

Alk Stonehammer

The Dwarf

Alk's secret: Alk is a racist and finds humans inferior. Still, much to his dismay, he has formed a bond to a human, Zilas the Ranger. Zilas understands him and respects his abilities. Alk would never admit being friends with a human.

Alk believes that the human race is inferior and its time in this world is running out. Then the world will once again belong to the old races. No human is a match for a dwarf, and Alk is infuriated if a human dares to say anything else. Alk is a racist and an alcoholic. Even in the eyes of other dwarves, Alk is not a nice person. He has been banished by his clan, but he believes that was because they had grown soft and

submitted themselves to humans and their customs and turn away from the noble traditions of the dwarves.

Alk had spent his last copper on a Halfling prostitute, when he overheard a group of adventurers talk about gold and treasure. He saw an opportunity, and now he has taken it upon himself to be the nanny for this group. But that does not mean that he is straying away from his principles.

Alk is superstitious, but is also plagued by a spotty memory, so his superstitions will often surface as more or less random rules such as turning left is bad luck.

Alk's belief in his own superiority often brings himself and others in danger, since he is so convinced that he cannot make mistakes. But when Zilas saved Alk with a well-placed arrow through the skull of a ghoul, and didn't even brag about it afterwards, Alk has woken up. He is holding back on sipping from his magical, bottomless flask, and he has gotten more alert on his job of keeping the others alive; because it is an important matter for Zilas. At the same time, Alk struggles with his emotions towards Zilas, since they go against everything that he believes in.

The other adventurers

Gretchen (The Priestess): Dedicated, bordering on fanatic. Humans are hysterical about their gods.

What you know as a player: Gretchen has convinced herself that she is engaged to Tormund. She has also been expelled from her church.

Kazir (The Wizard): Magic is dangerous and mostly evil. Wizards conspire with demons and you cannot trust them. At least they rarely lust for gold.

What you know as a player: Kazir is not a trained wizard, but mettle with dark powers that he cannot control.

Penelope (The Thief): She is also here for the gold. There is no honor among thieves.

What you know as a player: Penelope is forced to be here by a powerful Lord who has put a price on her head, after she stole something from him.

Tormund (The Paladin): Alk knows all the telltale signs from himself; Tormund finds consolation in a bottle. If Tormund was a dwarf, Alk wouldn't worry, but can a drunk human keep Alk's back safe?

What you know as a player: Tormund is an alcoholic who is plagued by guilt, after he killed an innocent man in a bar fight.

Zilas (The Ranger): Alk considers Zilas a friend, but is not fond of his twin sister Gretchen. Alk plans on talking to Zilas about how he thinks that Gretchen is insane, but he knows that Zilas cares deeply for his sister.

stop!

have you read the first page?

good, now roll that page into a ball and throw it away.

Excerpts from Alk's Diary

Day 3

I cleaved the skull of a cave troll today. It was a good day.

Day 7

I have convinced even the know-it-all wizard Kazir that they are best off listening to my advice.

Day 13

It is bad luck to take the left passage, when the corridor splits. The others say that is just superstition, but they couldn't agree which way to go at that intersection, so I suggested that we should flip a coin. Fortunately I learned to rig that game before I learned to walk.

Day 24

We have gotten much further down than we ought to. I can feel it and this is starting to get dangerous if I have to babysit the rest of them.

Day 31

North turned out to be west, or so I think. There must be wizardry afoot, but at least now I am aware of it and my instincts will not be fooled again.

Day 42

Our supplies ran out three days ago. Zilas shot a giant rat that they are now trying to cook, but we have no way of building a real fire.

Day 50

Where do all those fire goblins keep coming from? They have been chasing us through these halls for days now.

Day 53

This fortification is primitive but it will hold. The unnatural howling is making me crazy.

Day 64

They got to Zilas today. The priestess said there was nothing she could do, but I don't believe her. And he was even her brother!

Day 87

I can hear them singing! We must have gotten so far down that we are getting nearer to the forgotten halls of the dwarves, where my real kin is feasting, and the old kings still rule.

Day 104

The others cannot be told about the dwarven halls. The songs got fainter today. With these humans in tow, I will never find the place.

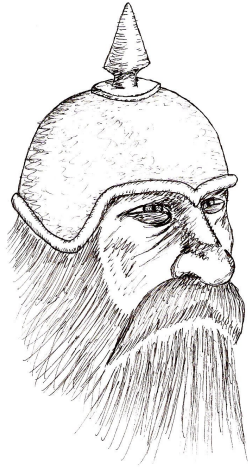
Day 187

I can hear them whisper about my gold behind my back. As if they didn't have enough to do, just keeping their miserable little human bodies alive. Now they also lust for my gold. But I'll show them.

Day ?

I have given up counting the days. My armor reeks of blood and slime from the gods only know what creatures. But I have my gold and the songs are showing me the way.

»You have been wandering for so long now that you have lost track of time. Has it been months, years, or decades? You live on what you can scavenge, and every day is a constant struggle for survival in a hostile environment. Yet you still carry on, because the exit could be just around the next corner.«



Alk Stonehammer

The Dwarf

Alk's secret: Alk is just waiting for the others to die. When he is rid of them, he will be able to find the royal halls of his ancestors, where humans are never allowed to set foot. And Alk is prepared to wait until the others die of old age if necessary.

For more than 200 days, Alk hasn't eaten anything but gold pieces. He will not let anyone else get their hands on any gold that they find. It all belongs to Alk and his ancestors. And if Alk eats the gold, nobody can take it from him. Alk has succumbed to his own greed and replaced his former addiction to

alcohol with an addiction to gold.

