

Especial
S.M.A.C.K.
of
QIZICXZ
PHLOGISTONSCAPER

S.M.A.C.K.

Being that most sought after

Svirfneblin **M**agical **A**rcane
Crafty **K**nowledge

of

Qizicxz Phlogistonscaper

aka

Quare **U**ahbas **o**f **D**olblunde
trnsl : Strange Horror of Dolblunde

Acclaimed by the MYTH-Gnomers
As their

Highly **E**steemed **L**ifelong **L**eaders
Bent on **E**nsorcelling
Nescient **T**errans

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Drows' Doom - Part the 1st

BASIC Knowledge

Gems for Drows' Doom that need some explanation:

Black Opal: (min. value 1000 gp/gem)

- Black Opals have a dim greenish matrix with blotches of black and flashes of gold. Usually smoothed by tumbling and cut cabochon. A typical specimen has a base value of 1,000 gp. *[Black Opals were considered a prized gem among the Drow. It was actually one of their favourites.]*

Sun Dwellers' Basic Gem Arcana of Black Opals

- Black Opals have an affinity for force effects and could be used in the creation of wands that were particularly good at delivering force spells.

Swirfneblin Basic Gem Arcana of Black Opals

- Black Opals powdered into fine pebbles and mixed with Red-hued Drls crushed into coarse fragments, forms the fuels necessary to create a powerful explosive that can be touched off by an open flame, when lit properly *[see DROWS' DOOM - Swirfneblin Advanced Knowledge]*.
- The blast is extremely devastating to anything within 10 ft (3 m) and can still do significant damage to creatures and objects up to 30 ft (9.1 m) away *[see DROWS' DOOM - Swirfneblin Advanced Knowledge]*.

Red-hued Drls: (min. value 1000 gp/gem)

- Drls occurs as long, symmetric, sharp-edged crystals and they ranged in color from a dark, tawny yellow, to orange, to red.
- Usually cut into faceted gems. Yet some enthusiasts preferred to wear them in a claw mount.
- Red-hued drls commanded the highest price. A typical specimen had a base value of 1,000 gp.

Sun Dwellers' Basic Gem Arcana of Red-Hued Drls

- Thought to be the prized gem of Drow.

Swirfneblin Basic Gem Arcana of Red-hued Drls

- Red-Hued Drls when crushed into coarse fragments and mixed with Black Opals powdered into fine pebbles, forms the fuels necessary to create a powerful explosive that can be touched off by an open flame, when lit properly *[see DROWS' DOOM - Swirfneblin Advanced Knowledge]*.
 - The blast is extremely devastating to anything within 10 ft (3 m) and can still do significant damage to creatures and objects up to 30 ft (9.1 m) away *[see DROWS' DOOM - Swirfneblin Advanced Knowledge]*.
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Drows' Doom - Part the 2nd

🔮🔥🔪🔫🔪🔮 Advanced knowledge

- To touch off an explosion, the aforementioned mixture had to be exposed to an open flame in a particular way for ignition to occur.
- Generally the mixture was ignited by either throwing a torch lit by a special bioluminescent moss called Phlogiston Moss [glows fluorescent lime green - easily found by SM practitioners under Moss Algate - it is the root of this rock], or shooting the gem powdered mixture with an arrow lit using the same material as with the torch. [use SM practitioner character's WIS (Insight) MOD or INT (Religion) MOD [whichever is higher] as an Ability Check, DC 13 to insure they have it all arranged correctly. Then typical for throwing the torch or shooting the arrow.]
- Tinker Gnomes will know how to set a fuse and/or timer for this, but doing so creates DJS to the explosion going off, and, DJS to doing so at time intended.
- If using fuse/timer - roll 1d20 using INT (Investigation) MOD + PS - caster lvl. Must exceed DC 15 to succeed
- On a fail take 1d4 off total seconds of fuse/timer, and 1d4 off of each damage type if explosion succeeds.
(where x is the same as below):
- The resulting blast had a radius of 30 ft (9.1 m) and did great harm to creatures and targets within this radius, also potentially destroying sturdy items up to 20 ft (6.1 m) from the center.

Drows' Doom Calculating Damage

(rolls only - no averages): 1d8 DMG Fire

x = half the lvl of character setting explosive

+ WIS (Insight) MOD [If WIS (Insight) MOD is more than 10, use half of WIS (Insight) MOD rounded down]

+ same again DMG Sonic

+ same again DMG Bludgeoning.

Finally,

+ same again, DMG Fire for all within 20' center radius.

Red Tears: *Red Tears* are teardrop-shaped crystals with a glossy surface, vividly coloured in either fiery orange, cherry red, or blood crimson. They made a fine substitute for all material components used in any healing spells that don't require specific construction, and it is this powder that gives many standard healing potions their red colour. The powder of *Red Tears* is an ingredient in making the magic ink that created scrolls of spells that mend broken objects.

A typical specimen has a base value of 1,000 gp. Red tears were considered prized gems among the drow, albeit only those of darker hues.

