TERROR IN THE DARKNESS

A compleate encounter under the surface of the Old World

Written by Carl Sargent
Artwork by Kevin Walker
Updated for WFRP 2nd edition by Alexander J Bateman

> *Over Land and in the Firmament doth Chaose marche, and the Beneathe is not free from it. Consider the Skavenne with their windinge secret wayes, and the Ambulle, that with his fearsome Jawes and Clawes doth his owne Tunnelles make, clearing cold Stone from his path as a Man doth sweepe grass aside in the Forests.*
>
> *- the Bestiis Chaotis*
>
> *as ascribed by Luther MacIntyre the ninthe*

Introduction

This is a Complete Encounter designed to introduce experienced players of Warhammer Fantasy Roleplay to the fearsome subterranean Ambull from beyond the Realm of Chaos. Roleplaying skill and tactical battle planning will both be needed if player characters are to be successful in this encounter!

The action takes place in the small mining village of Karstenberg, located in Grey Mountains, although you can relocate the scenario to any hilly or mountainous terrain, to suit the circumstances of your own WFRP campaign.

There are two ways to get the Characters involved. They could be passing through the village for some reason, in which case the mayor of the village, Johann Mulderbrek, will approach them and try to hire their help, as explained below. Alternatively, Johann may approach them in a tavern in a larger town, offering to pay for their assistance. This may be easier, since it avoids Character worries about getting places on time if they are just passing through. Johann approaches the Characters rather than the authorities because the villagers of Karstenberg have not paid full due taxes on their silver for some years (having declared a lower income than they actually obtained), so he is extremely reluctant to have officials - even militia - anywhere near the place.

Not that he will tell the Characters this, of course!

Briefing for the Characters

Johann's story is simple. He is the mayor of Karstenberg, and the sole source of the income for the villagers is a small silver-mine. The yield is meagre, but it is just enough to get by on. However, two men have recently disappeared in the mine. Axel Muller vanished 19 days before the Characters meet Johann, and Kurt Zondervan vanished 8 days ago. They were alone, doing maintenance work, when they vanished. No trace of their bodies has been found, but some of their equipment was recovered, littered over some distance.

Noises have also been heard recently, coming from the deepest recesses of the mine. The villagers are now terrified and dare not enter the mine. They are desperate, since they have no other source of income, and if the mines are not maintained, they may fall into disrepair and become unworkable (this means the Characters cannot delay if they are going to help out). Johann offers each Character 30 gc if they locate the creatures that killed or captured Axel and Kurt, and kill them. If a successful Haggle Skill test is made he can be pushed up to 40 gc each, but the village cannot afford to pay more. If the Characters are prepared to help, Johann (and the other villagers) will be prepared to give them all normal supplies, and they will also provide the two Mill Lanterns that they have, if you want to bring these into the adventure. The Characters may also want to talk to villagers, and notes on Roleplaying encounters with Villagers are given later.

Karstenberg

Karstenberg has some 30-40 adult occupants, most of whom are miners (women included). No map of the village is given here, since it will not be needed in play. There are no notable buildings (no temples, etc) and the average house is a modest affair. Make it clear that this village is certainly not conspicuously rich! There is one tavern with a common room called the Pit Prop, which has a small stable beside it, and a smithy, which doubles as a trading store. There is no Priest (or Initiate), and no militia as such, in the village.

Adolf Schultz runs the Pit Prop with his barmaid Gretchen; both are surly sorts, but honest. Josef Hartmann is a jack-of-all-trades who owns the smithy; he can forge iron (and makes simple items for use in mining), shoe a horse, construct a fair wagon, and suchlike. He and Johann take care of the maintenance of the mines (Kurt and Axel used to help). Wilhelm Koch, the village loony, and Martin Kurtz, a miner with a guilty secret of sorts, are special cases, and are dealt with in the section on Village Enquiries.

Village Enquiries

The Characters will almost certainly want to ask some questions of the villagers; if your players make no attempt to do this and just want to get down the mine immediately, hold them up for a little time while Johann gets the equipment they may need (such as lamps and ropes, and the Mill Lanterns - if you want to bring these into play). Then you can have anxious villagers badger the Characters with questions and introduce some of the information here.

Village Wealth: If the Characters enquire, make it clear that the villagers do not have much money, that they cannot afford more lost mining time; get their desperation across. A sanguine villager could say something like;

"We all hope one day we'll find the big one, the vein of pure silver - but it's been scavengings only for as long as anyone can remember, and the big one is just a dream"

Greedy players may consider taking the village over and running the mine themselves. If they try this, the best way to deal with the situation is to let them seem to get away with it. Then, while the Characters are still resident, have Imperial tax collectors arrive, with escorts, having discovered the villagers' falsified tax payments. They will inevitably hold the party responsible.

The Missing Men: If the Characters ask about either of the missing villagers, they will discover only that there was nothing unusual about the men, nor about the time of their disappearances. Axel was a married man of some 35 years, Kurt a youth of 17 years. Axel was a drunken lout, while Kurt was a solitary, introverted and spotty youth. Axel's wife Etelka is still suffering from depression after the death of her husband, despite his unpleasantness, and can give the Characters no useful information. Map 1 shows the areas where the equipment of the two men was found, if the Characters ask for this (irrelevant) detail.

