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# RuneQuest<sup>®</sup> SoloQuest

Three Solo Adventures



Alan LaVergne



# **SoloQuest** <sup>RuneQuest®</sup>

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**Chaosium Inc.**

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Albany CA



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*ALAN LaVERGNE was introduced to RuneQuest when he and his wife Debra joined Steve Perrin's Pavis Campaign in 1979. After a year of rumbles among the rubble, including a few scenarios run by Alan himself, the LaVergnes re-located to Palo Alto and out of the campaign. However, their interest in the game continued and they found new fields for play among the gamers of that community.*

*When Alan heard that Chaosium wanted solitaire scenarios, he leaped for his ever ready typewriter, and the results are before you.*

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# Introduction

*SoloQuest* is the first solo-adventure book for *RuneQuest*. This book contains three solitaire adventures for Gloranthan or non-Gloranthan characters. This book also may be used with characters from *Questworld*.

The first adventure, "DreamQuest," is an introductory quest that teaches players how to run solo melee battles using the detailed *RuneQuest* system. Use the experience gained in this scenario to run melee battles in "Phony Stones" and "Maguffin Hunt."

For maximum enjoyment, play scenarios in order. "DreamQuest" may be played over and over with different characters. "Phony Stones" and "Maguffin Hunt" are mystery-puzzles that, once solved, should not be attempted again by the same player. A referee can, however, use these scenarios several times with different players.

Happy gaming.

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## Prologue

Once upon a dream your god appears. You are asked to fulfill a mission, a symbolic reenactment of your god's conquests. In your dream you will attempt to defeat your god's enemies. Unlike most dreams, in this one there are real risks to run and real rewards to gain.

## Conquest in the Land of Dreams...

# DreamQuest

### Note

Rune masters are not allowed to take part in this minor quest.

In *DreamQuest*, you will encounter a series of creatures. Some will attack and others will be indifferent; a few may offer assistance. You must defeat your foes in four of these encounters. With these victories you strengthen your god and foil those who would deplete his powers.

Once you overcome these four enemies, you will be offered a final encounter with a creature more surprising than any you have yet faced. Are you game?

If you believe you are not yet ready to undertake this quest, you may back out now. Your god may ask again another year. However, once begun, there is no turning back: you either win and live, or lose and die.

If you die in your *DreamQuest*, your real body will not be harmed, but POW will be required to reunite your spirit with your body. You will permanently lose four points of POW less one point of POW for each victory before death (for instance, if you defeat your opponent in the first two encounters but are slain in the third, you must lose two points of POW to return to your body).

If you fail, your god will appear at one-year intervals and allow further attempts. Begin with the opponent who last defeated you. The yearly quest may be attempted until you succeed.

### Rewards for Successful Completion of DreamQuest

1. All skills successfully employed in your *DreamQuest* may be raised at an increased chance. Compute all experience rolls as if you had an INT of 17 (or your real INT, whichever is higher), and thus have an experience bonus (for this adventure only) of at least 15%. This is due to the heightened state of concentration while on the *DreamQuest*.
2. If you successfully use your POW during the course of the quest, you have an increased chance to raise your POW. Compute your chance for a POW gain as if your species maximum POW were 25, not 21, for this adventure only. For most adventurers, this means a 20% greater chance of a POW gain.

If successful on first attempt you also get:

3. You will have a 5% greater chance of passing the Rune lord or Rune priest examination when you satisfy all other requirements for that position (of course, 96-00 will still mean rejection). Your god will communicate your success to the priesthood when they use Divination.
4. Your defeat of the four enemies allows the god to plunder the POW of the defeated spirits. You get the "overflow." Specifically, you receive one use of a cult special Rune spell, depending on your cult:

#### Cult

Daka Fal  
Storm Bull  
Waha  
Eiritha  
Humakt  
Seven Mothers  
Yelmatio  
Pavis  
Issaries  
Chalana Arroy  
Lhankor Mhy  
Orlanth  
Kyger Litor  
Zorak Zoran  
Aldrya

#### Rune Spell

Summon Ancestor  
Defend Against Chaos  
Summon Small Gnome  
Summon Small Gnome  
Truesword  
Summon Small Lune  
Sunbright  
Support  
Lock  
Cure Brain Fever  
Analyze Magic  
Summon Small Sylph  
Summon Small Shade  
Summon Small Shade  
Arrow Trance

Since you did not sacrifice your own POW for this spell, it is strictly one use. It will not become reusable when and if you become a priest.

## Rules for Individual Encounters

- All fights are to the death. If the opponent does not have Healing, severing a limb is sufficient. Severing the wing of a winged monster does not functionally incapacitate it, but it does mean of course that the monster cannot fly. Since these combats are not physical attacks or physical deaths, Chalana Arroy initiates are allowed to harm their opponents. Sleeping an opponent will also count as a victory for a Chalana Arroy initiate.
- Anything not reusable in the material plane is not reusable in the DreamQuest either. If used, it disappears from the material plane as well. If a potion is swallowed during the quest, it will have lost its potency on the material plane afterwards. One-use Rune magic is also gone if it is used in the quest.
- In each encounter, the opponents' reaction to you will determine whether they are friendly, neutral, or hostile. A friendly being will accompany you to the next encounter and will cast Healing or Repair for you, if you desire it. Of course, Healing works only on same species, Xenohealing is required otherwise. A neutral being will do nothing, it can be converted to a friendly one if you succeed in Oratory (just one chance). If you fumble, however, it becomes hostile and attacks normally.
- If you attack a neutral monster, add 10% to all its attacks and parries. If you attack a friendly monster, add 20%.
- In general, the monsters get the first attack, see each section for details.
- You are allowed one six-hour rest during the quest to regain one quarter of your POW. This is the only rest allowed.
- All magic lasts only the duration of each encounter. Spells must be recast for each combat.
- Since you are in a dream, you cannot bleed to death. Damage done during the quest may be healed any time during the quest and not within ten minutes, as is the case in the material plane. You may heal yourself even if you are negative in the chest. However, if you are negative in the chest or abdomen, you must still heal yourself before you can do anything further. If you are still negative or zero after a healing, you may parry but cannot attack until you have healed your chest or abdomen to positive hit points. A severed limb means you are functionally incapacitated until healed. Zero or negative hit points in the head means you are unconscious and lost the DreamQuest.
- Damage incurred in the DreamQuest does not affect the material body. Thus, when you wake up, whether victorious or not, your body will be as healthy as it was when you went to sleep.
- Bound spirits may not accompany the adventurer. You cannot use their POW to cast spells or their INT to remember them.
- If you know more spells than you have INT to remember, you may determine separately for each opponent which spells you are remembering after you find out the nature of the opponent. Forgetting and remembering spells take no time on this plane, as long as it is done between encounters.
- You may have the weapon of your choice in hand at the beginning of the encounter after discovering the nature of your opponent. Encumbrance limit is strictly enforced within the encounter, but equipment may vary for each encounter.
- You are always unmounted and are accompanied by no other animals or beings.
- Except when facing mounted opponents, you do not have your crossbow wound at the beginning of the encounter (if you have one). In general, you do not have a chance for missile fire before closing with the opponent.
- If you knock your opponent down, however, you may move out of range of his hand weapons and attempt to finish him off with missile fire. The opponent may be able to heal, however, so it is important to calculate strike ranks in putting away hand weapons, taking out missile weapons, then putting them away again, etc. Count melee rounds for winding crossbows.
- If the monster wins, it does not loot your "body." You will not lose your material possessions.
- Divine Intervention will not work in the DreamQuest. You are helping your god in this venture, not vice versa.
- To determine your opponent, roll 1D20. Go to proper encounter. Complete the encounter, then roll again for the next encounter. Re-roll any duplicates; you never encounter the same creature twice. The encounters continue until you have been defeated once, or until you have defeated four opponents. If you complete the quest, face one more, the final conflict, located right after encounter 20, Dagger Lee.

## Suggestions for Recording Melees

Events of each melee round should be noted. This will automatically keep track of when Healing can be done and when spells expire.

If will cause less confusion and greater accuracy if attack and parry percentages are computed and recorded at the beginning of each melee round each time they change due to magic or other factors.

For example, consider the dark troll, Clob Kneemash, in combat against Stubbs the Dwarf.

Clob is attacking with his one-handed heavy mace, on which he has cast Bludgeon 3. He is parrying with his large shield. His normal attack chance with the mace is 55%

and his normal parry with the shield is 60%. He also has 10% defense.

### Melee round 4

#### Clob

Attack: heavy mace  
 $55\% + 15\% (\text{Bludgeon 3}) - 15\%$   
 (Stubbs's defense) = 55%

Parry: large shield  
 60%

#### Stubbs

Attack: battle axe  
 $40\% + 10\% (\text{Bladesharp 2}) - 10\%$   
 (Clob's defense) = 40%

Parry: shield  
 $40\% + 15\%$  (his bonus when fighting trolls) = 55%

If Stubbs knocks Clob down, attack chances are modified:

### Melee round 7

#### Clob

Attack: heavy mace  
 $27\%$  (half chance) + 15% (Bludgeon 3)  
 - 15% (Stubbs's defense) = 27% (no damage bonus)

#### Stubbs

Attack: battle axe  
 $40\% + 10\%$  (Bladesharp 2) + 20% (attack from advantage) = 70%

Note that Clob loses his defense bonus when he is lying on the ground, and that the half-attack modification does not affect the magical add due to Bludgeon 3.

In the heat of melee, however vicarious, it is easy to forget that characters lying on the ground do not get any damage bonus due to STR and SIZ, except in the case of natural weapons.



01

# Sardanik Scrolleater

*Armored Baboon with Spear*

### Melee Sequence

1. Roll half your Spot Hidden Item chance. If successful, roll 1D6 to determine Sardanik's action.
2. Make statement of intent. If Sardanik has dropped his spear, be sure to stipulate which of his two attacks (if either) you will attempt to parry.
3. If you were unsuccessful with the Spot Hidden Item roll, roll now to determine Sardanik's action (if he is still using his spear).
4. Resolve spells.
5. Resolve attacks and parries, remembering Sardanik's 10% defense. Keep in mind his Ironhand spell, if he has cast it, when computing attack chances and damage. The Ironhand applies to both his claw and bite attacks. Your defense bonus applies to all his attacks.

### Sardanik

STR 17	<i>Weapon</i>	SR	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Points</i>
CON 11	2H spear	4	40%	1D10+1+1D4	40%	15
SIZ 14	Claw	8	35%	1D6+1D4		
INT 14	Bite	8	35%	1D8+1D4		
POW 14						
DEX 15	Defense: 10%.					
CHA 11	Spells: Healing 3, Countermagic 1, Ironhand 3.					

### Sardanik Hit Location

Location	1D20	Armor/Pts
R Leg	01-04	5/4
L Leg	05-08	5/4
Abdomen	09-11	5/4
Chest	12	5/5
R Arm	13-15	5/3
L Arm	16-18	5/3
Head	19-20	5/4

*Hit Points: 12*

### Reaction

Sardanik is friendly if you can give him a scroll to eat. Otherwise he is hostile.

*Note:* If any adventurer gives Sardanik a scroll to eat, the action will permanently halve his chance to gain admission to the Lhankor Mhy cult at any level. Any initiate or higher of Lhankor Mhy will be visited by the Brain Flayer if he does not try to kill Sardanik.

In the first round of melee, Sardanik will attack and parry with the spear. He will have cast Countermagic on himself. On subsequent rounds, as long as the spear is undamaged, he will continue to attack with it unless one of his arms is so damaged that he cannot hold it any more.

His actions are determined randomly. You have half your Spot Hidden Item chance of correctly deducing what that action will be:

### 1D6 Action

1-4	Attack and parry with spear.
5-6	Attack with spear, and bite at SR 12.

Once his spear has been damaged or one of his arms disabled, he will drop it and cast Ironhand 3 on himself. The Ironhand spell goes off at SR 4. He then attacks with both claws (if both arms functional), or one claw and then bite at SR 12 (if just one arm is functional). In subsequent rounds, unless he is healing, the two attacks come simultaneously at SR 8.

If his Countermagic is blown down by an offensive spell, he will recast it at his next opportunity unless he has to heal.



02

# Ahab & Clyde

High Llama Rider with Mount

### Reaction

Ahab is friendly to human females and other barbarians. Otherwise he is hostile.

### Melee Sequence

#### Mounted

1. Make statement of intent. This is the round Ahab is turning and coming back at you.
2. Resolve spells, do not forget Ahab's Countermagic. Ahab has both Healing and Xenohealing.
3. Make statement of intent for next round. This is the round Ahab and Clyde attack.
4. Make Ahab's Riding roll.
5. Resolve attacks and parries. Clyde gets a bite attack if Ahab is successful at Riding. Your defense may be split between Ahab and Clyde, but the whole amount does not apply to both.

#### Unmounted

1. Make statement of intent.
2. If Clyde is disabled and two points of healing will reactivate him, Ahab's intent for this round will be to parry and attempt to do the Xenohealing (if he has enough POW left). Otherwise, Ahab will attack and parry with his battle axe.
3. Resolve spells.
4. Resolve attacks and parries. When dismounted, Ahab has a 10% defense. If Clyde is back in action, don't forget his bite and kick.

### Ahab

STR	CON	SIZ	INT	POW	DEX	CHA	Weapon	SR	Attack	Damage	Parry	Points
14	14	11	14	12	15	9	Lance	2	35%	1D10+3D6	20%	20
							Battle axe	5	35%	1D8+2+1D4	35%	15
							Defense: 10% if unmounted.					
							Spells: Xenohealing 2, Healing 2, Protection 2, Countermagic 2.					
							Skills: Riding 90%.					

### Clyde

STR	CON	SIZ	POW	DEX	Weapon	SR	Attack	Damage
31	13	37	16	8	Bite	8	25%	2D8
					Kick	8	45%	2D6



Ahab will first cast Protection on Clyde, and then Countermagic on himself. These preparations complete, he will then charge with the lance.

You will get a chance to cast a spell first if you make your Listen roll.

You can parry the first attack, and apply defense — a charging llama will make enough noise to give you that much warning.

If Ahab makes his Riding roll, Clyde will attempt to bite. Ahab will ride past on Clyde, take one round to wheel, and make another pass.

Because the lance is such a long weapon, roll 1D20 for hit location instead of the usual 1D10+10 as indicated in *Rune-Quest*. The 1D10+10 would apply if Ahab attacks from Clyde's back with his battle axe.

They will attack every other melee round until the lance hits or the llama is disabled. Ahab will then hop off (make Riding roll) and attack with his battle axe.

If two points of Xenohealing is enough to get Clyde going again, Ahab will parry and attempt to heal the llama. Once cured, Clyde will simultaneously attempt to bite and kick you.

You may attempt to throw a missile at Ahab and Clyde during the round they are turning, but you must be very careful to make sure you have enough strike ranks: five to put away a weapon, five to get the missile out, and five more to get the weapon out again. This missile can only be a thrown weapon; projectiles are out of the question.

### Ahab Hit Location

Location	1D20	Armor/Pts
R Leg	01-04	4/4
L Leg	05-08	4/4
Abdomen	09-11	4/5
Chest	12	4/6
R Arm	13-15	4/4
L Arm	16-18	4/4
Head	19-20	4/5

Hit Points: 14

### Clyde Hit Location

Location	1D20	Armor/Pts
R Hind Leg	01-02	2/6
L Hind Leg	03-04	2/6
Hindquarters	05-07	2/8
Forequarters	08-10	2/8
R Foreleg	11-13	2/6
L Foreleg	14-16	2/6
Head	17-20	2/7

Hit Points: 20





03

# Greenback Dolly

*Beautiful Dryad*

**Reaction**  
 Dolly despises anything non-elf and she is not even particularly fond of elves and pixies.  
 She will be neutral to elves and hostile to others.

So you thought all dryads were sweet comely elfmaidens who loved all things small and delicate or strong and green. Well, that may be true of most of them, but Dolly is a different kettle of turnips.

Dolly tries to Camouflage herself before launching her attack. She has this neat little blowgun which can send exceptionally sharp darts at least 40 meters.

After each dart, you may attempt Spot Hidden Item to find her (unless of course if she had failed her Camouflage, in which case you see her before her first dart, and get only one shot). Once you see her, she casts Strength on herself and closes.

Until you have taken damage from Dolly, you will act in all ways just as if Demoralized (half attack chance, no offensive spells, no Bladesharp or Bludgeon), unless you are a dwarf or troll. You just can't believe this ravishing creature is really trying to hurt you. There must be some misunderstanding. (Since this effect is not magical, it cannot be Dispelled.) Once you take damage, you may function normally.

If you are wearing metal armor in all locations, Dolly will cast Speedart on the dart before firing it.

**Hand-to-Hand Melee Sequence**

1. Make statement of intent.
2. Resolve spells, such as Dolly's Healing.
3. Resolve attacks and parries. Remember the Demoralize effect, Dolly's defense and her parry. Also note that the Strength spell adds 5% to all her attacks and parries.

**Greenback Dolly**

	STR	CON	SIZ	INT	POW	DEX	CHA	Weapon	SR	Attack	Damage	Parry	Points
	11	11	11	15	15	15	19	Dartgun	2	40%	1D6+1		
								Shortsword	7	50%	1D6+1+(1D4)*	45%	20
								Medium shield				60%	12
								* Dolly has 1D4 damage bonus with her Strength spell.					
								Defense: 10%.					
								Spells: Healing 6, Strength 2, Speedart 1.					
								Skills: Camouflage 80%.					

**Greenback Dolly Hit Location**

Location	1D20	Armor/Pts
R Leg	01-04	0/4
L Leg	05-08	0/4
Abdomen	09-11	0/4
Chest	12	0/5
R Arm	13-15	0/3
L Arm	16-18	0/3
Head	19-20	0/4

**Hit Points: 11**





# 04

## Reaction

Errol is an incurable romantic. He will act very friendly if he discerns something of the swashbuckler in you, to wit:

You carry and use a rapier; or

You wear only leather armor, no cuirbouilli or metal or rhinohide, etc.; or

You cast Glamour on yourself; or

You carry a quarterstaff, even though you are not an Issaries initiate; or

You are at least 60% in Fist; or

You are at least 80% in Jumping; or

You are at least 90% in Riding, even though you do not own a mount.

If you feel you are a swashbuckler even though you do not satisfy any of these criteria, you may attempt to convince Errol that you are by a successful Oratory roll (one chance) provided that you are not an initiate of a Death rune cult or Yelmadio and do not carry a bastard sword, pole axe, or maul.

Otherwise, Errol will attack you.

## Errol Hit Location

Location	1D20	Armor/Pts
R Hind Leg	01-02	4/5
L Hind Leg	03-04	4/5
Hindquarters	05-06	4/5
Tail	07-08	4/4
Forequarters	09-10	4/6
R Wing	11-12	4/4
L Wing	13-14	4/4
R Foreleg	15-16	4/5
L Foreleg	17-18	4/5
Head	19-20	4/5

Hit Points: 13

# Errol

## Swashbuckling Manticore



Errol's first attack is from the air. He flies over and claws and stings simultaneously. He does not get a 20% add for attacking from advantage, but your attacks and parries are reduced 10% because of the awkward angle.

If you are in metal armor, he will have cast Ironhand on himself. If your main weapon is a bastard sword, pole axe, or maul, he will cast Fanaticism on him-

self as well (those are very unsporting weapons).

It will continue to attack from the air every other round, taking one round to wheel and return, until it can no longer fly (head, wings, or forequarters disabled), or until it has been Bound or Befuddled. If Befuddled, he will fly away (to return in two minutes), but otherwise he will land and attack from the ground.

## Melee Sequence

1. Make statement of intent (which attack are you parrying?).
2. Resolve spells, remembering Errol's Healing.
3. Resolve attacks and parries, remembering Errol's Ironhand and/or Fanaticism, if he has cast them, and your own 10% deduction from attacks and parries if he is still attacking from the air.
4. If Errol stung you two rounds ago, resolve the poison attack — the potency of the poison is 10 and it directly attacks your CON. Remember to appropriately modify your total hit points and hit-points-per-location.

## Errol

STR 26	Weapon	SR	Attack	Damage
CON 10	Claw	7	40%	1D6+2D6
SIZ 22	Sting*	7	30%	1D6+2D6+potency 10 poison
INT 7	* If Errol's tail is disabled, he cannot sting.			
POW 15				
DEX 9	Defense: 0%.			
CHA 5	Spells: Healing 2, Ironhand 2, Fanaticism 1, Xenohealing 2.			



# 05 Lucky

### Obstacle Race Course

The winner is the one to complete the course in the least number of rounds.

1. A barrier to be climbed. You get one Climbing roll per round until you succeed.
2. A short maze. You find your way through in one melee round if you make your Map Making roll; otherwise it takes you three rounds.
3. A water hazard. In order to cross this ditch, you must succeed at Swimming. There is a two-meter rope attached to the near bank of the ditch, so you can pull yourself back if you are not making it. The ditch is about 15 meters across — one Swimming roll. Keep trying until you make it.
4. A locked door. You can either pick the lock (one attempt per round) or run around the barrier, a circuitous route which will take you six melee rounds. Lucky does not try to unlock the door, but runs around it instead.
5. A gully. You can try Jumping. If you fail, you must make another Jumping roll to land on your feet in the bed of the gully. If missed both rolls, you fell down and will take a round just to stand up. From the bed of the gully you can climb out with one successful Climbing roll.
6. A straight stretch which will take ten rounds for a normally encumbered movement class 8 character to run. If Lucky is behind at this point, casts Mobility on himself.