Black Star-Sapphires

Phlogiston Moss

<https://docs.google.com/document/d/1lNUGjvnGIZG7H4DRAReitD3r7Qphc-prinoegBrL-Wg/edit?usp=sharing>

Brimestone Ore

<https://homebrewery.naturalcrit.com/share/GEMXyGi3DQgR>

Appendix 1 - Translation For Sun Dwellers

BASIC Knowledge

Gems for Drows' Doom that need some explanation:

Black Opal: (min. value 1000 gp/gem)

• Black Opals have a dim greenish matrix with blotches of black and flashes of gold. Usually smoothed by tumbling and cut cabochon. A typical specimen has a base value of 1,000 gp. [Black Opals were considered a prized gem among the Drow. It was actually one of their favourites.]

Sun Dwellers' Basic Gem Arcana of Black Opals

• Black Opals have an affinity for force effects and could be used in the creation of wands that were particularly good at delivering force spells.

Svirfneblin Basic Gem Arcana of Black Opals

• Black Opals powdered into fine pebbles and mixed with Red-hued Orbs crushed into coarse fragments, forms the fuels necessary to create a powerful explosive that can be touched off by an open flame, when lit properly [see DROWS' DOOM - Svirfneblin Advanced Knowledge].

• The blast is extremely devastating to anything within 10 ft (3 m) and can still do significant damage to creatures and objects up to 30 ft (9.1 m) away [see DROWS' DOOM - Svirfneblin Advanced Knowledge].

Red-hued Orbs: (min. value 1000 gp/gem)

• Orbs occur as long, symmetric, sharp-edged crystals and they ranged in color from a dark, tawny yellow, to orange, to red.

• Usually cut into faceted gems. Yet some enthusiasts preferred to wear them in a claw mount.

• Red-hued orbs commanded the highest price. A typical specimen had a base value of 1,000 gp.

Sun Dwellers' Basic Gem Arcana of Red-Hued Orbs

• Thought to be the prized gem of Drow.

Svirfneblin Basic Gem Arcana of Red-hued Orbs

• Red-Hued Orbs when crushed into coarse fragments and mixed with Black Opals powdered into fine pebbles, forms the fuels necessary to create a powerful explosive that can be touched off by an open flame, when lit properly [see DROWS' DOOM - Svirfneblin Advanced Knowledge].

• The blast is extremely devastating to anything within 10 ft (3 m) and can still do significant damage to creatures and objects up to 30 ft (9.1 m) away [see DROWS' DOOM - Svirfneblin Advanced Knowledge].

Appendix 1 - Translation For Sun Dwellers

SVTRFNEB11N Advanced knowledge

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- Generally the mixture was ignited by either, throwing a torch lit by a special bioluminescent moss, called Phlogiston Moss [*glows fluorescent lime green - easily found by SM practitioners under Moss Agate - it is the root of this rock*], or, shooting the gem powdered mixture with an arrow, lit using the same material as with the torch: [*use SM practitioner character's WIS (Insight) MOD or INT (Religion) MOD [whichever is higher] as an Ability Check, DC 13 to ensure they have it all arranged correctly. Then typical for throwing the torch or shooting the arrow.*]
- Tinker Gnomes will know how to set a fuse and/or timer for this, but doing so creates D1S to the explosion going off, and, D1S to doing so at time intended.
- If using fuse/timer - roll 1d20 using INT (Investigation) MOD + PB - caster lvl. Must exceed DC 15 to succeed
- On a fail take 1d4 off total seconds of fuse/timer, and α d4 off of each damage type if explosion succeeds.
(where α is the same as below):
- The resulting blast had a radius of 30 ft (9.1 m) and did great harm to creatures and targets within this radius, also potentially destroying sturdy items up to 20 ft (6.1 m) from the center.

Drows' Doom Calculating Damage

(rolls only - no averages): α d8 DMG Fire

α = half the lvl of character setting explosive

+ WIS (Insight) MOD [*If WIS (Insight) MOD is more than 10, use half of WIS (Insight) MOD rounded down*]

+ same again DMG Sonic

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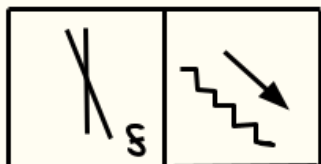
Black Star-Sapphires

Phlogiston Moss

<https://docs.google.com/document/d/1INASjvnSIJG7HUDRQReitDYx7Qphc-pxjnoegBxL-Wg/edit?usp=sharing>

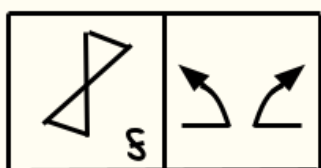
Brüimestone Ore

<https://homebrewery.naturalcrit.com/share/GLNXyGiLOKgK>



LF: Friend RF: Stairs going down

Bottom corner - Secret symbol



LF: The Letter Q RF: Double Doors
Opening as arrows indicate

Bottom corner - Secret symbol

Gnomish RuneFrames - Size as shown here. Often placed at key corners or intersections - about 3 inches off the ground of the tunnel or 3 inches from the ceiling. The frame is metal encasing cubes of clay. The face of which is flush with the wall's surface. Using a bit of water (even your spit - if you must) you can essentially either erase what is there and make your own - or make more visible what has been placed there.