His greed manifests itself in paranoia. De others are scheming to take his gold or hide the gold that rightfully belongs to him. He hasn't eaten anything but gold, and the hunger causes him to hallucinate, but he is still alive. The hallucinations drive him to lie, twist the truth, and take unnecessary risks. He believes he has rediscovered the ancient ability of the dwarven kings of old to live only on gold and gemstones, but he is just skin and bones, even though he has never let go of a single one of the gold pieces he has eaten. He has let his beard grow so long that it is dragging after him, gathering dirt and grime from the dungeon floor. All in the belief that a long beard will give him status, when he takes his seat next to the old kings in the sacred halls.

Alk is convinced that his dwarven blood makes him destined to live live below the surface and makes him stronger than any human. He is convinced that his noble breed makes him the supreme survivor in the dungeon. Time and again he has stubbornly insisted on using survival techniques that almost got them killed. If somebody else makes a suggestion, his usual response is that a dwarf would never do that. Not even if it was the right thing to do, since nobody knows better than a dwarf.

The other adventurers

Gretchen (The Priestess): She believes that her god has selected her to destroy some great evil, but behind her façade she has started to seem less certain, when she speaks about her god.

What you know as a player: Gretchen believes that the whole group has already died, and they are only kept alive by her god until they have finished some unknown mission and fought a great evil force.

Kazir (The Wizard): Kazir had the opportunity to get them out of here, when he found a scroll with a teleportation spell. But he failed. And that works just as well for Alk.

What you know as a player: Kazir doesn't want to help the group escape. He is leading them further down into the dungeon, hoping to find magical secrets. Kazir is being seduced by some evil deity to turn into an undead.

Penelope (The Thief): She seems tense, impatient, and distant. Yet she throws herself into battle with a remarkable enthusiasm. But she lusts for Alk's gold.

What you know as a player: Penelope is constantly swelling with some kind of ecstasy, which is a manifestation of a demon who has promised to help her escape if she can collect enough souls.

Tormund (The Paladin): Tormund enters a rage in battle like a berserker, but cries afterwards. A man like that is nobody that Alk can trust. He was a better warrior when he was still an alcoholic.

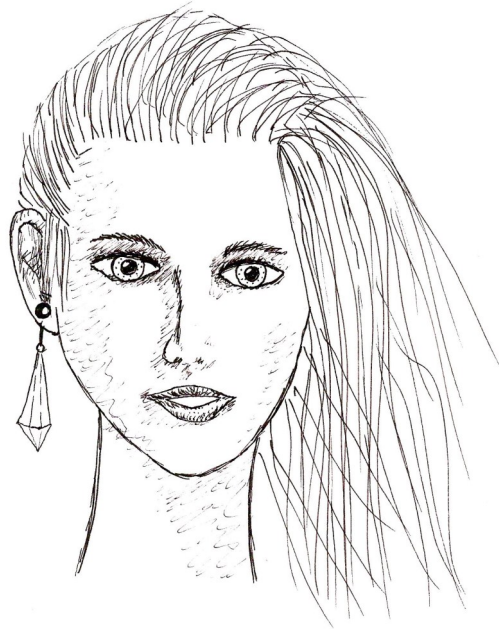
What you know as a player: Tormund feels that all of this is his punishment from his god. That is why he tries to sacrifice himself to save the rest and escape the pain. But at the same time he has fallen in love with Penelope.

Rules

Every player has a number of life points and a number of power cards with either positive or negative values. A character is only dead, when he no longer has any life points or power cards left. So you are not dead, even though you run out of life points. You must always keep your power cards hidden from the other players.

A fight consists of five phases:

- ◆ **The Opening Phase:** The combat strength of the encounter is revealed. This is the total value that the players have to try to beat with power cards and life points.
- ◆ **The Negotiation Phase:** The players make their bids with what they want to contribute to the fight in terms of power cards or life points. You are allowed to bluff about the cards you are contributing with. Every player can contribute with as many or few power cards as he or she wants - even none at all.
- ◆ **The Collection Phase:** Every player hands over their power cards without showing them to anyone else. Life points are not collected until the end.
- ◆ **The Turning Phase:** The cards are shuffled and revealed. The total value is added up and compared to the combat strength of the encounter.
- ◆ **The Life Point Phase:** If the total value of the power cards is less than the combat strength of the encounter, the players has to negotiate, who will pay the life points to make up the difference.



Gretchen Wormshield The Priestess

Gretchen's secret: Gretchen is secretly in love with Tormund the paladin. In her delusional world the two of them are already engaged. Tormund doesn't suspect anything and barely knows her.

Gretchen's other secret: Two years ago, Gretchen was banished by her church, because she had used forbidden magic. But she grew up with the vision that she was destined to do something special in the name of her god, so she ignores her banishment and continues as if nothing ever happened.

Gretchen has dedicated her entire life to the service of her god. Ever since she was a little girl, she has believed that her god had selected her to do something special. That is why she is blind to her own flaws, because she is certain that the path she follows is the one her god leads her down.

She was admitted into her clerical order at the age of 9, but never fit in with the others. Nobody trusted her, but she only saw that as envy or that the others were weaker than her in their faith.

Gretchen believes she is destined to fight a great evil power for her god. That is why she doesn't realize that she herself has used evil magic to fight the ones who has opposed her. She also doesn't see that the god, who gives her power, may not actually be the same god that she prays to every morning and night.

Gretchen has given a vow of celibacy to her church, but she is convinced that her god will give her a sign, when she has completed her divine quest, and then she can leave the church and marry Tormund.