Penalty for fumble rolls: you cannot do anything next round (lose one round).

You may, if you wish, cast spells like Mobility, Coordination, or Strength on yourself, but you cannot cast any spells at Lucky.

### Melee Sequence

1. Make statement of intent.
2. Resolve spells.
3. Resolve attacks and parries, remembering Lucky's defense.

### Lucky

STR 13	<i>Weapon</i>	SR	Attack	Damage	Parry	Points
CON 13	Heavy mace	7	45%	1D8+2+1D4	40%	20 5
SIZ 13	Light mace	7	50%	1D6+2+1D4	40%	20
INT 13	Large shield				50%	16
POW 13						
DEX 13	Defense: 10%.					
CHA 13	Spells: Mobility 1, Bludgeon 3, Protection 2, Healing 2.					
	Skills: Climbing 50%, Mapping 30%, Swimming 35%, Jumping 40%.					

### Human Athlete



### Reaction

Lucky prides himself on his gymnastic and athletic prowess.

He will first challenge you to run an obstacle race against him. If he beats you in the race, you will have to fight him.

Winning the race does not constitute a successful contest; you have to fight Lucky if you want him to be one of your four victims. Since Lucky will be neutral if you beat him in the race, you will not want to run it if you want to fight him; remember, neutral encounters get a 10% add if you attack them.

Lucky casts Bludgeon on his club if you are wearing metal armor on your arms, casting his Protection first.

### Lucky Hit Location

Location	1D20	Armor/Pts
R Leg	01-04	5/5 ○
L Leg	05-08	5/5
Abdomen	09-11	5/5
Chest	12	5/6
R Arm	13-15	5/4
L Arm	16-18	5/4
Head	19-20	5/5

Hit Points: 14



# The Rhino

*Sensitive Vegetarian*

## Reaction

The rhino is neutral to omnivores and hostile toward carnivores.

This is a very sensitive rhino. Somehow it figures out what you eat. Perhaps it is 450% in Smell Breath. Hence it will not attack Aldrya and Chalana Arroy initiates, Yelmatio initiates with the eat-no-meat geas, and, during Death week (roll 3 on 1D8), Humakt initiates with the eat-no-meat-in-Death-week geas. (Actually, this DreamQuest almost certainly occurs during your cult's holy week. Therefore, if your primary cult is Humakt, you may assume this is Death week.) Temporary vegetarianism seems to be sufficient in the latter case. It will not attack ducks unless they are in a cult (such as Storm Bull, Waha, or Kyger Litor) which would essentially compel them to eat meat.

Follow normal melee sequence.

You have two chances to get some warning of the rhino's charge. First you may make a Tracking roll. The rhino is lurking in tall grass behind a hillock. Lurking is not easy for a rhino. Second, you may succeed at Listening. In either case, you get a chance to throw one missile or spell at it.

Even if you do not Track or Listen, you will still have enough warning of its charge to cast a spell on yourself and get out a parry item, but not enough to attack on its first pass.

The rhino will attempt to butt

until it knocks you down, and then attempt to trample. Obviously it is inadvisable to let yourself get knocked down.

You can reduce its attack chance by Dodging. Dodging cuts its butt chance in half, but while you are Dodging you cannot attack with weapons or apply defense. You may, however, cast spells and parry.

If you have cast Mobility on yourself, Dodging reduces the rhino's butt chance to 10%.

A special hit ("crush") by the rhino will not do extra damage but will knock you off your feet, even if parried. You lose your next attack while getting back on your feet.

The rhino, being clumsy, takes two rounds to wheel and charge back at you. Thus it attacks every third melee round.

Binding reduces its butt damage by 2D6, since some of that damage is due to the rhino's momentum.

If one of its legs is disabled, the only attack it can undertake against a standing opponent is the bite. It can still trample a downed opponent, but only at 45%. It would still do the full 8D6 damage if it succeeded, because this is essentially the result of the rhino's immense weight.

## Rhino

STR	Weapon	SR	Attack	Damage
37	Butt	8	35%	1D10+4D6
11	Bite	8	25%	1D10
37	Bite	8	25%	1D10
11	Trample	8	75%	8D6
7				

## Rhino Hit Location

Location	1D20	Armor/Pts
R Hind Leg	01-02	5/5
L Hind Leg	03-04	5/5
Hindquarters	05-07	5/7
Forequarters	08-10	5/7
R Foreleg	11-13	5/5
L Foreleg	14-16	5/5
Head	17-20	5/6

Hit Points: 18



# 07 Weskit the Wizard

*Master of Spells*

**Reaction**

If you are carrying any weapon but a dagger, Weskit will be hostile because he hates all weapon users. If you are carrying no weapon but (at most) a dagger, Weskit will be hostile because he fears you are a greater wizard than he is. Weskit will also be hostile to everybody else, for reasons of his own.

Weskit fights almost entirely with spells.

You find out about Weskit's presence when he casts Demoralize at you. He will already have cast his point of Shield on himself.

If the Demoralize works, Weskit will apply defense and cast a Disruption at you every round. Thus you will be at half chance minus 25% to hit him.

If the Demoralize does not work, he will Dodge and throw another Demoralize. The Dodge will reduce your attack chance by one half, but he cannot apply his defense at the same time.

If one of his spells ever bounces off Countermagic, he puts one extra point behind the spell the next round, in the hopes of knocking down Countermagic 3. If it still bounces, he concludes you have Shield and casts his Dispel Magic the round after that. If that does not work, he gives up and fights with his dagger.

Weskit has two possible strategies if he is knocked down by a leg or abdomen hit. The next round you will be +20% on your attack for attacking from advantage. If you are still demoralized, he will probably try to heal so that he can stand up again. Alternatively, he might cast Befuddle at you, hoping to buy the time he needs to heal. You will have to decide which of the two ideas makes most sense from Weskit's point of view.

If he succeeds in befuddling you, he will heal until he can stand up again. If this means that the Demoralize has expired, he will try to recast it.

Once Weskit's POW falls to one, he will have to attack and parry with the dagger, and apply his 25% defense.

If he knocks you down, he will continue to throw Disruptions (Dodging your missiles) until he runs low on POW, then run up and attack with dagger at +20%, hoping for an impale if you are wearing metal armor.

- Melee Sequence**
1. Make statement of intent. If you are demoralized, remember that you cannot cast offensive spells. Since Weskit attacked you and not vice versa, you may cast Bladesharp or Bludgeon. Speedart and Multimissile, on the other hand, may not be cast by a demoralized character.
  2. Resolve spells. If you cast a spell at Weskit, remember that his Shield spell will block all one and two point spells.
  3. Resolve your attack(s). Remember if you are demoralized, if he is applying defense or Dodging, and remember the two extra points of protection his Shield spell gives him. Once Weskit has given up throwing spells, resolve his attack and parry and your parry as well.

**Weskit**

STR 9	Weapon	SR	Attack	Damage	Parry	Points
CON 19	Dagger	7	50%	1D4+2	50%	12
SIZ 10	Defense: 25%					
INT 17	Spells: Demoralize 1, Disruption 1, Befuddle 1, Healing 7,					
POW 20	Dispel Magic 2.					
DEX 17	Rune Spells: Shield 1.					
CHA 11						

**Weskit Hit Location**

Location	1D20	Armor/Pts
R Leg	01-04	7/7
L Leg	05-08	7/7
Abdomen	09-11	7/7
Chest	12	7/8
R Arm	13-15	7/6
L Arm	16-18	7/6
Head	19-20	7/7

**Hit Points: 20**



# 08 Skuzzi & Lardette

*Tusk Rider with Tusker*

### Reaction

Skuzzi will be very friendly if you are also a tusk rider.

Otherwise, he will be hostile if your CHA is 10+, neutral if 5 to 9, and friendly if 4 or less. Note that this is your CHA before the -10 modification for different species.

### Melee Sequence

1. Make statement of intent. Are you going to Dodge? If not, decide whether you are applying your defense (if any) to Skuzzi or Lardette. Which one are you parrying?
2. Resolve spells.
3. Make Skuzzi's Riding roll (if he is still mounted).
4. Resolve attacks and parries, including Lardette's gore attack if the Riding roll was successful.

### Skuzzi

	Weapon	SR	Attack	Damage	Parry	Points
STR 13						
CON 13	Lance	3	30%	1D10+2D6	20%	20
SIZ 11	2H spear	5	35%	1D10+1	20%	15
INT 16	Shortsword	7	35%	1D6+1	35%	20
POW 15						
DEX 12	Spells: Healing 2, Xenohealing 3, Demoralize 1, Countermagic 1, Repair 2.					

Skills: Riding 90%.

### Lardette

	Weapon	SR	Attack	Damage
STR 23				
CON 16	Gore	8	30%	2D6+2D6
SIZ 26	Trample	8	75%	4D6 to downed foe
POW 7				
DEX 4				

Before Skuzzi attacks, he casts Countermagic on Lardette. Then he casts Demoralize at you (this is when you find out about him). You then get one round of missile fire.

The next round, he will attempt to lance you while Lardette tries to gore (if Skuzzi makes his Riding roll). You may Dodge, reducing both his and Lardette's attack chance by half, but if you do, you cannot attack or apply defense, although you can parry and cast a spell.

Skuzzi attacks with his 2H spear if he has to dismount. He will resort to the shortsword only if his spear has been broken and he cannot afford the POW or the time to Repair it. If his Xenohealing would be enough to get Lardette back on her feet, he will parry and cast that spell on her.

### Skuzzi Hit Location

Location	1D20	Armor/Pts
R Leg	01-04	5/5
L Leg	05-08	5/5
Abdomen	09-11	5/5
Chest	12	5/6
R Arm	13-15	5/4
L Arm	16-18	5/4
Head	19-20	5/5

Hit Points: 13 19

### Lardette Hit Location

Location	1D20	Armor/Pts
R Hind Leg	01-02	4/6
L Hind Leg	03-04	4/6
Hindquarters	05-07	4/8
Forequarters	08-10	4/8
R Foreleg	11-13	4/6
L Foreleg	14-16	4/6
Head	17-20	4/7

Hit Points: 20





# Rubble Runners

*Poisonous Den of Giant Rats*

You are in a chamber with a bunch of hostile giant rats. There are 3+1D3 rubble runners. You must kill all to get credit for this encounter. They all have the same stats.

The main obstacle in this chamber is not, however, the giant rats, but a paralyzing gas in the air. You have ten melee rounds to kill or disable all the rats. This will allow you to escape through a door on the other side of the room. Until all the rats are incapacitated, you can-

not leave the room.

After ten melee rounds, you must start making CON rolls to not faint. For melee rounds 11 and 12, it will be CONx5%, the next two rounds CONx4%, round 15 CONx3%, round 16 CONx2%, round 17 CONx1%, and round 18 you take a big breath (if you have not already) and faint. Breathing the paralyzing gas means the end of the quest.

The rubble runners can be critical: each one has a 2% chance

unless you are applying defense to that one. All functioning rubble runners attack every round.

Because of having to hold your breath, you cannot cast an active spell like Invisibility.

To incapacitate one of these rubble runners, you must kill it, do at least 5 points (through skin, of course) to its forequarters or hindquarters, at least 4 points to its head, or sever a leg (at least 9 points of damage), or disable two legs.

When there is just one rubble runner left, you can throw it out of the way, if you make a STR vs. STR roll. This consumes a melee round. If you miss the roll, the rubble runner bit your unarmored hand.

Rubble Runners				
STR 5	Weapon	SR	Attack	Damage
CON 14	Bite	10	40%	1D6
SIZ 4				
POW 11	Defense: 10%			
DEX 16				

Melee Sequence
1. Melee round count.
2. CON roll, if necessary.
3. Spells.
4. Your attacks (remember their 10% defense).
5. Their attacks.

Rubble Runner Hit Location		
Location	1D20	Armor/Pts
R Rear Leg	01-02	2/3
L Rear Leg	03-04	2/3
Hindquarters	05-07	2/5
Forequarters	08-10	2/5
R Foreleg	11-13	2/3
L Foreleg	14-16	2/3
Head	17-20	2/4
<b>Hit Points: 12</b>		

Rubble Runner Hit Location		
Location	1D20	Armor/Pts
R Rear Leg	01-02	2/3
L Rear Leg	03-04	2/3
Hindquarters	05-07	2/5
Forequarters	08-10	2/5
R Foreleg	11-13	2/3
L Foreleg	14-16	2/3
Head	17-20	2/4
<b>Hit Points: 12</b>		

Rubble Runner Hit Location		
Location	1D20	Armor/Pts
R Rear Leg	01-02	2/3
L Rear Leg	03-04	2/3
Hindquarters	05-07	2/5
Forequarters	08-10	2/5
R Foreleg	11-13	2/3
L Foreleg	14-16	2/3
Head	17-20	2/4
<b>Hit Points: 12</b>		

Rubble Runner Hit Location		
Location	1D20	Armor/Pts
R Rear Leg	01-02	2/3
L Rear Leg	03-04	2/3
Hindquarters	05-07	2/5
Forequarters	08-10	2/5
R Foreleg	11-13	2/3
L Foreleg	14-16	2/3
Head	17-20	2/4
<b>Hit Points: 12</b>		

Rubble Runner Hit Location		
Location	1D20	Armor/Pts
R Rear Leg	01-02	2/3
L Rear Leg	03-04	2/3
Hindquarters	05-07	2/5
Forequarters	08-10	2/5
R Foreleg	11-13	2/3
L Foreleg	14-16	2/3
Head	17-20	2/4
<b>Hit Points: 12</b>		

Rubble Runner Hit Location		
Location	1D20	Armor/Pts
R Rear Leg	01-02	2/3
L Rear Leg	03-04	2/3
Hindquarters	05-07	2/5
Forequarters	08-10	2/5
R Foreleg	11-13	2/3
L Foreleg	14-16	2/3
Head	17-20	2/4
<b>Hit Points: 12</b>		



10

# Scarface

*Ugly Cave Troll*

### Reaction

If you tell Scarface to go away, and do it forcefully enough, he will probably obey. However, the only language he understands is Dark Tongue. Try your Speak Dark Tongue (if you know any).

If you succeed, and he does not make his INT roll (25%), he will go away.

Otherwise he attacks.

### Melee Sequence

1. Add 1 hit point to every damaged, but not destroyed, hit location and add these points to Scarface's total hit points as well.
2. Make statement of intent.
3. Resolve spells.
4. Resolve attacks and parry. Scarface attacks with club (in right hand) at SR 5 and the claw (left hand) at SR 12 until one of the arms is disabled.

### Scarface

STR	23	<i>Weapon</i>	SR	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Points</i>
CON	13	Club	5	35%	2D8+2D6	35%	20 ⚡
SIZ	29	Claw	7	35%	1D6+2D6		
INT	5						
POW	6	Defense: 0%.					
DEX	9	Spells: Countermagic 1, Bludgeon 2.					
CHA	1						

First he casts Countermagic on himself. He will recast it any round that it is blown down, until, of course, his POW falls to 1.

In any round that his Countermagic is still in effect, he will cast Bludgeon 2 on his club.

Scarface regenerates one point in each damaged location each round, unless the location is completely destroyed (-6). This does not include the head, however. Because of an old injury, his entire head is raw and completely unprotected: any unparried hit, no matter how feeble, will kill Scarface if it hits him in the head (this includes Disruption).

Aimed blows are not allowed.

### Scarface Hit Location

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
R Leg	01-04	5/6
L Leg	05-08	5/6
Abdomen	09-11	5/6
Chest	12	5/7
R Arm	13-15	5/5
L Arm	16-18	5/5
Head	19-20	0/6

Hit Points: 18

13







# 11

# Sky Bull

## Beware of Flying Bull

### Reaction

**Hostile:** if you are a Darkness creature like a troll or dwarf; if you are a vegetarian, like an elf; or if you carry a spear or lance.

**Friendly:** if you are an initiate of Eiritha, Chalana Arroy, Or-lanth, or Storm Bull and do not fall into one of the "hostile" categories.

**Neutral:** otherwise.

The sky bull attacks initially from the air. You may shoot or throw one missile at it first.

If the sky bull is neutral towards you and you wish to engage it anyway, you may do so without the usual penalty for attacking a neutral creature. Simply throw or fire the missile to it, and that initiates the combat.

If the sky bull is friendly to-

wards you, he will fly you to your next engagement. If you do not wish to fight the next opponent(s), even though the latter is hostile, the sky bull will fly you away and to another encounter (in other words, if your next rolled encounter is a hostile one and you do not wish to fight it, you may, before the melee begins, re-roll the encounter to obtain a different one).

If the sky bull attacks, it does so from the air, attempting to stomp. It can attempt this every third round (attacking at melee rounds 1, 4, 7, etc.), taking the other two to wheel in the air and return. However, if bound by a spell or damaged so that it cannot fly, it will attack from the ground, attempting to butt every round. You are -10% on all attacks and weapon parries when it attacks from the air, but you can parry with a shield at normal chance.

If the sky bull is disabled points exceeded in forequarters, hindquarters, head, or two legs), you may assume that you can kill it while staying out of its reach.

When one leg is disabled, the sky bull does not get the damage bonus.

### Melee Sequence

1. Make statement of intent.
2. Resolve spells.
3. Resolve attacks and parries. If you have the strike ranks, you may pull out a projectile weapon and fire it once during the two-round interval between the bull's attacks. The bull will be out of range of any thrown weapon.

### Sky Bull

STR	26	Weapon	SR	Attack	Damage
CON	13	Butt	8	30%	2D10+3D6
SIZ	40	Stomp	8	35%	2D6+3D6
POW	11				
DEX	7	Defense:	0%		

### Sky Bull Hit Location

Location	1D20	Armor/Pts
R Hind Leg	01-02	3/7
L Hind Leg	03-04	3/7
Hindquarters	05-07	3/8
Forequarters	08-10	3/8
R Wing	11-12	3/6
L Wing	13-14	3/6
R Foreleg	15-16	3/7
L Foreleg	17-18	3/7
Head	19-20	3/7

**Hit Points:** 20



# 12

# Yuk

*Trollkin Scorpion*

### Reaction

Yuk still remembers his former life as a trollkin, so he will be friendly to any trollkin adventurer, in the unlikely event that he meets one.

On the other hand, he will be very hostile to his former tormenters: add 10% to all his attacks and parries against any troll.

He is neutral to any chaotic creatures.

If your cult demands that you fight chaos, Yuk will not like you either.

### Melee Sequence

1. Give Yuk one more hit point in each damaged location, and add these points to his total hit points.
2. Make statement of intent.
3. Resolve spells. Remember his chaotic feature of reflecting all Demoralize spells.
4. Resolve attacks and parries. Remember his Protection and skin armor when computing damage. Remember if he has cast Bludgeon on his club.
5. If you were struck by the sting two rounds ago, roll the poison attack against your total hit points or your CON, whichever is less. Have you ever noticed that your defense against poison or disease does go down as you take damage, but that the monster's attacks do not diminish as its CON decreases? Well, this one works both ways. Yuk's poison has the chaotic quality that its potency is equal to 3 less than his current hit points at the moment he stung you. The more you beat on him, the weaker Yuk's poison becomes. If you are stung, you will need to note how many hit points he has left at that point.

You get no missile attacks on Yuk. Nor can you cast any spells before the beginning of melee round 1.

In the first round, Yuk casts Protection 4 on himself at SR 4 and then hits with the club at SR 10 and sting at SR 11.

Slicing off one of Yuk's legs will not discommode him, he has plenty more. Although his regeneration ability will not regrow the leg, it will give him one more hit point each round (in total hit points) until the 6 points of damage (the most he can take from a single limb hit) have been eliminated. Three disabled legs will prevent Yuk from stinging, as will an incapacitated tail. Slicing off a leg will prevent further attacks by Yuk in that round.

If you are wearing metal armor in at least five locations, Yuk will cast Bludgeon on his club.

### Yuk

STR 15*	Weapon	SR	Attack	Damage	Parry	Points
CON 11	Club	6	40%	1D10+1D4	40%	20
SIZ 21	Sting	7	30%	1D6+2D6+poison		
INT 10						
POW 12	Defense: 0%.					
DEX 18	Spells: Protection 4, Healing 2, Bludgeon 2.					
CHA 3	Chaotic features: reflects all Demoralize spells; regenerates 1 point per location until dead.					

\* This is Yuk's average STR. Actually, the STR of his upper body is 9 and that of his scorpion body is 21. Thus the club and the sting have different damage bonuses.

