

A COLLECTION OF SPECIAL
ROOMS AS MAGNIFICENT AS A
PLAITED BEARD, FOR USE WITH...

PRISONERS OF THE ELF KING



CONTENTS

On the following pages are 11 rooms inspired by the prompts given by the *Beard Plaits and All* level backers on Kickstarter.

Any time the Dwarves roll a Special Room in the Random Palace Charts, you may roll 2D6 on the chart below to decide the room they encounter...

2D6	Room	Inspired by...
2	A *Very* Personal Library	PrOmythean
3	The Game is Afoot	Karl Lange
4	A Hallowed and Ancient Collection	Cristian
5	A Copper Coin Arcade	Will Kendrew
6	A Fungal Trove	Emerald Orchid
7	A Refractory	Steve Donohue
8	A Beautiful Forest Garden	Stefan Anundi
9	A Lepidopterarium!	Bethany Jenkins
10	An Archery Range!	Dan Moraska
11	A Dirge of Heartache	Andrew Hartsell
12	Lure of the Beat	For Fun

A *VERY* PERSONAL LIBRARY

Lining the walls of this room are shelves upon shelves of books. On one side of the room a bookshelf stands separated from the rest, by it, a small drawing table and elegant chair. Ink bottles, blotting paper, nibs and pens litter the desk top, as well as sheaves of parchment.

What catches your collective Dwarven eyes though, is the solitary bookshelf. Proudly displayed on a gilded stand sits a large and instantly recognisable tome. A book known to almost every Dwarven household that owns a book, in the Western tongue the title might translate to something like: Love is a Bristling Beard, by poet and author Louhi. It looks like an ancient text, and a closer inspection reveals it to be a draft of some sort, corrections, additions, and subtractions litter the pages in delicate print... could this be Louhi's own text? A treasure thought lost or destroyed during the great wars of the First Age? Seeing this treasure here sets a fire in the heart of every Dwarf present to see it. +1 to Damage for every Dwarf who uses the full title of Louhi's great work in a wacry for the remainder of the game.

An inspection of the drawing table reveals pages and pages in what could only be the Elf King's own hand. He seems obsessed with writing fanfic of Love is a Bristling Beard. The other books on the solitary shelf appear to be volumes of tales the Elf King has penned over the centuries, most seemingly concern the loves and losses of the book's only Elvish character, Lemminkäinen. A cursory glance reveals some saucy stuff, 1 Hurt for any Dwarf that dares read it!

THE GAME IS AFOOT

The room beyond the arched doorway is dominated by a large table surrounded by chairs, around the walls are neat and orderly shelves filled with all manner of odds and ends, from springs and ropes, to boards and game pieces.

Sitting at the table is Karlan, chief engineer for the Elf King and game designer extraordinaire (stats as Elf Lord, but with a Cunning of 4). He looks up from his work on a board game, obviously annoyed by the intrusion...

If the Dwarves attempt to accost, bully, or detain Karlan he will try to escape through the closest door. The room is trapped! Finding the trap takes a Cunning test against a Difficulty of 5. If the test is failed, the trap will trigger, a veritable Rube Goldberg machine in operation - marbles, dominoes, things that rotate, roll, uncoil, candles... all manner of objects around the room swing from their seemingly innocuous positions and into life... All Dwarves will need to make a Speed test against a Difficulty of 5 or suffer D6 Hurts.

However, the Dwarves can get on the good side of Karlan who can be easily distracted by game talk. If they enquire about his game design work, or express interest in the game, he will embark on a lengthy rules explanation. Each Dwarf should state what they do for Karlan to appease him, whether carving game pieces, helping with some math problem, cutting out tiles, pasting up cards, or similar. Each reason should be different (the Dwarves can help each other define how they each contribute something). Once done the Dwarves are allowed to pass...

A HALLOWED AND ANCIENT COLLECTION

This room is like stumbling into the workshed of an ancient relative, every nook and cranny contains something that looks interesting. Everything in here is eerily familiar, yet hauntingly alien: they are ancient artefacts from a bygone age...

