

Dead Simple – Supplement 6A Denizens of the Dark

Introduction

Below are the descriptions for the most numerous denizens of the dark realms of the Under-earth.

The Dwarves

Many Dwarves make their homes in the mines of the Under-earth. Here they mine and refine its great wealth. They call these Enclaves.

They will trade with just about anybody, but are very protective of their secrets. Above all Dwarves are greedy and obsessed by gold.

The homes of the Dwarves are well-built tunnels and chambers that are defended with many clever stonework traps. These traps are generally designed to contain or deter an enemy rather than kill them.

At the centre of a dwarven enclave is their great forge and treasury. This they will defend to the death.

Dwarven Miner

The majority of mature dwarves in the Under-earth are Miners. They are tough as boots and well armed.

Profession: Fighter (Double Trouble)

STR: 2, DEX: 2, INT: 2, SPT: 2.

AGI: 4, CFT: 4, FTG: 6, KNW: 4, PCP: 4,

PRS: 4, STG: 4, SPD: 4, STL: 4, TGH: 4.

Armour: Medium & Shield (Chainmail).

Weapons: Pick.

The leader of a band of Dwarven Miners will have up to two magic items – usually weapon or armour crystals.

Dwarven Scout

Young dwarves usually begin as scouts, searching for new seams and watching their many enemies.

Profession: Thief (Sneaking, Burglary)

STR: 1, DEX: 2, INT: 2, SPT: 2.

AGI: 4, CFT: 5, FTG: 3, KNW: 4, PCP: 4,

PRS: 4, STG: 4, SPD: 3, STL: 4, TGH: 3.

Armour: Light (Studded Leather).

Weapons: Crossbow, Handaxe.

Dwarven Forgemaster

The oldest dwarves in the Mining communities often learn the ways of their Runic magic. Although no longer as strong as they once were they become cunning and wise.

Profession: Wizard

STR: 1, DEX: 2, INT: 3, SPT: 3.

AGI: 4, CFT: 5, FTG: 4, KNW: 8, PCP: 6,

PRS: 6, STG: 5, SPD: 3, STL: 5, TGH: 4.

Armour: None.

Weapons: Runic Warhammer (FTG +1).

May have up to three magic items (but not armour).

Spells: Dragon Scale, Enchant Weapon, Ignite, Illuminate, Lock & Bar, Open Says I, Shrive, Terrify.

The Orcs

These abominations are a magical crossbreed between savage men and goblins. They produced a tough race of warriors to serve their dark masters. It was not soon before many escaped to form tribes in the Under-earth, where they have been a plague on mankind ever since.

Fortunately no other type of Orc has yet been encountered. They often serve Ogres and Trolls.

Orc Warrior

Profession: Barbarian

STR: 4, DEX: 2, INT: 1, SPT: 2.

AGI: 4, CFT: 3, FTG: 5, KNW: 2, PCP: 3,

PRS: 4, STG: 3, SPD: 6, STL: 3, TGH: 8.

Armour: Light Armour & Shield

Weapons: Scimitar, 3 Hunting Spears

The Goblins

Tribes of Goblins have lived underground since they were driven there by the Elves many eons ago.

Most Goblins are simple creatures and not very bright, but they are fierce (when they are winning) and cunning.

Goblins get +1 to Fighting and Shooting when facing Elves, their ancient foe.

All Goblins share the ability to climb any surface at full speed and with no chance of falling. They can also see in the dark.

When not led by their Tribal Hobgoblins, Goblins are often in the pay of powerful beings such as Ogres, Trolls and Necromancers.

Goblin Warrior

Although weak and under-armed compared with other denizens of the dark, they are deadly in numbers.

Profession: Fighter (Goblin Warriors do not get Double Trouble).

STR: 1, DEX: 2, INT: 1, SPT: 1.

AGI: 4, CFT: 3, FTG: 4, KNW: 2, PCP: 2,

PRS: 2, STG: 3, SPD: 3, STL: 3, TGH: 2.

Armour: Shield only

Weapons: Spear or Bow, and a Knife

Goblin Berserker

Some Goblins are driven completely mad by eating bad fungus. These Berserkers have no fear at all, never retreat and usually die very quickly.

Profession: Barbarian (Overkill)

STR: 2, DEX: 2, INT: 1, SPT: 1.

AGI: 4, CFT: 3, FTG: 3, KNW: 2, PCP: 2,

PRS: 2, STG: 3, SPD: 4, STL: 3, TGH: 4.

Armour: None

Weapons: Two-handed Blade.

The Hobgoblin

Behind most bands of goblins are the Hobgoblins. These strange goblins have been given strange powers due to the magical fungi they eat. They are a little larger than the ordinary goblins and are often strange colours.