### Yuk Hit Location

Location	1D20	Armor/Pts
R Hind Leg	01	3/3
L Hind Leg	02	3/3
R Center Leg	03	3/3
L Center Leg	04	3/3
R Foreleg	05-06	3/3
L Foreleg	07-08	3/3
Tail	09-10	3/5
Thorax	11-12	3/5
Chest	13-14	3/6
R Arm	15-16	3/4
L Arm	17-18	3/4
Head	19-20	3/5

Hit Points: 14



**13**

# Huey & Looie

*Two Ducks*

**Reaction**  
Neutral to Death rune cult initiates (except Seven Mothers), hostile otherwise.



Follow normal melee sequence.

The ducks will try to Hide at 60%. If both succeed, they will get the first round of attacks with their slings. If only one succeeds, you may throw a missile or spell at it after the first slingstone from each duck; the ducks then get their second attacks in the first round.

In the second and subsequent rounds, the ducks will close to hand-to-hand combat, Huey casting his Shimmer and Looie throwing a Disruption (he will already have cast his Countermagic, lowering his POW to 14).

During the melee, remember that ducks can parry and apply their defenses — Huey has 25% after he casts his spell, and Looie has 20% naturally. Also remember that short swords can impale.

You realize that if you wish to flee, the ducks, with their short legs, cannot keep up with you. However, your god will spread the word if you do. You will be known as the "One who ran away from ducks."

<b>Huey</b>							
STR	9	<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Points</i>
CON	17	Sling	2/9	25%	1D8		
SIZ	7	Shortsword	7	40%	1D6+1	30%	20
INT	14	Medium shield				40%	12
POW	14						
DEX	15	Defense:	10%.				
CHA	15	Spells:	Shimmer 3, Healing 3.				
<b>Looie</b>							
STR	12	<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Points</i>
CON	15	Sling	2/9	25%	1D8		
SIZ	4	Shortsword	8	45%	1D6+1	30%	20
INT	17	Medium shield				45%	12
POW	15						
DEX	13	Defense:	20%.				
CHA	6	Spells:	Countermagic 1, Healing 3, Disruption 1.				

<b>Huey Hit Location</b>		
<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
R Leg	01-04	4/6
L Leg	05-08	4/6
Abdomen	09-11	4/6
Chest	12	4/7
R Arm	13-15	4/5
L Arm	16-18	4/5
Head	19-20	4/6
<i>Hit Points: 16</i>		

<b>Looie Hit Location</b>		
<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
R Leg	01-04	4/5
L Leg	05-08	4/5
Abdomen	09-11	4/5
Chest	12	4/6
R Arm	13-15	4/4
L Arm	16-18	4/4
Head	19-20	4/5
<i>Hit Points: 13</i>		

# 14

Mindless Minotaur



# Malazar

### Reaction

Friendly to minotaurs, Storm Bull and Zorak Zoran initiates, baboons, and any character with an INT of 6 or less.

Hostile to everybody else.

Follow normal melee sequence.

Malazar likes the knockdown dragout fight. So what he does is cast Fanaticism on both himself and his opponent (note that this is cast with his initial POW of 15). That way, if his cast at you succeeds, neither of you will bother with any sissy parries or any of that chicken-bleep defense, to say nothing of pansy defensive spells.

Assuming the spell works on both of you, he will attack with the cudgel at SR 4 and the head butt at SR 11, both at 60%. The light mace is there in case he drops his cudgel or gets hurt in one arm: he is equally good with either hand with the light mace.

If his initial cast of Fanaticism at you fails, or knocks down Countermagic, he will keep trying, casting the spell instead of attacking with the head butt.

If Malazar is friendly toward you, but you wish to fight him, he will be glad to oblige as long as you let him cast Fanaticism on you first. If you resist the spell, he will get really mad. Increase his cudgel and butt attacks to 50% (before the Fanaticism, so that the spell will raise them to 75%).

If he is friendly to you and you want to fight, and you allow yourself to be Fanaticized, he will ask you, when the Fanaticism wears off in 10 melee rounds, whether you want to continue the fight. If, at that point, you wish to stop fighting, you may do so without penalty, but only if he was friendly to you in the first place.

### Malazar

STR	Weapon	SR	Attack	Damage	Parry	Points
14	2H cudgel	4	40%	2D8+1D4	40%	20
16	Head butt	7	40%	1D8+1D4		
12	Light mace	6	50%	1D6+2+1D4	50%	20
4						
15						
17	Defense: 0%					
10	Spells: Fanaticism 2.					

### Malazar Hit Location

Location	1D20	Armor/Pts
R Leg	01-04	5/6
L Leg	05-08	5/6
Abdomen	09-11	5/6
Chest	12	5/7
R Arm	13-15	5/5
L Arm	16-18	5/5
Head	19-20	10/6

Hit Points: 16



# 15

# Dagger Lee

## Poisoned Knife Thrower

**Reaction**  
 Dagger Lee is hidden in cover. You hear a faint breathing sound and it makes you nervous. Try Hiding in Cover.  
 If you succeed, Dagger Lee will be impressed and be neutral.  
 If you roll 20% of your Hide in Cover, he will be very impressed and be friendly.  
 If you did not hide, then he will attack.

Follow normal melee sequence.

First he throws his daggers at you. The first has Multimissile 3 on it. Note that if you have 6 point armor everywhere, the only way one of the magical missiles can hurt you is by scoring a critical hit (a 3% chance) since they cannot impale. You cannot apply defense to these missile attacks.

The second dagger (at SR 7) has Speedart on it. There is blade venom 6 on the tip of this dagger.

He then draws the shortsword

and closes. The sword also has blade venom 6 on the tip.

As he approaches, he casts Protection 3 on himself, leaving him with a POW of 10.

Do not forget Lee's defense and his shield parry.

Be sure to keep track of Lee's hits with his shortsword. The blade venom will be dissipated after three successful hits which fail to penetrate armor or are parried by a shield (a weapon parry does not catch the tip and thus does not wipe away the venom). Of course, the venom is also removed from the tip if it penetrates your skin.

If either the second dagger or the shortsword does damage through your armor (and if there is still poison on the sword tip), immediately roll the venom's potency of 6 against your current hit points. If this roll is successful, the location struck takes 6 additional points of damage. Otherwise, it takes only 3 more points of damage. Blade venom antidote counters this damage only if it was taken before the wound, and you had no reason to suspect blade venom until you took the damage.

Shortswords can impale. Dagger Lee has a second shortsword in case something happens to the first one. The second one has no poison on its tip.

Dagger Lee							
STR	18	Weapon	SR	Attack	Damage	Parry	Points
CON	10	Throwing dagger					
SIZ	8		1/7	60%	1D4+1D2		
INT	15	Shortsword	6	60%	1D6+1+1D4	55%	20
POW	17	Large shield				60%	16
DEX	18						
CHA	7	Defense: 20%					
Spells: Multimissile 3, Speedart 1, Protection 3, Healing 2.							

Dagger Lee Hit Location		
Location	1D20	Armor/Pts
R Leg	01-04	4/4
L Leg	05-08	4/4
Abdomen	09-11	4/4
Chest	12	4/5
R Arm	13-15	4/3
L Arm	16-18	4/3
Head	19-20	4/4
Hit Points: 10		



# Oakhead

*Elf with Poor Memory*

### Reaction

Oakhead is friendly to any elf, or other Aldrya initiate. He is neutral to any other character who knows Food Song or Preserve Herbs.

Theoretically, he is hostile toward everybody else. However, as long as you are not a troll or a dwarf, you may try to seem very sylvan. To impress Oakhead with your "elvisimilitude," you must successfully Move Quietly (remember to correct for your armor). If you succeed, Oakhead will think you must be a good person deep in your heart, and not attack you (unless he makes his INT roll of 30%).

### Hand-to-Hand Melee Sequence

1. Make statement of intent.
2. Resolve spells. If you are casting spells at Oakhead, remember that draws POW first from his elfbow.
3. Resolve attacks and parries.

### Oakhead

	STR	9	Weapon	SR	Attack	Damage	Parry	Points
CON	11		Elfbow*	2/9	50%	1D8+1		
SIZ	9		Spear	5	35%	1D6+1	25%	15 <sup>a</sup>
INT	6		Medium shield				55%	12
POW	13		* Oakhead's elfbow has 11 points of POW storage.					
DEX	13							
CHA	11		Defense: 0%. Spells: Healing 4, Xenohealing 2, Food Song 1, Speedart 1.					

Oakhead hides at 50%. If he succeeds, he gets his first arrow shot from surprise, with a 20% add. He will cast Speedart only if attacking a dwarf or troll.

After the first arrow, he will continue to shoot at you until you succeed in Spot Hidden Item (from now on, two arrows per round).

If he was not hidden, he will engage you in hand-to-hand combat immediately. If he was hidden, hand-to-hand combat begins the round after you spot him.

Oakhead does not usually remember his Xenohealing. If you want him to cast it on you, you must take your six-hour rest while he remembers it. He remembers slow.

### Oakhead Hit Location

Location	1D20	Armor/Pts
R Leg	01-04	4/4
L Leg	05-08	4/4
Abdomen	09-11	4/4
Chest	12	4/5
R Arm	13-15	4/3
L Arm	16-18	4/3
Head	19-20	4/4

Hit Points: 11



**17**

# Elvis

*Centaur with Bow and Lance*

**Reaction**  
 If you succeed with any musical skill, Elvis is friendly; hostile otherwise.  
 For the purposes of this quest, the basic Singing chance is 15% plus Oratory bonus.

**Melee Sequence After the Third Round**

1. Make statement of intent.
2. Resolve spells. Remember that Elvis has Healing if he needs it.
3. This centaur is exceptional in getting two attacks and a parry every round. Decide which attack you are parrying, the sword or the hoof. Your defense applies to both these attacks, however.
4. Resolve attacks and parries.

**Elvis**

	STR	CON	SIZ	INT	POW	DEX	CHA	Weapon	SR	Attack	Damage	Parry	Points
	17	12	25	14	14	14	16	Bow	2/9	40%	1D6+1		
								Lance	2	30%	1D10+2D6	20%	20
								Broadsword	4	30%	1D8+1+2D6	25%	20
								Hoof	6	30%	1D8+2D6		
								Large shield				30%	16

Defense: 0%.  
 Spells: Healing 3, Repair 2.

The centaur shoots one round of arrows (two). After that you get one round of missile fire at Elvis while he charges. He will have a lance in one hand and the large shield in the other. Against missile fire, the shield covers his chest, forequarters, and left arm.

After one attack with the lance, the centaur will wheel, tossing aside the lance, and attack with sword and hoof, parrying with the shield.

**Elvis Hit Location**

Location	1D20	Armor/Pts
R Hind Leg	01-02	3/4
L Hind Leg	03-04	3/4
Hindquarters	05-06	3/6
Forequarters	07-09	3/6
R Foreleg	10-11	3/4
L Foreleg	12-13	3/4
Chest	14	3/6
R Arm	15-16	3/4
L Arm	17-18	3/4
Head	19-20	3/5

**Hit Points: 15**





**Reaction**  
 Stubbs is very sensitive about his height. He will attack anybody his SIZ or greater. Also, being a patriotic dwarf, he hates elves and trolls. Otherwise, he is neutral (i.e., if your SIZ is 8 or less and you are not an elf or troll, he will not attack you).

**18**

# Stubbs

*Sensitive Patriotic Dwarf*

If Stubbs attacks, he gets the first shot with his crossbow. He will already have cast Countermagic on himself.

After his shot, he will cast Bladesharp and close.

**Melee Sequence**

1. Make statement of intent.
2. Resolve spells. Stubbs has Healing to cast on himself if he needs it.
3. Resolve attacks and parries, not forgetting Stubbs's parry and defense, and his Bladesharp.

**Stubbs Hit Location**

Location	1D20	Armor/Pts
R Leg	01-04	6/6
L Leg	05-08	6/6
Abdomen	09-11	6/6
Chest	12	6/7
R Arm	13-15	6/5
L Arm	16-18	6/5
Head	19-20	6/6

Hit Points: 17

**Stubbs**

STR	Weapon	SR	Attack	Damage	Parry	Points
19	Battle axe	6	40%	1D8+2+1D4	30%*	15
17	Crossbow	1	40%	2D4+2		
9	Medium shield				40%*	12

INT 15  
 POW 11  
 DEX 17  
 CHA 6

\* Stubbs gets +15% in all his parries against trolls and elves.

Defense: 15%.  
 Spells: Bladesharp 2, Countermagic 1, Healing 4.



**19**

# The Cockatrice

*Petrifying Poisonous Pecker*

Conduct melee normally.

The peck injects a poison into the body of the victim. If the peck hits and is not parried and penetrates armor, the poison conducts a POW vs. POW attack against you. If his POW overcomes yours, you are turned to stone, and the quest ends.

**Cockatrice Hit Location**

Location	1D20	Armor/Pts
R Hind Leg	01-02	8/6
L Hind Leg	03-04	8/6
Hindquarters	05-07	8/7 - Z
Forequarters	08-10	8/7
R Wing	11-12	8/5
L Wing	13-14	8/5
R Foreleg	15-16	8/6
L Foreleg	17-18	8/6
Head	19-20	8/6

Hit Points: 18

**Reaction**  
 The cockatrice attacks everybody, but gets +10% on attacks against any illuminated character.

**The Cockatrice**

STR	Weapon	SR	Attack	Damage
9	Peck	8	40%	1D10 + petrifies

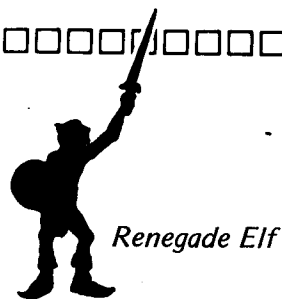
CON 18  
 SIZ 11  
 POW 14  
 DEX 15





# 20

# Oakblight



### Reaction

Oakblight is a renegade elf who hates anything that smacks of Aldrya or Aldryami.

If you know Food Song; are an elf; a lay member of Aldrya; or an initiate of Eiritha, Chalana Arroy, or Yelmadio, he will be hostile.

He is neutral to Darkness creatures and initiates of Darkness cults.

To all others, there is an 85% chance of neutrality, otherwise he is hostile.

### Oakblight Hit Location

Location	1D20	Armor/Pts
R Leg	01-04	6/6
L Leg	05-08	6/6
Abdomen	09-11	6/6
Chest	12	6/7
R Arm	13-15	6/5
L Arm	16-18	6/5
Head	19-20	6/6

Hit Points: 16

Oakblight will fire one arrow, then close to hand-to-hand combat, casting Shimmer on himself. With this much defense (40%), he can be pretty tough to hit. However, your chance to hit him

can never fall below 20% of your intrinsic chance to hit, before any magical adds.

Oakblight will use his Speedart and Bladesharp only against another elf.

### Melee Sequence

1. Make statement of intent.
2. Resolve spells. Remember Oakblight's Healing.
3. Resolve attacks, not forgetting Oakblight's Shimmer-enhanced defense and his parry.

### Oakblight

STR	CON	SIZ	INT	POW	DEX	CHA	Weapon	SR	Attack	Defense	Parry	Points
17	15	11	22	17	19	15	Bow*	1/7	40%	1D8+1		
							Broadsword	4	40%	1D8+1+1D4	35%	20
							Large shield				50%	16

\* Oakblight's bow is not an elfbow.

Defense: 30%.

Spells: Healing 6, Speedart 1, Bladesharp 2, Shimmer 2.

## Final Conflict

In this final conflict, you will be facing an almost exact duplicate of yourself. Your duplicate will have all the weapons, spells, sneaky tricks, poisons, armor, hit points, and so forth that you do, except that:

It will be 10% less in all attacks and parries;

It will have a defense bonus 5% less than yours;

It will know 1 point less of all variable-point spells than you do, except that it will know at least 1 point of any such spell you know (exception: if you

know Healing 6, so will your duplicate);

Its POW and CON will be what yours were at the beginning of the DreamQuest and not your current levels;

It is undamaged, whether or not you are undamaged at the beginning of this conflict.

Your clone's intents will be exactly the same as yours, as far as possible. If you cast Befuddle, so will it, at the same strike rank, with the same DEX. Its strike ranks will be exactly the same as yours, except that if you, for ex-

ample, cast Bladesharp 4, it will attack one strike rank before you because it could only cast Bladesharp 3.

If you conquer your double, you may immediately sacrifice 1 point of permanent POW to raise any raisable characteristic 1 point (but not over 18). This must be done before any other characteristic training or study of any sort, immediately upon completion of the DreamQuest. STR and CON cannot be taken above maximum of STR, CON, and SIZ.

If you lose to your double, you lose all the benefits for winning the DreamQuest except the first (experience bonus for raising skills).

# A Solo-Mystery Phony Stones

This solo adventure requires more than just brawn and muscle; you must have the ability to reason deductively. A little luck wouldn't hurt either.



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## *Local temple takes action*

# Big reward offered for peddlers of bogus Issaries statues

*Local detective Zero consulted*

### WHITEWALL

A reward of 1500L has been offered by the local Issaries temple for the capture of the person selling bogus statues of Issaries in the Whitewall area in the past three weeks.

The buyers were under the impression that with the purchase of the statues, they were becoming members of the Issaries cult.

The priests and initiates of the Issaries temple want the counterfeiter apprehended immediately. The operation is undermining confidence in their own sales and puts their god in a bad light if allowed to continue.

The search for the counterfeiter is hampered by the fact that physical descriptions given

by the purchasers of the bogus statues differ greatly. Not even the gender of the counterfeiter has been determined.

Several reports led local detective Zero to look into the case. Detective Zero is a Lhankor Mhy initiate who bills himself as the greatest living detective in the world.

After careful consideration of the surrounding geography, he asserted that the counterfeiter can be found in Slime Haven, a hideout some two days away up-river.

Detective Zero declined to pursue the case any further as he never leaves Whitewall, much less the temple where he resides.

He adds that there is a row of

ten houses along a road in Slime Haven which have often been known to be hideouts for fugitives on the run. It is the likeliest place to find the counterfeiter.

People wishing to hunt for the counterfeiter, for the reward, are advised that they must first become a lay member of Issaries and are obliged to swear the standard oath of the cult: to never violate the market of the cult and to never steal from another Issaries member.

People on the bounty hunt are expected to uphold all the obligations and responsibilities of Issaries to other Lightbringers and are warned that flagrant violators will be visited by the cult spirit of reprisal.

AS YOU APPROACH THE TOWN, which appears to contain about 50 residences, there is a row of houses on your left. There are ten of them, each apparently one room. There are no open windows or doors. There is only one door to each house, in the front. The houses are all of wood.

The houses are about 25 meters apart, maybe 30, so that a Detect spell cast in front of one will also pick up the house on either side.

The houses bear no identifying marks or numbers, but for convenience we will number them from the left, as you look at them from the street. Number 1 is on the far left, and number 10 is on the far right end of the line.

As you walk along the street, you will see a few differences in the exterior appearance of the houses, which are otherwise quite uniform.

They all appear to be about the same age, perhaps 20 years old. Maybe they are the remnants of some Slime Haven real estate entrepreneur's dreams of wealth and success.

In front of number 1 is a weedy flower garden, in which marigolds and chrysanthemums compete with wood sorrel and dandelions.

The garden in front of and to one side of number 2 is a pleasant contrast. Vegetables, flowers, and herbs are all growing in neat rows and clusters. There are no weeds.

Two mules are tied up in front of number 3. There is a jar of pumice and two large branches of some sort of aspen beside the door.

A three-foot pile of wood scraps and sawdust takes up half the front wall of number 4. A clay head of Issaries hangs from a

crude wooden bracket beside the door.

A set of antelope antlers is mounted over the door of number 5.

A soggy pile of rubbish lies rotting in front of number 6. On its side is a statue, very chipped, of a dwarf sucking his thumb.

The front yard of number 7 is also occupied by a vegetable garden, but is not well tended. An effort has been made to weed half of it, but the lettuce and chard in the other half are overcrowded and being eaten by earwigs and caterpillars. An Issaries rune has been painted on the front door.

There is a Death rune on the front of number 8. In front is a well tended flower garden.

The door of number 9 sags somewhat on its hinges. The house looks like it is deserted.

The yard in front of number 10 is covered with gravel, but grass is growing up through it. The house looks to be in better repair than the others. There is a bronze lock on the door, bronze fittings, hinges, and a bronze door handle. There is a bronze statue of Issaries set into the door frame.

Most of the houses contain residents. Once inside, there will be a description of the interior, usually followed by a choice to be made. You will be able to leave, attack the resident(s), or threaten. The latter choice will cover just about everything except leaving or fighting. Pulling out a weapon or shield, making verbal threats, making accusations (e.g., of being the statue counterfeiter), or casting any spell whatsoever, no matter how innocent—all of which constitute, from the view of the resi-

dent, hostile acts. Simply refusing to leave will be interpreted as a threat.

The scenario is set up to handle the most common Detect spells, namely Life, Enemies, Gold, and Magic. A word is in order about the information and results obtained from these spells. First, it should be obvious that your actions may affect the results in ways that the scenario cannot allow for. If you have killed someone, he would not show up on subsequent Detect Life spells. If you have engaged in hostilities with a resident, he would subsequently Detect as an Enemy, regardless of his original attitude. If you remove gold or magic from a house (or if the occupants remove it), it will no longer show up on Detect spells. Finally, one effect of Detect Magic should be noted—it makes magic items glow. If the resident is in a position to see that glow, he will assume that greed is one of your primary motivations. Therefore, that resident will always assume you are hostile.