The Others

Alk (The Dwarf): Experienced guide and a skilled warrior, but he doesn't like Gretchen, even though she tries to be kind to him. He talks a little too much about gold, but Zilas seems to like him.

What you know as a player: Alk believes that dwarves are superior to humans. He pretends to know everything, but he cannot tell his superstitions from fact.

Kazir (The Wizard): Young, but wise. May be a bit slow to act, because he thinks too much, but that may be a good thing, when you're dealing with magic.

What you know as a player: Kazir is not a trained wizard, but mettles with dark powers that he cannot control.

Penelope (The Thief): A former thief who has found a more virtuous path and is willing to help fight evil. But she has kept her bad attitude.

What you know as a player: Penelope is forced to be here by a powerful Lord who has put a price on her head, after she stole something from him.

Tormund (The Paladin): Gretchen is convinced that she is engaged to Tormund and doesn't realize that he is tired and irritable.

What you know as a player: Tormund is an alcoholic who is plagued by guilt, after he killed an innocent man in a bar fight.

Zilas (The Ranger): Zilas is Gretchen's twin brother. He protects her, and is always there to cheer her up. But Gretchen feels that something bad is going to happen to him that may have to do with her divine quest.

stop!

have you read the first page?

good, now roll that page into a ball and throw it away.

Excerpts from Gretchen's Diary

Day 12

Had fight with Zilas today. He would rather hang around in the back, chatting with the dwarf, than scout ahead for us. And what happened? We fell into an ambush by fire goblins.

Day 17

I have already lost my sense of time, and I have not even had trouble sleeping like the others. They complain about the creepy noises, but I know that the gods will protect us. We are part of something that is bigger than this dungeon.

Day 33

Are we lost? Kazir and Alk cannot seem to agree on which direction we should take. The gods are silent, so I guess this is just another test. I am certain that we will reach our goal no matter which way we go.

Day 41

I'm so tired. We have been running from them for days now. At least that is how I feel. Now we have fortified ourselves in this room, but I am not sure that we can keep them at bay.

Day 64

Zilas is dead. I cannot comprehend it. He was chosen to help us on this mission. There was nothing I could do for him; his wound was too deep, and I think it was poisoned, or maybe some of those awful slime spores had gotten into it.

Day 69

Maybe Zilas was destined to die. No matter if he died from a stray poison tip arrow, an axe swing, or a claw, it must be part of the gods' plan. Maybe at this moment he sits by the side of the gods, telling them about our adventure.

Day 91

Everyone seems certain that we are lost now. We are out of food, and most days we can't find anything that seems safe to eat. A few more days like this, and those kobolds may start to look appetizing.

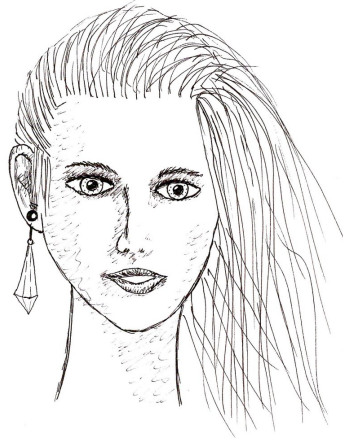
Day 124

We fought a horde of undead today. I thought for a while that we might have found what we were looking for, but someone or something must have created them of course, and that would be an even greater evil that would have to be stopped.

Day 357

My prayers go unanswered, but I know that is just another test. The more we suffer, the greater the reward when we finally sit by the side of the gods.

»You have been wandering for so long now that you have lost track of time. Has it been months, years, or decades? You live on what you can scavenge, and every day is a constant struggle for survival in a hostile environment. Yet you still carry on, because the exit could be just around the next corner.«



Gretchen Wormshield

The Priestess

Gretchen's secret: Gretchen is certain that they are already dead, but that her god keeps them alive somehow, until they have completed their mission. This knowledge is what is driving her ever forward, and she keeps pushing the others to go on, saying that all counts is the defeat of the great evil that lurks here. She just can't tell them that the pain they feel doesn't really matter, because they are already dead.

Gretchen is the only one who sleeps undisturbed without any nightmares down here in the darkness. For her, sleep is just necessary rest before the next fight that will bring her closer to her goal. She doesn't know exactly what the goal is, only that they are getting closer. And the more hopeless it all feels, the greater the relief when the job is done. Gretchen is still convinced that their mission cannot fail. Somewhere down here is that great evil, she is destined to defeat. That is why she is pushing the others to keep fighting, even though they are tired, hungry, and tormented by their own inner fears, amplified by the place.

She focuses so much on her holy quest that she doesn't even acknowledge her own emotions. She just suppresses them. But in her subconscious lurks a growing certainty that her god has abandoned her, and that she may have been listening to the seductive whisperings of some evil deity instead.

Her twin brother Zilas is dead. He was killed in a chaotic battle, and there was nothing Gretchen could do to save his life. When her brother needed her the most, she had no healing magic that could expel the poison from his wound.

Tormund the paladin has in Gretchen's mind become even more of a soul mate for her, even more so the more tormented he has become. He questions his faith, and Gretchen sees herself as the light in the darkness that can lead him back to his righteous path, so the two of them can sit side by side with her god, when the mission is completed, and they finally get to rest.

The other adventurers

Alk (the Dwarf): Alk has not touched any of the food that you've managed to forage in the dungeon. Instead, he eats every single gold piece; he can get his hands on.

What you know as a player: Alk is seeking the halls of his ancestors, which he believes can be found somewhere down here, but he has to get rid of the rest of the group, before he can find it.

Kazir (the Wizard): It was the gods that caused Kazir's spell to fail, when he tried to teleport us out of here. He should let the gods guide him towards mastering the magic.

