

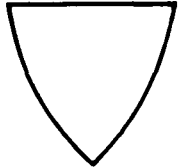
CHARACTER RECORD SHEET

Name _____
 Dwarf _____
 Class _____ Level _____

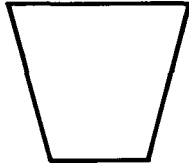
Alignment _____

BONUSES AND PENALTIES FOR ABILITY SCORES

Ability Score	Adjustment
3	-3 Penalty
4-5	-2 Penalty
6-8	-1 Penalty
9-12	No Adjustment
13-15	+1 Bonus
16-17	+2 Bonus
18	+3 Bonus



AC



HP

ABILITIES

STRENGTH _____
 adjustment _____

INTELLIGENCE _____
 adjustment _____

WISDOM _____
 adjustment _____

DEXTERITY _____
 adjustment _____

CONSTITUTION _____
 adjustment _____

CHARISMA _____
 adjustment _____

SAVING THROWS

Level	1-3	4-6	7-9
Poison or Death Ray	8	6	4
Magic Wands	9	7	5
Paralysis or Turn to Stone	10	8	6
Dragon Breath	13	10	7
Spells or Rod or Staff	12	10	8

VICTORY RECORD

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	20
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45
46	47	48	49	50
51	52	53	54	55
56	57	58	59	60
61	62	63	64	65
66	67	68	69	70
71	72	73	74	75
76	77	78	79	80
81	82	83	84	85
86	87	88	89	90

LANGUAGES: Common, Dwarf, Gnome, Goblin, Kobold

SPECIAL SKILLS: Infravision
 Detection of Traps & Stone Constructions

TARGET AC

	9	8	7	6	5	4	3	2	1	0
HIT ROLL 1-3	10	11	12	13	14	15	16	17	18	19
BASED ON 4-6	8	9	10	11	12	13	14	15	16	17
LEVEL 7-9	6	7	8	9	10	11	12	13	14	15

EQUIPMENT:

- Backpack
- Tinderbox
- Iron Spikes
- 1 Large Sack

TREASURE:

Copper	Electrum	Silver	Gold	Platinum



Thunderdelve Mountain

Expert Solo Adventure
For Character Levels 7-9

by William Carlson



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TABLE OF CONTENTS

INTRODUCTION	2
The Character	2
Mapping	2
The Event Record	2
Combat	2
Victory	3
The Treasure Table	3
Defeat	3
An Explanation of Magic Items	3
Runic Writings	3
An Important Point	3
THE BEGINNING OF THE TALE - SECTION S1	4
SECTIONS S2 - S11	35,36
THE GROUP ADVENTURE	36
Paradise Restored	37
Further Adventure Scenarios	37
NEW MONSTERS AND WEAPONS	38
RUNIC INSCRIPTIONS	39
PREGENERATED PLAYER CHARACTERS	40
TREASURE ENTRIES	40
TREASURE TABLE	Inside Cover
NIMRON'S LEATHER MAP RUNIC ALPHABET	Inside Cover

INTRODUCTION

Thunderdelve Mountain is designed to be used with the DUNGEONS & DRAGONS® Basic & Expert Sets. It may be used as either a solo or group adventure, although it is primarily designed for solo play.

This adventure consists of numbered entries. At the end of each entry, your character will be faced with choices as to his or her next action. Based on the danger of the situation and the clues you have received beforehand, you must choose which action to take. Based on your choice of action, you will be directed to read a new entry that tells you the result of your choice. Thus, the story unfolds under your direction. By paying careful attention to clues and by using common sense, you should be able to make sound decisions.

The Character

On the last page of this adventure, you will find pre-rolled player characters. Choose one you would like to play during this adventure. Copy the information about this character onto the Character Sheet printed inside the cover.

Mapping

On the inside of the cover you will find a map. Only the entrances to Thunderdelve are marked on it; the rest is blank. As you enter each room in Thunderdelve, draw it on your map. A picture of each room will accompany the entry describing that room. Be sure to map accurately; the success of your mission could depend on it.

Also, be sure to write down the number of the entry describing the room. Write the number inside the picture of the room as you draw it. By recording the number of the room on your map, you will easily be able to look up the entry again should you return to that room at a later time. Also, the number of entries you have recorded on your map will affect your score at the end of the game.

Included on the cover is a small hand-drawn map. You are free to use this during your wanderings. The writing can be translated using the table of Runic Transcriptions.

Event Record

Inside the cover you will find the Event Record. Below it are listed the letters of the alphabet. Some of the entries you will read will instruct you to cross off one or more of these letters as the result of an action. Be sure to do this—later in a different entry you may be asked if a certain letter is crossed off. If it is, the course of play may be altered.