If you enter a house with a weapon drawn, or a shield in hand, you can probably assume that you will be taken for an enemy. Being armed is one thing, brandishing weapons is another. The one exception is the quarterstaff. It has a sufficiently innocent appearance that having it in hand will not be interpreted as hostility. One other thing must be considered: if it is necessary to fight inside a house, very long or cumbersome weapons will be at a disadvantage. The doors in front are less than two meters high. A 2.5 meter long spear or a pole axe will not be a practical weapon in such circumstances.

Go to 000 to start your quest for the reward money.

## 000

You are standing in the road in front of the ten houses. You may walk up to and enter any one you wish. They are all unlocked.

Go to 101 for house number 1, 201 for house number 2, 301 for house number 3, etc. House number 10 is 1001.

Eventually, you will have to capture the counterfeiter. Do not expect a confession. When you have subdued your suspect, go to 1234. You must understand that enormous embarrassment will be the least of your penalties if you bring in someone who turns out to be innocent. If in doubt, you may instead wish to convey your suspicion to the Issaries people who hired you. They may still reward you for accurate information. If that is your preference, go to 1235.

## 101

You are standing in front of the door of house number 1. If you wish to cast a Detect spell, go to 102.

Otherwise, determine which weapon(s), if any, you will have in hand; which spells, if any, you will have cast on yourself; and which spells you have in mind. Go to 103.

102

If you cast Detect Life, go to 104.

If you cast Detect Enemies, go to 105.

If you cast Detect Magic, go to 106.

If you cast Detect Gold, go to 107.

103

If you have a weapon in hand, go to 108.

If not, but you have cast Detect Magic in front of house number 1 or 2, go to 109.

Otherwise, go to 110.

104

Two lives are detected in house number 1 and one in house number 2. Go to 101.

105

No enemies are detected. Go to 101.

106

No magic is detected. Go to 101.

107

No gold is detected in house number 1, but some is detected in house number 2.

Go to 101.

108

Continue to 110.

109

You are aware that there is no magic in the house you are about to enter. Go to 110.

110

As you enter the door, a dish smashes against the wall right near your head. You are taken aback as the pieces rattle to the floor beside you.

Across the room, a red-faced woman is hefting another plate, while a slightly pudgy man in a clean tunic is attempting to restrain her.

"Nothing personal," he explains hastily. "She's just excitable, that's all."

Make up your mind now what your next reaction is going to be, and then go to 111.

111

If you decided to attack them, go to 116.

If you decided to threaten them, go to 115.

If you were not going to do anything overtly hostile, go to 112.

112

The man introduces himself as Jerrhy. "This my wife Jeniphar," he tells you. "I just got back from the fields, and she was complaining about a prowler around here during the day, so she overreacted. There are always bad guys out to plunder us farmers. We make it, they take it."

Jerrhy's cheerful face belies his complaining. He is of average height and is wearing linen trousers. Jeniphar is about four inches shorter, ruddy, buxom, and durable-looking. They are both in their mid-twenties.

For a description of the room, go to 113.

113

The room has a table and two chairs, all in poor condition. There are two smaller chairs next to the fireplace. The whole room is very neat and tidy. A shiny copper cooking pot is hanging by the fireplace. Cloaks, trousers, and tunics, both men's and women's, in good condition, are hanging on wall pegs in a fastidious line. Tacked to the wall are line drawings of rural scenes, a crude map of the local area (about 20km in all directions), and an embroidered homily. Two bedrolls are tied neatly in one corner. At the back of the room is a large clumsy wooden chest about three feet long, with a hinged wooden top and a trouser leg protruding from under the lid. On the table are a lantern, several knives, dried meat, bread, raisins and nuts, and some fresh flowers in handsome glazed pots. Next to Jeniphar, on a low shelf, are a frying pan, and several more dishes. A quarterstaff, looking like a long piece of smooth driftwood, is leaning against the rear wall of the cabin.

If you wish to leave, go to 114.

If you wish to threaten, go to 115.

If you wish to fight, go to 116.

114

As you are about to leave, Jerrhy says, "Jeniphar thinks she saw the prowler go into house number 9. Could you let us know if you find anything out?" Go to 000.

115

Jeniphar says, "See, I told you. I could have cocked him, but oh, no. This one's all right, you said. Well, see what you've got us into now? Why did I ever marry a farmer?"

Jerryh uneasily offers you 25L to go away and leave them alone. What will you do now?

If you accept and leave, go to 117.

If you wish to fight, go to 116.

### 116

If forced into a fight, their first reaction will be flight. Jerryh casts Binding at you while Jeniphar tries to distract you by casting Speedart on a dish and throwing it at you. If the Binding succeeds, they will flee out the door and get away. Go to 118 to discover what you find if you search their room.

If the Binding fails, Jerryh will conclude he has to fight. First he casts Shimmer 3 on himself. (If you go after Jeniphar first, he will cast Shimmer 3 on her instead, and not on himself until he too is attacked.) If you are fighting Jerryh, Jeniphar will maneuver for a blow with her frying pan, casting Disruptions at you as she does so. Jerryh will usually cast Bludgeon on his quarterstaff. If he has the POW and it seems like a good idea, he may cast Bludgeon on Jeniphar's frying pan as well.

As long as you have not killed either of them, they will accept your surrender. If you disable one of them, the other will continue to fight. If you disable both of them, they will surrender. Since neither knows Healing, they will plead with you to summon the Healer next door.

If you win, go to 120.

If you lose, go to 119.

Jerryh Hit Location			Jerryh							Jeniphar Hit Location					
Location	1D20	Armor/Pts	STR	CON	SIZ	INT	POW	DEX	CHA	Weapon	SR	Attack	Damage	Parry	Points
R Leg	01-04	1/5	14	12	12	13	13	14	12	Quarterstaff	4	50%	1D8+1D4	55%	15
L Leg	05-08	1/5	Defense: 10%.												
Abdomen	09-11	1/5	Spells: Bludgeon 2, Binding 1, Shimmer 3.												
Chest	12	0/6													
R Arm	13-15	0/4													
L Arm	16-18	0/4													
Head	19-20	0/5													
<i>Hit Points: 13</i>															
Jeniphar															
STR	11		Weapon	SR	Attack	Damage	Parry	Points							
CON	16		Throw crockery												
SIZ	9			3	50%	1D4									
INT	15		Frying pan	9	40%	1D6+2	20%	20							
POW	14														
DEX	9		Defense: 5%.												
CHA	15		Spells: Speedart 1, Disruption 1.												
										<i>Hit Points: 16</i>					

### 117

Go to 000. If you return to this house, Jerryh and Jeniphar will be gone.

### 118

In the trunk, among some old clothes, you find 500L and a scroll. The scroll is in Trade Talk. If you ever succeed in reading it, you will find that it details a special

grip on the quarterstaff. This will raise your parry chance with this weapon by 10% (up to, but not above 75%) if you practice it. This scroll applies only to the quarterstaff and not to other two-handed smashing weapons, and does not increase your attack chance with this weapon.

After taking the stuff, go to 000.

119

They take any valuables you might have and leave you in front of the Healer's door. Then they take off for parts unknown. Florian the Healer knows Healing 3.

End of adventure.

120

Unless you are claiming that Jerrhy and/or Jeniphar are the bogus statue sellers, Florian the Healer will take any survivor under her protection.

Go to 118 for the results of your search of the room.

## 201

You are standing in front of the door to house number 2.

If wish to cast a Detect spell, go to 202.

Otherwise, determine which weapons, if any, you will have in hand and which spells, if any, you will have cast on yourself and which spell you have in mind. Then go to 203.

202

If you cast Detect Life, go to 204.

If you cast Detect Enemies, go to 205.

If you cast Detect Magic, go to 206.

If you cast Detect Gold, go to 207.

203

If you have a weapon in hand or if you cast Detect Magic in front of house numbers 1, 2, or 3, go to 208.

Otherwise, go to 209.

204

You detect two life forms in house number 1, one in house number 2, and two in house number 3, all with SIZ no larger than 21. Go back to 201.

205

You detect no enemies.

206

You detect one magic item in house number 2. Go back to 201.

207

No gold is detected in house numbers 1 or 2, but a small amount is detected in house number 3.

208

If you had cast Detect Magic in front of house numbers 1, 2, or 3, go to 210.

Otherwise you must have a weapon in hand, go to 211.

209

In this cottage is a slender blonde woman, quite good-looking, with a slightly sullen expression. After you introduce yourself, she tells you that she is Florian the Healer. This is one of the many towns she visits in this area, since most of them are too small to have a Healer of their own. She has been in Slime Haven for about two weeks now. In spite of the name of the town, she has found the inhabitants relatively pleasant. This is all the information she volunteers.

For a description of the room, go to 212.

210

A spell is cast at you. The caster's POW is 16 and there are two extra points of POW behind it.

If the spell works, go to 213.

If not, go to 214.

211

Continue to 210.

212

There are only three pieces of furniture in this room. There is a table, a chair, and a simple bed. There are no blankets or sheets on the bed. There is a bedroll resting on the bed, still tied up. On the table and on the floor in one corner of the room are many candles. They are molded into many shapes. There are humans, animals, trees, mountains, houses, mushrooms, and even one candle shaped like a broom. Most of the candles are white, yellow, or brown, but a few are in vivid colors. There is a large earthenware jug of tallow. On the table are small pots of bright powders and oils. Scattered about the table are a variety of knives, none of them looking very lethal. A thin book with narrow heavy pages is lying open on the table, and what looks like dried leaves are protruding from between some of the pages. White robes are hanging from pegs in the wall. Also on the table is some food—bread, a wheel of cheese, bean cake, and a cauliflower. The fireplace has not been used. A coil of rope is hanging from a peg in the far wall. There is a wineskin behind the table on the floor.

Go to 215.

213

The spell was Sleep. When you awaken, an annoyed Healer tells you never to engage in such hostile behavior again around an initiate of Chalana Arroy.

The counterfeiter has heard about this confrontation, deduced your mission in town, and split. You come away from Slime Haven empty-handed.

End of adventure.

214

The caster of the spell is a slender blonde woman in a white robe. She is preparing to cast another spell at you. She is very good-looking. She has no visible weapons.

Decide what you are going to do, then go to 216.

215

If you wish to leave, go to 217.

If you wish to threaten, go to 218.

If you wish to fight, go to 219.





When combat is concluded, either by your surrender, flight, or by Florian's defeat, go to 000. Other than the crystal, Florian does not have any treasure.

**301** You are standing in front of the door to house number 3.

If you are going to cast a Detect spell, go to 302.

Otherwise, determine which weapons, if any, you will have in hand, which spells, if any, you will have cast on yourself, and which spell you have in mind. Then go to 303.

302

If you cast Detect Life, go to 304.

If you cast Detect Enemies, go to 305.

If you cast Detect Magic, go to 306.

If you cast Detect Gold, go to 307.

303

If you have a weapon in hand, go to 308.

If you have cast Detect Magic in front of house numbers 2, 3, or 4, go to 309.

Otherwise, go to 310.

304

One life is detected in house number 2, two is detected in house number 3, and one is detected in house number 4. Go to 301.

305

No enemies are detected. Go to 301.

306

One magic is detected in house number 2. Go to 301.

307

No gold is detected in house number 2, a little is detected in house number 3, and a lot is detected in house number 4. Go to 301.

308

There is a large man standing in front of you with a huge club. He says, "Drop the weapon, bub, on the floor, if you want to stay healthy." There is a stocky man of about average height behind him scrutinizing you. He is pulling out a broadsword. He does not look like a fighter. The big guy does.

If you drop your weapon, go to 311.

Otherwise, go to 312.

309

Continue to 310.

310

There is a very large man standing near the door. His hand rests on the handle of a huge club, which in turn rests on the floor. He is dressed in a homespun grey shirt and well-made leather trousers. Behind him is a stocky man in a yellow cloth shirt and leather trousers. The stocky man's right hand is resting on the hilt of a sheathed broadsword.

The large man says, "Whaddya want?" The stocky man says, "That's all right, Brutus. I'll handle it."

Brutus looks suspiciously at you but moves out of the way. The stocky man introduces himself as Ookephalos, botanist and Lhankor Mhy initiate. "I'm out here studying the curious plants that are found in this vicinity. There's one, for instance, which eats caterpillars. There is another which oozes a viscous liquid which cures hangovers. You may be relieved to learn that the name Slime Haven refers not to the moral qualities of its inhabitants, but rather to that remarkable medicinal secretion. I've been out here about 16 weeks, although I'm off in the woods and out in the hills to the south most of the time. But every week or so I come back here for a rest. Brutus comes along to protect me, although so far we have not encountered very many hostile beings. How can I help you?"

When you explain your mission, he will tell you that he is in fact a lay member of Issaries, showing you his statue of the god. He has not heard anything about bogus statues, however. He apologizes for not being able to help.

Go to 313 for a description of the room.

311

The big guy picks up your weapon, and hands it to the stocky man. The big guy, who tells you his name is Brutus, is wearing a homespun grey shirt and leather trousers. The stocky man, who introduces himself as Ookephalos, is wearing a yellow cloth shirt and leather trousers.

Brutus leans on his club and Ookephalos puts his sword away. Ookephalos tells you he is a botanist and Lhankor Mhy initiate. He does not know anything about bogus Issaries statues. He is an Issaries lay member himself. He shows you his statue. Brutus, he tells you, is his friend.

Go to 313 for a description of the room.

312

The stocky man throws a spell at you, with a POW of 13.

If the spell works, go to 314.

If not, go to 315.

313

There is a large table and two benches in this room. On the table are three open scrolls showing drawings but few words; a small cup with two wheels in it (the cup is brass); two quill pens; an unrolled map; a lantern; a false beard with a razor sitting on top of it; and a cloth kerchief or napkin. On one of the benches are five recently-cut tree branches and several cones. On the other are a leg of mutton, two daggers with enameled handles, and the Issaries statuette. On the floor are two bedrolls and packs. They are up against a trunk, open, which contains a number of cloaks (three visible), in good condition and apparently expensive. A quarterstaff leans against the wall. Another lantern hangs from the ceiling above the table.

If you entered this room with a weapon drawn (i.e., if you came here from 311), then go to 316.

Otherwise, you must make a decision: if you wish to leave, go to 317; if you wish to threaten, go to 318; or if you wish to fight, go to 319.

314

You are Befuddled. When you come out of it, Brutus is standing in front of you with the maul poised above your head. Ookephalos is standing behind you with

his sword in your ribs. Not being suicidally inclined, you drop your weapon as you are ordered. You are told to leave. That seems like a wise course of action. Once you are outside, your weapon is thrown out to you.

Go to 000 and do not come back to this house unless you intend to fight (proceeding directly to 319 in that case).

315

You have two choices: if you wish to leave and not return, go to 000; if you wish to fight, go to 319.

316

You have three choices: if you wish to leave, go to 320; if you wish to threaten, go to 321; or if you wish to fight, go to 319.

317

Ookephalos stops you as you turn to the door. He says, "I really don't think your counterfeiter lives around here. I know a few of the people here and they seem straight to me. The healer in house number 2 is kind of a flirt, but otherwise pleasant enough. There's an alchemist in house number 6; he's got a good business as it is, so I can't imagine why he would want to go around selling phony statues. The blacksmith in house number 10 is a steady fellow. Bo in house number 8 is a little bit crazy right now, but who can blame her? Her husband was killed just a couple of weeks ago. She's grief-stricken about his death and afraid that whoever did it will come back to kill her. So go easy on her, all right?"

Go to 000.

318

Ookephalos looks disgustedly at you. "Give him 50L, Brutus," he says, "and make him go away."

If you take it and leave, go to 322.

If you refuse it and leave, go to 323.

If you wish to fight, go to 319.

319

Brutus casts Countermagic on himself. Ookephalos casts Protection 3, then Blade-sharp 1. Do not forget their parries.

Neither of them is totally adverse to a good fight. If both are down, they will surrender. Once you start fighting them, you cannot run away without winning. You must conquer or surrender.

If you win, go to 324.

If you surrender, go to 325.

320

As you leave, he tells you to leave the woman in house number 8 alone. "She's just been widowed, and is hardly likely to be the culprit."

Go to 000.

321

Continue to 318.

<p><b>Ookephalos Hit Location</b></p> <table border="1"> <thead> <tr> <th>Location</th> <th>1D20</th> <th>Armor/Pts</th> </tr> </thead> <tbody> <tr><td>R Leg</td><td>01-04</td><td>1/3</td></tr> <tr><td>L Leg</td><td>05-08</td><td>1/3</td></tr> <tr><td>Abdomen</td><td>09-11</td><td>1/3</td></tr> <tr><td>Chest</td><td>12</td><td>0/4</td></tr> <tr><td>R Arm</td><td>13-15</td><td>0/2</td></tr> <tr><td>L Arm</td><td>16-18</td><td>0/2</td></tr> <tr><td>Head</td><td>19-20</td><td>0/3</td></tr> </tbody> </table> <p><i>Hit Points: 9</i></p>	Location	1D20	Armor/Pts	R Leg	01-04	1/3	L Leg	05-08	1/3	Abdomen	09-11	1/3	Chest	12	0/4	R Arm	13-15	0/2	L Arm	16-18	0/2	Head	19-20	0/3	<p><b>Ookephalos</b></p> <table border="1"> <thead> <tr> <th>STR</th> <th>Weapon</th> <th>SR</th> <th>Attack</th> <th>Damage</th> <th>Parry</th> <th>Points</th> </tr> </thead> <tbody> <tr> <td>10</td> <td>Broadsword</td> <td>8</td> <td>50%</td> <td>1D8+1</td> <td>50%</td> <td>20</td> </tr> <tr> <td>9</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>10</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>14</td> <td colspan="6">Defense: 0%.</td> </tr> <tr> <td>13</td> <td colspan="6">Spells: Befuddle 1, Protection 3, Detect Life 1, Bladesharp</td> </tr> <tr> <td>8</td> <td colspan="6">1.</td> </tr> <tr> <td>14</td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	STR	Weapon	SR	Attack	Damage	Parry	Points	10	Broadsword	8	50%	1D8+1	50%	20	9							10							14	Defense: 0%.						13	Spells: Befuddle 1, Protection 3, Detect Life 1, Bladesharp						8	1.						14						
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<p><b>322</b> If you return to this house, go directly to the fight in 319. For now, go to 000.</p>																																																																																	
<p><b>323</b> Continue to 320.</p>																																																																																	
<p><b>324</b> The total treasure of Ookephalos and Brutus is 100L, 2 wheels, and five fine cloaks, each worth 100L. You have to leave town and no one will try to stop you. If you are an initiate of Lhankor Mhy, you will receive one visit (attack) from the Brain Flayer. If you are not an initiate of the cult, you can never become even an apprentice of it.</p>																																																																																	
<p><b>325</b> If you are an initiate of Lhankor Mhy, they kick you out without your weapons. Deduct 5% from any future advancement chance within the cult. If you are not an initiate of Lhankor Mhy, they take everything you've got: magic items, money, gems, weapons, armor, and so forth. You are warned never to return to Slime Haven. If they see you again in these parts, they will attack first and ask questions later. Afterwards, you are booted out of town.</p>																																																																																	
<p><b>401</b> You are standing in front of the door to house number 4. If you wish to cast a Detect spell, go to 402. Otherwise, determine which weapons, if any, you will have in hand, and which spells, if any, you will have cast on yourself, and which spells you have in mind. Then go to 403.</p>																																																																																	

402

If you cast Detect Life, go to 404.  
If you cast Detect Enemies, go to 405.  
If you cast Detect Magic, go to 406.  
If you cast Detect Gold, go to 407.

403

If you have a weapon in hand or have cast Detect Magic in front of house numbers 3, 4, or 5, go to 408.  
Otherwise, go to 409.

404

Two life forms can be detected in house number 3, one in house number 4, and one in house number 5. All are SIZ 22 or less. Go to 401.

405

There are no enemies detected. Go back to 401.

406

You can only detect one thing of magic in house number 5. Go back to 401.

407

You can detect a small amount of gold in house number 3, about 20 wheels worth in house number 4, and about 20 wheels worth in house number 5. Go back to 401.

408

If you have a weapon in hand, go to 410.  
Otherwise, you must have cast Detect Magic within range of this cottage, go to 411.

409

The occupant of this cottage is a very stocky young man of average height. He is wearing a smudged white tunic and linen trousers. He looks narrowly at you and tells you, "My name is Alvin. What's yours and what're you doing here?"

Go to 412 for a description of the room.

410

What happens next depends on how tough you look. If you are carrying a bastard sword, a pole axe, or a maul; or if you are SIZ 15 or bigger; or if you have at least a +1D6 damage bonus; or if you are wearing metal armor on both chest and limbs, then Alvin will not mess with you if he can help it. Go to 413.

Otherwise, you have a fight on your hands. Go to 420.

411

As you probably remember, there was no magic in this room. Go to 409.