What you know as a player: Kazir doesn't want to help the group escape. He is leading them further down into the dungeon, hoping to find magical secrets. Kazir is being seduced by some evil deity to turn into an undead.

Penelope (the Thief): Penelope radiates with an energy to fight that can at times be frightening, but in the eyes of Gretchen, the energy comes from her own preachings.

What you know as a player: Penelope is constantly swelling with some kind of ecstasy, which is a manifestation of a demon who has promised to help her escape if she can collect enough souls.

Tormund (the Paladin): Gretchen's groom-to-be is also the anchor that holds up her hope and spirit, even though he seems more and more fragile by every day. He just needs to hold on for a little bit longer.

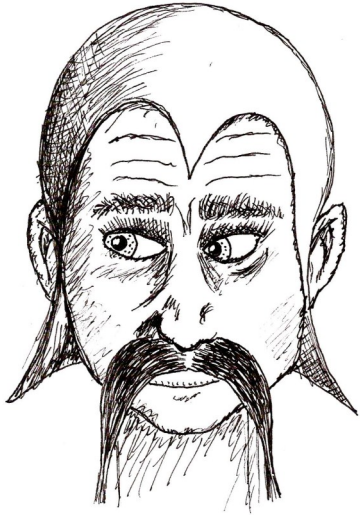
What you know as a player: Tormund feels that all of this is his punishment from his god. That is why he tries to sacrifice himself to save the rest and escape the pain. But at the same time he has fallen in love with Penelope.

Rules

Every player has a number of life points and a number of power cards with either positive or negative values. A character is only dead, when he no longer has any life points or power cards left. So you are not dead, even though you run out of life points. You must always keep your power cards hidden from the other players.

A fight consists of five phases:

- ◆ **The Opening Phase:** The combat strength of the encounter is revealed. This is the total value that the players have to try to beat with power cards and life points.
- ◆ **The Negotiation Phase:** The players make their bids with what they want to contribute to the fight in terms of power cards or life points. You are allowed to bluff about the cards you are contributing with. Every player can contribute with as many or few power cards as he or she wants – even none at all.
- ◆ **The Collection Phase:** Every player hands over their power cards without showing them to anyone else. Life points are not collected until the end.
- ◆ **The Turning Phase:** The cards are shuffled and revealed. The total value is added up and compared to the combat strength of the encounter.
- ◆ **The Life Point Phase:** If the total value of the power cards is less than the combat strength of the encounter, the players has to negotiate, who will pay the life points to make up the difference.



Kazir Firestone

The Wizard

Kazir's secret: Kazir pretends to be a proper wizard; trained by the schools of wizardry. But in reality, he is amateur who has gotten his knowledge from forbidden writings and pacts with dark powers. He is however convinced that he is a true wizard.

Kazir was cast out by his master. He didn't have the talent, lacked focus, and would never get far enough. He was kicked out and told to find himself another profession. But Kazir continued his wizard studies on his own. Now, he is a self-taught wizard. He doesn't have the academic knowledge or formal training, but he is sure of his talent. The unenlightened call Undermountain the fortress of a mad sorcerer. But this is true only for those who don't know what they seek down there. Kazir regards the place as a challenge; built by one the greatest wizards of all time and his apprentices to hold magical lore that you can only reveal by testing your skill to the limit. To Kazir, Undermountain is the key to reach the next level in his studies. It is a magical playground, where he gets to use the kind of spells that you normally would only read about in old tomes. Magic, that only really shows its true potential in a place like Undermountain. Kazir is experienced enough to take the challenge. He is no fool-hardy apprentice.

The other adventurers

Alk (The Dwarf): Dwarves are ignorants because they don't understand real magic. But there is of course no reason to taunt a guy, who may be useful enough to get between you and the next big orc.

What you know as a player: Alk believes that dwarves are superior to humans. He pretends to know everything, but he cannot tell his superstitions from fact.

Gretchen (The Priestess): Religious devotee. She believes she has been chosen to fight some greater evil, but when she attempts to lead us in prayer, it seems like she doesn't quite know the proper words.

What you know as a player: Gretchen has convinced herself that she is engaged to Tormund. She has also been expelled from her church.

Penelope (The Thief): Kazir doesn't trust a thief, but Penelope seems to be driven more by lust for adventure than greed, which is Kazir finds encouraging.

What you know as a player: Penelope is forced to be here by a powerful Lord who has put a price on her head, after she stole something from him.

Tormund (The Paladin): Piety and trust in your sword are two things that Kazir despises. Tormund also seems to keep too close an eye on what Kazir is doing.

What you know as a player: Tormund is an alcoholic who is plagued by guilt, after he killed an innocent man in a bar fight.

Zilas (The Ranger): Zilas is Gretchen's twin brother. Kazir owes Zilas a large amount of gold, which Zilas used to bribe a prison guard to let Kazir escape, after he was accused of using forbidden magic in a town up north.

stop!

have you read the first page?

good, now roll that page into a ball and throw it away.

Excerpts from Kazir's Diary

Day 13

Nobody noticed that I manipulated the coin, when the dwarf suggested we should flip a coin to decide if we should go left or right at that intersection. By now, we're already outside the perimeter of the map that the ranger bought, but I am sure that left was the right way.

Day 18

We found a cave with troglodytes today. I have to admit that I had expected to find something a bit more exotic down here. But I guess you cannot find surprises behind every corner.

Day 22

Today, even I was in doubt which way we should go. I think we're still on the right track, but shouldn't we have been there by now?

Day 30

Finally! I found a spellbook! I haven't had time to study it yet, but it looks promising. It doesn't look like the kind of spells you find in your text books at the wizard academy.