Mapping the Mines: Johann does have a map of the mines and is bound to offer it to the party. Map 1 is the GM's Map of the mines, which shows the areas tunnelled by the Ambull as well as the worked tunnels within the mine. Johann's map only shows the latter. You should prepare this map, on rough paper, for the players (omitting all symbols shown on Map 1). The mines are safe enough, although small pockets of gas build up in places, from time to time. It's harmless to breath this gas but is inflammable, making the careful use of proper lamps essential (a very important ramification of this is that such spells as Fireball and Lightning Bolt may ignite the gas, but more of this later. See Down in the Mines).

Other Enquiries: Bandits have not tried to raid the village in years - the money is not worth it. Hence, no militia. The working men of the village have leather jacks and can use pickaxe handles to good effect if needs be.

There are two important NPCs whose information may help and intrigue the Characters, and these are now dealt with.

Wilhelm Koch, Village Loony

Wilhelm will impose himself upon the Characters at any time, as you see fit. He is some 60 years old, with unkempt grey hair and beard, a stooping 5' 8" tall, and built like a scarecrow. He suffers from a form of paranoia, and while he sounds rational to begin with, he slowly slips into his deluded monomania. He believes the end of the world is at hand, and that the creature in the mines is a monstrous Daemon called Yeldir who is stalking souls for his infernal masters. Lay this on thick after introducing Koch as quite sensible and soft-spoken at first meeting.

If any Character listening to this hypothesis manages to avoid laughing at Koch, the loony will impart the one useful piece of information he does have. This is not the first time that something has appeared down in the mine. Fifty years ago, four men were devoured in the mines by a huge creature (another Daemon, according to Koch). Shortly before, a wizard had been down the mine, searching for some magical treasure trove he believed was hidden there. (If he is asked, Koch claims that the wizard never found it.) Koch asserts that the wizard summoned the Daemon to the mines, and he believes that another wizard must be responsible for summoning Yeldir. He may even accuse a Character wizard if one is present - at a pinch, any Spell Caster type will do.

Now this is mostly nonsense, of course, but it does contain a germ of truth. The Ambull in the Mine provides full details. The important thing is to try to get the Characters interested in the fact that this has happened before, and that a wizard was somehow involved. If they ask other villagers, then one or two aged folk will confirm that 50 years ago, four men did disappear from the mine, and a huge shambling creature was sighted (unlike the present, when no one has seen anything). They may remember something about a visiting wizard, but no one knows anything about a buried magical treasure.

The link between this and the present can be reinforced in two ways. First, by the use of the Mill Lanterns (see Getting Equipped). The other is by a role-played encounter with Martin Kurtz (see below).

There is one final detail that Koch will reveal if a Character at least pretends to take his story seriously and acts in a friendly manner towards him. Koch will whisper, conspiratorially, that he has a 'magic page' about the Daemon, and will show this to the Character after fetching it from his home. This is a filthy and aged vellum page (without any magical properties; Koch is just deluded) from Libram Libris Bestiis Chaotis, an extended work of which De Bestiis Chaotis is a condensed version. If the Characters gain access to this, show them the scroll from the introduction to this encounter - they cannot keep this, Koch will not allow it, and they may not copy it either (Koch will only show it to the favoured Character, and read it to them - painfully slowly, since Koch can read only with some difficulty).

Wilhelm Koch

Vagabond (Ex Miner)

- Wilhelm Koch -							
WS	BS	S	T	Ag	Int	WP	Fel
34%	33%	41%	45%	34%	32%	43%	38%
A	W	SB	TB	M	Mag	IP	FP
1	12	4	4	4	0	5	0

Skills: Animal Care, Common Knowledge (Bretonnia, The Empire), Drive, Gossip, Haggle, Navigation, Outdoor Survival+10%, Perception, Performer (Storyteller), Scale Sheer Surface, Silent Move, Speak Language (Reikspiel), Trade (Miner, Prospector)

Talents: Orientation, Rover, Seasoned Traveller, Sixth Sense, Specialist Weapon (Two-handed), Strong-minded, Very Resilient

Insanity: Profane Persecutions

Combat:

Armour (Light): Roughspun Robes over Leather Jerkin

Armour Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Dagger (1d10+1)

Trappings: Page of the Libram Libris Bestiis Chaotis

Martin Kurtz

Foreman (Ex Miner, Ex Peasant)

- Martin Kurtz -							
WS	BS	S	T	Ag	Int	WP	Fel
39%	28%	44%	50%	29%	36%	46%	41%
A	W	SB	TB	M	Mag	IP	FP
1	15	4	5	4	0	0	0

Skills: Animal Care, Charm, Command, Common Knowledge (The Empire), Concealment, Consume Alcohol, Drive, Evaluate, Gamble, Gossip, Haggle, Navigation, Outdoor Survival, Perception, Performer (Singer), Scale Sheer Surface, Secret Language (Guild Tongue), Set Trap, Speak Language (Reikspiel), Swim, Trade (Cook, Miner)

Talents: Hardy, Orientation, Public Speaking, Specialist Weapon (Sling, Two-handed), Streetwise, Sturdy, Very Resilient

Combat:

Armour (Light): Sturdy Leather Jack and Leggings

Armour Points: Head 0, Arms 1, Body 1, Legs 1

Weapons: Pick (Great Weapon, 1d10+4, Impact, Slow)

Trappings: Whistle, Leather Hipflask, Pick, Spade, Storm Lantern, Lamp Oil
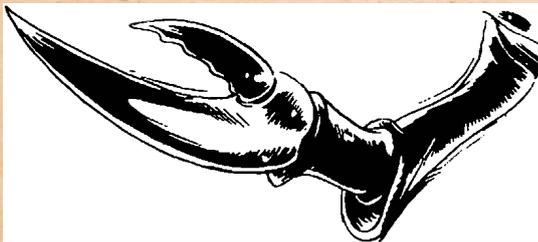
Martin Kurtz, Mine Foreman

Martin is a strong young man of 26, 6' 2", with short black hair and green eyes. He is a miner, and does not dress conspicuously - he looks like any other miner. He is, however, the foreman of the mine, and Johann will introduce him to the Characters in this capacity. If they ask him questions about the mine, they may get to learn more.

Martin has a guilty secret of sorts. A month ago, Martin was approached by a man called Karlinsel Spedklingeln - a wizard traveling with his warrior henchman, who asked him to show them the layout of the mine, paying him 30 gc for the information. These two had failed in their attempts to get Johann to let them in to the mines (see Getting Equipped for details). Karlinsel Spedklingeln said that he was searching for a lost magical treasure in the mine, but if Martin spoke of this to anyone, he would be very sorry afterwards. Martin showed them Johann's map, and went down with them on two evenings, after normal working hours. They went alone a third time - and never came back. Martin has no idea what happened to them, but Axel disappeared soon afterwards. Martin knows about Wilhelm Koch's rantings. Although he never took them seriously in the past, he is afraid that the wizard he took down the mine did indeed summon a Daemon, which is now devouring villagers. Martin is even more afraid that someone may find out what he has done.

Obviously, he is not going to release this information to the Characters easily. It will have to be done in stages. Although his information should be made available to Characters, they will have to approach him carefully to learn what he knows.

On first contact, allow the Characters a Perceotion Skill Test to detect that Martin is unusually tense and nervous, even by comparison with other villagers. You may decide that if and when the Characters go to consult Johann's map, they find it missing. Johann knows that Martin is the only person who has access to it. (In fact, Martin did borrow it and has forgotten to return it.) This will worry Johann, and he may set up an interrogation of Martin, although you should try to explore subtler possibilities than this. If the Characters get Martin drunk, for example, he might let something slip, or even confess his story to a sympathetic Character who promises not to tell Johann or to let other villagers know. To arouse Character suspicions about Martin, in addition to his general anxiety you can have him hang around the Characters a lot. He is very ambivalent, fearing that they may learn of what he has done, but also desperately hoping that they can sort out the terrible mess he thinks he has landed the village in. If he confesses to them, and they then shop him to Johann, angry villagers will probably run Martin out of town.

Getting Equiped

The Characters will probably need wooden poles, ropes and similar equipment, which the villagers will be happy to lend. Weapons are another matter - the Characters should have their own, and the villagers have only a handful of ordinary swords, bows and pick-axes between them, in addition to a few knives and daggers. Canaries in cages are not used; the villagers are unaware of this little trick (do not forget that the gas is not present in lethal concentrations). Characters should not know about the bird-in-a-cage trick either, unless one of them has Trade (Miner) or Academic Knowledge (Alchemy).Requests for other common items will be granted.

The most important items are lamps. Because of the odd gas pocket and the fact that the mines are unlit, Storm Lanterns are essential, and the villagers possess these. They will be loaned to the Characters. Each lantern sheds light bright enough to see by in a 16-yard radius if held aloft. The villagers also have 3 Bull's-Eye Lanterns, each of which may be shuttered so that it casts light only 2 yards in front of the person holding it; if the shutter is opened, the lantern casts light up to 24-yards ahead. One vial of oil will keep a Storm Lantern burning for 4 hours, or a Bull's-Eye Lantern for 2 hours. Make sure that you keep a note of how many vials of oil the Characters take and how much they consume. Impose sensible limits on how many vials each Character can carry, depending on what other supplies they have, how strong the Character is, armour type worn, etc. If a Character insists on carrying some ridiculous number of vials of oil, impose penalties to movement rate, Initiative and Agility as you see fit.

You may wish to allow the Characters to have the two Mill Lanterns mentioned above. Johann will say that a travelling scholar and his warrior henchman arrived in the village a month ago, and sold these excellent items to the villagers (hoping to curry favour with them). However, it transpired that the scholar then wanted to be shown around the mine. The villagers were suspicious and refused this, so the scholar and his friend left angrily (if the Characters haven't tumbled Martin Kurtz yet, allow a Perception Skill Test to detect that he is especially tense and twitchy when this matter is mentioned).

The Mill Lanterns are complicated and heavy contraptions, operated by turning a hand crank. When operated they send out a constant shower of bright sparks, which provide a considerable light while having much less chance of igniting any, gasses present than a

naked flame. This light is continuous, as long as someone cranks the device, and it takes decades of use to wear out the flints and steels that provide the illumination. These devices will be loaned to the Characters and each one is clearly marked with the name Karlinsel Spedklingeln. Again, if you bring these items into play, they may increase the interest the Characters have about the involvement of strangers in this whole business.