If the Dwarves decide to look for something, roll:

- 1 - A dragon helm, some of it seems to be made of actual bone from a powerful creature. Any Dwarf wearing this helm may attempt to strike fear into one enemy they face by making a Cunning vs Cunning test with + 2 skill dice.
- 2 - A toy horse - well a stick with a horses head. You know the ones, an elf prince would put it between their legs and run around pretending to be on an actual horse. Well this one is magical: If a Dwarf 'rides' this horse they may move at twice their normal Speed. Neighing loudly is optional.
- 3 - A necklace made of starlight. This thing is lovely, and undoubtedly worth a pretty penny too. Elves who interact with a Dwarf wearing this will find themselves conflicted by the Dwarf's rugged charm, -1 to Cunning.
- 4 - A golden knife and fork set from some ancient Elven city. +2 to Cunning to anyone carrying them when interacting with Elves and in the same room as Elven food.
- 5 - Of course it's a harp, you can't take a step in this place without tripping over a harp. Playing this one causes everyone except the player to freeze in place, awe-struck...
- 6 - A ghastly grim and ancient raven which follows the Dwarves from here out, perching on busts over doors and croaking the name of the ancient poet, Macklemore, or something. -1 Cunning to the Dwarf who found the bloody bird. It's infuriating.

A COPPER COIN ARCADE!

This room contains three curious machines, each standing on four little legs. Lights and sounds emanate from them in a chirping, cheerful clamour. What is this? Copper Coin Arcade Machines? The making of these is a secret lost with the greatest Dwarven artificers of an eon ago! These are a cultural treasure! Typical bloody Elves to have them tucked away in a back room! And what's this? The high score on every one belongs to the so called 'ELF KING'? Every Dwarf immediately suffers 1 Hurt. There's only one way to burn away the shame of it: get a high score!

If the Dwarves can manage to get a High Score on any one of the three arcade machines, each of the Dwarves immediately heals D6 Hurts. Each Dwarf may attempt to get the high score on one machine only, after that the moment has passed...

Machine One - A Battle Of Cunning... with your tongue firmly poking out of one corner of your mouth, can you manoeuvre the little ball through the confusing maze? Make a Difficulty 5 Cunning Test...

Machine Two - A Battle of Might... with a fiercely grim expression, you heft the large mallet in two powerful hands. Can you make the little ball hit the bell? Make a Difficulty 5 Might Test...

Machine Three - A Battle of Speed... Pull the plunger and a little ball goes whizzing and dinging about inside the machine, can you flick the paddles quick enough to beat the High Score? Make a Difficulty 5 Speed Test...

A REFRACTORY

As the door swings wide all the Dwarves reflexively close their eyes, blinking through the blinding brilliance bursting from the room beyond. Making their way into this room, a stunning sight awaits them...

This room is the base of a tall tower. Intricately carved walls extend up above the trees of the forest to a dizzying height. At the very top a vast crystal catches the light of the sun, and refracts it, bending and sending a cascade of brilliant colours into the tower below like so many rainbows... The sight is so soul capturing that at the first, the Dwarves don't see it. A small person dressed in emerald green turns to take the Dwarves in.

The creature kicks the corner of a rug over what looks like a pot of something that glimmers, and coughs, asking what the Dwarves are doing interrupting them...

This is a Leprechaun, of course (stats as a Shadow Creature), and will allow the Dwarves to pass only if they:

- 1 - Defeat the Leprechaun in a riddle contest (Cunning vs Cunning).
- 2 - Pay the Leprechaun to fashion or mend the Dwarves boots (can be paid in any treasure or items the Dwarves have accrued, if any).
- Or 3 - Agree to play a practical joke on the next encounter.

If the Dwarves fail to undertake any one of the above challenges, the Leprechaun will attack them, appearing out of a burst of light if required.

