

# RuneQuest<sup>®</sup> Scorpion Hall

## SoloQuest 2



**Alan LaVergne**





**RuneQuest®**  
**Scorpion Hall**  
**SoloQuest 2**

**Alan LaVergne**

**Chaosium Inc.**

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Albany CA



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# introduction

This is Scorpion Hall, a unique solitaire adventure for the RuneQuest game system. Any Gloranthan or QuestWorld character may enter. In this scenario, an adventurer, or more probably a series of adventurers, can explore the habitat of the dread scorpion men without repeating encounters experienced in previous explorations. If a monster is killed, it stays dead, but someone en-

tirely different moves in to replace it. The loot from scragged adventurers will be found on the bodies, and in the hands, of the scraggers.

This adventure is not meant to be played out in a day. Your characters will slowly probe into the ruin deeper with each exploration, until the last one comes out the other end, leaving a trail

of dead monsters and fallen comrades behind him. This adventure will test the mapmaking skill of the player, and all the skills of the character.

As with any solitaire scenario, this adventure can be used by a referee to take players through. However, adventurers should still enter singly. This adventure is not meant for large parties.

Welcome to Scorpion Hall.

# instructions

## How to Play This Adventure

This scenario has been designed as a "living dungeon." What this means is that it will change as you play it. It is intended for a sequence of characters, one at a time, of ever-increasing strength, up to Rune levels at the end. The actions and exploits of each character will cause alterations in the makeup of the dungeon. Possible changes are listed below:

1) The physical background can-

not change. That is, you cannot batter through walls, take doors off their hinges, dig tunnels, or so on. At certain points, you may be allowed to modify the building, but any such modifications will be eliminated or repaired by the time the next adventurer arrives.

2) Once eliminated, inhabitants of the dungeon are gone for good. Some of them may have been scared off by your pres-

ence alone. Some eliminated residents will be replaced by newcomers. Unless otherwise specified, any inhabitant that is slain is simply not there next time. You must ignore any references to his existence. This may also change the results of Detect spells.

3) Obviously, but unfortunately, the same applies to treasure. Any item removed from the dungeon is not there anymore. You can-

not keep discovering the same jewel over and over. Certain items are only available once: if your character does not get them the first time he passes by, he does not get another chance, and neither does anybody else.

4) Treasure carried into the dungeon and left there (perhaps due to an unfortunate melee outcome) may well stay in the dungeon. Unless otherwise indicated, all magic items and half the money and gems of a defeated character will remain with the being(s) who defeated him. The recipient of the treasure will usually remain in the castle, so that the treasure can be recovered by subsequent adventurers. However, some NPCs will only be encountered once, and treasure lost to them is lost for good.

5) Just like PCs, NPCs have a chance to improve by experience. The experience bonus is given for all intelligent NPCs. Unintelligent monsters do not receive an experience bonus, but may still roll to increase their skills after a successful use. You must keep track of the successful uses of skills by NPCs and make their experience rolls after the adventure is over, assuming they survive.

Because the makeup of the scenario changes as it is played, the directions cannot possibly anticipate or allow for all of the situations that might arise. This places a referee's responsibility on your shoulders. The idea is to role-play the dungeon as well as your character. Give some thought to the NPCs' logical courses of action. If the control of the NPCs is to some extent in your hands, the resulting adven-

ture will be more your own creation. Some of the NPCs have been provided with personalities: feel free to expand upon them. It is the hope of the author that this style of play will be more rewarding than the mechanical rolling of dice.

There are no signs in this dungeon saying things like, "60-75% characters this way." Thus, you will have to use discretion about which creatures to challenge and which directions to pursue. The denizens of Scorpion Hall vary quite a bit in competence.

You will need to keep track of Time and Encumbrance.

Unless you find a safe place to sleep within the castle (it isn't safe unless you are specifically told that it is) you will be able to spend no more than six hours inside. This will give your character time to get there in the morning and to get far enough away from the castle to be safe that night.