Profession: Wizard

STR: 1, DEX: 2, INT: 1, SPT: 1.

AGI: 4, CFT: 3, FTG: 2, KNW: 2, PCP: 2,

PRS: 2, STG: 3, SPD: 3, STL: 3, TGH: 2.

Armour: None

Weapons: Darts, Knife

Spells: Dodge, Float, Haste, Ignite, Illuminate, Invisibility, Shrive, Shooting, Teleport, Terrify.

The Kobolds

This race of small reptilians are quite common in the very deep places, especially those close to volcanic vents or magma lakes.

They are excellent miners, burrowing deep into the mountains and leaving their perfectly round tunnels and spherical chambers behind them.

Kobolds are intelligent and logical using their understanding of stone and fire to defend themselves against larger predators.

They also have access to draconic magic which makes them deadly to their enemies. Captured specimens claim that they are the servants of the Dragon under the Mountain...

Kobolds cannot see in the dark.

Kobold Soldier

The soldiers of the Kobold Communes are fearless and cunning. They use their deadly darts to disable their enemies before coming to blows.

They are famed for their tactics, confusing and separating their foes so they can bring their numbers to bear on them individually.

Profession: Fighter (Double Trouble)

STR: 1, DEX: 2, INT: 2, SPT: 2.

AGI: 4, CFT: 4, FTG: 5, KNW: 4, PCP: 4, PRS: 4, STG: 4, SPD: 3, STL: 4, TGH: 3.

Armour: Light (Scales) & Shield

Weapons: Obsidian Knives & Darts

Kobold Dragon Shaman

All Kobolds worship the Dragon under the Mountain and these Shamans are their priests.

Profession: Wizard-Priest (Healing)

STR: 1, DEX: 2, INT: 3, SPT: 3.

AGI: 4, CFT: 5, FTG: 4, KNW: 8, PCP: 6,

PRS: 8, STG: 5, SPD: 3, STL: 5, TGH: 4.

Armour: Light (Scales)

Weapons: Obsidian Knives

Spells: Dragon Scale, Enchant Weapon, Float, Haste, Ignite, Illuminate, Shrive, Teleport, Terrify.

Kobold Fire Serpent

Kobolds train these huge snakes to help them defend their lairs. A Fire Serpent is anywhere from 20'-60' in length and has a mouth filled with razor sharp fangs.

It will fight fearlessly as long as there are Kobolds left to command it. After that it will flee.

STR: 4, DEX: 3, INT: 0, SPT: 1.

AGI: 6, CFT: 0, FTG: 6, KNW: 0, PCP: 1,

PRS: 0, STG: 0, SPD: 7, STL: 4, TGH: 5.

Armour: Heavy (Scales).

Weapons: Fangs (+2 to Fighting)

Once per day it can breathe fire filling the chamber or passageway it is in and causing a wound to everyone in there at the time.

Other Creatures

Deep in the darkness are many other creatures both natural and unnatural, some of which are listed below:

Giant Rat Swarm

These may attack lone adventurers but flee from fire. They can see in the dark.

A swarm of fifty rats will take up a single square and must be fought as a single creature. If KO'd the swarm disperses leaving the bodies of a few of its members behind.

They are especially dangerous to creatures that have been KO'd and left in the dark.

STR: 1, DEX: 3, INT: 0, SPT: 0.

AGI: 6, FTG: 1, PCP: 2, SPD: 4, STL: 3, TGH: 1.

Armour: None

Weapons: Fangs, hundreds of them...

Giant Spider

These lay in wait in hidden burrows or weave enormous webs to ensnare their prey. A Giant Spider has a body three feet long and legs up to twice that length.

Spiders are both cunning and patient, preferring to pick off the adventurers one by one.

In the deeper places it is thought whole colonies of these arachnids exist, serving a gigantic queen who lays her eggs in the paralyzed bodies of her prey.

STR: 2, DEX: 3, INT: 1, SPT: 1.

AGI: 6, CFT: 4 (web), FTG: 3, PCP: 2, SPD: 5, STL: 5, TGH: 3.

Armour: Light (Chitin carapace)

Weapons: Bite, with a paralyzing venom (Toughness check to resist). Once paralyzed they wrap their prey up to slowly eat over several days. A terrible fate.

Giant Scorpion

A voracious predator that fears nothing. They walk alone and can see in the dark. They are 15' long.

STR: 4, DEX: 3, INT: 0, SPT: 1.

AGI: 6, FTG: 6, PCP: 1, SPD: 7, STL: 4, TGH: 5.

Armour: Heavy (Chitin Carapace)

Weapons: Two Claws (count as Swords) and its deadly Sting. The Sting can reach 3 squares from the Scorpion and its venom KO's its victims.