Combat

Combat is conducted the same as in the D&D Basic and Expert Sets. Also, to help simulate the presence of a Dungeon Master, add the following rules:

1) Special Instructions: Most of the combat situations in this adventure have special instructions that give the combat more of the feel of a game run by a Dungeon Master. The instructions state a set condition and a corresponding entry. Immediately upon fulfillment of that condition, the player should turn to the corresponding entry and follow any instructions found there.

EXAMPLE: If your hit points fall below 6, go to **86**.

2) Retreating: Unless an entry specifically states otherwise, you may retreat out of combat at any time. Each of your opponents will, however, be entitled to one free swing at your back while you retreat. Their attacks will be at +4 to simulate your vulnerability during flight. If you survive, you are considered to have escaped and eluded your opponents. They will return to their room if you should decide to come back.

3) Damage to Enemies: Your enemies' hit points are given in the entry, along with other vital information such as Armor Class. Record in the margin the amount of damage done to an opponent. Then if you flee from a fight and then later return, you have that record. You may attack your opponents in any order you wish. It does not have to be in the order their hit points are listed.

EXAMPLE: You attack two goblins. The entry lists their hit points as 5 and 2. It might be to your advantage to attack the weaker goblin first to defeat him quickly, and avoid being attacked twice each round.

4) Initiative: Unless an entry indicates otherwise, your opponents gain the initiative each round during combat. If, however, you wish to roll two dice for initiative before each round (the high roller gaining the initiative), you may do so. In no case, however, should you automatically assume you have the initiative each round.

5) Opponent Defeated: When an opponent is defeated, cross off its hit points listed in the entry. If you later return to a room where you defeated some of your opponents, this will remind you which ones you have already defeated and do not need to fight again. If you later return to a room where you defeated all your opponents, it will be empty. Simply ignore any description pertaining to them.

6) Scoring: Every time you defeat an opponent, cross off a box under Victory Record. This may be found inside the cover. This record effects your score at the end of the game.

Victory

Once the victory at the end of the adventure is achieved, return to this section and determine your score.

Condition	Points
Each GP of treasure retained	+ 1
Each box filled on Victory Record	+ 100
Each room or hall mapped	+ 20
Each character you surrendered/lost	-1500
Each character defeated in combat	-2500

Based upon your total score, you will be given a rank.

Total Score	Rank
0000 - 24,999	Amateur
25,000 - 37,499	Hero
37,500 - 44,999	Superhero
45,000 or higher	Living Legend

Treasure Table

In addition to treasures listed in the entries, you might be instructed to roll on the Treasure Table after combat. This table may be found inside the cover. It indicates your opponents' treasure.

Some results on the table will direct you to look up a Treasure Entry. This list of special Treasure Entries may be found on the last page of the adventure. When you gain one of these special treasures, you should cross that Treasure Entry off the table. If you roll that number again later, ignore the result and roll again.

Defeat

If your character is defeated in combat, or if an entry tells you your character is captured or lost, you must immediately choose a new character. You can no longer use the old one. You must cross him or her off the list of pre-rolled characters and erase the statistics from the character record sheet. Do not, however, erase the Event Record. Any treasure carried is lost and must also be erased—it cannot be recovered. You must now choose a new character from the surviving characters on the pre-rolled list and record the statistics on the Character Sheet.

The legendary Hammer of Vitroin and any of the special items recorded on the Event Record are exceptions to the rule. Because of their magical natures, it is assumed that the new character 'finds' them immediately upon entering Thunderdelve.

When using a new character, you may start at either entrance into Thunderdelve, or you may return immediately to the scene of the former character's defeat.

Magic Items

In any solo adventure, it is necessary to adapt the rules by which magic items operate. The following items are just some of the magic that can be found in Thunderdelve that require modification.

Potion of Healing: This potion can be used at any time except during a battle. Once combat begins, no potion can be used.

All Other Potions: Other potions can only be used in combat situations. The effects of the potion last only until the current combat ends. As soon as the current battle is over, the potion wears off.

Scroll of Protection vs. Undead: If, while reading an entry, you are attacked by undead, you may read this scroll before combat begins. The undead immediately flee.

You may proceed to the next entry as if you had defeated them in combat. Do not, however, count them on your Victory Record. They return to the room as soon as you leave and will be there if you return. Remember that this scroll can only be used once.

Ring of Regeneration: Each time you read a new entry, one point of damage will be healed. Remember that this ring will never heal damage caused by fire. You must keep a separate record of such damage. Also, the ring cannot raise a character from the dead.