412

There are three chairs and a table in this room. The table is large and rectangular. One of the chairs is not level. The joints of the table are not well fitted. There is a half-finished cabinet beside the table. Leaning against one of the chairs, close to Alvin's hand, is a well-made heavy mace with a flanged metal head. Hanging from

Alvin's belt is a wood cudgel. On the table are saws, hammers, axes, a crude vise, paints, lacquers, a measuring stick, a piece of charcoal, a large ball of twine, a pot of glue, many nails, tacks, and brads (both loose and in small boxes), and a few sheets of rag paper. There is a bed with a feather mattress, a rumpled sheet and a wool blanket. Tacked to the wall are about ten reasonably skillful drawings of nude and semi-nude women. Some of them are quite erotic, and one of these, of a slim blonde woman, may look familiar. There is no sign of cooking utensils, and the fireplace is unused. There is a half a loaf of bread on one of the chairs, and cuirboilli armor lying loose on the floor. An embroidered woman's robe and two man's robes are hanging from pegs in the wall, along with a pair of man's trousers, and tunics, all brown. Hanging beside them is a straight razor. Scattered on the floor are many pieces of loose wood, mostly rough-cut planks and thin cylinders.

Go to 413.

413

You have three options: if you wish to leave, go to 414; if you wish to threaten, go to 415; or if you wish to fight, go to 416.

414

Go to 000.

415

If you are carrying a bastard sword, a greatsword, a pole axe, or a maul; or if you are wearing metal armor on both your chest and limbs; or if you are SIZ 15 or bigger; or if you have at least a +1D6 bonus, go to 417.

Otherwise, go to 418.

416

Continue to 420.

417

"Look," he says. "If you won't tell anybody I did this, I'll give you 5 wheels to go away and leave me alone. I don't know anything about no Issaries statues. Just scam, all right?"

If you accept his offer of 5 wheels, go to 419.

Otherwise, go to 420 and fight.

418

You do not look very tough, Alvin wants to fight. Go to 420.

419

He gives you the 5 wheels and you leave. Go to 000.

420

Alvin first casts Demoralize at you. Then he casts Bludgeon on his mace. If the initial Demoralize does not work, he will try again in any subsequent round on a 1D4 roll of 3. Make this roll at the beginning of each melee round. The melee continues until:

a) You surrender. Alvin will take all your magic, your money, and any metal armor you have. He will extract any other items of value you have in your possession. He will demand a huge ransom, but when you refuse to pay, he will release you anyway.

b) If he is disabled in any way, he will surrender, because he does not know any Healing. This means that if he loses the use of any limb except his left arm, he will give up. He will not surrender as long as you are Demoralized, however. He will offer you 20 wheels and whine that this is all the money he has in the world. As it turns out, he is telling the truth.

Go to 000.

### Alvin Hit Location

Location	1D20	Armor/Pts
R Leg	01-04	1/5
L Leg	05-08	1/5
Abdomen	09-11	1/5
Chest	12	1/6
R Arm	13-15	1/4
L Arm	16-18	1/4
Head	19-20	1/5

Hit Points: 13

### Alvin

	STR	CON	SIZ	INT	POW	DEX	CHA	Weapon	SR	Attack	Damage	Parry	Points
	16	11	17	7	14	13	7	Heavy mace	6	50%	1D8+2+1D6	50%	20
								Light mace	6	60%	1D6+2+1D6	60%	20
								Defense: 0%.					
								Spells: Repair 2, Demoralize 1, Glue 1, Bludgeon 2.					

## 501

You are standing in front of the door to house number 5.

If you are going to cast a Detect spell, go to 502.

Otherwise, determine which weapons, if any, you will have in hand; which spells, if any, you will have cast on yourself; and which spell you have in mind. Then go to 503.

### 502

If you cast Detect Life, go to 504.

If you cast Detect Enemies, go to 505.

If you cast Detect Magic, go to 506.

If you cast Detect Gold, go to 507.

### 503

If you have a weapon in hand, go to 508.

If you have cast Detect Magic in front of house numbers 4, 5, or 6, go to 509.

Otherwise, go to 510.

### 504

One life each in house numbers 4, 5, and 6 are detected. Go to 501.

### 505

No enemies are detected. Go to 501.

### 506

One magic is detected in house number 5. Go to 501.

### 507

You detect about 20 wheels worth of gold in house number 4, about 20 wheels worth in house number 5, and about 10 wheels worth in house number 6. Go to 501.



508

This room is very dark. The only light in here is that which enters through the door you are standing in. Make your Spot Hidden Item roll.

If you succeed, go to 511.

Otherwise, go to 512.

509

This room is very dark. You do not see anything in it yet. Your eyes are taking time to adjust to the dimness. The only light in here is that from the door behind you. You move forward into the room as your eyes become accommodated to the low light. A woman, dressed in black, dashes past you out the door, moving very fast.

Go to 518.

510

This room is very dark. The only light in here is that coming through the door behind you. Make your Spot Hidden Item roll.

If you succeed, go to 513.

Otherwise, go to 514.

511

You see on your right a black-haired young woman in a black dress. She is very good looking. She is holding a dagger in her left hand and a shortsword in her right hand. The dagger is held by the tip, as if prepared for throwing. You have been in the room ten seconds now.

If you wish to leave, go to 000.

If you wish to fight, go to 525.

If you wish to put away your weapon, go to 515.

If you wish to tell her what you are looking for, go to 514.

If you wish to cast a spell, go to 516.

If you wish to threaten her, go to 517.

512

A woman in a black dress dashes by you and out the door. She was moving very fast. Go to 518.

513

You see a very good-looking black-haired young woman in a short black dress. She is standing beside a small table, on which is a shortsword. Her right hand is very close to it. Her left hand is resting on her hip. From her belt, close to that hand, hangs a dagger. She tells you her name is Aushia.

"I'm new here, and very nervous. I don't really trust these people. Several of them, like that carpenter next door, act very strange. Will you please go now?"

She does not want to talk any more.

Go to 519 for a description of the room.

514

The young woman in this room, moving very quickly, tries to run by you to the door. Try your Jumping roll. If you are not wearing any metal armor (not counting helm), add 10% to your chance to succeed, because of the lighter weight.

(You cannot block her exit with a weapon, because she will simply push it out of the way with her shortsword. She has the leverage.)

If your Jump succeeds, you got in her way and momentarily blocked her escape. Go to 520.

If you missed the roll, she got by you and leaps out the door. Go to 518.

515

The young woman warily sheaths her sword, but keeps her dagger in hand. She tells you her name is Aushia.

“I’m new here, and very nervous. I don’t really trust these people. Several of them, like that carpenter next door, act very strange. Will you please go now?”

She does not want to talk any more. Go to 519 for a description of the room.

516

She tries to get away. Go to 514.

517

She offers you 5 wheels to go away and leave her alone. She says her name is Aushia, and new in town. That is all she will say.

If you wish to leave, go to 522.

If you wish to fight, go to 525.

518

If you know Binding and wish to cast it, go to 521.

If you know Mobility and cast it on yourself in order to pursue her, go to 523.

If you wish to give up the pursuit, go to 522.

519

On the wall, there are hung a number of animal-hide cloaks, all about the same length. One has the Death and Beast Runes on its back. On the table is a black medallion with the same Runes. Beside it are some animal tails, a long curving knife, some strips of dried meat, and a bone needle. Leaning against the wall are a spear and a staff. A sling hangs from a peg. In a corner are waterskins and wineskins. Next to them are a green knapsack, a sleeping roll, and a wool blanket. Embedded in the ceiling in the back of the room are two bronze hooks.

You now have three options: if you wish to leave, go to 000; if you wish to threaten, go to 514; if you wish to fight, go to 525.

520

The young woman struggles in your grasp. Her STR is 14. Roll her STR vs. yours on the Resistance Table.

If she makes the roll, she breaks free and runs out the door. Go to 518.

If she fails to break free, go to 517.

521

Her current POW is 11.

If the spell works, you will catch her. Go to 517.

If the spell does not work, she gets away. Go to 522 for a description of the room.

522

On the wall are hung six animal hide cloaks. They are all about the same length. One bears the Death and Beast Runes on its back. On the table are a medallion with these same Runes, ten animal tails, a long curving knife engraved with animal symbols, some strips of dried meat, and a bone needle. Leaning against the wall are a short spear and a gnarled wooden quarterstaff. A sling hangs from a peg, and underneath it is a bag of ten lead slingbolts. In a corner are two waterskins and three wineskins. They are empty. Next to them are a green knapsack, a sleeping roll, and a wool blanket. There are two bronze hooks in the ceiling in the back of the room. The green knapsack proves to contain a green dress, a pair of soft green pants, and a pair of sandals. In a pocket of the pants are a lockpick and 30L. In the middle of the sleeping roll is a scroll. It is written in Sartarite.

If you read it, go to 526.

If not, go to 000.

523

Aushia will continue casting Mobility on herself as long as she has the POW to do it. You will not catch her until her Mobility expires and she cannot afford to cast it again. That means it will cost you 10 points of POW in Mobility spells to overtake her.

If you do not wish to expend that much, go to 522 for a description of the room.

If you do expend the POW points, you will catch her and she will offer you 20 wheels to let her go.

If you take it, go to 522 for a description of the room when you return to search it.

If you do not let her go, you will have to fight her. Go to 525.

524

Nothing bad happens to you. She stole it from somebody else. Go to 000.

525

First she casts Speedart and throws the dagger. Its chance to hit is thus 85% and it will do  $1D4+1D2+3$  if it hits. She next casts Protection 4, and finally (if it goes that far) Bladesharp 2 on her shortsword. Remember her parry and her 15% defense.

Aushia has a Healing 6 pill concealed in a cheap ring on her left hand. If she is knocked down or a limb severed, she will take the pill. She will not surrender first, reasoning that the potion would be taken from her anyway if she did. Therefore she might as well swallow it, since that is the only Healing she has. The only ways to prevent her from taking the potion are to knock her unconscious with a blow to the head (at least 6 points of damage), to incapacitate her with a blow to the chest (at least 7 points of damage), or to sever her left arm (at least 11 points of damage). Befuddle will not suffice, since trying to get the ring (remember, you do not know about its secret contents) away from her will nullify the Befuddle. Harmonize, however, will work. You must make a Spot Hidden Item (one chance) or cast a Detect Magic to find her magic item before the Harmonize expires. Of course, you can make her drop her shortsword while she is under Harmonize, but when she comes out of it, she will swallow the pill if she has taken any damage at all.

If you defeat her, she will offer you her 20 wheels (including the 5 wheels she may already have offered as ransom, she only has 20 wheels). Under no circumstances will she tell you about her potion, if she has not used it yet.

If you do manage to find the pill, and want to steal it from her, go to 524.

Otherwise, go to 522 for a complete description of the room.

### Aushia Hit Location

Location	1D20	Armor/Pts
R Leg	01-04	0/6
L Leg	05-08	0/6
Abdomen	09-11	0/6
Chest	12	0/7
R Arm	13-15	0/5
L Arm	16-18	0/5
Head	19-20	0/6

*Hit Points: 17*

### Aushia

STR 14	Weapon	SR	Attack	Damage	Parry	Points
CON 17	Shortsword	6	55%	1D6+1+1D4	65%	20
SIZ 11	Throwing dagger					
INT 14		1	70%	1D4+1D2		
POW 12						
DEX 17	Defense: 15%					
CHA 18	Spells: Bladesharp 2, Protection 4, Silence 1, Speedart 1, Mobility 1.					

526

The scroll is titled "The Seshnegi Crawl." Once you read it and practice the crawl, you will have improved 20% in Swimming. The practice takes three weeks.

Go to 000.

## 601

You are standing in front of the door to house number 6.

If you are going to cast any Detect spells before you enter, go to 602.

Otherwise, decide what weapons, if any, you will have in hand; what spells you will cast on yourself, if any, before you enter; and what spell you will have in mind. Then go to 603.

602

If you cast Detect Life, go to 604.

If you cast Detect Enemies, go to 605.

If you cast Detect Magic, go to 606.

If you cast Detect Gold, go to 607.

603

If you have cast Detect Magic in front of house numbers 5, 6, and 7, go to 608.

Else, if you have a weapon in hand, go to 609.

Otherwise, go to 610.

604

One life is detected in house number 5, one in house number 6, and three in house number 7. Go to 601.

605

No enemies are detected. Go to 601.

606

No magic is detected in house number 5, one is detected in house number 6, and one in house number 7. Go to 601.

607

There are 20 wheels worth of gold detected in house number 5, about 10 wheels worth is detected in house number 6, and none is detected in house number 7. Go to 601.

608

You are aware that there is something of magic in this cottage. Go to 609.

609

The man you see in this house is pudgy, with pale red hair and a two-week beard. He looks strong but out of shape. He appears to be very nervous. However, he does not seem to be taking any hostile action.

Go to 611 for a description of the room.

610

"Hello," says the pudgy man with sandy red hair as you enter. "My name is Spanattel. I'm an alchemist by trade, making potions to sell to the people in this area. I do a lot of traveling, so I'm not here very often. That's why this place is so messy," he apologizes. Spanattel is a little messy himself. He has a two week growth of beard. He looks strong but overweight.

Go to 611 for a description of the room.

611

Along one wall is a simple bed with wool blankets. It is unmade and looks slept in. There is a long wooden box with a hinged wooden top against the other wall. (Nonhostile route: he closes it as you entered. In it you glimpsed a number of glass (unlikely) or crystal vials. On the inside of the lid was strapped a dagger.) He is lifting a mortar and pestle from the floor to the lid of the box as the two of you exchange pleasantries. Also on the floor is a haunch of venison on a piece of waxed cloth. Spanattel binds up a collection of small bronze spoons into another cloth. There is a stack of firewood next to the fireplace and a saw and axe leaning on the pile. Five full wineskins hang from pegs on the wall. On a low circular table is a small assortment of succulent plants from Prax, in a variety of pots. Spanattel does not look rich.

You have three options: if you wish to leave, go to 612; if you wish to threaten, go to 613; or if you wish to fight, go to 614.

612

"Incidentally," he offers as you are leaving, "watch out for that tigress two houses down. She's really hot-tempered. A guy can really get hurt if he's not careful."

613

He offers you a potion if you will leave him alone. He says it is potency 8 scorpion venom antidote.

You have two options: if you wish to take it and leave, go to 615; else fight, go to 616.

614

Continue to 616.

615

The potion is really what he said it was. Go to 000.

616

Once in battle, Spanattel will neither give nor expect quarter. He will be convinced that you have discovered he is an ogre, and will not expect you to accept his surrender—or if you do, you will kill him anyway. Therefore he will fight to the death, his or yours.

If you defeat him, his treasure is: 10 wheels, two doses of 8 point scorpion venom antidote, two doses of 10 point blade venom, and one dose of Healing 3 potion.

If you are alive and victorious at the end, go to 000. You found no obvious evidence that he was the bogus Issaries initiate.

**Spanattel Hit Location**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
R Leg	01-04	8/5
L Leg	05-08	8/5
Abdomen	09-11	8/5
Chest	12	8/6
R Arm	13-15	8/4
L Arm	16-18	8/4
Head	19-20	8/5

*Hit Points: 14*

**Spanattel**

<i>STR</i>	<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Points</i>
18	Dart*	3	50%	1D6+2+1D4+blade venom	10	
14	Great axe	7	50%	2D6+2+1D4	50%	15
10	*Spanattel has four darts.					
10	Defense: 0%.					
11	Spells: Speedart 1, Countermagic 1, Bladesharp 2.					
11	Chaotic feature: 6 point skin.					

**701**

You are standing in front of the door to house number 7.

If you are casting a Detect spell before you enter, go to 702.

Otherwise, decide which weapons, if any, you are holding; which spells, if any, you have cast before you enter; and which spell you have in mind. Then go to 703.

702

If you cast Detect Life, go to 704.

If you cast Detect Enemies, go to 705.

If you cast Detect Magic, go to 706.

If you cast Detect Gold, go to 707.

703

If you have a weapon in hand, or have cast Detect Magic in front of house numbers 6, 7, or 8, go to 708.

Otherwise, go to 709.

704

One life is detected in house number 6, three are detected in house number 7, and one is detected in house number 8. Go to 701.

705

One enemy is detected in house number 8. Go to 701.

706

One magic is detected in house number 6 and one is detected in house number 7. Go to 701.

707

Ten wheels worth are detected in house number 6, none in house numbers 7 or 8. Go to 701.

708

Three light-crossbow bolts are fired at you as you enter. The second and third are magical. Only the first can impale but all three can critical. They have a 60% attack chance and do 2D4+2 damage.

Resolve attacks then go to 710.

709

The occupant of this room is a clean-shaven man of average height with very dark brown hair. He is wearing a yellow tunic and brown trousers. "My name is Roman," he says, "and as you can see, I am a merchant. I travel all around this territory."

After a few preliminaries, he identifies himself as an Issaries initiate, and asks if you wish to buy a statue of his god, thereby becoming a lay member of his cult.

Whatever you answer, go to 711.

710

The man who fired the crossbow at you is crouched behind a large stack of firewood.

If you wish to surrender by throwing down any weapons you are carrying and putting up your hands empty, as well as yelling, "I surrender," go to 712.

Otherwise, make a statement of intent and then go to 713.

711

As you entered this room, its occupant was crouching somewhat uneasily behind a large stack of firewood, next to the fireplace. There is no furniture in this room at all, but the floor is covered with items of many kinds. There are down comforters and wool blankets, bolts of cloth, reed pipes, clay pots, and cowbells. There are packets of spices (he will willingly show you all these things), pieces of obsidian, two lutes, and a small bag of clay Issaries statues. There is a two-foot high pile of hides and pelts (he claims to have hunted and killed these animals himself)—tiger, bear, hyena, and skunk, among others. There is a bedroll in the corner and a knapsack beside it. You can see a bag of dried fruit and some dried meat. Beside them lies a straight razor. In the back of the cottage, in an improvised stall, are two mules. He says he does not mind the smell and does not want to leave them outside because of thieves.

If you have identified yourself as an Issaries lay member or other Lightbringer status, he will offer you five tangibar berries from the Grazelands, useful against distemper in horses and mules.

You have three options: if you wish to leave, go to 714; if you wish to threaten, go to 715; if you wish to fight, go to 716.

712

He will heal any wounds you may have. Go to 709, but remember in subsequent events that he has your weapons. He will return them to you as you leave.

713  
 A spell is cast at you with a POW of 17.  
 If it succeeds, go to 717.  
 Otherwise, go to 718.

714  
 "I sure hope you find out who's been selling them phoney statues," he says to you as you leave. "If you want to know more about the people around here, I recommend you ask Jerry in house number 1 or Ookephalos in house number 3. They're the ones who seem most knowledgeable. Good luck."  
 Go to 000.

715  
 Rhoman drops another bolt in his crossbow, which is wound. "I've fought tougher guys than you," he says defiantly. "One hostile move and I'll plug you." He appears to be casting a spell on the bolt.  
 If you are going to make that hostile move, go to 719.  
 Otherwise, you have to leave, go to 000.

716  
 Rhoman casts Multimissile 2 on his crossbow bolt and fires. He will then attempt to Befuddle you. Note the effect of his attuned crystal is to add 2 points to his effective POW when casting spells.  
 If he Befuddles you, go to 702.  
 Otherwise, continue the melee. Rhoman casts Protection 4 on himself and when he gets a chance, Bladesharp 2 on his broadsword. He will not surrender, but will accept yours.  
 If you surrender, go to 721.  
 If you kill or disable him, go to 722.

**Rhoman Hit Location**

Location	1D20	Armor/Pts
R Leg	01-04	2/5
L Leg	05-08	2/5
Abdomen	09-11	2/5
Chest	12	2/6
R Arm	13-15	2/4
L Arm	16-18	2/4
Head	19-20	2/5

*Hit Points: 14*

**Rhoman**

STR	CON	SIZ	INT	POW	DEX	CHA	Weapon	SR	Attack	Damage	Parry	Points
10	13	11	16	17	12	14	Broadsword	8	75%	1D8+1	65%	20
							Lt crossbow	3	60%	2D4+2		
							Medium shield				70%	12
Defense: 10%.												
Spells: Multimissile 2, Mobility 1, Befuddle 1, Protection 4, Bladesharp 2, Healing 6.												

717  
 You are Befuddled. Rhoman reloads his crossbow. When you come out of the spell, you can surrender or fight.  
 If you surrender, go to 712.  
 If you do not, go to 716, except that in this case, he will not cast another Befuddle, and will not accept your surrender.



718

Go to 716, except eliminate the crossbow shot and the Befuddle spell. Melee continues as per your statement of intent.

719

Go back to 716.

720

Go back to 717.

721

If you surrender during melee, Rhoman's reaction will depend on how badly he has been hurt. If he is uninjured, he will simply run you out of town, after healing your wounds—if he has enough POW. If he does not have enough POW, he will ask Florian, the Chalana Arroy healer in house number 2 to heal you—she will if she has enough POW.

On the other hand, if you have injured him during the melee, he will not heal you, saving his POW for himself. Moreover, he will take your magic and your weapons and your metal armor, if you have any. He will not enlist the aid of the healer to mend you.

You must leave town with your mission unaccomplished.

