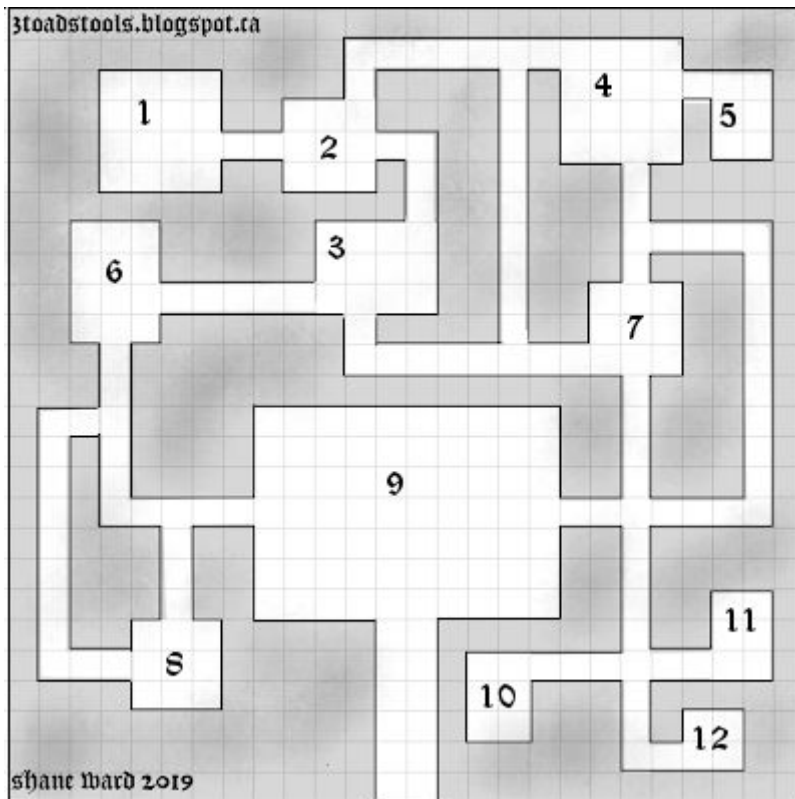


Tales Of Tenacity



Rumours spread fast, whether they are true or heresy. Below the Three Toadstools Inn & Tavern, a gang of malicious alchemists & have been brewing up a new drug called "Tenacity". This drug leaves the user catatonic in high doses. The local militia has tracked down the source of the drug to the tavern, but are afraid of what is down there. Bringing the drug dealers to justice is now in the hands of better men and women.

1. A hole in the floor behind the bar leads to this room, it is filled with barrels containing a potent drug. There is a trip wire connected to the exit in the room. This will sound an alarm in room 2.

2. Three large thugs inhabit this room, 25% chance they are sleeping. They carry large clubs, and have a few

coins on them.

3. Chained to the wall are two very large dogs, the chains can reach all three exits.
4. This room is filled with beakers, and scientific equipment. A man is hunched over a table working. *If the man is bothered during his work, there is a 40% chance that a large explosion will occur.
5. There are 4 large glass cylinders in this room filled with multi coloured chemicals. Entering the room with a torch may cause an explosion (40% chance). Below a cylinder is a trap door containing the recipes for Tenacity, a letter detailing a local official knowing about the operation, and a pile of coins.
6. There are four makeshift beds, strapped to them are corpses.
7. A multi coloured pool is in the centre of this room, it is about six feet deep and bubbles. This is the spillage drain for the drug that didn't work. Breathing it in or drinking it will cause paralysis. The liquid is unstable and could explode (40%).
8. The floor of this room is piled with coins (4000 total), the proceeds of crime. Within the pile of coins are three venomous snakes. On the wall is a book shelf, it contains an anecdote for the snake venom, and two healing potions.
9. This room is filled with rows and rows of toadstools, an artificial magical light imbues the room with a soft greenish glow. Tending to the toadstools are six heavily armed workers.
10. This room contains three levers. The first lever will open a secret door in the room (inside is a small armoury), lever two will sound a loud alarm, lever three will fill the room with a noxious gas (save or die).
11. This small chamber contains a pile of books on shelves, these are records of the experiments with the drug.
12. The overseer of the operation resides in this room, he's very tough and has bulging biceps. He carries a very large, very shiney battle axe.

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