After getting equipped, the Characters should be ready to set off into the mines, so you need to know what's going on down there and why...

ILLUMINATION			
Illumination	**Cost**	**Enc**	**Availability**
Lantern, Bull's-Eye	20 gc	20	Rare
Lantern, Mill	75 gc	50	Very Rare

The Ambull in the Mines

The creature in the mines is an Ambull, a strange burrowing creature of chaos, It has appeared through a one-way fissure between this world and a very distant place, emerging into a sealed chamber underneath the mines from which it tunnelled out into the passages at large. It has eaten the missing men, the wizard and his henchman into the bargain.

The Ambull has appeared now for the same reason that another Ambull materialised here, fifty years ago. The proximity of a certain type of wizard to the fissure opened it, creating a temporary portal, which sucked the Ambull through. Both wizards were unfortunate enough to know and cast a Rare Lesser Magick spell capable of detecting hidden and distant magical items, which in both cases caused the specific circumstances that triggered the unstable dimensional fissure in this area.

The Characters are unlikely to know or discover any of this, of course, but they should probably realise that the appearance of a wizard in the mines seems to be associated with the appearance of a ravenous man-eating monster. If a Character wizard sweats a lot on this score, fair enough. The player is not to know that another creature will not appear when the wizard plumbs the depths. Incidentally, the original Ambull tunnelled far away from the scene of this adventure, fortunately for the villagers!

The present Ambull remains fairly close to the location of the fissure because, while the fissure is now closed, some Aethyric residue remains, and the creature dimly senses it. Its instinct is to try to return home, so it does not tunnel far from the original chamber. If the Characters do not kill it, it will eventually tunnel far away as the last Aethyric residue from the fissure fades into nothingness, leaving the monster no reason to remain in the mines.

Down in the Mines

The mines are pitch-black and the air is dank and musty. Dripping water can be heard in the distance, there are faint and occasional sounds of wood creaking, and noises echo loudly. The walls of the mines have wet patches, small outcrops of moss and lichens, and the floors are sometimes uneven and rocky. Map 1 shows some specific details in individual areas. Try to convey the impression of the mine to players by vivid description.

The tunnels of the Ambull are rock-strewn and irregular, although they are always wide enough for two Characters to walk abreast. Movement rate is reduced to half normal in these tunnels, which are marked separately on Map 1. It will be very clear to the Characters where the mine passages end and Ambull tunnels begin, even if they don't have Johann's map. Describe the junction points clearly to them: *"It looks as if something has tunnelled through here; there are rock chunks all over the floor and no supports,"* and so on.

Gas Pockets

Map 1 shows which areas have significant concentrations of gas in them. You may change these around on different days, should the Characters spend several days in the mines. These areas contain enough gas to possibly ignite if a naked flame is present; resulting in a sheet of flame that will cause a Damage 1 hit that disregards Armour Points to everyone within the section, this also has a chance of triggering a Cave In. (See next section)

The chance of ignition depends upon the type of Flame used, Naked Flames such as Torches, Candles and Lamps have a 75% of igniting the air, while Lanterns only have a 50% chance, reduced to 25% chance if sealed like a Storm or Bull's-eye Lantern. If the characters have been given one of Karlinsel Spedklingeln's Mill Lanterns then they only have a 10% chance of igniting the gas with it. On the other hand, spells such as Lightning Bolt or almost any of the Bright Magic spells will automatically ignite the gas.

The gas cannot be detected by smell, nor does it affect Characters immediately. However, after 8 hours in the mines there is a cumulative effect: Characters suffer a -10% penalty to all Agility checks, due to slight dulling of the senses. The villagers are somewhat habituated to the gas, and this effect does not influence them much during a normal working shift. This fact will not be mentioned to the Characters, unless they specifically ask about hazards. Typically, this penalty is fades after the character has spent two hours in the fresh air, although a Cure Poison spell or equivalent can also be used to remove it.

Cave-Ins

The mines have not been maintained for a week and the odd pit prop is sagging a little, there are pools of water on the floor caused by slow leaks from above, and some ominous creaking noises. The chance of a cave-in is only 10% per 12-hour period. When one does occur, it will take place at a random point in the mine (unless you want to be nasty and decide that the main exit will suffer a cave-in to trap the Characters underground!). Typically,

this will be a section of wall that has caved in, leaving the ceiling mostly intact. All in area suffer a single Damage 4 hit. The rubble fills an area equal to 3 square-yards and requires 1d10 hours of work to clear. The total time needed is reduced by 1 hour (to a minimum of 1 hour) for each additional Character working to clear the blockage.

In rarer cases, the ceiling of the mine may give way, causing a stretch of passage of 2d10 yards long to become completely blocked. If the Characters are caught in a cave-in, each Character suffers a Damage 7 hit and must then succeed on an Average Strength Test to pull himself out of the rubble. (This may be attempted each round.)

Clearing a completely blocked passage requires 2d10 Hours of work per 3 square-yards, with the total time needed being reduced by 2 hours (to a minimum of 1 hour) for each additional Character working to clear it.