722

Rhoman's trade goods are worth 200L. He also has 20 wheels worth in gems. Finally, you find on his body a crystal. If he is still alive, he warns you not to take it.

If you are going to take the crystal, go to 723.

If not, go to 724.

723

Do you remember the oath you swore when you took this job? You are immediately visited by the Issaries spirit of reprisal, Raw Greed. This is a spirit with POW 19. It attacks you without warning. It will continue to engage you in spirit combat until it is dead or until your POW is reduced to 1 or less. For every point of POW it takes from you in spirit combat, you get +5% greed for Rhoman's hyena pelt. This means, if you survive the spirit combat, you will have to roll over your accumulated greed percentage in any situation in order to overcome your greed and obsession for this pelt. The pelt has an ENC of 2. For further information on this spirit of reprisal, see *Cults of Prax*.

You must leave town with your mission unaccomplished.

724

You must leave town with your mission unaccomplished, having attacked an initiate of the cult you were supposed to be serving. Because you did not take Rhoman's crystal, you will not be visited by the Issaries spirit of reprisal.

**801**

You are standing in front of the door to house number 8.

If you are going to cast a Detect spell, go to 802.

Otherwise, determine which weapons, if any, you will have in hand; which spells, if any, you will have cast on yourself; and which spell you have in mind. Then go to 803.

802

If you cast Detect Life, go to 804.

If you cast Detect Enemies, go to 805.

If you cast Detect Magic, go to 806.

If you cast Detect Gold, go to 807.

803

If you have a weapon in hand, go to 808.

If you have cast Detect Magic in front of house numbers 7, 8, or 9, go to 809.

Otherwise, go to 810.

804

One life each is detected in house number 7, 8, and 9. Go to 801.

805

One enemy is detected in house number 8 and one in house number 9. Go to 801.

806

No magic is detected. Go to 801.

807

No gold is detected. Go to 801.

808

A crossbow is fired at you with 65% attack chance.

If it hits you, go to 811.

Otherwise, it thunks into the wall beside your head, go to 812.

809

If you cast Detect Magic in front of house number 8, go to 813.

Otherwise, go to 810.

810

Before you entered, did you do anything special? Anything in accordance to some instruction you received? Did you remember the instruction?

If you did, go to 814.

Otherwise, go to 808.

811

It was a bolt from a light crossbow, doing 2D4+2 damage. Roll damage and location (an impale will do 2D4+12).

If you are still standing and functional, go to 812.

If you are knocked down, but still functional, go to 815.

If you are functionally incapacitated, go to 816.

812

A woman in a simple cloth dress is holding the crossbow. She drops it and picks up a battle axe, holding it two-handed. "Get out!!" she screams. Her figure is slightly indistinct, but that may be just the poor lighting in this house.

If you leave, go to 000.

Otherwise, decide what else you are going to do and go to 817.

813

Before you entered, did you do anything special? Anything in accordance with some instruction you received about this house? Did you remember the instruction?

If so, go to 814.

Otherwise, go to 818.

814

Did you remember to give the password?

If you said "I come with the blessing of Ernalda," go to 819.

If you said "I am a loyal messenger of Issaries," go to 820.

If you said "May the peace of Eiritha be upon you," go to 821.

815

A woman in a simple cloth dress is holding the crossbow. She drops it and picks up a battle axe, holding it two-handed. "Get out!!" she screams. She seems hysterical. Her figure is indistinct, but that may be just the poor lighting in this house.

You have three options: if you wish to crawl out the door, go to 000; if you wish to beg for mercy, go to 822; or if you wish to fight, go to 823.

816

The woman who fired the crossbow runs from the house, and eventually returns with a slender blonde woman in a white dress. Perhaps you have already met Florian. Florian knows Healing 3, and will care for your wound as best she can. If you have lost a limb, she will arrange for transport to a Chalana Arroy temple three days away where there is a priest who knows Regrow Limb (roll percentile dice to see what percent of the limb you have to regrow). Florian scolds you for scaring Bo. Once she has Healed you, she will invite you to accompany her to her house.

If you have not visited her already and wish to, go to 209.

Otherwise, go to 000. Of course, if you are missing a limb (or dead), you will have to abandon the assignment.

817

If you wish to try talking to her, go to 824.

Otherwise, go to 825.

818

Your spell, Detect Magic, actually detected one magical item in house number 8.

If you wish to change your mind about entering house number 8, go to 000.

Otherwise, go to 808.

819

You see a wary middle-aged woman holding a crossbow. It is not aimed directly at you, but she is holding it ready. It is wound. She is wearing a simple cloth dress and seems slightly hysterical. In a ragged voice, she tells you her name is Bo, and that her husband was killed two weeks ago by persons unknown. She is afraid they are going to kill her too. She and her husband were simple farmers. They had some land not far from this house. They had nothing of value for anybody to steal. She waves her hand at the room as if inviting you to see for yourself.

Go to 826 for a description of the room.

820  
Wrong, go to 808.

821  
Wrong, go to 808.

822  
If you promise to leave, she will cast Healing 2 for you. Go to 000.

823  
She will not fight, instead she runs out the door. In a minute, she returns with a Chalana Arroy healer, who sternly orders you out of town. If you cannot heal yourself, she will give you just enough healing to allow you to walk. You must leave town. You have failed your mission.

824  
Words will do no good, she does not want to listen. Go back to 812.

825  
If you cast a spell at her, go to 827.  
If you threaten her, go to 828.  
If you want to fight her, go to 828.  
Otherwise, you will have to leave, go to 000.

826  
The room is not neat, but not completely disorderly either. There are two large chests in the room. One is open and contains stacks of simple woman's clothing. There are fertility Runes on the side. The other, of similar size, is closed. It bears the man and spirit Runes. There are many farming implements scattered about the room—an obsidian-toothed scythe, a mattock, two hoes, a spade, a primitive wooden plow, and a reed broom. Three axes are visible, one battle axe and two bronze hatchets. There is a simple wood bed, unornamented but of solid construction. It is covered with two wool blankets. Next to the fireplace is a stack of firewood, a cooking kettle (tarnished and blackened with age), and several long-handled spoons. On a table are a jar of oil and a lantern, some small knives, candles, needles and thread, several swatches of cloth, and a loaf of bread. There are larger pieces of cloth beside the open chest. Pulled up to the square table are two chairs.  
It is decision time: if you wish to leave, go to 000; if you wish to threaten, go to 829; if you wish to fight, go to 828.

827  
Her current POW is 8. If the spell did not work, you will have to fight, go to 828.  
If it did, what happens next depends on what it was.  
If it was Befuddle or Harmonize, you will be able to search the room. Go to 826 for a description of the room, with the same options as those given there when she comes out of the spell. She will yell bloody murder when it expires.  
If the spell was Binding or Demoralize, she will scream for help. A half minute later, a Chalana Arroy healer enters, and sternly orders you out of town. "How dare you?" she demands. "This woman is under my protection." You are evicted from the town in disgrace.

828

If you did not give the password as you entered, Bo casts Shimmer 2 on herself (if you cast Detect Magic outside, you may have detected her). The spell will still be in effect, unless you have Harmonized or Befuddled her since then. In that case, the spell will have expired, but she will recast it whenever she has to fight as long as she has the POW.

The outcome of this melee is mostly irrelevant, unless she manages to kill you in three melee rounds, because after a half a minute, a Chalana Arroy healer enters and orders you to leave the woman alone. "How dare you?" she demands, in a voice trembling with rage. "This woman is under my protection." You are evicted from the town in disgrace.

If you had seen Florian already, and received from her the password, and still fought Bo, you are subjected to the Minor Healer's Curse. See 218 for details of this retribution for breaking your word.

### Bo Hit Location

Location	1D20	Armor/Pts
R Leg	01-04	0/4
L Leg	05-08	0/4
Abdomen	09-11	0/4
Chest	12	0/5
R Arm	13-15	0/3
L Arm	16-18	0/3
Head	19-20	0/4

*Hit Points:* 10

### Bo

STR	10	Weapon	SR	Attack	Damage	Parry	Points
CON	10	2H battle axe	8	50%	1D8+2	65%	15
SIZ	10	Lt crossbow	3	65%	2D4+2		
INT	10						
POW	10	Defense:	0%.				
DEX	10	Spells:	Healing 2, Shimmer 2.				
CHA	10						

829

The woman screams for help. After 30 seconds, a Chalana Arroy healer enters, with the same consequences as in 828. Your quest ends in failure.

## 901

You are standing in front of the door to house number 9.

If you wish to cast a Detect spell, go to 902.

Otherwise, determine which weapons, if any, you will have in hand; which spells, if any, you will have cast on yourself; and which spell you have in mind. Then go to 903.

902

If you wish to cast Detect Life, go to 904.

If you wish to cast Detect Enemies, go to 905.

If you wish to cast Detect Gold, go to 906.

If you wish to cast Detect Magic, go to 907.

903

if you have a weapon in hand, go to 908.

If not, but you cast Detect Magic in front of house numbers 8, 9, or 10, go to 909.

Otherwise, go to 910.

904

One life is detected in house number 8, one is detected in house number 9, and one is detected in house number 10. Go to 901.

905

One enemy is detected in house number 8 and one is detected in house number 9. Return to 901.

906

You only detect 5 wheels worth in house number 10. Return to 901.

907

You detect one magic in house number 10 only. Return to 901.

908

Continue to 910.

909

Continue to 910.

910

The room is very dim. It is also almost empty. There is a fireplace, but the only furniture is a large trunk, about two meters long and almost a meter high in the back of the cabin. Beside it on the floor, in the poor light from the door, you can see a bedroll and a knapsack. There is a lot of dust on the floor, and you can see footprints in the dust.

If you wish to search the room, go to 912.

If you wish to leave, go to 911.

911

Return to 000.

912

As you come further into the room, a voice says, "Hold it right there, chum." You see a head and a crossbow emerge from behind the trunk. The bow is pointed at you. The man has black hair and a well-trimmed three-inch black beard. He tells you to back out the door and not to come in here again.

If you wish to comply, go to 911.

If you wish to threaten him (say, by casting a spell), go to 913.

If you wish to simply attack him, go to 915.

If it is of any assistance in making your decision, his weapon appears to be a heavy crossbow and probably not an arbalest.

913

Zing! He fires at you. He is 35% with the crossbow (he bought it a week ago), but he has cast Multimissile 2 on the quarrel. The only way you can have diminished your chance of getting hit is to have cast Shimmer on yourself. There is not enough room in here to dodge and normal defense bonus does not apply in this situation. Determine hits and damage. The weapon is really a heavy crossbow and does 2D6+2 damage. The magical missiles cannot impale.

If you fall down, go to 914.

Otherwise, go to 916.

914

The man runs around you and out the front door. As he closes the door, he says, "I told you to leave, chum." You do not like him calling you chum. If you can heal yourself, do so and go to 000. If you return to this room, he will no longer be here. He took the bedroll and knapsack with him as he left. A search of the room will reveal nothing.

If you are conscious but cannot heal yourself, you may call for help. Somebody will come eventually and rescue you, but you will have to abandon the mission.

If you are unconscious or unable to call for help (zero or negative on the chest), you will bleed to death before anybody discovers you. (Do not forget to try divine intervention if you have the chance.)

915

Go to 913.

916

In hand-to-hand combat, Douque throws Protection on himself to augment his heavy leather padding. Once, in a moment of panic, he cast Speedart on his shortsword and threw it. He is not likely to repeat that mistake. If one of his arms is disabled, he will cast Mobility on himself and try to escape. If one of his legs is disabled, he will immediately surrender, since he has no healing.

If you win, go to 917.

If you lose (he will accept your surrender), go to 918.

**Douque Hit Location**

Location	1D20	Armor/Pts
R Leg	01-04	2/4
L Leg	05-08	2/4
Abdomen	09-11	3/4
Chest	12	3/5
R Arm	13-15	2/3
L Arm	16-18	2/3
Head	19-20	0/4

Hit Points: 12

**Douque**

STR	CON	SIZ	INT	POW	DEX	CHA	Weapon	SR	Attack	Damage	Parry	Points
13	11	12	9	17	18	9	Hvy crossbow	1	35%	2D6+2		
							Throwing dagger (4)	1/7	50%	1D4+2		
							Shortsword	6	40%	1D6+1+1D4	35%	20

Defense: 15%.

Spells: Multimissile 2, Speedart 1, Protection 3, Countermagic 1, Mobility 1.

917

In Douque's knapsack is a small pouch containing 32L. In his bedroll is a rolled-up piece of parchment. Written in your native language, in very simple words, is a description of the person you are looking for and the facts of the case. It adds nothing new to what you already know except that the writer concludes both a man and a woman are involved in the operation.

Go to 000.

918

If Douque needs Healing 6 and you cannot offer it to him, he is real mad. Whatever limb of his was removed, he lops off yours too. Now you both can spend the same amount of time regrowing it.

If he is not grievously injured, and still capable of walking (he will force you to heal him if necessary), he simply leaves, without even removing your valuables. He

does tell you to get out of town. You think it discreet to obey. If you need a little healing, Florian in house number 2 will provide it.

## 1001

You are standing in front of the door to house number 10.

If you are going to cast a Detect spell, go to 1002.

Otherwise, determine which weapons, if any, you will have in hand; which spells, if any, you will have cast on yourself; and which spell you have in mind. Then go to 1003.

### 1002

If you wish to cast Detect Life, go to 1004.

If you wish to cast Detect Enemies, go to 1005.

If you wish to cast Detect Gold, go to 1006.

If you wish to cast Detect Magic, go to 1007.

### 1003

If you have a weapon in hand or have cast Detect Magic in front of house numbers 9 or 10, go to 1008.

Otherwise, go to 1009.

### 1004

One life is detected in house number 9 and two lives are detected in house number 10. Go to 1001.

### 1005

You detect one enemy in house number 9 only. Return to 1001.

### 1006

You detect about five wheels worth in house number 10. Return to 1001.

### 1007

You can detect one magic in house number 10. Return to 1001.

### 1008

If you have a weapon in hand, go to 1010.

Otherwise, you must have cast Detect Magic within range of this cottage, go to 1011.

### 1009

The occupant of this room is a very brawny man of roughly average height. He is brown haired and clean-shaven. He introduces himself as Hershel the Blacksmith. "I do good work," he claims, "but I keep to myself. Of course, I am a member of Issaries," he admits. "Anybody like me who sells a lot of stuff just about has to be, if people are going to trust him. But I can't tell you much about the folks in the rest of the houses. The only one I get along with is that funny plant guy in house number 3. He's the one that loaned me this set of scrolls." It's a travel account by a merchant, he tells you. "It's pretty interesting, all about foreign places and such, but I think he made up a lot of that stuff."

Go to 1012 for a description of the room.



1010

There is a very large brawny man in this room. He is only of average height, but looks extremely well muscled and strong, probably a blacksmith. He has a great hammer in his hands and is wearing heavy leather work clothes. "Walk right back out the door, stranger," he tells you menacingly. "Leave right now, and don't come back." A quick glance at the room shows you a sleeping roll on the floor with a lot of straw underneath, a large crude table and one chair and two large hammers in addition to the one he is holding.

You must fight or leave: if you wish to fight, go to 1013; if you wish to leave, go to 000.

1011

Go to 1010.

1012

Hershel is wearing heavy leather work clothes, and there are two more suits of such clothing hanging on the wall. Next to them, also on pegs, are a set of four shiny horseshoes. There is a crude table and chair next to the right wall. In the back is a sleeping roll with a lot of straw underneath it. On the table are the scrolls, several razors and a whetstone, a large kettle of excellent workmanship, several small clay pots, a knife and some peeled carrots and onions. From the ceiling hangs a cage with a large parrot in it. There is a pottery vase with wilted flowers on a shelf at the back of the room. On the left wall is a fireplace with a blackened metal grate. A pot of stew is cooking over the fire. There are two large hammers near the fireplace, and another, a great hammer, very close to Hershal's hands as he faces you.

You have three options: if you wish to leave, go to 000; if you wish to threaten, go to 1014; if you wish to fight, go to 1013.

1013

Hershel bellows and swears at you as he fights. The noise is going to bring some neighbors to see what is going on.

If Hershal wins, he is going to just throw you out the front door, in whatever condition you were in when you finally quit. Go to 000.

If you win, go to 1015.

**Hershel Hit Location**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
R Leg	01-04	2/7
L Leg	05-08	2/7
Abdomen	09-11	2/7
Chest	12	2/8
R Arm	13-15	2/6
L Arm	16-18	2/6
Head	19-20	2/7

*Hit Points:* 19

**Hershel**

STR 17	<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>	<i>Parry</i>	<i>Points</i>
CON 17	Grt hammer*	5	60%	2D6+2+1D6	60%	15
SIZ 18	*The great hammer is a Repair matrix.					
INT 9	Defense: 0%.					
POW 6	Spells: Healing 3.					
DEX 7						
CHA 10						

1014

He roars, "Why you degenerate, dumpfaced dirt-eater, you dare to threaten me!?!"

You've got a lesson in manners coming, wimp!" He picks up his hammer and strides toward you.

You have two options: if you wish to run out the front door, go to 000; if you wish to fight, go to 1013.

1015

If you Befuddle Hershal, you may leave unmolested, but if you stay in the room, he will attack you again if you come out of it. He will not surrender his hammer and he will stand on top of the hiding place of his seven wheels. If you want his treasure, you have to fight him for it. If you kill or maim him, you have another decision to make. You will have to leave town, because a crowd has gathered outside the house. Hershel did not have any real close friends, but the people will make it very clear they do not let killers stay in town, even if the victim was unsociable.

Hershel's loot consists of seven wheels, the great hammer, and two fine forging hammers worth 100L apiece.

If you are going to take Hershel's treasure, go to 1016.

Otherwise, go to 1017.

1016

You are visited by the Issaries spirit of reprisal, Raw Greed. Do you remember that oath you took when you accepted the mission? Hershel was an initiate of Issaries and you have violated his house and stolen from him. Raw Greed has a POW of 19 and attacks without warning. It will attack before you have had a chance to regain POW and wait until after any Spirit Shield you cast on yourself has expired. It will continue attacking until your POW is reduced to 1 or less (or until its POW is reduced to 3 or less). Thus it may well kill you. If you survive, you have acquired a Raw Greed of 5% for every point of POW it took from you during spirit combat. Thus, if you had a POW of 16 to start with and it reduced your POW to 1, you have 75% Raw Greed. The object of the greed is one of Hershel's smithing hammers. It is not a weapon but a tool, it has an ENC of 3. You will not voluntarily part with it. You cannot abandon it permanently, but if you wish to leave it behind temporarily at any time, you must overcome your greed to do so. In other words, in the example above, you would have to fail your Raw Greed roll, rolling over 75% on the percentile dice.

Go to 1017.

1017

You did not complete your assignment, but at least nothing worse happened to you.

**1234**

Now that you have your suspect(s) in custody, there is one thing left to do. Take your prize back to the Issaries people who hired you. There is just one obstacle.

Do you remember the fellow in house number 9? His name is Douque, and he is a bounty hunter. He too was attracted to Slime Haven by the prospect of capturing the statue counterfeiter. Unfortunately, he was not bright enough to figure out the guilty party for himself, so he sat back and waited for you to do it. Now that you have picked somebody, Douque wants to take your suspect(s) away from you.

(Of course, if you already fought and defeated Douque back in Slime Haven,

none of this is taking place. If the prisoner you are bringing back is actually Douque, go to 1237 and find out the penalty. Otherwise, go to 1235.)

He has prepared an ambush. He is hiding behind a rock. Make your Spot Trap roll. If you succeed, you see his foot protruding from behind that rock; he just is not all that bright. You will have a chance to cast one spell and pull out a shield before the trap springs. If you did not make the Spot Trap roll, you do not get to cast a spell or pull out a shield or weapon.

Douque puts up his head, points his crossbow at you, and says, "Just hold it right there, chum. I appreciate your doing all that work for me. Don't even think about casting a spell or pulling out a weapon. Easy does it; you make no sudden moves, chum, and just hand over your catch, there, and nobody gets hurt. I know it will be a disappointment for you. But maybe you'll have better luck next time, chum."

It is bad enough that he is trying to take the fruits of your deduction and valor from you, but his infuriating manner of speech is driving you up the wall. But he has the drop on you, to borrow a phrase.

If you wish to give up and let him have your prisoner(s), your mission ends here in failure.

If you are going to fight him, you will have the chance to cast one spell, as long as it goes off by strike rank 4. That is how long it will take him to react and shoot. If you did not Spot Trap, you do not have a shield out, and cannot get one out before he shoots. His weapon is a heavy crossbow. Make up your mind exactly what your first offensive act is going to be. (If you cast a spell after Spotting Trap, one minute has elapsed while Douque was talking and you were making up your mind.) When you are ready, go to 1236.

#### 1235

Write down the house number of the person you suspect. Then go to 1238 to see if you were correct.

#### 1236

If you met Douque in town, you may notice he is wearing heavier armor now that he is expecting a fight.

Douque has cast Multimissile 2 on his crossbow quarrel and Countermagic 1 on himself. That makes his current POW 14. If your predetermined intent was to put one or two points into an offensive spell, it just knocked down his Countermagic. If you put in at least three points, it will have a chance of working, so roll it.