Each point of Encumbrance over your maximum will reduce all your DEX-based skills by 5%, cumulatively. You cannot carry more than half again your maximum for any length of time. One hundred clacks or lunars, or fifty wheels weigh one point of ENC. If relevant, ENC is given for other types of loot.

### Treasure Notes

Keep careful track of everything that you carry out of the castle. Some items may have extra value or properties not described in the scenario itself, and are described in a special section at the end.

### Scorpion Man Combat

A scorpion man carrying a hand

weapon has the potential for making two attacks in the same round, one with sting, and the other with a hand weapon. In addition, it may parry with a hand weapon or shield. Unless otherwise indicated, all scorpion men in this scenario will attack twice and parry in each round. Often this proviso will be modified. Hunter 1, for instance, must make an INT roll every round he tries to attack twice and parry, in order to coordinate the movements.

Scorpion men have spindly legs. They are easily put out of action. However, damaging them is not as serious as damaging the limbs of other beings. Severing a leg will not functionally incapacitate a scorpion man — muscles constrict and quickly stop bleeding. However, it will do normal damage to total hit points, up until it reaches 0 hit points. For example, if Hunter 1 takes a 12-point hit in his right center leg, his skin will stop 3 points, but the leg is still reduced to -7, so it is severed. Since he has 2 point legs, he takes 2 points of damage to his total hit points. A single non-functional leg will not discommode a scorpion man, nor will two on opposite sides. Two non-functional legs on the same side will force the scorpion man to use his tail for balance, and he cannot sting. If the scorpion man's thorax (actually an abdomen) is knocked to 0 or less hit points, the scorpion man will drop to his belly and cannot sting, but can still attack with hand weapons. Damage to chest, arms, and head has the same effects as on a human being, so that severing an arm will functionally incapacitate him.

castle a new name — Scorpion Hall.

Two drives stir adventurers to challenge the dangers of Scorpion Hall and its hill. One is the desire to fight chaos. The other is the longing for loot. The latter is not especially reprehensible, since the scorpion folk have obtained their loot in less than completely ethical or peaceful manner. However, adventurers prefer to cloak their greed in the garments of idealism, and chaos is a suitably despicable target.

In the towns a healthy distance from Scorpion Hall, you will be able to buy various poison antidotes. Most of those venturing near the castle carry some scorpion venom antidote, for obvious reasons. The antidotes are available at normal RuneQuest prices: 40L per point of potency. There is no charisma discount for potions. If you purchase a potion, the alchemist will remind you not to take two different potions within two hours of each other. Even such favorable-sounding combinations as a healing potion and a poison antidote can produce unpleasant results when taken together.

You will not be able to rent a mount or cart in these towns, and residents will discourage you from taking your own horse or cart towards Scorpion Hall. Where, they ask, will you leave the horse while you gallivant about in the castle? Scorpion people are good hunters and love horsemeat.

You will be able to make a camp in reasonable safety about two hours' walk from the castle. This allows several hours of daylight to reach it, explore it, and get away again.

Decide what equipment you are taking with you — don't forget ENC limits. All set?

# adventure

A very old and solid castle sits on the side of a high hill, balefully watching the wooded lands below. As castles go, it is not very large, only about 25 meters square, but unless the stories of its past have been wildly exaggerated, it has issued enough unpleasantness for twenty castles its size.

It was originally built by trolls in a rare burst of architectural ingenuity. From the edifice once emerged berserk warriors in the blood-red garb of Zorak Zoran, to pillage and terrorize their less brutal neighbors. It is said that Time softens and changes everything; if so, the enthusiasm of these trolls over the years for rapine and slaughter was a marvel of the defiance of Time's working. Nor was their ardor dampened by the ever-increasing distance they had to travel to find new beneficiaries of their violence. Small wonder that in all the lands around, Death was always depicted in the image of a troll.