Day 52

That was a close call. We have built a barricade, and I have secured the door with my magic. I have to admit that we're in deep trouble. This will require some drastic measures.

Day 64

Zilas the ranger is dead. So, maybe he got a little too close to my fireball, but that wasn't my fault. They were tearing him apart, and if we were to survive, I couldn't pull my punches. I did the right thing, but why wasn't the priestess able to save him?

Day 68

Zilas' death weighs heavily on the others. They have difficulty accepting that the ranger died by accident. A little more protective magic or faster reactions and he would still be with us. I could of course have used a different spell, but then maybe someone else had been killed in stead.

Day 90

Now I am lost. I thought, I knew where we were, but it is as if these corridors are alive and constantly change. Maybe this is part of the test.

Day 107

The others want to get out. I cannot blame them. We have failed. All I need to save us is a scroll with a teleportation spell.

Day 120

Found the right scroll at least. It's a bit moldy, but still readable. I'll try the ritual when we get to the next safe room.

Day 123

The others think it was the curse of this place that did it, but was it really just me, who wanted to teleport us even further down rather than to the surface?

Day 177

I can teach myself the right magic to escape. I know there is an easier way, but I dare not think of which price I would pay. The temptation is great, but would I really condemn myself to an eternal life in the dark, even if it would reward me with everything I have dreamed of?

»You have been wandering for so long now that you have lost track of time. Has it been months, years, or decades? You live on what you can scavenge, and every day is a constant struggle for survival in a hostile environment. Yet you still carry on, because the exit could be just around the next corner.«



Kazir Firestone

The Wizard

Kazir's secret: Kazir has knowingly led them all deeper and deeper into Undermountain. It is a secret that he doesn't even dare admit to himself, but he knows. When he lies awake at night, and is almost ready to tell the others about how he has played a part in their misery; then he tells himself that doing deeper is the right way. Down to the secrets that can help them escape.

Kazir could have brought them all out a long time ago.

He had the opportunity when they found a scroll with a teleportation spell. But when he as part of the ritual had to envision their destination, all he could think of was the deepest place in Undermountain that they had been to, so that was where the spell took them instead of out into the sunshine and fresh air. Now the scroll is gone, but Kazir insists that he is close to figuring out how teleportation magic works, so he will be able to get them out using his own spell, when he figures out the last piece of the puzzle.

Kazir is obsessed by the thought of the deepest secrets of magic being almost within his grasp. He just need to go one more day. This has turned into a delusion. Whenever they have killed a monster, he will carefully select body parts and organs from it, and most of the time he eats the parts raw in the misguided hope that it will lead him to a greater insight.

His quest for arcane secrets has not gone unnoticed. He has been visited in his dreams by the demon god Demogorgon, who offers him the insight, he wants; but in exchange, Kazir has to become undead, a lich. The temptation torments Kazir. He wants to accept the offer, but feels guilty about giving into the temptation. This guilt has manifested into a phobia for the undead, whenever the group encounters them. Kazir is also certain that there is a vampire among the five adventurers.

The other adventurers

Alk (The Dwarf): It was Alk who got the group lost, because he wouldn't admit that he didn't know which way they were going. Now he believes that eating gold will somehow make him immortal.

What you know as a player: Alk is seeking the halls of his ancestors, which he believes can be found somewhere down here, but he has to get rid of the rest of the group, before he can find it.

Gretchen (The Priestess): She has gone mad and keeps babbling about some divine quest, but changes her mind constantly about the objective. She insists on pushing them onwards even though they barely get enough rest.

What you know as a player: Gretchen believes that the whole group has already died, and they are only kept alive by her god until they have finished some unknown mission and fought a great evil force.

Penelope (The Thief): Kazir knows those symptoms, since demons are also whispering in his own ears. But he also envies Penelope, but maybe the demonic deal that she has struck was meant for him?

What you know as a player: Penelope is constantly swelling with some kind of ecstasy, which is a manifestation of a demon who has promised to help her escape if she can collect enough souls.

Tormund (The Paladin): He is falling apart. He is useless as a leader, but Kazir throws his support behind Tormund because he doesn't want himself to be the one who gets the blame for their next defeat.

What you know as a player: Tormund feels that all of this is his punishment from his god. That is why he tries to sacrifice himself to save the rest and escape the pain. But at the same time he has fallen in love with Penelope.

Rules

Every player has a number of life points and a number of power cards with either positive or negative values. A character is only dead, when he no longer has any life points or power cards left. So you are not dead, even though you run out of life points. You must always keep your power cards hidden from the other players.

A fight consists of five phases:

- ◆ **The Opening Phase:** The combat strength of the encounter is revealed. This is the total value that the players have to try to beat with power cards and life points.
- ◆ **The Negotiation Phase:** The players make their bids with what they want to contribute to the fight in terms of power cards or life points. You are allowed to bluff about the cards you are contributing with. Every player can contribute with as many or few power cards as he or she wants – even none at all.
- ◆ **The Collection Phase:** Every player hands over their power cards without showing them to anyone else. Life points are not collected until the end.
- ◆ **The Turning Phase:** The cards are shuffled and revealed. The total value is added up and compared to the combat strength of the encounter.
- ◆ **The Life Point Phase:** If the total value of the power cards is less than the combat strength of the encounter, the players has to negotiate, who will pay the life points to make up the difference.



Penelope Swift-hand

The Thief

Penelope has stolen the Dragon Gem from the Sultan of Niraham and defeated the barbarian king Ralph Fourhands in a drinking game. But still, even the reputation of Undermountain has been enough to spoil her sleep and plagued her with nightmares for the last week, before they were lowered into the well at The Yawning Portal.

