

Tips for playing Perils of the Sunken City at a Convention

Start play with the characters arriving at the stone monolith in Madazkan's Court. Read or paraphrase the following before reading the player introduction on page 8:

*You are a band of desperate souls, gathered together on the outskirts of the Great City. Farmers, bakers, chicken butchers... you are no heroes. But you know that the massive swamp that lies in front of you, **this Sunken City**, holds treasures that your peasant minds can barely comprehend, and they are yours for the taking if you can but muster the courage to claim them!*

Before you sits the fabled Sending Stone, a monolith some 15 feet tall. By placing your hands on its rocky surface you know that by some cursed power you will vanish and reappear again somewhere deep in the heart of the swamp, where dark denizens and glory await. It is time to go: as one you place your hands on the stone, and within moments you know that your former life is vanishing like all else about you as you are drawn into the impenetrable darkness of the Sending Stone's power!

Keys to Play

- Keep things moving! With the number of characters you'll be dealing with you have to think on your feet and streamline rolls when necessary to keep the pace up. If you're in a situation where you have to make 15 rolls, choose four characters (one from each player if possible) and only make rolls that affect them, rather than the whole mob!
- Have players roll a group initiative, and have each player perform all of his character's actions in a single burst.
- Once they get to the arena, get them to the floor as quickly as possible. Exploring the 'master's box' is necessary, so streamline their search as much as you can.
- The threats of the arena should only whittle the party down a bit, not wipe them out! If they hesitate in the stands and are forced to the floor as a group, only have a subset of the group take damage to avoid weakening them too greatly.
- If the party has taken terrible losses before arriving in the dungeons, have a small party of replacement characters available in the room before the cells of the chain skeletons. They have been savaged by the skeletons and have retreated to this room for safety. Also remember the possibility of having Opossumen characters join the party in the arena above if necessary. This has always proved popular and good for a laugh in my sessions...
- If your players are struggling finding the secret door to Madazkan's Chamber and beyond, you don't have time to waste! Give them a clue by having water or mist trickle out from under the door into the hallway, etc.
- If you get your players to the dungeon quickly enough, you shouldn't have any troubles completing the adventure in a reasonable amount of time.

Good luck, and I hope you and your players have a fantastic time!

Jon
Purple Sorcerer Games

Useful Charts for the 0-level DCCRPG Enthusiast

Attack Roll Modifiers

Condition	Attack Roll Modifier	
	Melee	Missile Fire
Missile fire range is...		
Short range	-	-
Medium range	-	-2
Long range	-	-1d
Attacker is...		
Invisible	+2	-
On higher ground	+1	-
Squeezing	-1d	-1d
Entangled	-1d	-1d
Untrained	-1d	-1d
Firing into melee	-	-1
Defender is...		
Behind cover	-2	-2
Blinded	+2	+2
Entangled	+1d	+1d
Helpless	+1d	+1d
Kneeling, prone	+2	-2

Weapons

Type	Damage	Range(s/m/l)
Battleaxe	1d10	
Blackjack	1d3/2d6	
Blowgun	1d3/1d5	20/40/60
Club	1d4	
Crossbow	1d6	80/160/240
Dagger	1d4/1d10	10/20/30
Dart	1d4	20/40/60
Flail	1d6	
Garrote	1/3d4	
Handaxe	1d6	10/20/30
Javelin	1d6	30/60/90
Lance	1d12	
Longbow	1d6	0/140/210
Longsword	1d8	
Mace	1d6	
Polearm	1d10	
Shortbow	1d6	50/100/150
Short sword	1d6	
Sling	1d4	40/80/160
Spear	1d8	
Staff	1d4	
2-H sword	1d10	
Warhammer	1d8	

Equipment

Item	Cost
Backpack	2 gp
Candle	1 cp
Chain, 10'	30 gp
Chalk, 1 piece	1 cp
Chest, empty	2 gp
Crowbar	2 gp
Flask, empty	3 cp
Flint & steel	15 cp
Grappling hook	1 gp
Hammer, small	5 sp
Holy symbol	25 gp
Holy water, 1 vial	25 gp
Iron spikes, each	1 sp
Lantern	10 gp
Mirror, hand-sized	10 gp
Oil, 1 flask	2 sp
Pole, 10-foot	15 cp
Rations, per day	5 cp
Rope, 50'	25 cp
Sack, large	12 cp
Sack, small	8 cp
Thieves' tools	25 gp
Torch, each	1 cp
Waterskin	5 sp

Criticals (roll d4 modified by luck)

Roll	Result
0 or less	Force of blow shivers your weapon free of your grasp. Inflict +1d6 damage with this strike and you are disarmed.
1	Opportunistic strike. Inflict +1d3 damage with this strike.
2	Foe jabbed in the eye! Ugly bruising and inflict +1d4 damage with this strike.
3	Stunning crack to forehead. Inflict +1d3 damage with this strike, and the foe falls to the bottom of the init count next round.
4	Strike to foe's kneecap. Inflict +1d4 damage with this strike and the foe suffers a -10' penalty to speed until healed.
5	Solid strike to torso. Inflict +1d6 damage with this strike.
6	Lucky strike disarms foe. You gain a free attack if the enemy stoops to retrieve his weapon.
7	Smash foe's hand. Inflict +2d3 damage with this strike. You break two of the enemy's fingers.
8	Numbing strike! Cursing in agony, the foe is unable to attack next round.

Fumbles (Die to roll: No armor: d4 Light armor: d8 Medium Armor: d12 Heavy armor: d16 all modified by luck)

Roll	Result
0 or less	You miss wildly but miraculously cause no other damage.
1	Your incompetent blow makes you the laughingstock of the party but otherwise causes no damage.
2	You trip but may recover with a DC 10 Ref save; otherwise, you must spend the next round prone.
3	Your weapon comes loose in your hand. You quickly grab it, but your grip is disrupted. You take a -2 penalty on your next attack roll.
4	Your weapon is damaged: a bowstring breaks, a sword hilt falls off, or a crossbow firing mechanism jams. The weapon can be repaired with 10 minutes of work but is useless for now.
5	You trip and fall, wasting this action. You are prone and must use an action to stand next round.
6	Your weapon becomes entangled in your armor. You must spend your next round untying them. In addition, your armor bonus is reduced by 1 until you spend 10 minutes refitting the tangled buckles and straps.
7	You drop your weapon. You must retrieve it or draw a new one on your next action.
8	You accidentally smash your weapon against a solid, unyielding object (a rock, a wall, even the ground). Mundane weapons are ruined; magical weapons are not affected.
9	You stumble and leave yourself wide open to attack. The next enemy that attacks you receives a +2 bonus on its attack roll.
10	You should have maintained your armor! The joints of your armor seize up, freezing you in place. You cannot move or make an attack for 1d3 rounds. Unarmored characters are not affected.
11	Your wild swing leaves you off balance. You take a -4 penalty to your next attack roll.
12	You inadvertently swing at one randomly determined ally within range. Make an attack roll against that ally using the same attack die you just attempted to use.
13	You trip badly. You fall hard, suffering 1d3 damage in the process. You are prone and must use your next round to stand.
14	Like a turtle on its back, you slip and land upside down, flailing about and unable to right yourself. You must fight from a prone position for the next round before you can recover your balance and rise.
15	You somehow manage to wound yourself, taking normal damage.
16+	You accidentally strike yourself for normal damage plus an extra 1 point. In addition, you fall on your back and are unable to right yourself until you make a DC 16 Agility check.