Perhaps Time, despairing of its own slow erosion, selected another agent for their destruction. Or perhaps there was nothing inevitable at all about their fate: it just happened. In any event, they met with a power greater than their own. The expanding Empire could not tolerate this lawlessness on

their borders, and sent an army reinforced with potent magicians to destroy the trolls.

More than trolls were obliterated in that final battle, but when it was done, the castle was abandoned. The Empire had no wish nor need for a stronghold there, and there were no more trolls to resume the old habits. Slowly the memory of the old days, unlike the castle itself, crumbled.

The castle was all the easier to forget because it never had a human name, except Troll Castle, which was no longer applicable. Without a name, the castle's existence faded in the minds of the dwellers nearby.

If farmers and herdsman shun such places, and the Empire has no need of them, there are others not so particular. The Empire cares not who occupies the castle, as long as the residents do not disturb or molest Imperial subjects — the inhabitants of not especially cooperative client states are a different matter.

Explorers and chaos-haters are venturing towards the castle once again. It is clear that a new tribe or family has moved into the ancient fort, one that the Empire might tolerate, but that are less than desirable neighbors for those worshipping sane gods. The new inhabitants have given the



Becker



# the forest

You are trudging through the forest about an hour's walk from the castle. The scorpion folk keep hunters and scouts out in these woods, looking for game and interlopers. You count as both.

You are going to encounter one of those watchbeings. The first thing to do is to refer to the table below, which shows the hunters in ascending order of toughness. If this is the first time you have played this scenario, you will meet Hunter 1. Once he is disposed of, the next adventurer to approach the castle will meet Hunter 2, and so on.

If the Hunter escapes to bear tidings to the castle of your coming, its denizens will be ready and waiting for you. You could not possibly take them all on at once. Therefore, in order to approach Scorpion Hall with some semblance of safety, you must kill or disable the hunter.

If you run from the hunter, having lost your taste for the fight, the first three will not pursue. Make the hunter's experience rolls for any skills he succeeded with. The next one to approach the castle will meet the same hunter. For the time being,

however, if you have fled, you will have to give up your attempt to make it to the castle.

If the hunter defeats you, he (shudder) eats you. Some folks will eat *anything*. He will, however, peel you first. The same hunter will have your magic, to face the next hero who ventures into these dangerous precincts. Be sure to make his experience rolls.

You cannot easily run from Hunters 4 and 5. They have Mobility and will cast it to pursue you. Therefore, unless you have (and cast) Mobility yourself, you will have to stand and fight.

If you defeat the hunter, you will be able to continue your exploration of the castle.

## Hunter One

STR 18	<i>Weapon</i>	SR	Attk%	Damage	Parr%	Pts
CON 8	Battle Axe	6	30%	1D8+2+1D6	35%	15
SIZ 20	Sling	2/9	50%	1D8	—	—
INT 5	Sting	7	30%	1D6+1D6	—	—
POW 7						
DEX 13	Defense: 00%					
CHA 14	Spells: Binding, Healing 3					
	Skills: Listen 50%, Spot Hidden 35%					

This hunter carries two extra battle axes in case the others are lost. In every round he must make his INT roll (25%) to attack twice (with axe and sting) and parry as well. Otherwise, he will sting and parry with the axe.

Experience bonus: -12%

## Hunter One Hit Location

<i>Location</i>	1D20	Armor/Pts
RH LEG	01	3/2
RC LEG	02	3/2
RF LEG	03-04	3/2
LH LEG	05	3/2
LC LEG	06	3/2
LF LEG	07-08	3/2
TAIL	09-10	3/4
THORAX	11-12	3/4
CHEST	13-14	3/5
R ARM	15-16	3/3
L ARM	17-18	3/3
HEAD	19-20	3/4

