MAGIC POINTS scores to their initial levels as usual, as this is only part 2 of the Bartertown Deathtrap and the adventure continues with no break. However, between part 2 and part 3 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 *Lores* or *Magic Special Skills*, as they require study and concentration that can't 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.

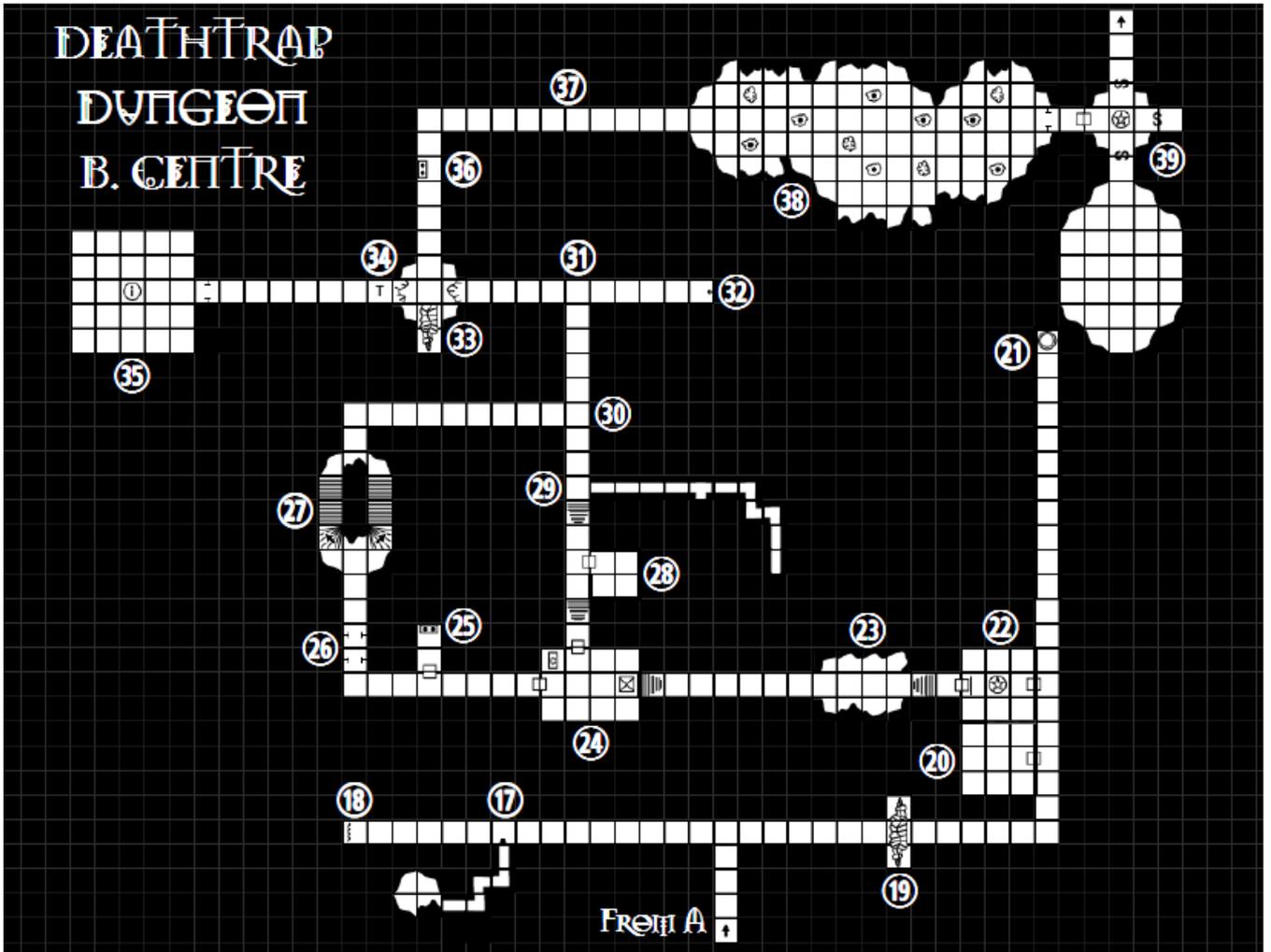
Once is Enough

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 3). No other adventure can be taken before Bartertown Deathtrap (part 3), then remove this Character Sheet Note.

Appendix 1: Map of the Dungeon (part 2)





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. Now that you are inside, you can only keep going as much as you can!

This is part 2 of Bartertown Deathtrap, follows up closely part 1 and can be played by one high experienced adventurer (Hero mode), or by a team of three low experienced adventurers (Meatbags mode) that just before starting this adventure completed part 1 with Conclusion B.