But when a Lord of Waterdeep has put a price on your head, every adventurer dreaming of becoming the richest assassin in the realms will try to track you down. So when that Lord gives you the chance of winning the price for yourself, it is wise to take that chance. But Penelope had never imagined that it would mean going down into the infinite, filthy, and cursed dungeon of Undermountain. A place normally only explored by fools.

Fortunately she doesn't have to go alone. Five other fools have apparently volunteered to go down there as well. They probably dream of fame and fortune. Penelope can play along with that. All she has to do is to go down there and find a suitable trophy for the Lord, so he can brag to the other members of the Council. Then Penelope can slip away and never have to crawl around some perverted wizard's underground fortress.

The other adventurers

Alk (The Dwarf): Even though he brags about his axe and plate armor, and tell tall tales of the orc skulls he has split, he is nothing but a common thief and liar. You shouldn't turn your back to him.

What you know as a player: Alk believes that dwarves are superior to humans. He pretends to know everything, but he cannot tell his superstitions from fact.

Gretchen (The Priestess): Priests are like parents. Penelope does just fine without them. But Gretchen seems to be driven by something, which could either lead to glory or doom.

What you know as a player: Gretchen has convinced herself that she is engaged to Tormund. She has also been expelled from her church.

Kazir (The Wizard): All wizards think that world revolves around magic, even though Penelope thinks that both sharp wits and a sharp blade will get you just as far as any magic. Hopefully this wizard has a practical approach to magic rather than being a useless scholar.

What you know as a player: Kazir is not a trained wizard, but mettle with dark powers that he cannot control.

Tormund (The Paladin): He wouldn't normally be Penelope's type, but it is hard for a girl not to blush, when he looks at you with those blue eyes. While his looks are distracting, he also seems to be more than just a cookie cutter holy boy.

What you know as a player: Tormund is an alcoholic who is plagued by guilt, after he killed an innocent man in a bar fight.

Zilas (The Ranger): An amazing fighter and clearly the funny guy in this group. It is hard to believe dull Gretchen is his twin sister. But he knows that I am here, because of the price on my head. I hope he doesn't plan on collecting it.

stop!

have you read the first page?

good, now roll that page into a ball and throw it away.

Excerpts from Penelope's Diary

Day 12

The halls and rooms no longer match the map that we bought. The dwarf said that his sense of direction underground will get us there and back again. But why does he then flip a coin to make up his mind on which way to go?

Day 16

I got a new magic dagger! Maybe this is the right direction after all?

Day 28

The dwarf now flips a coin at every intersection. He tries to hide it, but he cannot fool me. He has no idea, which way we need to go.

Day 39

We must be close to the surface again. We crossed an underground river today, and I saw seaweed floating in that only grows in the ocean.

Day 55

This may be my final entry. We have barricaded ourselves in a room, but even with the wizard's magic to hold the door, I am not sure it will hold until the morning.

Day 64

Zilas is dead. I can't write any more about it today. It was such a chaotic fight where everything went wrong.

Day 72

I found a gold ring. The wizard says it's not magical, but I saw the look on his face when he cast his identifying spell on it. That ring is something special and I intend to keep it.

Day 85

Gharekishuz spoke to me last night. My heart was racing like a teenager's. He whispered to me in my dream that he could us all out of here.

Day 91

I know it's wrong, but I cannot stop thinking about how his whispers make me tremble with excitement and it feels like my veins are filled with hot lava. I know that He can probably hear my thoughts, but I don't know how long I can bare waiting for his touch.

Day 105

I feel like I am about to burst. Every movement fills me with a strange feeling of ecstasy, and this is just from hearing His voice. I can no longer resist Him.

Day 157

Only 8,200 souls remaining. Why do we have to stop for rests all the time? I can no longer feel my wounds or any fatigue. All I feel is how Gharekishuz seems to be but a fraction of an inch from my skin. How long will I be able to endure this?

Day 193

Gretchen asked me to help her dress Tormund's wounds. The smell of the warm, fresh blood makes my heart race. It smelled like life and sex. I don't know if I'll be able to resist the temptation to just taste a single drop of it.

»You have been wandering for so long now that you have lost track of time. Has it been months, years, or decades? You live on what you can scavenge, and every day is a constant struggle for survival in a hostile environment. Yet you still carry on, because the exit could be just around the next corner.«



Penelope Swift- hand

The Thief

Penelope's secret: Penelope has signed a pact with a demon named Gharekishuz, who has possessed her. Not in the way that would require an exorcism, but as an erotic obsession, like a lover that keeps her on the brink of ecstasy.

Gharekishuz has promised to rescue Penelope from Undermountain, but first she must collect 9,999 souls for him. Only sentient creatures have a soul, so animals, ooze monsters, undead, and many other types of monsters that they encounter don't have souls for Penelope to collect.

Penelope knows that Gharekishuz is a demon and that he'll most likely kill her. But even though she is frightened by him, she is drawn to him by uncontrollable emotions. She blames Alk, the dwarf, that they are lost. She believes he was the one who led them off their intended course. She believes that he has brought them nothing but bad luck since they descended into the dungeon.

Penelope is focused on two things: Gathering souls for Gharekishuz and the tingling energy that fills her body. The slightest touch can feel almost like an orgasm, but without the relief, and pain only seems to make it worse.

She is fascinated by her fellow adventurers' blood. It is warmer, fresher, and more alive than that of the creatures they encounter. She cannot resist the temptation to touch or smell the wounds of the others.

At this point, Penelope is just 99 souls away from fulfilling her part of the contract with Gharekishuz.