Hit Points: 11

## Hunter Two Hit Location

<i>Location</i>	1D20	Armor/Pts
RH LEG	01	3/3
RC LEG	02	3/3
RF LEG	03-04	3/3
LH LEG	05	3/3
LC LEG	06	3/3
LF LEG	07-08	3/3
TAIL	09-10	3/5
THORAX	11-12	4/5
CHEST	13-14	4/6
R ARM	15-16	3/4
L ARM	17-18	3/4
HEAD	19-20	3/5

Hit Points: 13

## Hunter Two

STR 22	<i>Weapon</i>	SR	Attk%	Damage	Parr%	Pts
CON 12	Bastard Sword	5	35%	1D10+1+2D6	—	20
SIZ 20	Self Bow	2/9	45%	1D6+1	—	6
INT 5	Sting	7	35%	1D6+2D6	—	—
POW 4						

DEX 13 Defense: 00%

CHA 9 Spells: Healing 3, Ironhand 2

Skills: Listen 55%, Spot Hidden 45%

This guy doesn't even know the *word* parry.

Experience bonus: -12%

### Hunter Three

	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>	<i>Parr%</i>	<i>Pts</i>
STR 18						
CON 14	Poleaxe	2	50%	3D6+1D6	55%	12
SIZ 21	Battle Axe	4	30%	1D8+2+1D6	40%	15
INT 12	Self Bow	1/6	55%	1D6+1	25%	6
POW 11	Sting	5	50%	1D6+1D6	—	—
DEX 19						
CHA 12						

Defense: 00%

Spells: Binding, Detect Life, Healing 3, Ironhand 2, Protection 2, Repair (2)

Skills: Listen 65%, Spot Hidden 50%

In melee, this hunter casts Protection 2 on himself. If his poleaxe breaks, and he can't Repair it, he will use his battle axe. If you are wearing metal limb armor, he will cast Ironhand 2 when he gets a chance, otherwise saving his Power for Healing. He will cast Binding at you if you flee.

Experience bonus: 0%

### Hunter Three Hit Location

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
RH LEG	01	3/4
RC LEG	02	3/4
RF LEG	03-04	3/4
LH LEG	05	3/4
LC LEG	06	3/4
LF LEG	07-08	3/4
TAIL	09-10	3/6
THORAX	11-12	5/6
CHEST	13-14	5/7
R ARM	15-16	5/5
L ARM	17-18	5/5
HEAD	19-20	5/6

Hit Points: 17

### Hunter Four

	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>	<i>Parr%</i>	<i>Pts</i>
STR 24						
CON 11	2H Spear	4	70%	1D10+1+2D6	65%	15
SIZ 20	RH Spear	5	55%	1D8+1+2D6	55%	15
INT 10	LH Spear	5	40%	1D8+1+1D6	35%	15
POW 9	Javelin	3	60%	1D10+1D6	25%	10
DEX 12	Sting	8	55%	1D6+2D6	—	—
CHA 12						

Defense: 00%

Spells: Bladesharp 3, Healing 3, Mobility, Protection 2

Skills: Listen 80%, Spot Hidden 70%

In melee, this character casts Bladesharp and then Protection. He carries an extra spear. The one-handed spear stats are given in case one arm is disabled. If he uses a spear left-handed, he does not get his full damage bonus.

Experience bonus: 0%

### Hunter Four Hit Location

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
RH LEG	01	3/3
RC LEG	02	3/3
RF LEG	03-04	3/3
LH LEG	05	3/3
LC LEG	06	3/3
LF LEG	07-08	3/3
TAIL	09-10	3/5
THORAX	11-12	6/5
CHEST	13-14	6/6
R ARM	15-16	6/4
L ARM	17-18	6/4
HEAD	19-20	5/5

Hit Points: 13

### Hunter Five

	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>	<i>Parr%</i>	<i>Pts</i>
STR 20						
CON 15	Great Axe	3	85%	2D6+2+2D6	75%	15
SIZ 22	RH Battle Axe	4	85%	1D8+2+2D6	65%	15
INT 10	LH Battle Axe	4	75%	1D8+2+2D6	50%	15
POW 11	Hvy Crossbow	1	75%	2D6+2	25%	10
DEX 17	Sting	5	80%	1D6+2D6	—	—
CHA 10						

Defense: 00%

Spells: Bladesharp 3, Healing 3, Mobility, Protection 2, Speedart

Skills: Listen 95%, Spot Hidden 85%

Hunter 5 casts Speedart before firing his crossbow. If there is a question of conserving Power, he will cast Bladesharp on the axe rather than Protection on himself, but will try to do both if possible.