Be careful with cave-ins. It is better to use them as a plot device (to trap or steer the Characters) than to crush your party into pulp, unless they ask for it. However, a minor collapse is something that you may reasonably use. A very loud noise, a bad fumble while trying to move some debris, or any similar occurrence has a 10% chance to cause a minor collapse, while any explosion has a 25% chance of causing a minor collapse and may even cause the ceiling to give way if the characters are particularly cavalier about throwing Fireballs.

Partially Collapsed Mine Sections

Map 1 shows certain areas where minor collapses have already occurred. In passages, these partly block the way. In mine-face chambers, they provide rock cover which Characters can hide behind. This is important when Characters consider the possibility of luring the Ambull into an ambush.

Shafts

Map 1 shows shafts leading from the upper to the lower mine levels. These are some 20' deep, 5' across, and have iron spikes hammered into two sides of the rock to support the weight of an encumbered human climbing up or down them - they are quite safe (unless you decide to have the odd faulty rung somewhere).

Alcoves

Map 1 shows some small alcoves in the mine passages. These contain small caches of items such as ropes, pick-axes and handles, pots of pitch for treating wooden pit props, pitch brushes, sacks, and the like.


Mapping and Movement

Even if the Characters have a copy of Johann's map, they will have to stop and check their bearings (unless they have the Orientation Talent), so you should insist on a cautious movement rate unless combat, or running like the blazes is involved.

If the Characters insist on moving faster, or are forced to do so (e.g. because of the fear induced by the Ambull), a Challenging (-10%) Navigation test must be made to prevent becoming lost. Additionally a Routine (+10%) Agility Test is required each round spent running, or else the Character will trip and fall, suffering a Damage 1 hit.