The Others

Alk (The Dwarf): He still claims to be able to find his way, but he seems more obsessed with finding the next piece of gold than finding the exit. His blood also has a strange smell.

What you know as a player: Alk believes that dwarves are superior to humans. He pretends to know everything, but he cannot tell his superstitions from fact.

Gretchen (The Priestess): She still believes they have a greater mission than just finding the nearest exit. What is this great destiny that she believes in?

What you know as a player: Gretchen believes that the whole group has already died, and they are only kept alive by her god until they have finished some unknown mission and fought a great evil force.

Kazir (The Wizard): He talks to himself and seems absent minded. But there is a fire in his eyes, and he is the first to wake up in the morning and urges the rest of the group on, as if he senses that he is getting closer to something. Or maybe he is running away from something?

What you know as a player: Kazir doesn't want to help the group escape. He is leading them further down into the dungeon, hoping to find magical secrets. Kazir is being seduced by some evil deity to turn into an undead.

Tormund (The Paladin): Penelope tries to keep a distance to him. She fears that he can sense her unholy pact, and at the same time she is unsure she'll be able to hold herself back and not throw herself at him to just feel the touch of a man, even if it's not Gharekishuz. But the smell of his blood is so tempting.

What you know as a player: Tormund feels that all of this is his punishment from his god. That is why he tries to sacrifice himself to save the rest and escape the pain. But at the same time he has fallen in love with Penelope.

Rules

Every player has a number of life points and a number of power cards with either positive or negative values. A character is only dead, when he no longer has any life points or power cards left. So you are not dead, even though you run out of life points. You must always keep your power cards hidden from the other players.

A fight consists of five phases:

- ◆ **The Opening Phase:** The combat strength of the encounter is revealed. This is the total value that the players have to try to beat with power cards and life points.
- ◆ **The Negotiation Phase:** The players make their bids with what they want to contribute to the fight in terms of power cards or life points. You are allowed to bluff about the cards you are contributing with. Every player can contribute with as many or few power cards as he or she wants – even none at all.
- ◆ **The Collection Phase:** Every player hands over their power cards without showing them to anyone else. Life points are not collected until the end.
- ◆ **The Turning Phase:** The cards are shuffled and revealed. The total value is added up and compared to the combat strength of the encounter.
- ◆ **The Life Point Phase:** If the total value of the power cards is less than the combat strength of the encounter, the players has to negotiate, who will pay the life points to make up the difference.



Tormund

Goodknight

The Paladin

Tormund's secret: A few nights ago, Tormund killed an innocent man in a bar fight. Desperate about his sin, he has agreed to go down into Undermountain with a group of adventurers. Maybe he will be able to atone for his sin down there in the darkness or confront his inner demons.

Tormund has sworn to protect the innocent with his own life. As a paladin, he is a tool in the hand of his god and a small piece in a greater puzzle. This is a role that Tormund has always had serious doubt that he could fulfill. A paladin is a symbol who has to radiate hope and that things exist that are greater than mankind. But even though both priests and veteran paladins claim to see great potential in Tormund, he has never felt so himself. He has been plagued by guilt because he feels that his entire career is a lie, and it almost fills him with disgust when people call him a hero.

But Tormund does feel a great urge to protect people. The practical aspect of life as a paladin comes almost natural to him. But it is the ideal of the divine, pure soul that he cannot see in himself. His sense of justice is fueled by rage, and it is not the hand of a god that guides his sword against evil. Instead it is Tormund's own hatred. He knows that is not right, and that is why he hates himself.

The first time, Tormund felt that he didn't deserve to be a paladin was when he escorted a couple of wizards down into the ruins of Castle Doom to search for a lost tome. Down there he faced the ghosts of the criminals who had died in the dungeons below the castle and he was paralyzed by fear. It was no comfort from a god that helped him fight his way out. Only fear.

Tormund has started drinking. First a few extra cups of wine with his meals, but now he spends every night touring shady pubs and bars. The wine, the beer, and the spirits wrap a cloudy veil around the truth and numb the pain of knowing that in his own eyes, Tormund is a fraud and not an ideal for children to look up to.

It was after one of these nightly benders that Tormund one morning found himself with a bloody sword in his hand in a deserted bar standing over the body of a young man. Since that morning, Tormund has been on the run - from himself.

The other adventurers

Alk (The Dwarf): Tormund can't figure out exactly how skilled a warrior Alk is. He seems very certain that his heritage is enough to make him a champion on the battlefield. But he may prove to be a useful guide down there so they'll be able to make it out safely.

What you know as a player: Alk believes that dwarves are superior to humans. He pretends to know everything, but he cannot tell his superstitions from fact.

Gretchen (The Priestess): She constantly hovers around Tormund, even though he would rather she didn't. She keeps talking about holy quests, but Tormund just wants to be free from the burdens of the church.

What you know as a player: Gretchen has convinced herself that she is engaged to Tormund. She has also been expelled from her church.

Kazir (The Wizard): Tormund doesn't trust wizards, but he respects them. Kazir seems very eager to prove his worth.

What you know as a player: Kazir is not a trained wizard, but mingles with dark powers that he cannot control.

Penelope (The Thief): Just like Tormund, Penelope would rather be someplace else. But does she want to escape so badly that she will abandon the group or betray them?

What you know as a player: Penelope is forced to be here by a powerful Lord who has put a price on her head, after she stole something from him.

Zilas (The Ranger): Gretchen's twin brother, who seems like a nice guy. But Tormund thinks he saw Zilas at the pub that night, so maybe Zilas knows Tormund's secret?

stop!

have you read the first page?

good, now roll that page into a ball and throw it away.

