The Smoking Mountain

THE DOOMQUILL TALES · BOOK IV

The Smoking Mountain

Kidaneland: Tabradozar and the Foleleyme Volcano



PENNED BY THE DOOMQUILL TALES

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The Smoking Mountain

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Set in Kidaneland, Bretbury Era 834.

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Rules of Play

Your Hero's Scores

Roll one six-sided die and add 6 for your **SKILL**. Roll two dice and add 12 for your **STAMINA**. Roll one die and add 6 for your **LUCK**. Record these scores on your Adventure Sheet.

Combat Sequence

In battle, roll two dice and add your current SKILL for your Attack Strength. Roll two dice and add the opponent's SKILL for their Attack Strength. The higher blows strikes the lower for weapon damage (default 2 points). If you wear armour, roll one die: if equal to or under your armour tier, reduce the wound by 1.

Testing Your Luck

When instructed to Test your Luck, roll two dice: if the roll is equal to or under your current LUCK score, you are Lucky. If higher, you are Unlucky. *Deduct 1 point from your LUCK score every time you test it.*

Provisions & Healing

Each meal of provisions restores 4 STAMINA points up to your initial score. You may only eat when resting or permitted by the text.

ADVENTURE SHEET

Hero Name: **People / Origin:**

SKILL	STAMINA	LUCK

Purse & Provisions:

Crowns & Shillings: Provisions (Meals):

Equipment & Weapons:

PROLOGUE

Foleleyme is waking. Descend into the volcanic vents to learn whether the Great Worm stirs.

Your mission leads toward Kidaneland: Tabradozar and the Foleleyme Volcano. Prepare your weapons, roll your scores, and turn to section 1.

Turn to Section 1 to begin your quest.

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1 *The Threshold*

Foleleyme is waking. Descend into the volcanic vents to learn whether the Great Worm stirs. You stand at the road fork under a threatening sky. Two paths lead forward.

- Take the low road toward the Whispering Gates **TURN TO 2**
- Climb the steep ridge toward the Sunk Quarry **TURN TO 3**

2 *At the Iron Watchtower*

Ancient runes carved into the rock face warn travelers of the guardian ahead. You make your way through the Iron Watchtower.

- Press forward along the main track **TURN TO 3**
- Search the rocky crevices for provisions and shelter **TURN TO 4**

3 *At the Old Toll Road*

A sudden squall tears at your cloak. Across the ravine, embers glow in the mist. You make your way through the Old Toll Road.

- → Press forward along the main track **TURN TO 4**
- → Search the rocky crevices for provisions and shelter **TURN TO 5**

4 *At the Crow Hollow*

You discover the remains of an imperial courier, stripped of boots and purse. You make your way through the Crow Hollow.

> **TEST OF LUCK:**
> Test your LUCK to navigate the hazard safely.

- → Advance through the passage ahead **TURN TO 5**

5 *At the Flooded Crypt*

Water drips rhythmically from the cavern roof, echoing like distant bells in the dark. You make your way through the Flooded Crypt.

> **COMBAT ENCOUNTER:**
> **Outpost Raider** 5 · SKILL 8 · STAMINA 11

6 *At the High Scarp*

Water drips rhythmically from the cavern roof, echoing like distant bells in the dark. You make your way through the High Scarp.

- → Press forward along the main track **TURN TO 7**
- → Search the rocky crevices for provisions and shelter **TURN TO 8**

7 *At the Charcoal Burner's Hut*

Ancient runes carved into the rock face warn travelers of the guardian ahead. You make your way through the Charcoal Burner's Hut.

- Press forward along the main track **TURN TO 8**
- Search the rocky crevices for provisions and shelter **TURN TO 9**

8 *At the Broken Causeway*

The track narrows to a slippery ledge above jagged slate. The wind carries the smell of sulfur. You make your way through the Broken Causeway.

> **TEST OF SKILL:**
> Test your SKILL to navigate the hazard safely.

- Advance through the passage ahead **TURN TO 9**

9 *At the Shadowed Defile*

Water drips rhythmically from the cavern roof, echoing like distant bells in the dark. You make your way through the Shadowed Defile.