Mines: Upper Level
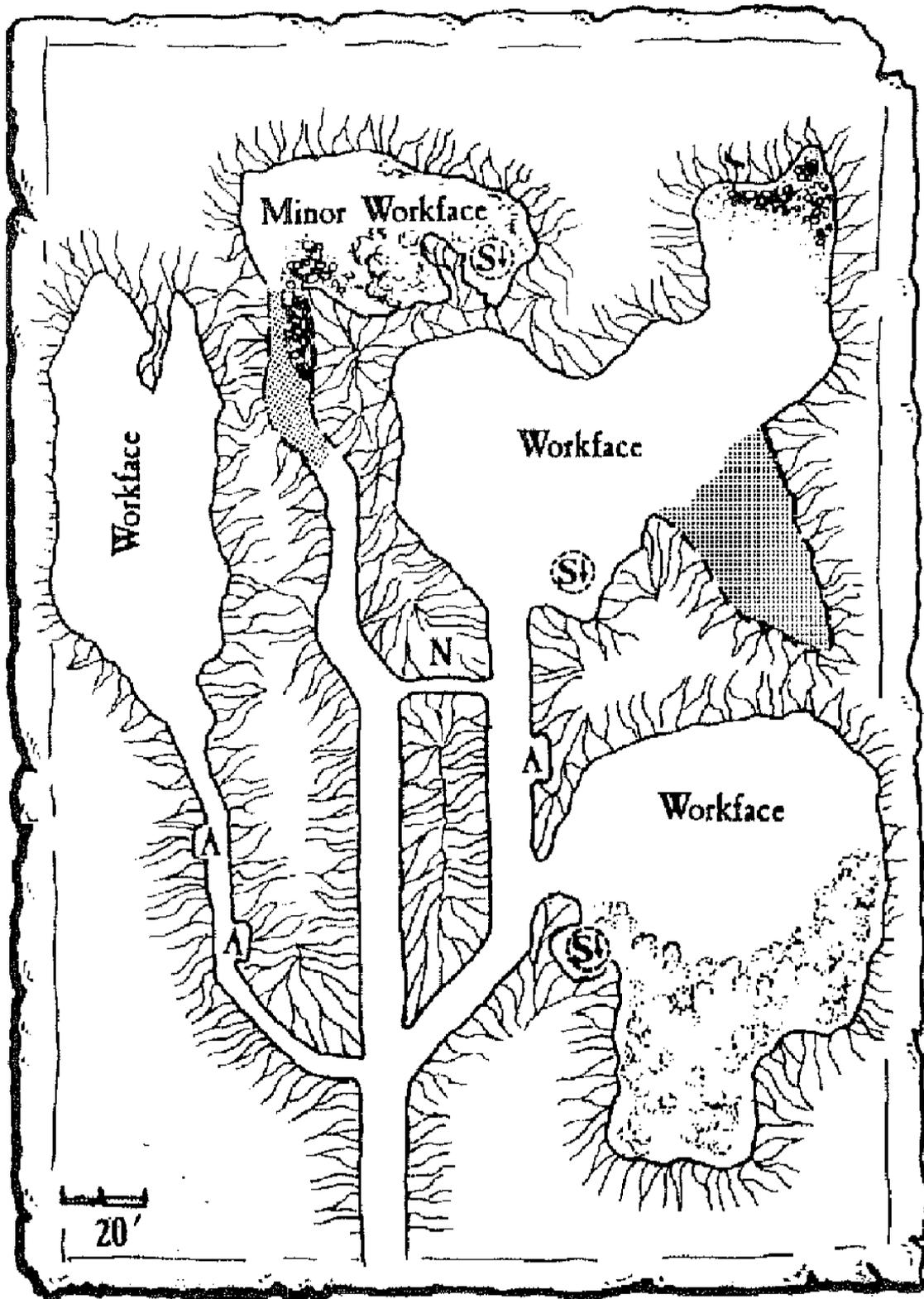
Mines: Lower Level   (20 yards below upper level)
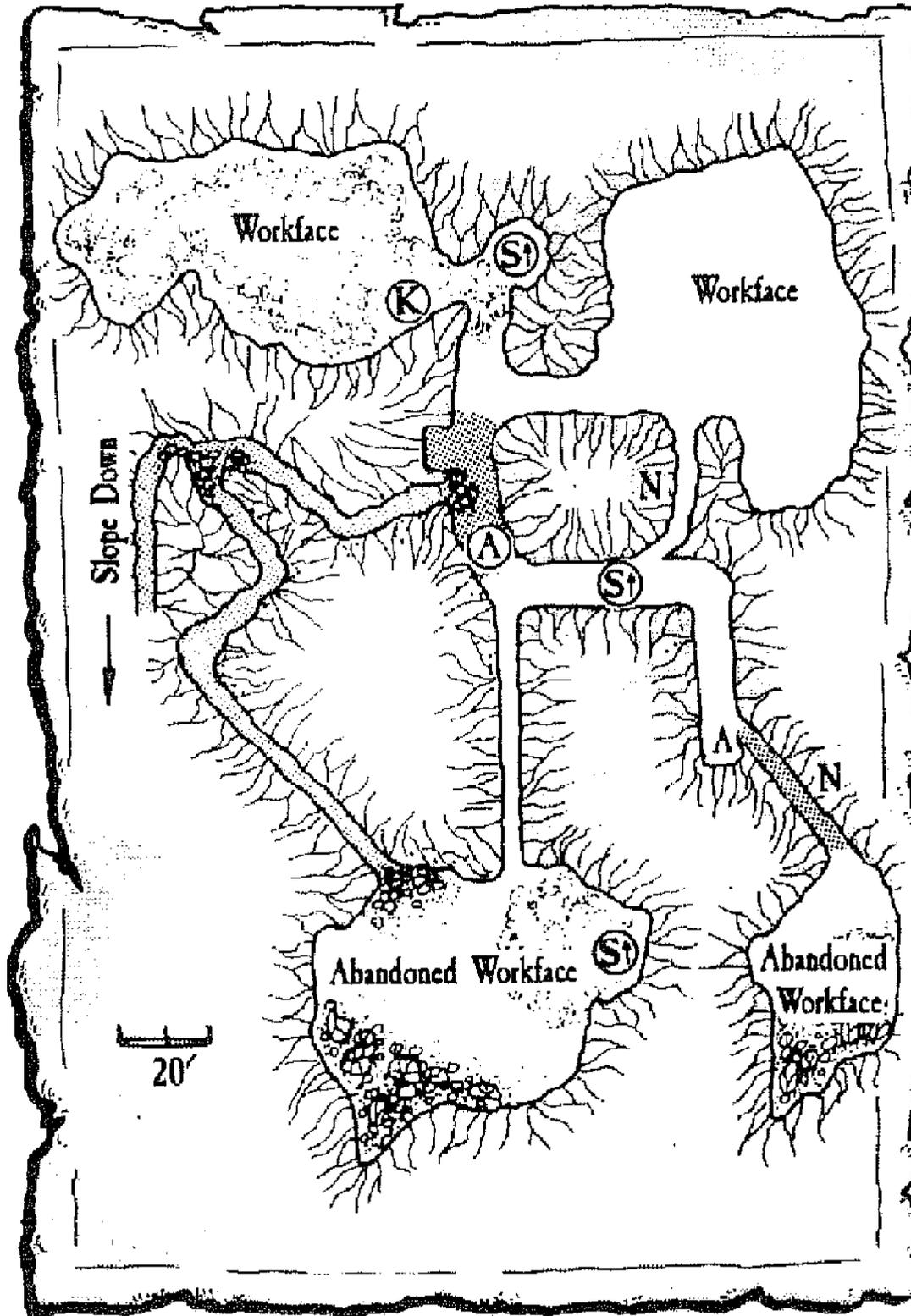
Lower Ambull Tunnels (Approx 12-18 yards below Mines)