Chaotic Feature: +6 point skin

Experience bonus: 0%

### Hunter Five Hit Location

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
RH LEG	01	9/4
RC LEG	02	9/4
RF LEG	03-04	9/4
LH LEG	05	9/4
LC LEG	06	9/4
LF LEG	07-08	9/4
TAIL	09-10	9/6
THORAX	11-12	9/6
CHEST	13-14	9/7
R ARM	15-16	9/5
L ARM	17-18	9/5
HEAD	19-20	9/6

Hit Points: 18

As you walk through the forest, you may have no weapon in hand but a spear or quarterstaff. It would be too tiring to carry any other weapon (remember, it is a several-hour walk!) -- even a poleaxe is too unbalanced to serve as a walking stick. Nor can you have a missile weapon in hand, except possibly for a

throwing dagger. Your shield, if you have one, must be on your back -- if you carried it on your shield arm for any distance, it would be useless in combat.

As you walk through the forest, you see a variety of tracks. Make your Track roll (one chance only) to recognize a set as scorpion man tracks. If you

recognize the tracks, you know there is a scorpion man in the vicinity. Add 10% to your *first* Listen chance in the contest below. If you did not recognize the tracks, you are alert, but unaware of the proximity of the hunter.

Go to 1 to start your adventure.

1

Try your Listen roll (with a 10% add if you successfully Tracked, above). If you make it, go to 2. If you failed, try the appropriate scorpion man hunter's Listen. If he makes it, go to 3. If he failed, too, try yours again (with no add), going to 2 if you make it. Continue alternating Listen rolls until one of you makes it. If neither of you has made it by the end of round 3, you are both too absorbed in humming a favorite tune, and will blunder into one another by complete chance. Go to 14.

2

You've heard something suspicious. Try to Move Quietly, subtracting your armor noise deduction from your chances for success. If you are gliding silently through the trees (i.e., you made it) go to 4. If you are rustling the dead leaves (you failed to Move Silently), go to 5. If you snap every dry twig within ten meters (i.e., you fumbled), go to 6.

3

Try your Listen. If you make it, go to 6. If not, go to 7.

4

Drifting through the woods like a feather, you scan ahead for the source of the sound you heard. Try Spot Hidden, adding 20% to chance for success. If you make it, you see the hunter; go to 16. If you fail, go to 8.

5

You are making some noise, so the scorpion man may hear you. Try his Listen. If he makes it, go to 6. If he didn't hear you, try your Spot Hidden. If you succeed, go to 16. If you fail, go to 8.

6

You have heard him, and he has heard you. Whoever heard the other first gets the first Spot Hidden opportunity. If you came here from 2, 5 or 8, you get the first chance, while if you came from 3 or 9, he gets first try. Alternate rolling Spot Hidden for the two of you until one succeeds. You may, if you wish, elect to cast Detect Life -- it will give you a 20% better chance on your next Spot Hidden try, because you will know the general direction to look in, but it gives him a 10% better chance on his next attempt, because of the murmuring necessary to cast a spell. Hunter 3 will cast Detect Life at his first opportunity, with the same effect: 20% better chance for his next Spot Hidden, and 10% better for yours. If you spot him first, go to 11. If he sees you first, go to 12.

7

The hunter has heard you and you have not heard him. Try his Spot Hidden, giving him a 20% better than normal chance, because of your unawareness and his alertness. If he sees you, go to 10. If he misses you anyway, go to 9.