Excerpts from Tormund's Diary

Day 13

This is my last bottle. Hopefully it will last until we get out of here or some merciful slime monster kills me.

Day 19

The bottle is empty and I am still alive. I wonder if the dwarf carries any spirits. With the random directions he seems to take us in, I suspect he might.

Day 36

I am getting more and more convinced that this is the first level of hell. My feet are a bloody mess from blisters, but we have to keep moving further and further into these cold, damp caves.

Day 57

I volunteered to sacrifice myself and keep the fire goblins at bay to give the others a chance to get safely away, but apparently Zilas had a better idea. So now we are sitting here behind our barricade. Now it's just a matter of time.

Day 64

Zilas is dead. I thought I kept my eye on him, but I must have been distracted for a second. It should have been me instead of him.

Day 88

We have no food and my armor has started to fall apart because the leather straps are rotting away. The dwarf seemed serious when he suggested we could just eat the slime that grows on the walls. I haven't seen him try that though. All he seems to care about is the gold that we find. What does he intend to spend it on down here?

Day 101

I found a new breast plate. Of course it didn't seem to do much for its previous owner. I would rather have found an inn with a warm bed and a bottle of brandy.

Day 154

We fought undead today. The fight felt like it would never end, and I almost vomited because of the stench, the glowing eyes, and the cold hands that grasped at us. But for once I didn't want to die.

Day 392

We are never going to get out. I realized that a long time ago. But for how long will they torment us? The others seem as if they still believe there might be a greater meaning to all this, as if they had a goal. I wish I could atone for my sins, so the others had a chance to escape.

»You have been wandering for so long now that you have lost track of time. Has it been months, years, or decades? You live on what you can scavenge, and every day is a constant struggle for survival in a hostile environment. Yet you still carry on, because the exit could be just around the next corner.«



Tormund Goodknight The Paladin

Tormund's secret: Tormund wants to die, but only if he can be sure that his death will lift the curse and save others.

Tormund's other secret: Tormund is in love with Penelope the thief, but can a person who hates himself love somebody? Tormund is also unaware that Penelope has made a bargain with a demon.

Tormund is convinced that they are all trapped in this dungeon as a punishment from his god. The others may be sinners too, but Tormund has let his god down and that has brought a curse upon all of them.

The certainty that they are all suffering because of Tormund's sins has convinced him that he must sacrifice his life to save the others. Not as a suicide, but instead he must die protecting the others against dangers without caring about his own safety. Tormund especially feels that he had his chance to save the group from its doom when Zilas the ranger died. Tormund has gone over the fatal seconds over and over in his head, sort of as a mental self-torture. And he blames himself for hesitating for just a fraction of a second, when he could have stepped in, taken the blow and saved Zilas.

Tormund hates himself, but he also hates his god, since he feels that he should never have been chosen to protect anyone. His god must have known about Tormund's weakness and still put the lives of innocent people in his hands. So even if Tormund wants to sacrifice himself to save the other, he also doesn't want to kill any more people in the name of his god. That is why he no longer uses his sword. He has thrown it away and uses a wooden club or his bare knuckles. His armor is filthy from blood, dirt, and rust, and yet everyone still seems to look up to him as the brave warrior who can protect them.

The time spent in the darkness and the endless fights from one room to the next has been hard on Tormund's soul. His mood swings between uncontrolled rage in a fight to tears and crying, when he watches over the others as they sleep. His own sleep is haunted by a nightmare in which he himself swings his sword and kills Zilas.

The other adventurers

Alk (The Dwarf): Alk is not the proud warrior that Tormund had hoped he would be. He is just an alcoholic who has gone mad and now eats nothing but gold and gemstones.

What you know as a player: Alk believes that dwarves are superior to humans. He pretends to know everything, but he cannot tell his superstitions from fact.

Gretchen (The Priestess): Tormund both hates Gretchen for her unshakable faith and sees a glimpse of hope in her. Will they really find their way out, if Tormund finds his own righteous way again?

What you know as a player: Gretchen believes that the whole group has already died, and they are only kept alive by her god until they have finished some unknown mission and fought a great evil force.

Kazir (The Wizard): Kazir is probably their last hope of ever seeing the sun again. If only he is able to discover the proper spell before he loses his mind.

What you know as a player: Kazir doesn't want to help the group escape. He is leading them further down into the dungeon, hoping to find magical secrets. Kazir is being seduced by some evil deity to turn into an undead.

Penelope (The Thief): Everything down here is cold and dead except Penelope who seems to be warmer and more alive than ever.

What you know as a player: Penelope is constantly swelling with some kind of ecstasy, which is a manifestation of a demon who has promised to help her escape if she can collect enough souls.

Rules

Every player has a number of life points and a number of power cards with either positive or negative values. A character is only dead, when he no longer has any life points or power cards left. So you are not dead, even though you run out of life points. You must always keep your power cards hidden from the other players.

A fight consists of five phases:

- ◆ **The Opening Phase:** The combat strength of the encounter is revealed. This is the total value that the players have to try to beat with power cards and life points.
- ◆ **The Negotiation Phase:** The players make their bids with what they want to contribute to the fight in terms of power cards or life points. You are allowed to bluff about the cards you are contributing with. Every player can contribute with as many or few power cards as he or she wants – even none at all.
- ◆ **The Collection Phase:** Every player hands over their power cards without showing them to anyone else. Life points are not collected until the end.
- ◆ **The Turning Phase:** The cards are shuffled and revealed. The total value is added up and compared to the combat strength of the encounter.
- ◆ **The Life Point Phase:** If the total value of the power cards is less than the combat strength of the encounter, the players has to negotiate, who will pay the life points to make up the difference.