A FUNGAL TROVE

This shadowy woodland cavern is a mycophile's dream. Softly glowing fungal growths sprout from every tree bole and leaf drift. The crowded tangle of large green glowing mushrooms in the middle of this cavern are so dense and huge they need to be climbed over, or burrowed under... Climbing is a Difficulty 4 Speed test, burrowing is a Difficulty 4 Might test. If any Dwarf draws or fails roll a D6:

- 1 - Quick! Find a latrine! This dwarf has the sudden and desperate urge to give the porcelain an absolute flogging! Responding to the urge will force all other Dwarves make a Difficulty 4 Might test or suffer 1 Hurt. Attempting to resist the urge takes a Difficulty 5 Might test. Failure leads to the other Dwarves taking the test described above.
- 2 - This dwarf is convinced that the other Dwarves are pixie folk who have agreed to accompany them out of the forest. Create new names for all the other characters - these are their pixie names. Lasts D6 Turns.
- 3 - What's that crackling? There is a fire! Fire!! FIRE!!! This Dwarf is convinced the palace is burning down, and needs to escape! Escape!! ESCAPE!!! Run!! RUN!!! Lasts D6 Turns.
- 4 - Every Elf this Dwarf encounters for D6 Turns is either (D6) 1-3 = A creature of beauty, love, and gentle things. 4-6 = An ethereal being of terror, curses, and horrible things.
- 5 - Projectile vomit. May be targeted at any enemy for the next D6 Turns as a Might vs Speed attack causing D6+1 psychological Hurts (same as regular Hurts).
- 6 - This Dwarf spends D6 Turns believing that love, like, genuine love, is like, the answer, you know? They will attempt to solve any conflict or social interaction with, you know, showing love, like, you know?

A BEAUTIFUL FOREST GARDEN!

The door swings wide revealing a beautiful, magical looking garden. Perfectly manicured and bursting with a rainbow of vibrant colours, it is absolutely stunning. It's also absolutely tiny, and what's that? Little houses? A collection of them? It's a miniature village!

Wait! No! It's not a miniature village, it's the actual village of a thousand tiny fairies!

Dwarves attempting to make their way across the fairy village to the other side must make a Difficulty 4 Cunning test, if Misfortune is rolled, the Dwarf may either fail or add 3 dice to the Diplomatic Incident box, as they have crushed some uninhabited but useful buildings, graineries and the like most likely. If any Dwarf fails they have crushed some other, more culturally significant structure, like an important monument or religious structure. The fairies are less than thrilled by the blundering and wanton destruction of their village. A cloud of angry buzzing fairies surrounds the Dwarf/ves responsible, fully intending to turn those responsible into the biggest feast the fairies have ever enjoyed. There is no way all these fairies can be defeated, the Dwarves will suffer 2 Hurts every turn they remain in the room. But with ropes, nets, and miniature catapults the fairies attempt to block every attempt to escape...

Each Dwarf must pass a Difficulty 4 Skill Test of their choice (explaining how that skill helps) to escape the machinations of the fairies and make it through the other door and away...

A LEPIDOPTERARIUM!

The door swings wide to reveal a small antechamber, just large enough for the Dwarves, and another door, this antechamber is warm, much warmer than the corridor behind.

Pushing through the second door reveals a large chamber, bright with sunshine filtering through the vaulted crystal roof far above. Within is a winding path, and a carefully manicured garden of trees and flowering plants fills the chamber to bursting with colour and scent. What captures the attention of the Dwarves the most however, are the butterflies... hundreds and hundreds of butterflies rising, falling, and fluttering through the room. They are perched and hanging everywhere, soon even on the Dwarves themselves. Before any sensible emotional defences can be mustered, a sense of child-like wonder and delight settles on the heart of even the sternest Dwarf, happily giggling and captivated by the display of colour and life in the chamber, it would be easy to lose all sense of time.