All potions and scrolls must be used before combat begins if they are to affect the battle. They cannot be used in the middle of battle. A *potion of healing* can, of course, be used after battle.

Runic Writings

During play, you may discover inscriptions or scrolls written in runes—the alphabet of the dwarves. It is not necessary that you decode and read these runes in order to play, but they will provide you with valuable clues that help you make wise decisions. A table of runes and their equivalents in English can be found inside the cover.

All the inscriptions are located on page 39. Please refer to this page when so directed by (an entry.)

An Important Point:

Often when playing a solo adventure, it is tempting to ignore fights and bad dice rolls, to read ahead in the entries, and to ignore bad results. Resist these temptations! This game has been crafted to approximate the feel of a game run by a Dungeon Master. Much of the suspense is lost unless dice are read accurately, fights are fought fairly, and entries are read in their proper order.

THE BEGINNING OF THE TALE

S1. You settle your compact dwarf frame into a comfortable chair and kick your booted feet up on the table. Closing your weary eyes, you tip the chair back and let the warm smells of the inn drift over you. The last copper in your purse was just exchanged for a frugal meal, and you are wondering how to remedy your poverty, when you feel a tug at your boot-strap. You slowly open one eye and glare at the young boy perched nervously at your side.

"Excuse me, please," he whispers. "There's a dwarf gentleman in the back room who has asked to speak with you."

"What about?" you ask suspiciously.

"I don't know," the boy stammers, "but he told me if I didn't bring you he'd boil me for a pudding."

"Any other message?" you ask, closing your eye.

"He said it paid well."

You sit up and take your feet off the table. You didn't know there were any more dwarves in this area. You heard that the last was driven out years ago from a nearby ruin called Rumble Bell. Their clan was supposed to be extinct. Never one to let ignorance stand in your way, you rise to your feet and follow the boy into a small room. The boy leaves quickly, closing the door.

The room is lit only by the flames in the fireplace. A boiling pot of beef hangs over the fire, filling the room with its rich aroma. Some broth boils over and, with a hiss, steams on the logs. Seated at the table before you is an ancient dwarf. His shiny black eyes are locked on you as he clenches his hands, then releases them. He motions you to a chair with a nod of his head. He opens his mouth to speak, and you notice that several of his old teeth have been replaced with gold.

"I've heard rumors," he says, "that you are a worthy fighter." You shrug your shoulders. He chuckles. "Good, you're tight-mouthed. My name is Nimron. I'm the Clanmaster of the dwarves in these parts."

"I didn't think there were any," you state bluntly.

"Oh, yes," he says, "though not as many as once. And the rest have been reduced to poverty. But once we were prosperous, and our goods were well-known throughout the world." His voice falls to a whisper. "Fifty years ago I was master of the richest dwarves in the realm. Long did we and our ancestors prosper in our home of Thunderdelve. The upper mansions were beautiful indeed and were called, in our tongue, the Halls of Paradise."

"Paradise," you sneer. "There's no such place. It's a legend taught me at my mother's beard."

"Legend!" snaps Nimron. "Speak not to me of legends! No, my young ignorant, Paradise is real enough. Our mansions were famed for their beauty and industry, and still they lie at Thunderdelve beneath the mountain outside this very town. There lie our mines and Forge. There rots our art and craft, all that is our love for home and stone. There indeed waits our paradise. Speak not to me of empty legends; I have walked within the reality."

"If it's so real, then why is it spoken of only as a paxy tale for young dwarves?"

Nimron's eyes flare up, then sink down to stare at the table before him. "My mines became the breeding ground for a hideous fyrsnaca, the giant flame serpents of the earth's heart. Whether it came by chance or was maliciously directed by an evil wizard I justly cheated, I do not know. Surely, though, its cunning and fury were well-planned. In sudden onslaught, the fyrsnaca ate the barracks, the Keeper's home, and much of my suite. It erupted from the mines, burying our forge, devouring the very stone of Thunderdelve, breathing fire, slaying my people, destroying Paradise."

He sits silently for a moment, then looks back at you. "In our panic, no proper defense was made. Nor was it possible! The fyrsnaca attacked, then burrowed back into the rock, then rose and attacked again! I barely escaped by secret stairs, the Keeper's babe in my arms, the fyrsnaca's fiery breath at our back. My own wife and children were lost."

"What became of them and the Keeper, I do not know. Every rescue party I sent failed to return. At last I could spare no more of our pitiful remnant. I raised the Keeper's babe as my own, training her for the day when revenge would ripen into action. She is Grona Marblefist, the Champion, hereditary Keeper of the Forge of Thunderdelve. Now she has ventured into the halls of Thunderdelve, and she too has failed. She is a captive. I ask you to bring her back."