- Press forward along the main track **TURN TO 10**
- Search the rocky crevices for provisions and shelter **TURN TO 11**

10 *At the Altar of the Red Saint*

A sudden squall tears at your cloak. Across the ravine, embers glow in the mist. You make your way through the Altar of the Red Saint.

> COMBAT ENCOUNTER:
> **Outpost Raider 10** · SKILL 8 · STAMINA 11

11 *At the Chasm Bridge*

You discover the remains of an imperial courier, stripped of boots and purse. You make your way through the Chasm Bridge.

- Press forward along the main track **TURN TO 12**
- Search the rocky crevices for provisions and shelter **TURN TO 13**

12 *At the Whispering Gates*

Two scavengers vanish into the scree upon your approach, leaving behind a smouldering torch. You make your way through the Whispering Gates.

> TEST OF PERSUADE:
> Test your PERSUADE to navigate the hazard safely.

- Advance through the passage ahead **TURN TO 13**

13 *At the Sunk Quarry*

Water drips rhythmically from the cavern roof, echoing like distant bells in the dark. You make your way through the Sunk Quarry.

- Press forward along the main track **TURN TO 14**
- Search the rocky crevices for provisions and shelter **TURN TO 15**

14 *At the Iron Watchtower*

The track narrows to a slippery ledge above jagged slate. The wind carries the smell of sulfur. You make your way through the Iron Watchtower.

→ Press forward along the main track **TURN TO 15**

→ Search the rocky crevices for provisions and shelter **TURN TO 16**

15 *At the Old Toll Road*

Water drips rhythmically from the cavern roof, echoing like distant bells in the dark. You make your way through the Old Toll Road.

> **COMBAT ENCOUNTER:**
> **Outpost Raider 15** · SKILL 8 · STAMINA 11

16 *At the Crow Hollow*

Ancient runes carved into the rock face warn travelers of the guardian ahead. You make your way through the Crow Hollow.

> **TEST OF LUCK:**
> Test your LUCK to navigate the hazard safely.

→ Advance through the passage ahead **TURN TO 17**

17 *At the Flooded Crypt*

The track narrows to a slippery ledge above jagged slate. The wind carries the smell of sulfur. You make your way through the Flooded Crypt.

- Press forward along the main track **TURN TO 18**
- Search the rocky crevices for provisions and shelter **TURN TO 19**

18 *At the High Scarp*

A sudden squall tears at your cloak. Across the ravine, embers glow in the mist. You make your way through the High Scarp.

- Press forward along the main track **TURN TO 19**
- Search the rocky crevices for provisions and shelter **TURN TO 20**

19 *At the Charcoal Burner's Hut*

Two scavengers vanish into the scree upon your approach, leaving behind a smouldering torch. You make your way through the Charcoal Burner's Hut.

- Press forward along the main track **TURN TO 20**
- Search the rocky crevices for provisions and shelter **TURN TO 20**

20 *The Lair of The Worm's Dream*

The air grows heavy with dread as the final chamber opens before you. Emerging from the shadows, The Worm's Dream stands ready, weapon drawn.

> COMBAT ENCOUNTER:
> **The Worm's Dream** · SKILL 10 · STAMINA 15

→ Notice a hidden turnoff toward section 22 **TURN TO 22**

21 *A Quest Fulfilled*

With a final, desperate stroke, The Worm's Dream falls to the stones. Your quest is completed, your honor secured, and the road to Kidaneland made safe once more.

★ VICTORY ACHIEVED ★

22 *Fallen on the Road*

Your strength ebbs as the darkness closes in. You have fallen on the foreign stones, another unremembered wanderer of the Bretbury Era.

† YOUR ADVENTURE ENDS IN DEATH †

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"Your fate is written in ink."

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Kidaneland is a vast fantasy realm spanning two continents, twenty-two grand cities, and eight hundred years of war and steam. Discover more interactive adventure books, mapped zones, and lore gazetteers at the official portal.