A place like this is many things, distracting, enchanting, cathartic...:

- ◇ Each Dwarf heals back any Hurts they have lost on their escape attempt so far due to the joyful nature of the Lepidoterarium.
- ◇ Remove one die from the 'Fly you Fools' track due to lost (but not wasted) time...

AN ARCHERY RANGE!

Swinging wide, the door reveals a long room. On the wall closest to the Dwarves is a rack of bows, crossbows, and other ranged weapons, enough for one each, if the Dwarves want them. There are also D6 arrows or bolts for each weapon.

Perhaps the most glaringly obvious detail in this room is a special case containing an intricately decorated composite bow, along with three arrows made of a dark glass-like material. Any Dwarf may roll a Cunning test vs a Difficulty of 3, success will reveal this to be a 'Void Bow'; a deadly weapon capable of tearing holes in the fabric of reality itself. If the Dwarves examine the rest of the room this becomes a Difficulty 1 test, as three swirling vortexes in the back of the room (each acting as a door to another room in the Elf King's Palace) make the facts fall into place without much need to dredge up whatever lore classes the Dwarf attended when a wee Dwarfling.

If a Dwarf takes the void bow, they have three arrows that can be used with it before it is functionally useless. Any enemy successfully hit by the void bow immediately vanishes into a swirling vortex.

Any miss when using the void bow will create a vortex that can be used as a door to another room in the Elf King's palace (roll randomly as per usual).

Every time the void bow is used, add one dice to the Diplomatic Incident box, regardless of whether it is a hit or a miss.

A DIRGE OF HEARTACHE...

As the door swings wide, a sad and sorry sound assaults the ears of every dwarf present.

The room beyond is well lit, with a soft light streaming from windows in the vaulted ceiling. They are too high and the walls too smooth to attempt a climb.

There is a single well appointed arm chair in the middle of the room, and next to it stands an ornate perch sculpted in silver. Sitting on the perch is a crystal bird, positioned to capture and refract the light from the windows, it cascades a mix of blues and greens onto the floor in slowly shifting patterns. Miraculously, and perhaps by magic, the crystal bird is singing. It's song is mournful, pulling at the heart and soul.

Any Dwarf who sits in the armchair is transported by the music, a sad birdsong transforms into a tragic tale... the story of the Elf King's first love, killed in the great wars of the First Age. If a Dwarf sits in the chair they are transfixed, stuck in this tragic tale and unable to do anything for 1D4 turns. This effect continues even if they are physically removed from the chair and room by their friends.

Any Dwarf who has been transfixed by the dirge of heartache sung by the crystal bird gains +1 Cunning any time they interact with Elvish nobles for the rest of the game. Their newfound knowledge of the Elf King's lost love gives them insight and empathy...

LURE OF THE BEAT

The door swings open to reveal a large open room. Mirrors line the walls and bars at hip height run the length of room on both sides. The floor is a parquet pattern of hard woods. As the dwarves enter a large magical harp in the corner strikes up a tune, an alluring melody and rhythm that gets the heart pumping and the blood flowing. The Dwarves can feel the allure of the beat, the call of the music... resisting the call requires a Difficulty 5 Cunning Challenge. If the Dwarves wish to resist, they must do so as soon as they enter the room.

A Success allows the Dwarf to ignore the music and any effects.

Success with Misfortune allows the Dwarf to ignore the music and any effects, but they are Cursed (roll on the Curse chart).

Failure means the Dwarf is caught in a maelstrom of dancing... tap, ball room, hip hop, interpretive, the Dwarf does it all and holds nothing back. For 5 turns they dance like there is nothing else in the world except the allure of the beat, then just like that they are done... any Dwarf that succumbs to the Allure of the Beat loses 1 Hurt from the effort. Describe the dance.

Failure with Fortune means the Dwarf is caught in the maelstrom of dancing, but manages somehow to summon the energy reserves required. They partake in everything a Failure would result in, but do not lose any Hurts as a result of their efforts.



CARADOC
— GAMES —