He closes his eyes, bringing his hands up to his face and pressing his head against them. It seems at first that he is in danger of being overcome by grief, but you quickly notice that grief is not the emotion he is struggling against. He is doing his best to contain an anger that has been festering inside him for fifty years. Slowly, he lowers his hands and turns to stare into the fire. In a low voice, he resumes speaking.

"Several years back, the bandit, Redface, and his men took up residence in our outer halls. Somehow they have avoided the fyrsnaca's wrath. I ask you to rescue Grona from them. I do not ask you to drive the bandits out, just return Grona. All I require is Grona! You may keep any treasure that you find."

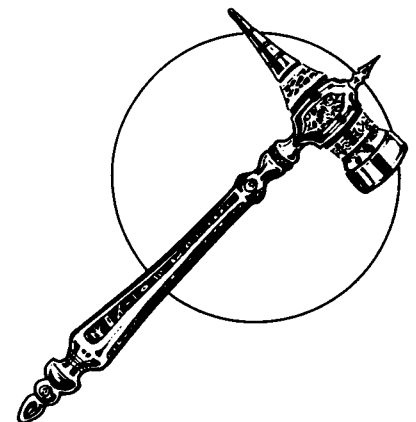
Nimron pulls a valuable ring from his finger and hands it to you without looking. "This ring I give you," he says. "It will outline all the secret ways of Paradise with a witchfire, allowing you freer passage." He pulls a small piece of leather from his pocket. "Here, too, is a rough map of Paradise. It will give you a general idea of your location. I believe that Grona is held in the servants' quarter."

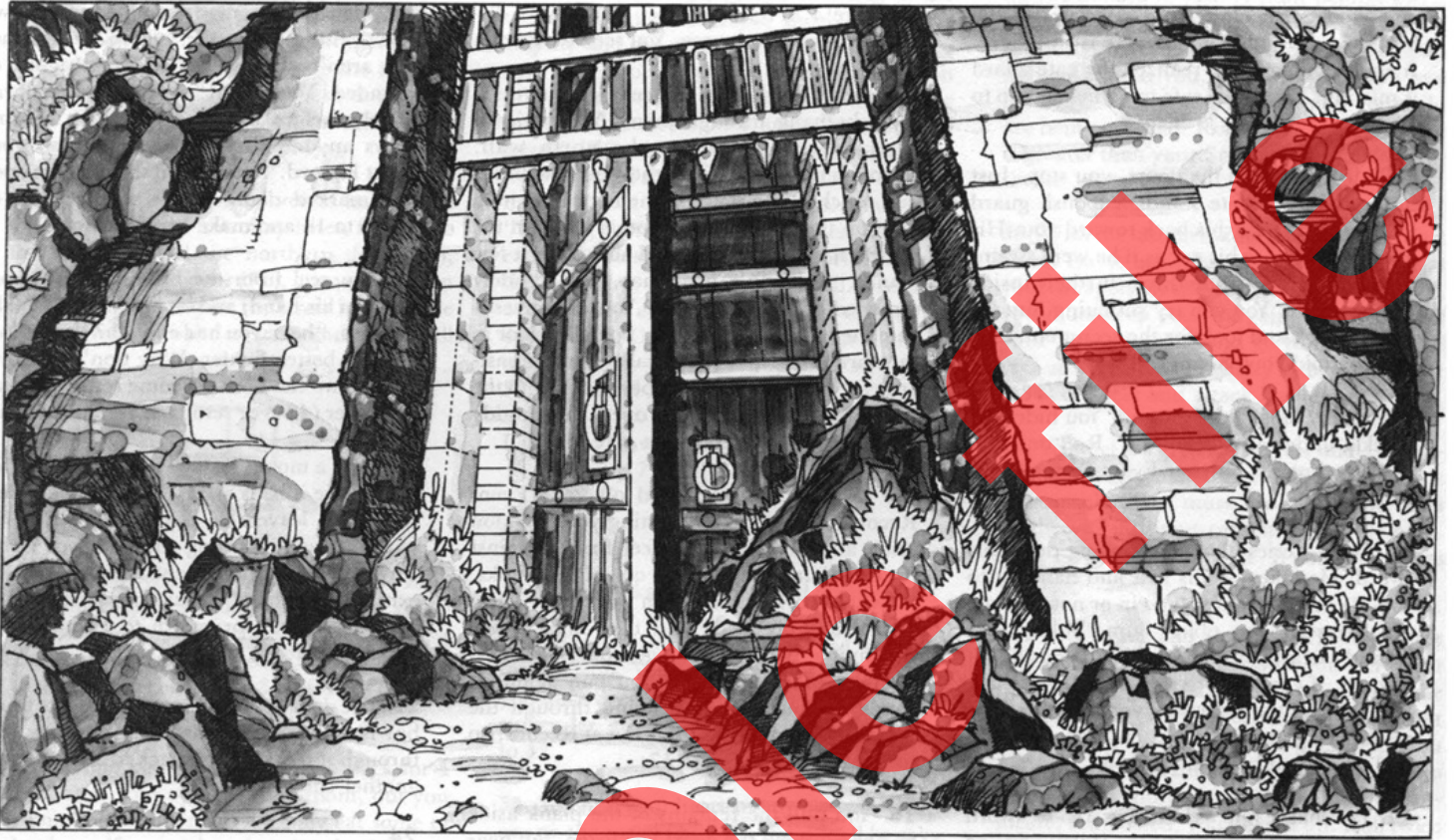
Nimron turns back to you and smiles. "Surely this is a simple matter for one such as yourself?" You smile and nod. Nimron sighs. "I am glad you consent. It is unwise to venture beyond the bandits' confines. I am certain the rest of Thunderdelve is filled with evil beyond your ken. It is most important that you bring Grona back safely. Do not attempt more."