Assuming that his shot is not nullified by a Befuddle or Harmonize spell (assuming no Sever Spirit in this scenario), Douque shoots at the very beginning of strike rank 5. There are also two magical missiles; remember they cannot impale. You cannot apply defense to the missile shot, nor can you dodge (you have a prisoner or two in tow, remember?). The only thing you could have done to diminish his chance to hit you is to cast Shimmer on yourself (unless, of course, you Demoralize him). Next he throws away the crossbow, whips out a dagger, and throws it at strike rank 11.

The rock covers his hit locations 01-11. He will continue to throw daggers until he runs out or until events obviate these attacks. He will not cast Speedart on a dagger until the last one, instead hoping to hit the gaps in your armor. In other words, in melee round 2, he throws at strike 1 and 7, and melee round 3, he throws at melee round 2 (with Speedart).

If you charge him, it takes you 12 strike ranks to reach him, starting from the

moment you start running. Any other activities, such as pulling out weapons, etc., will take further time. Douque really is not enthusiastic about hand-to-hand combat. If his ambush is clearly failing, he will simply try to flee. If you ever surrender, he will simply take your prisoner(s) and depart, thus ending your mission in failure.

If you win, and Douque cannot flee, decide what you are going to do with him. Then go to 1237 to find out whether you have figured out this case correctly.

### Douque Hit Location

Location	1D20	Armor/Pts
R Leg	01-04	5/4
L Leg	05-08	5/4
Abdomen	09-11	6/4
Chest	12	6/5
R Arm	13-15	5/3
L Arm	16-18	5/3
Head	19-20	3/4

**Hit Points:** 12

### Douque

STR	CON	SIZ	INT	POW	DEX	CHA	Weapon	SR	Attack	Damage	Parry	Points
13	11	12	9	17	18	9	Hvy crossbow	1	35%	2D6+2		
							Throwing dagger (4)		1/7	50%	1D4+2	
							Shortsword	6	40%	1D6+1+1D4	35%	20
							Defense: 0%.					
							Spells: Multimissile 2, Speedart 1, Protection 3, Countermagic 1, Mobility 1.					

1237

The culprits are Jerrhy and Jeniphar. Let us review the evidence.

They claim to be farmers (Jerrhy said he was just back from the fields), but their clothes were clean. There was a conspicuous absence of farming tools in the cabin. The cabin of the farmer's widow, on the other hand, was full of them (house number 8). The whole house had an un-lived-in look: the copper pot by the fireplace might have been unused. They had good clothes hanging on the wall, so they were not too impoverished, but they had no bed; instead there were tied-up bedrolls on the floor. Alvin makes beds cheap; if they were farmers, why would they not have one? Their other furniture had that characteristic aura of Alvin's incompetence. Their food is trail food and not farm produce. They evidently like fresh flowers, but the garden in front is unkempt and weedy. Everything confirms the impression of the map hanging on the wall: they are travelers, not farmers.

It is easy to explain away individual pieces of these observations, but the mass is very incriminating. Is there anything to connect them with the statue business? Of course, there are the glazed flowerpots, but they could be purchased or acquired in some innocent way (although they are further evidence of Jerrhy's affluence). However, there is the matter of Jeniphar's crockery missiles. If they did not have a ready source of pottery, would she be heaving them around with such easy disregard for their expense?

Jerrhy and Jeniphar are not the only ones occupying houses not their own. Aushia, in house number 5, obviously does not belong in a house full of Waha material. Many of the others admit they are just passing through.

So what happens if you brought in the wrong one?

If you bring in Aushia, you will find that there is a 200L reward for her apprehension. She has not been an outstandingly successful thief.

If you bring in Douque, they will be very interested in his techniques of bounty hunting. They will make a note never to hire him again. Unfortunately, the same will probably apply to you. But there is no other penalty.

If you bring in Spanattel, well, he is an ogre, after all. Issaries people sometimes look upon their obligation to fight Chaos as an inconvenience, but they can hard-

ly object if you deliver it to their doorstep. Your employer will reluctantly shell out a 700L reward.

Hershel and Rhoman are Issaries initiates. If you bring either of them in, you lose one point of CHA. If you ever fulfill a dangerous mission for a priest of Issaries, and do it without pay, you will recover the point. (The referee of the scenario will be the judge of whether it is dangerous enough to qualify.)

Florian is a real healer. If you brought her in, you will be visited by the minor healer's curse, as long as you did not seriously harm her. Otherwise, you will be inflicted with the major healer's curse. See 218 and 221 for the details of the curses.

If you brought in Ookephalos, you also lose a point of CHA. Again, you can regain the point by accomplishing a dangerous mission for Lhankor Mhy, without pay.

There is a 200L fine for bringing in any (relatively) innocent person. These include Hershel, Rhoman, Florian, Ookephalos, Brutus, Bo, and Alvin. This is in addition to any other penalties.

1238

Read 1237 above to see if you were correct. If you picked the culprits, you will be awarded 400L by the cult for the information. There will be no reward for information about any of the others in Slime Haven.

Who will dare  
to venture  
into the  
dwarven mountains  
to recover  
the valuable maguffin?

# Maguffin Hunt

## A Solo-Recovery Adventure



THIS SCENARIO IS DESIGNED FOR characters in the 60-80% range. A little stored POW would come in very handy, but a character at the upper end of the skill range ought to be able to survive without it.

Weapons skills are not the only attributes which will prove useful in this adventure. A character with good Stealth and Manipulation abilities will have a better chance, and be able to get by without needing to use as much POW, perhaps.

The sort of character who would be recruited for a mission like this one would have to be reasonably trustworthy, perhaps a member of a cult which stresses Truth and/or Honor, antipathetic or at least not especially friendly with dwarves, and self-reliant in both talents and magic. Those with a disliking for the Darkness element will be particularly preferred.

### The Hunt

You have been assigned (or hired) to recover a certain valuable item, a maguffin, which was stolen by a pair of dwarves. There is a 1500L reward for the return of this maguffin, and a reward of 500L more for the capture of the thieves (dead or alive), as long as you bring back the maguffin. The man who hired you, the Duke of Jawain, is very attached to this particular item, and as you can see from the money he is offering, he is anxious to get it back. He will provide a very detailed description of the maguffin.

The dwarves have a known hideout in a cave in nearby mountains. There may, of course, be other denizens of the cave, in addition to the dwarves. The cave is not completely dark, being dimly lit by some sort of natural (or unnatural) luminescence in the rock, and lit by daylight admitted by crevices and chinks in the stone.

You reach the mouth of the cave

without incident. Decide what spells you have in mind, and what equipment you are taking in with you.

There appears to be nothing unusual about the cave mouth. The passage is about two meters wide and three meters high. The ground is uneven, but not excessively so, and slopes downward at a gentle incline. After your eyes adjust, you find you can see satisfactorily. With optimism or trepidation, depending on your state of mind, you enter the cave.

It will be necessary to keep track of how much noise you are making. The counter which is going to do that is NOISE. This number starts out equal to 1. The stealthier you are, the lower it will stay. The noisier you and your activities are, the faster it will grow. Subsequent paragraphs will have instructions on how to modify the value of NOISE. As indicated above, start with NOISE = 1.

Go to 1 to start your hunt.

1

This is the first junction inside the mouth of the cave. It is about 20m from the mouth itself, and the daylight can easily be seen from this point, down the entry way. Clockwise from the entrance is a passage with a very high flat ceiling. The third passage is lower, about 2m high, and has a pointed ceiling.

Do you wish to leave [120], take the passage with the high flat ceiling [17], or the low pointed-ceiling tunnel [93]?

2

Roll your Jumping.

If you made it you leapt gracefully over the pool. Go to 61.

If you missed the roll, you land with a loud splash in the pool. Add 2 to NOISE and go to 53.

3

The dwarf has a POW of 11.

If the spell works, go to 97.

If not, go to 81.

4

This passage leads generally downward, through sandy reddish rock. It bends gradually to the left. Eventually, after about 100m, you come to a stagnant pool in a depression in the tunnel. The rocky edges of the pool are covered with some sort of algae slime. There is a narrow ledge along one side of the pool, about two or three inches wide. It looks very slippery. The water, if that is what it is, looks very deep. The pool is about three meters wide.

You can retrace your steps [45]; try jumping the pool [57]; try swimming across the pool [98] (it is not very wide); or you can try sidling along the narrow ledge [69].

5

This passage is relatively straight, through very dark igneous rock. After about 50m, you come to a steep ledge, about a meter high.

You can jump down the ledge [20]; climb down it [also 20]; walk down a rubble-strewn slope beside the ledge [78]; or go back the way you came [15].

6

You have no trouble getting across, but you make some clatter.

Add 1 to NOISE and go to 24.

7

This tunnel slopes generally downward for about 40m. It is curving gently to the right. The black walls make the passage seem even darker than it actually is. There is just barely enough light to see by. After 40m, you arrive at a junction, or rather a fork. Ahead, two passages diverge at an angle of about 15 degrees from one another. Their walls, too, are black and featureless.

Go to 34.

8

You and him. Go to 29.

9  
Yourself. Go to 22.

10  
You walk gradually uphill along a corridor with walls composed of some whitish limestone-like rock. After about 20m, it levels out. You walk another 10m. Try to roll your Listening.  
If you succeed, go to 32. If not, go to 55.

11  
If you can and wish to cast Detect Life, go to 74. Otherwise, go to 42.

12  
Roll your Jumping. If you made it, you sail nimbly across the gully and land lightly on the other side. If you did not make it, you landed in the gully with a fearsome crash: add 2 to NOISE. You climb out the other side.  
Go to 82.

13  
Roll your Spot Hidden Item.  
If you succeed, go to 39. If you fail, go to 7.

14  
Only yourself. Go to 63.

15  
One of the passages leading from this junction has dark reddish walls. The rock has a dusty or sandy texture. Clockwise from this one is a very dark passage leading downward; it is very hard to see far down this one. The third passage has walls that look something like frozen lava: blue-black, with low ripples.  
Will you take red [38], dark [80], or lava [5]?

16  
Roll your Move Quietly, remembering to subtract for armor noise. If you fail, add 1 to NOISE. Regardless, you see three skeletons ahead, equipped with a variety of weapons.  
Go to 71.

17  
Roll for Spot Hidden Item.  
If you make it, go to 31. If not, go to 91.

18  
None. Go to 22.

19  
Try rolling DEX×3%.  
If you made it, you got safely across the narrow ledge. Go to 61.  
If you did not, you fell into the pool with a great splash. Add 2 to NOISE and go to 53.



20

Roll your Climbing or Jumping. If you made it, you got down the ledge without a sound. If you did not make it, you slide down in a hail of pebbles, add 1 to NOISE.

Go to 66 in either case.

21

Whatever Detect you cast, you detected nothing out of the ordinary.

Go to 13.

22

If you wish to try a Perception skill, decide which one and go to 62.

If not, go to 41.

23

At next junction, tracks lead into passage with blue-black walls. Go to 92.

24

After another 20m, a side tunnel branches off to the left. Unlike the tunnel you are in, its walls are completely black with no speck of gold-colored material.

Go to 33.

25

You clamber through the ditch, making a moderate racket. Add 1 to NOISE.

Go to 82.

26

Roll for Spot Hidden Item.

If you make it, go to 85. If not, go to 37.

27

The passage abruptly arrives at a steep 1 m-high ledge.

You may climb up the ledge [56]; or you can clamber up a rocky slope to one side of the ledge [40].

28

After almost 100m, you come to a side tunnel on the right, with very black walls.

Go to 33.

29

You can cast a Detect spell [90]; charge the wall [72]; cast a spell at the head [3]; or say something [95].

30

None. Go to 22.

31

You see marks on the floor which look very much like the tracks of some clawed, four-legged animal.

Go to 48.

32

You hear a hissing noise, some distance ahead of you. Try Spot Hidden Item, adding (for this roll) 20% to your chance, because of your alertness.

If you succeed, go to 36. If not, go to 11.

33

Two of the passages leading into this junction have black walls with gold speckles. The third passage is completely black, with no speckles at all.

You can enter the black passage [50]; the branch which is on your left when you stand in the mouth of the black branch, looking back at the other two tunnels [70]; or the passage on your right [44].

34

If you wish to cast a Detect spell, go to 46. Otherwise, go to 22.

35

None. Go to 22.

36

There are tracks on the floor, apparently of some clawed, four-legged animal. About 30cm off the floor, you find small tufts of dark fur clinging to one of the walls. You look ahead and see two cats.

Go to 11.

37

Continuing along the tunnel with the high flat ceiling, you arrive at a junction, with daylight visible down the tunnel to your right.

Go to 1.

38

This tunnel is a long downward slope, curving gradually to the right. The air is now getting damp. After walking for 100m, you come to a stagnant pool in a depression in the tunnel. The rocky edges of the pool are covered with some sort of algae. There is a narrow ledge along one side of the pool, about two or three inches wide and with a very slippery appearance. The water, if that is what it is, looks very deep. The pool is about 3m wide.

You can retrace your steps [15]; try jumping the pool [2]; try sidling along the ledge [19]; or lower yourself into the pool and try swimming across [53].

39

You find a bone about 30cm long. It could be a human forearm bone.

Go to 7.

40

You clamber up the rock slope, making a little noise as you do so. Add 1 to NOISE.

Go to 60.

41

Water has seeped down this tunnel at some time in the past, and worn little channels in the floor. Perhaps the channels in the right-hand fork are a little deeper,

though the water passing there has worn them really about the same.

Will you take the left path that is less trickled [16]; the right fork [52]; or go back the way you came [33]?

42

If you wish to retreat, go to 68. If you wish to advance, go to 51.

43

None. Go to 63.

44

After 20m, you come to a rubble-filled ditch.

You can clamber through the rubble [25]; or try jumping across it [12].

45

One of the passages leading into this junction has dark reddish walls with a dusty texture. Clockwise from this one is a lower passage with mud brown walls. The third has black walls with gold specks.

Will you take red [4], brown [64], or black and gold [84]?

46

Which Detect: Life [9], Traps [18], Enemies [30], Gems [35], Undead [58], Magic [67], or Spirit [79]?

47

None. Go to 29.

48

Try your Tracking roll.

If you make it, go to 23. If you fail, go to 91.

49

Try your Jumping roll. If you make it, you leap lightly across the ditch. If you fail, you land in the ditch with a great commotion (add 2 to NOISE) and must climb the other side.

In either case, go to 24.

50

As you walk down this descending tunnel, you feel a slight tug of alarm. Roll for your CONx5%. If you make it, you dismiss the tremor of fear as meaningless. If you did not, you are feeling increasingly nervous and ill-at-ease.

If you wish to back up, go to 33. Otherwise, make a statement of intent and go to 73.

51

You have walked into the lair of two shadow cats. They are cornered and are ready to attack. Add 1 to NOISE.

If you were ready (that is, you saw them), you may attack first if you wish. If you were alert (you heard them but did not see them), they get the first attack, but you can parry and apply defense. If you were unaware (you neither heard nor saw them), they get first attack you get no defense bonus or parry attempt—the first you know about them, they are clawing at you.

If the bite connects, even if it does not penetrate armor, the cat will hold on with its forepaws and rip with both hind legs at once. A shadow cat will discontinue its attack if it is at zero or negative in the head, hindquarters, forequarters, or two legs.

You may run away from them only if you cast Mobility on yourself (they are faster than you are, and unencumbered) and do not attack (although you may parry) the round before you run. You cannot get away from them if there is one hanging on to you.

The passage you are in is a dead end, which is why the shadow cats had to fight. The cats have no treasure. At the conclusion of this melee, return to 68.

<b>Shadow Cat Two Hit Location</b>			<b>Shadow Cat One</b>					
<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>	<i>STR</i>	<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>	
R Hind Leg	01-02	0/4	7	Bite	8	40%	1D6	
L Hind Leg	03-04	0/4	4	Claw	8	80%	2D6	
Hindquarters	05-07	0/6	18					
Forequarters	08-10	0/6	18					
R Foreleg	11-13	0/4						
L Foreleg	14-16	0/4						
Head	17-20	0/5						
<i>Hit Points: 14</i>			<i>Defense: 20%.</i>					
<b>Shadow Cat Two</b>			<b>Shadow Cat One Hit Location</b>					
<i>STR</i>	<i>Weapon</i>	<i>SR</i>	<i>Attack</i>	<i>Damage</i>	<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>	
6	Bite	8	40%	1D6	R Hind Leg	01-02	0/3	
16	Claw	8	80%	2D6	L Hind Leg	03-04	0/3	
4					Hindquarters	05-07	0/5	
15					Forequarters	08-10	0/5	
18					R Foreleg	11-13	0/3	
					L Foreleg	14-16	0/3	
					Head	17-20	0/4	
<i>Defense: 20%.</i>			<i>Hit Points: 11</i>					

52

The tunnel bends quite sharply to the left. You have not gone very far when you see three skeletons, carrying a variety of weapons.

Go to 71.

53

Whether you got here voluntarily or not, you are in the drink. Try your Swimming roll (if you are not in here voluntarily, deduct 10% from your first chance).

If you succeed, you make it to the far bank with a minimum of floundering, and pull yourself out. If you fail, you splash about without making any progress, add 1 to NOISE. If you fumble the roll, you inhale a great gulp of water, taking 5 points of damage directly to your CON (battle magic Healing will not heal this damage; only time and Rune magic can do that).

Continue trying the Swimming rolls until you either succeed, drown, or give up: in the latter case, you may pull yourself out on the near bank and add 1 to NOISE. Each time you fail a Swimming roll, add 1 to NOISE.

If you eventually make it to the opposite bank of the pool, go to 61. If you give up and crawl out on the near bank, return down the passage to 86.

54  
You observe that the tracks lead back the direction you are coming from.  
Go to 37.

55  
Try your Spot Hidden Item roll.  
If you succeed, go to 36. If you fail, go to 51 (you are unaware).

56  
Try your Climbing roll. If you succeed, you practically levitate up the ledge. If you fail, all you manage to do is stir up some dust, add 1 to NOISE.  
A successful roll takes you to 60. An unsuccessful one leaves you with a choice: you may clamber up the slope [add 1 to NOISE and go to 60]; or you can go back to the last junction [68].

57  
Try your Jumping.  
If you succeed, you fly across the pool and land safely on the other side [68]. If you fail, you land in the pool with an enormous splash [add 2 to NOISE and go to 98]. If you fumbled the jump, you hit your head on the side of the pool and take 1D6 points of damage to it (armor absorbs), as well as the other penalty for missing the jump.

58  
Three ahead, but you are not sure which fork. Go to 22.

59  
None. Go to 63.

60  
This tunnel continues through dark blue igneous rock for another 50m. Finally you come to another junction.  
Go to 15.

61  
The tunnel continues through the red sandstone, gradually rising now and still curving to the right. After more than 100m, you come to a junction. Go to 45.

62  
Waste of time. Go to 41.

63  
Roll your Spot Trap.  
If you succeed, go to 89. If you miss, go to 75.

64  
After about 20m, the passage makes a sharp bend to the right, then back to the left. Roll for Spot Hidden Item.  
If you make it, go to 100. If you do not make it, go to 111.

65  
Try your Tracking roll.  
If you make it, go to 54. If not, go to 37.

66  
After about 50m of tunnel through bluish-black rippled rock, you arrive at a junction.  
Go to 68.

67  
One, ahead, fork indeterminate, with no visible effect.  
Go to 22.

68  
One of the passages leading away from this junction has greyish-white walls; perhaps the rock is limestone. Clockwise from this one is a passage with blue-black walls that look something like frozen lava. There are even a few low ripples on the surface. The third fork looks like normal rock; it has a high flat ceiling.  
Will you take white [10], lava [27], or high flat [26]?

69  
Roll your DEXx3%.  
If you make it, you got safely across the narrow ledge, go to 86. If you did not, you fell into the pool with a great splash: add 2 to NOISE and go to 98.

70  
This tunnel is long and straight, through black rock speckled with some kind of yellow or gold rock. After 100m, you arrive at a junction.  
Go to 72.

71  
You see three skeletons. Red is facing you. Determine whether McCoy and Prime Rib are facing you—roll 1D6: 1, both are facing you; 2-3, McCoy is facing you; 4-5, Prime Rib is facing you; 6, neither is facing you.

In melee round 1, all those facing you will attack you. You may attack and parry, or throw a Disruption spell and parry. There is no room for a missile attack. You may also flee: as long as you are uninjured and not thoroughly immersed in the melee, you will have no trouble getting away (if you do, go to 33, back at the junction).

Starting in round 2, you will be attacked by all the standing skeletons.

If a skeleton is knocked down but still functional, it will attack you from the ground unless you make your DEXx5% roll to get out of its range. Once you are out of its range, you can stay that way.

If you are being attacked by three skeletons at once, you may attempt to circle them in order to get away from one of them. You will get out of range of the skeleton on your far left or far right if you “circle” successfully. This will be accomplished if you make your DEXx5% roll while the skeleton fails its corresponding roll.

Any skeleton still standing, but with no other weapon usable, will kick at DEXx5%.