Slope up

20

(S)	(S)	GAS POCKET	DEBRIS	A
SHAFT				ALCOVE
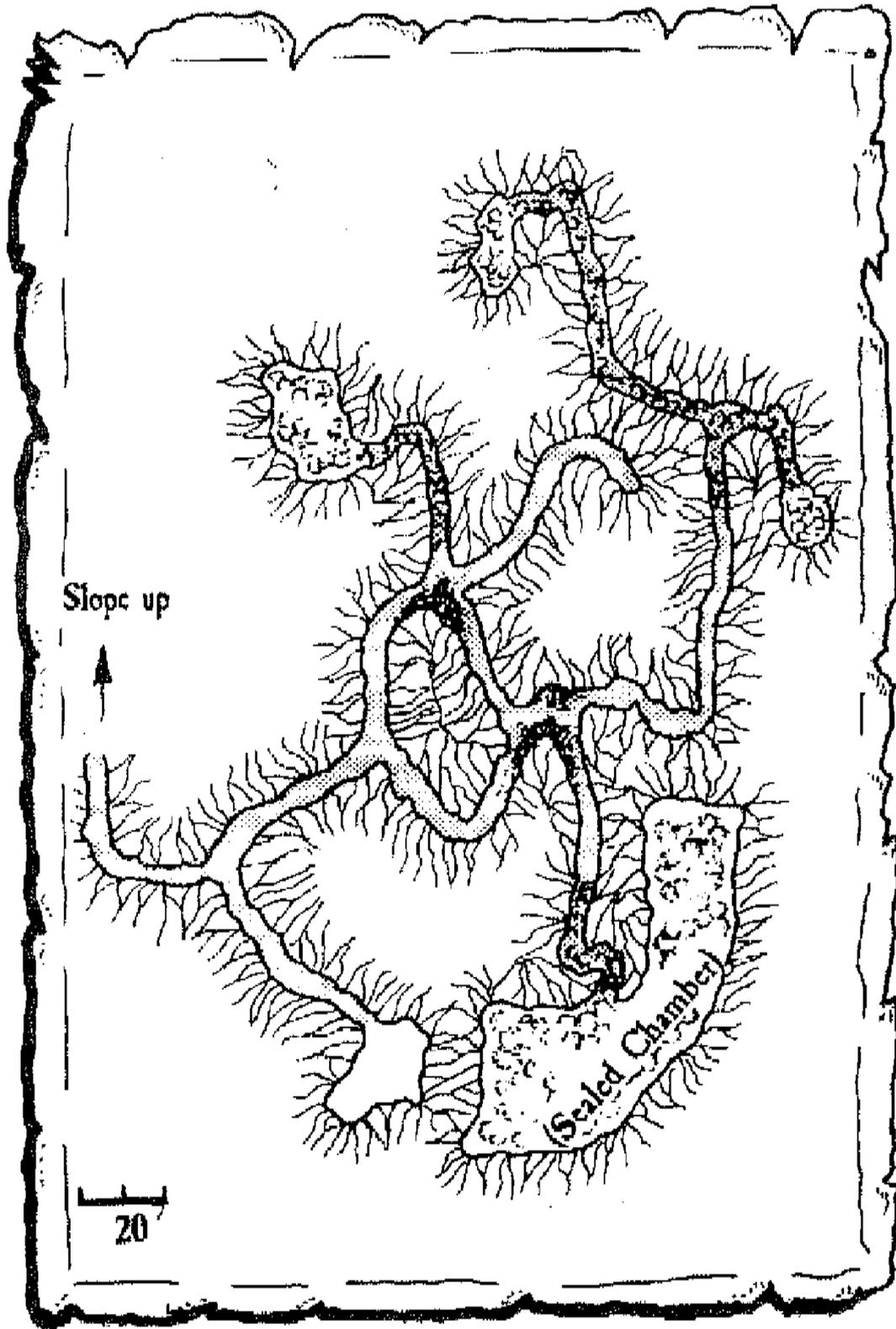
N	(A) (K)	WEAK AREA	MINOR COLLAPSE	AMBULL TUNNELS
NARROW TUNNEL	WHERE MINERS BODIES FOUND			

(Sealed Chamber)

The Ambull

- Ambull Statistics -							
WS	BS	S	T	Ag	Int	WP	Fel
50%	0%	54%	54%	35%	14%	43%	12%
A	W	SB	TB	M	Mag	IP	FP
2	32	5	5	6	0	0	0

Skills: Concealment, Follow Trail, Perception+20%

Talents: Strike Mighty Blow, Tunnel Rat

Traits: Frightening, Keen Senses, Natural Weapons, Night Vision

Special Rules:

Burrowing Claws: Ambull claws can cut through anything. Damage from an Ambull's attacks ignores the first two points of armour.

Chitin Carapace: The tough plates of an Ambull's exoskeleton grants him 3 Armour Points on all locations.

Chomping Jaws: If the Ambull hits a single opponent with both its attacks, it can draw the hapless victim into hits huge, mandibled beak. This does additional damage at the Ambull's SB+2. The victim is then dropped. This does not take any of the Ambull's actions.

Digger: The Ambull can tunnel through the earth at half its Movement; this includes sold rock.

Sense Heat: Ambull can sense warmth within 30 yards (15 squares)

Stoopid: Ambull are quite stupid and they often forget what they are doing. Any time an Ambull encounters something that might distract it, such as a fresh corpse to eat or a particularly ripe smell to investigate, it must make an Intelligence Test or stop whatever it was previously doing to engage with the new distraction (in the above examples, eat the corpse or investigate the smell). If the Ambull is being attacked, it is far less likely to be distracted and the test becomes Easy (+20%).

Combat:

Armour (None): Chitin Carapace

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Huge Claws (1d10+6)

Slaughter Margin: Hard

Playing the Ambull

The Ambull is a large, barrel-chested creature which adopts an ape-like stance. Both arms and legs end in iron-hard claws used for tunnelling through stone. It spends most of its time underground, sheltering from the direct heat of the sun. It is a carnivore, usually preying on subterranean creatures.