He gives you a bag of 100 gp and tells you of a secret door that will take you into the back halls of Paradise if the front gate is impassable. A strange gleam comes into his eye as he leans toward you. "If you fail to return with Grona," he whispers, "more than your own life is forfeit."

"I'll get her," you mutter as you grab the gold and ragged map from the table. You leave Nimron's dusky room and go to the stable where you have been making your bed. You pick up your few belongings, don your harness, and head off toward the mountain outside of town. A short march brings you to the main gates of Thunderdelve, the entrance to the Halls of Paradise.

Go to Entry 1.





1 You follow the now broken track that leads away from the main road, toward the mountain. It is untended and covered with debris and growth. Around you are the sounds of the forest animals, but little else. As you near the mountain, you leave the track and press on through the undergrowth, always being sure to keep the track within sight. At last you find yourself in a small valley nestled between two of the mountain's spurs. The air around you vibrates with deep echoes of some soundless vibration within the rocks at your feet. The sound is not like that of thunder, but there is still an aptness to the name Thunderdelve, for the atmosphere is filled with the tension one feels after the lightning strikes and before the thunder voices itself.



Set back into a cliffside, under an overhanging ledge, is a large set of thick doors—the front gates of Thunderdelve. Behind

them lie the upper halls of Paradise. They are indeed substantial, made of ironwood and bound with rusting iron. Intricate grooves running across the doors mark where they were at one time filigreed with silver or gold, but vandals have dug out the precious metals long ago. A rusting portcullis hangs partway in front of the doors. A tangled web of vegetation and rotting debris blocks most of the gateway, but a path has been cleared to the left-hand door. It stands ajar. You can creep closer (2) or look for the secret entrance old Nimron told you about (158).

2. You push your way slowly through the underbrush and work your way toward the gates. If **A** is crossed off your Event Record, go to 8. Otherwise, go to 9.

3. You move toward the guard with speed and stealth. Roll 1d20. If the roll is less than or equal to your Dexterity, go to 4. Otherwise, go to 5.

4. You surprise the guard and club him neatly on the back of the neck. He collapses. After gagging him and tying him with his own belt, you hide the unconscious form in the bushes. Roll once for treasure, cross **A** off your Event Record, and go to 14.

5. As you move toward the gate, you step on a dead branch. It cracks with a sound like lightning. The guard whirls to face you, his spear poised. He laughs through his bad teeth and calls over his shoulder. "Fatty! Davie! Them little dwarves keep a-coming!" You can take the initiative and charge (6), or wait to see who responds to Toothy's call (7).

6. With a wild cry from your throat, you rush the guard. He looks blankly back into Thunderdelve wondering where his reinforcements are. You automatically gain the initiative for the first round of combat. If you win, go to 10. If you hit Toothy before he hits you, go to 11.

Toothy (1st level thief): AC 6; hp 4; MV 90'(30'); D 1-6; ML 8; AL C

7. No one comes. You see the cockiness in Toothy's eyes fade to dull resignation as he poises his spear and throws it at you. Roll to see if the spear hits. If it does, roll for 1-6 points of damage. If you survive, go to 12.

Toothy (1st level thief): AC 6; hp 4; MV 90'(30'); D 1-6; ML 8; AL C