Skeletons, having no minds, will show no mercy. You must smash them or they will kill you.

If you are victorious in your battle with the skeletons, you may hunt for their treasure. First add 3 to NOISE to account for the fury of the melee. Now roll Spot Hidden Item to find their hoard, add 1 to NOISE for each unsuccessful roll until you find it (if you fumble, you give up the search).

The treasure is 250L, a gem, and a potion. If you successfully Evaluate Treasure on the gem (only one chance), you will eventually get 300L for it. If you fail, you will get 200L. If you fumbled the evaluation, you think it is worthless and will not bother carrying it out of the cave.

The potion bears a sun Rune, and is labeled in Fire Speech, Sartarite, and Trade Talk. You may try reading the label. You get just one chance in each language. Of course, if you carry the potion out with you, somebody will eventually be able to read the label for you, but if you wish to know what it is right away, you have to read it successfully. If you do, go to 88.

Exploring further, you find that the tunnel you came down makes a circle, connecting up with the other fork of the last intersection. You will be telling this story with a sigh, somewhere ages and ages hence: you took the road less (or more) trickled by, and it did not make any difference.

With a little booty in your pockets, you head back toward the junction [33].



### Red Hit Location

Location	1D20	Armor/Pts
R Leg	01-04	2/-
L Leg	05-08	2/-
Abdomen	09-11	2/-
Chest	12	2/-
R Arm	13-15	2/-
L Arm	16-18	2/-
Head	19-20	2/-

### Red

STR	12	Weapon	SR	Attack	Damage	Parry	Points
SIZ	8	Broadsword	8	40%	1D8+1	40%	20
DEX	8	Dagger (LH)	9	40%	1D4+2	40%	12

Defense: 0%.

Red will attack with sword and parry with dagger until one arm is destroyed, then attack and parry with the other arm.

### McCoy

STR	12	Weapon	SR	Attack	Damage	Parry	Points
SIZ	4	Broadsword	7	65%	1D8+1	45%	20
DEX	13	Large shield				50%	16

Defense: 10%.

McCoy is very elusive; do not overlook his defense.

### McCoy Hit Location

Location	1D20	Armor/Pts
R Leg	01-04	4/-
L Leg	05-08	4/-
Abdomen	09-11	4/-
Chest	12	4/-
R Arm	13-15	4/-
L Arm	16-18	4/-
Head	19-20	4/-

### Prime Rib Hit Location

Location	1D20	Armor/Pts
R Leg	01-04	0/-
L Leg	05-08	0/-
Abdomen	09-11	0/-
Chest	12	0/-
R Arm	13-15	0/-
L Arm	16-18	0/-
Head	19-20	0/-

### Prime Rib

STR	12	Weapon	SR	Attack	Damage
SIZ	10	Rapier	5	85%	1D6+1
DEX	17	Shortsword (LH)	6	45%	1D6+1

Defense: 10%.

Prime Rib is not wearing any armor, but he is very nimble. Remember his 10% defense. He attacks twice, at SR 5 with rapier, and at SR 11 with his shortsword. Because of this, he has no parry.

72

One of the passages leading away from this junction has moss-covered walls. There is a little more light in it than the others, perhaps coming through cracks in the ceiling. Clockwise from it is a passage with a low pointed ceiling about 2m high. The third passage has black walls with gold speckles.

Will you take moss [94], low pointed [87], or black-and-gold [28]?

73

If you wish to cast a Detect spell, go to 21.

If you want to do something else, go to 13.

74

Two, ahead. Go to 42.

75

You do not see the noise trap until you stumble over it. It was two rocks connected by a fine cord, the rocks balanced on little outcroppings from the wall. The rocks make quite a clatter as they hit the floor and roll to the walls.

Add 3 to NOISE and go to 92.

76

He says, "I know the dwarves you're looking for. Go back to the main corridor, turn right, and keep on going. Eventually you turn right again, or is it left? Hold on a second, I'll remember. Well, it's one or the other, I'm sure of that. Just watch out for their dimwit guards and their javelins. One of those lunkheads ruined my leg; I had to have the whole thing cut off to prevent gangrene. I hope you trash those guys, sonny. If you do, you come back here and I'll show you how my catapult works. They don't bother me when I've got this little gizmo cranked up, believe me."

Bid him farewell, and return up the tunnel to 72.

77

About five wheels. Go to 29.

78

You knock loose some rocks as you make your way down the slope.

Add 1 to NOISE and go to 66.

79

None. Go to 22.

80

Do you wish to cast a Detect spell: Life [14], Undead [43], Magic [59], or Trap [96]? If you do not, go to 63.

81

A rock comes whizzing over the wall. It has a 60% chance to hit you. If it does, it will do 1D8+5 damage (roll 1D10+10 for hit location).

Go to 113.



82

You walk another 20m or so, and come to a junction. You are still in the black-and-gold tunnel.

Go to 45.

83

I presume you leave the cave. Otherwise, you would have him hunting you for the remainder of your stay, and he would come up behind you while you were fighting something else.

You leave without the maguffin.

84

The light glints off bits of gold-colored material in the black rock of this tunnel. After about 20m, you come to a rubble-filled ditch. It is about a meter and a half wide.

You can try jumping across it [49], or you can scramble over the rubble [6]. You could also retrace your steps, returning to the last junction [45].

85

In a patch of loose dirt on the floor of the tunnel, you see what appears to be the tracks of a four-footed clawed animal.

Go to 65.

86

The passage continues on for another 50m, through the same sort of bluish rock. Then you come to a junction.

Go to 15.

87

After about 40m, you return to the first junction, with the entry passage on your left.

Go to 1.

88

The inscription says, "Lightwall potion. One dose. Recommended dosage, one potion per two hours. Do not exceed recommended dosage."

Return to 71.

89

You see a noise trap. A fine cord connects two rocks perched on little ledges. You will not have any trouble "disarming" this trap; merely remove the rocks.

Go to 92.

90

If the spell was Detect Enemies, go to 47. If the spell was Detect Gold, go to 77. If the spell was Detect Life, go to 8. If the spell was anything else, go back to 29 and take another choice.

91

The tunnel continues for another 30m or so, and then arrives at a junction.

Go to 68.

92

This passage comes to a dead end. It contains nothing of any interest.

Return to 15.

93

This low passage goes slightly downhill for about 45m. Then it branches.

Go to 72.

94

This tunnel drops for the first 15m or so. The moss on the walls gets very thick and luxuriant. Then the tunnel turns uphill and gets gradually drier. After another 25m, it begins to get a little cramped; it is now only about 1.5m (5 feet) from floor to ceiling. If you are SIZ 15 or over, you will have to stoop a little to move. After a turn in the corridor, you see about 15m away what looks like a rock wall, intentionally placed there. It is about one meter high. If you look closely, you see a face lurking behind the wall. There is a beard under the face. Yes, it is definitely the face of dwarf.

Make your statement of intent and go to 29.

95

Roll your Oratory. If you succeed, go to 76.

If not, you hear no reply. Try again. If you succeed this time, go to 104.

If you failed again, go to 103.

96

Just around a corner, from up ahead, you see a glow. It is reflected off the shiny black walls; you cannot actually see what is glowing.

If you go back, go to 15. If you advance, go to 63 and give yourself a 20% add for the upcoming roll, because you are alert to the presence of something unusual.

97

If the spell was Befuddle, you can walk right up to him and look him over. Go to 102. If it was Demoralize, you still have a decision to make, so go to 29. If it was Harmonize, go to 99. If it was Disruption, go to 81. If it was Mindspeech, go to 95.

98

Go to 53, but reverse the destination numbers. That is, if you make it to the opposite bank of the pool, go to 86, while if you give up and climb out on the near bank, go to 61.

99

The spell did not work, Go to 81.

100

You see two gargoyles, both about SIZ 10. They are not even pretending to be statues at the moment.

Now roll NOISE x5%. If you make it, go to 107. If you do not, go to 108.

101

A rock comes whizzing over the wall. It has a 60% chance to hit you, and if it does, it will do 1D8+5 damage (roll 1D10+10 for hit location).

Then go to 106 and conduct melee.

102

The dwarf has a wooden leg. He is standing beside some sort of catapult contraption. There is a rock in the catapult. He also has a shield, an axe, and a shortsword. He is now wearing metal armor. You do not see the maguffin.

If you wish to fight, go to 105. If you are going to wait around until he comes out of it, go to 95. If you are going to take his seven wheels and run away, go to 83.

103

He says, "I never heard of no maguffin, but I ain't the one you're after. You want to go back the way you came."

Go to 29 and try one of the other choices.

104

He says, "Well, why didn't you say so in the first place? Gosh, what a dummy!"

Go to 76.

105

Go to 106 and conduct melee. You get first hit.

106

Gozo fires his catapult first (once a round), and casts Speedart on the rock in it. Thus his POW at the beginning of melee is equal to 11 minus the number of Speedarts he has cast. He may also cast Demoralize at an opponent. After a spell has been cast at him, he will (if capable of it) cast Countermagic on himself. Of course, damaging his wooden leg does no damage to his total hit points.

If you defeat him, you get his treasure. Go back to 94.

If he defeats you, he will release you for all your magic and a ransom of 1000L.

**Gozo Hit Location**

Location	1D20	Armor/Pts
R Leg	01-04	6/6
L Leg (wood)	05-08	0/15
Abdomen	09-11	5/6
Chest	12	5/7
R Arm	13-15	6/5
L Arm	16-18	6/5
Head	19-20	3/6

*Hit Points:* 16

**Gozo**

STR	Weapon	SR	Attack	Damage	Parry	Points
19	Catapult	2	45%	1D8+2		
16	Ax	2	60%	1D8+2+1D4	50%	15
10	Medium shield				70%	12
15	Shortsword	7	55%	1D6+1+1D4	55%	20
11						
15						
15						

Defense: 10%.

Spells: Speedart 1, Countermagic 1, Healing 3, Demoralize 1, Detect Enemies 1, Detect Gold 1.

Skills: Listen 80%, Spot Hidden Item 50%, Move Quietly 60%, Hide in Cover 60%, Speak Trade Talk 55%, Speak Mostali 75%.

Treasure: 7 wheels, 300L.

107

The gargoyles are looking at you. There is not much question they are going to be hostile. They each have a javelin prepared to throw.

Go to 114.

108

The gargoyles are too wrapped up in what passes for stimulating conversation among gargoyles to have noticed you. A few grunts, a guffaw or two, but at least it is keeping them distracted.

If you cast a spell on yourself or a weapon, add 1 to NOISE and return to 100.

If you are trying to Hide in Cover, go to 111.

If you are casting a spell at one of the gargoyles, proceed as follows. Determine which one of the gargoyles you are targeting on by rolling 1D6. Odd is Riffo with POW 11, even is Nok with POW 14. Resolve the spell attack and go to 115, melee round 1.

If you are throwing a missile at one of the gargoyles (determined as above), resolve the attack and then proceed to melee round 1, go to 115.

109

You are unlucky. The gargoyles see you before you see them. They are throwing javelins at you. You may apply your defense to one of the javelins (determined randomly). Riffo's chance to hit is 25%, with damage 1D10. Nok will have cast Speedart on his, so his chance is 45% and the damage is 1D10+1D2+3 if it hits. Unfortunately, you will not have any time to cast a spell before the javelins reach you. Once these attacks have been resolved, proceed to normal melee. Nok will immediately cast Countermagic 1 on himself, but you do not know that.

Go to 116.

110

If your Hide in Cover was successful, go to 117. If not, add 1 to NOISE and return to 100.

111

If you were Moving Quietly, remember to deduct the armor-noise penalty from your chance to succeed and go to 112.

If not, add 2 to NOISE and go to 112.

112

Roll NOISEx5%. If you succeed, go to 109.

If not, you suddenly find yourself facing two gargoyles, who are just as surprised as you are. They drop the javelins they are holding, because you are too close for a missile attack. By the same token, you cannot throw a missile at them. They run toward you, intending to claw you. You have time to cast a spell on yourself or a weapon, but not an offensive spell, because that would take five more strike ranks to pick a target, and you do not have that kind of time.

Go to 116, beginning immediately with melee round 2.

113

A voice comes from behind the wall in Trade Talk: "Scram, sonny! (Even if you are female—he does not care.) Unless you want another dose of good old fashioned granite, beat it out of here in a hurry."

If you wish to charge the wall, go to 101. If you wish to retreat, go to 72.

114

You have five strike ranks to cast a spell on yourself or on a weapon before melee begins. Then go to 115 for melee round 1. You have no time to throw a spell at

one of the gargoyles because focusing on a target takes five strike ranks all by itself.

### 115

Melee round 1. The gargoyles each throw a javelin at you, one at SR 2 and the other at SR 3. Nok will not stop to cast Speedart (see 116 for the gargoyles' stats). You may throw a missile or two, if you have the strike ranks, or cast an offensive spell. If you cast a spell on yourself (like Protection), just before the melee began, be sure to add five strike ranks for switching spells in determining the strike ranks for switching spells in determining the strike rank at which your offensive spell goes off.

Resolve all the attacks in this round, and then go to 116. Nok is casting Countermagic this round, but you do not know that.

### 116

Melee round 2. The gargoyles (assuming they still can) will attack you with their claws, striking with both claws each round. Of course, neither of them has a parry. Riffo attacks with two claws at SR 9, and Nok at SR 8. Taking 6 points of damage in one of the wings will not functionally incapacitate Riffo or Nok, even though that is the most damage to total hit points that can be done in one of these locations. However, taking 6 points of damage in an arm, or taking 9 points of damage in a wing (severing the wing), will functionally incapacitate the gargoyle. From now on, melee proceeds normally until round 11 or until you have killed or disabled both the gargoyles, whichever comes first.

If melee round 11 comes first, go to 118. Otherwise, go to 119. If you run away, go to 45.

#### Riffo Hit Location

Location	1D20	Armor/Pts
R Leg	01-03	6/4
L Leg	04-06	6/4
Abdomen	07-09	6/4
Chest	10	6/5
R Wing	11-12	6/3
L Wing	13-14	6/3
R Arm	15-16	6/3
L Arm	17-18	6/3
Head	19-20	6/4

Hit Points: 10

#### Riffo Rocknose

STR	Weapon	SR	Attack	Damage
12	Javelin	3	25%	1D10+1D3
10	Claw	9	35%	1D6+1D6
10				
2				
11	Defense: 0%.			
9				
3				



#### Nok Hit Location

Location	1D20	Armor/Pts
R Leg	01-03	6/4
L Leg	04-06	6/4
Abdomen	07-09	6/4
Chest	10	6/5
R Wing	11-12	6/3
L Wing	13-14	6/3
R Arm	15-16	6/3
L Arm	17-18	6/3
Head	19-20	6/4

Hit Points: 11

#### Nok Lumpchin

STR	Weapon	SR	Attack	Damage
16	Javelin	2	30%	1D10+1D2
11	Claw	8	50%	1D6+1D4
5				
14	Defense: 0%.			
14	Spells: Speedart 1, Countermagic 1.			
4				

117

You are hidden. You may cast a spell on yourself or a weapon. Each round you do so, add 1 to NOISE and try the gargoyles' Spot Hidden Item (NOISEx5%). Once you take any offensive action, resolve the attack (adding 20% for surprise to any physical attack, if they have not yet seen you) and then go to 116.

If the gargoyles do see you, go to 115, and assume that the rocks you are hiding behind cover your legs and abdomen when they throw their javelins at you.

118

Presumably you are still fighting the gargoyles. Bad news this round. Two dwarves emerge from behind the gargoyles. One has a battle axe and medium shield, and the other has a broadsword and medium shield. They are both wearing metal armor in all locations. One of them calls on you in Trade Talk to surrender.

If you do not surrender, they will both move to attack you. See 119 for their stats.

If you do surrender, they will take any magic and weapons you have, and demand a ransom, which for game purposes can be computed as 10L times your percentage to hit with best melee weapon, plus 50L for each point of battle magic you know, plus 1000L for each point of reusable Rune magic. Thus, a character with 20 points of battle magic, one reusable point of Rune magic, and an 80% attack with his best weapon would have a ransom of  $(10 \times 80) + (50 \times 20) + 1000 = 2800L$ . You will be turned over to the ransom enforcers for collection of this money.

Unless you are very confident or very tough, you would be well advised to surrender when the dwarves appear while you are still fighting the gargoyles.

If you are still alive, go to 45.

119

The dwarves will wait down the tunnel. The adventurer must therefore come to them. Peeking around the corner, you will see that one of them has a light cross-bow aimed at the tunnel entrance where you must emerge. The tunnel is not wide enough for you to apply any defense against the missile attack. However, you can cast Shimmer on yourself, if you know it, and that will reduce his chance to hit. Remember, however, that this spell is incompatible with Protection and Counter-magic. If you cast Mobility on yourself, it will not reduce his attack chance but it will mean you get there before he can switch weapons. The same is true if you cast Silence on yourself. He will shoot later because he will have no warning that you are coming. If you look around the corner far enough to cast an offensive spell, he will see enough of you to fire. All of your hit locations will be exposed except your left arm and left leg (assuming you are right-handed). Skint will throw a dart, under the same conditions.

Garth will usually cast no spells until Healing is required. He will not use his POW to cast spells on Skint during melee, this includes Healing. If you had Mobility or Silence on yourself when you were charging, the dwarves will not have had time to pick up their attack weapons before you get there. Consequently, in the first round, they will attempt to parry with their shields, but get no attacks. As long as you make your INTx5%, you will realize that Garth is the more formidable of the two dwarves, and attack accordingly.

Garth attacks with his axe at SR 6, Skint with his sword at SR 7. Both parry with their shields. Do not forget to apply Garth's defense.

If Garth realizes he is losing, he will cast Mobility on himself and attempt to

flee, abandoning his treasure. If he is knocked down, he will usually consider this sufficient evidence that he is losing, unless you have been knocked down too. As soon as he has healed himself sufficiently, he will therefore try to get away.

If you try to surrender to Garth, he will accept as long as he is conscious. He will demand a ransom computed as in 118. He has an honest face for a dwarf. If Garth is unconscious, Skint will accept a surrender if he makes his INTx5%. If Garth is dead, Skint will be enraged, and fight to the death.

If you defeat the dwarves, you will find their little treasure hoard of 100 clacks, 500L, 20 wheels, a map bearing sky and truth Runes (it provides misdirections to the Hill of Gold in Vanch), a one dose potion of 7 point scorpion venom antidote, a scroll in Mostali describing a more efficient technique for rewinding the light crossbow. Adopting the Mostali scroll technique will raise one's accuracy with this weapon by 10%, it allows more time for taking aim. The technique does not apply to other crossbows. Of course, you must read the scroll before you get the benefit of the technique.

If you make your Spot Hidden Item, you also find what appears to be an old, beat-up horse brush. It will prove to be a Xenohealing 2 spell matrix. Unfortunately, it has an encumbrance of 1. On the other hand, if the spell Repair is cast on it, it will again function very nicely as a fine horse brush, without impairing its magical power.

Nowhere in their hoard, however, do you find the maguffin. You regretfully conclude that those miserable dwarves must already have sold it. Do not forget, however, that you can collect reward money for the dwarves themselves, if at some later point, the maguffin is returned to the Duke. You would get 250L for each dwarf. Your chance of that happening is POWx1% each year for five years. After that it is too late.

When you are finished here, return to 45.

Garth Hit Location			Garth Gruntax						
Location	1D20	Armor/Pts	STR 18	Weapon	SR	Attack	Damage	Parry	Points
R Leg	01-04	5/5	CON 15	RH axe	6	70%	1D8+2+1D4	70%	15
L Leg	05-08	5/5	SIZ 7	Crossbow	2	50%	2D4+2		
Abdomen	09-11	5/5	INT 13	Medium shield				50%	12
Chest	12	5/6	POW 15	Hatchet	7	50%	1D6+1+1D4	50%	15
R Arm	13-15	5/4	DEX 14						
L Arm	16-18	5/4	CHA 13						
Head	19-20	4/5							
<i>Hit Points: 14</i>			Defense: 10%. Spells: Mobility 1, Healing 3, Detect Magic 1. Skills: Listen 30%.						
Skint Scrubhacker			Skint Hit Location						
STR 16	Weapon	SR	Attack	Damage	Parry	Points	Location	1D20	Armor/Pts
CON 14	Broadsword	7	60%	1D8+1+1D4	60%	20	R Leg	01-04	6/5
SIZ 9	Dart	3/11	50%	1D6+1D2			L Leg	05-08	6/5
INT 9	Rapier	7	40%	1D6+1+1D4	40%	12	Abdomen	09-11	6/5
POW 12	Medium shield				40%	12	Chest	12	6/6
DEX 9							R Arm	13-15	6/4
CHA 4							L Arm	16-18	6/4
	Defense: 0%.						Head	19-20	3/5
	Skills: First Aid 60%.						<i>Hit Points: 14</i>		

120

You are back outside, safe and once more free of claustrophobia. It is raining and there is even some lightning in the distance, but you may not mind so much.



Don't miss the next solo adventure for *RuneQuest!*

# **SoloQuest 2**

# **Scorpion Hall**

## **Lost Temple of Chaos**

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