The Ambull has three chief characteristics. First, it is big and vicious. In a confined area, it is a deadly enemy indeed, capable of inflicting lethal damage very quickly. The Characters must try to lure it into an area where several people can get around the creature and attack it, or to get into a position where they can use missile fire and ranged spells while the Ambull cannot get at them. This can only be done with very narrow passages where the Ambull cannot follow, but where a line of sight can be established. Map 1 shows the few such places where this can be done. Luring the monster is not too difficult, since the Ambull will want to eat the Characters and will certainly chase them. The Ambull will not leave the underground area, however!

The second major characteristic is the stupidity of the beast. It is obvious to you that following prey towards a narrow passage where you cannot follow, but down which they can launch missile attacks, is dumb. It is obvious to you, but it is not obvious to an Ambull. How the low Int of the beast should be reflected in the Ambull hunt is simple: the Ambull will fall for any trick once (it is not that stupid). Tricks may include the narrow-passage plus missile-fire trick, the use of a decoy and a rear attack, an ambush lure, the use of a (very strong) trip rope, using a tethered animal as bait for an ambush, and so on - depending on players' ingenuity. When you play the Ambull, you play to get at the humans and eat them, you may even stop to eat one, even while the rest of them are still attacking you.

The third major characteristic is the ability of the Ambull to tunnel through rock. So powerful are its claws and jaws that it can move through solid rock with an effective movement rate of 3. This allows it to bypass obstacles (such as narrow passages) and take the most direct route to its prey. The Characters may not be fully aware of this, even if they have read the scroll, and it is quite fair to surprise them on this score.

Ambull Climbing

The Ambull cannot ascend the iron ladders in the shafts (see below), but it can climb between levels by tunnelling through rock. Obviously it can't do this in a vertical line. When the Ambull ascends a level (from its tunnels to the lower mines, or from the lower to the upper mines) by tunnelling, it will take 20 Rounds to do so, emerging at a spot 1d10 yards away from where it began tunnelling upwards on the lower level, leaving an irregular winding passage behind it. This will leave a pile of rubble on the lower level below the passage. Map 1 shows the two ascending tunnels the Ambull has already dug from its lair to the lower mines. It can ascend such tunnels at M 4 and descend them at the same speed.

Wounded Ambull

If the Ambull is reduced to 4 Wounds or below, it will back off and try to hide in the tunnel complex it has created. Its high movement rate should enable it to escape and outrun the Characters. It will retreat back to the sealed cavern marked on Map 1. Because of the effect of the magically triggered fissure and residual magic in this area, the Ambull will draw strength from the very stone and rock of the chamber, and will recover 1 Wound per 2 hours of game time. It will not sally forth again for at least 12 hours if it is forced to retreat to this area. It will almost certainly have to be hunted down to this chamber and killed here. Note that the two entrances allow the Characters the possibility of creating a diversion at one entrance to distract the Ambull, and catch it off guard if they can move through the other entrance quickly enough: you will need to rule on this, depending on the tactical plan of your players.

Mine Locations

Map I notes many of these, such as major minefaces and abandoned minefaces These are self-explanatory: an abandoned mineface, for example, is one which has been worked out (but it will still be maintained to keep up the general safety and integrity of the mine). A small number of locations keyed on the map require further details here, though.

Alcoves

These are small recesses off main mine tunnels which are used to store rope, sacks, boxes, and the like, and they usually have a couple of strong wooden boxes on which miners can sit and eat or drink during working hours. The lamps in these areas have run out of fuel and there is no spare oil here.

Shafts

These are vertical shafts between the mine levels. On two sides, iron rungs have been driven into the rock to create sturdy ladders (they have to take the weight of men with sacks of ore). Use standard climbing rules when the Characters ascend/descend them.

Weak Areas

Here, pit props and supports are particularly weak. Ominous noises of creaking wood, dust falls are typical in such areas. You can use these to un-nerve the Characters, or to increase the chances of a minor cave-in to hamper free movement.

Rock Debris

These are piles of rock which hamper, but do not totally prevent, Character movement. These are caused by the tunnelling Ambull, or by collapse of ceiling or wall supports, and part of the wall and/or ceiling may have given away. You can decide how badly these hamper Character movement: it may take the Characters twice as long to bypass them as their normal movement rate, or 6 times as long, as you wish. If Characters have (or want) to run past/through such areas you may force a Agility test to avoid falling.

Add minor details as you see fit: areas where there are thick growths of moss, where some oil may have leaked from a smashed flask and made a slippery floor area, and soon. You can make the mines as treacherous as you want; if you judge that the Characters are strong enough to cope with the difficulties.

Ending the Advanture

The townspeople will pay the Characters promptly when they emerge with evidence of the Ambull's death, and will begin to restart maintenance work on the upper mine levels. There should be nothing in particular to delay the Characters.

You can expand the adventure easily in several ways. Perhaps there is a magical treasure hoard somewhere in the mines, after all! If the Characters are strong enough, you could consider using two Ambulls in the adventure. The Ambull might have tunnelled between the mines and some ancient sealed catacombs that contain Undead that may attack the Characters. Clearly, it is a simple matter to expand on the Ambull Hunt.

Experience Points

Award up to 20 EPs per Character for role-playing in Karstenberg, 20 EPs each for careful planning (getting supplies, asking about a map, planning a course of action, etc) and 40 EPs per Character for killing the Ambull.