8

Try the scorpion man's Listen roll, and then your Spot Hidden in alternation until somebody succeeds. (He goes first.) If he hears you first, go to 6. If you see him before he hears you, go to 16.

9

Try your Listen roll and the scorpion man's Spot Hidden in alternation until somebody succeeds. (You go first.) If you hear him first, go to 6. If he sees you before you catch the sound of his steps, go to 10.

10

He has seen you and you have not even heard him yet. Go to 15 as he scuttles forward to attack.

11

You have seen him, and he hasn't picked you out yet. Try to Hide in Cover. If you make it, go to 16. If you fail, he gets one more try at Spot Hidden, go to 13.

12

Try your Spot Hidden. If you make it, you see the scorpion man just after it sees you. Go to 14. If you blew it, go to 15.

13

Try the scorpion man's Spot Hidden. If he succeeds, go to 14. If he fails, go to 16.

14

You both spotted one another at about the same time. Thus, it ought to be a fair fight. You are too close for missile weapons, but have time to cast one spell before battle is joined, and the monster has the same opportunity. Go to the appropriate hunter and play out the fight. When the battle is through, come back here. If you defeat the hunter, go to 19. If you ran away, go to 18. If you were defeated, go to 19.

15

You are wandering along, confident as can be, while the hunter stalks you. The hunter will take one melee round of missile attack(s) first, then charge. Thus, the first three hunters hurl two slingstones or fire two arrows, while Hunter 4 tosses a javelin, and Hunter 5 fires a crossbow bolt. Hunter 5 will also cast Speedart. Following the resolution of the missile attack(s), go to the appropriate hunter and fight it out in normal melee — you won't have time for return fire. When the fight ends, come back here. If you win, go to 19. If you ran away, go to 18. If you lose, go to 17.

16

This is the right place to be. You have seen him, and he is completely oblivious of your presence. You may first cast two rounds worth of spells, if you desire. Then, you may cast a spell at him, or fire a melee round worth of missiles at him,

or attack him with a hand-to-hand weapon. If you attack him in melee, your first attack is at +20%, because he is unaware of your presence. Once you make your first attack, melee proceeds normally. Go to 19 if you win, 18 if you flee, and 17 if you lose.

17

Have you tried for Divine Intervention? Even if you are a Humakti, you can still ask for your possessions to be transported back to the temple, or to a friend. If Divine Intervention fails, you are consumed by the scorpion man. Make his experience rolls for winning the battle. He also has a chance for learning some of your battle magic by (literally) devouring it with you. For each spell you know, roll 1D100. If the roll is less than the hunter's INT+POW divided by 4, the monster has learned that spell by ceremonially devouring you. (The chances per spell work out to 03% for Hunter 1, 02% for Hunter 2, 06% for Hunter 3, 05% for Hunter 4, and 05% for Hunter 5.) He will retain any magic items you possess, and half of your cash. Next time you come, he will be that much tougher. You, poor soul, must go to join your god. What is left of you is far beyond any conceivable Resurrection spell.

18

As long as you were facing Hunter 1, 2, or 3, and didn't have Binding cast on you, you got away. If you fought Hunter 4 or 5, you needed to cast Mobility on yourself to escape. If you did, you made it. It will not be possible to return for at least a week. Make the scorpion man's experience rolls.

19

None of the hunters carry any loot, unless he has previously defeated one of your characters and taken it. What you get for your herculean efforts is the right to enter and explore the castle.

If you overcame your initial hurdle, you now come in sight of the castle itself. It sits on the south flank of a high hill. The slope is gentle, and is littered with boulders and rocks. South of the castle is some scrub brush, but most of the terrain is barren. Uphill of the castle are a few very large trees. They may be remnants of a once-flourishing forest, since there are many old stumps among the rocks.

The castle seems very much a part of this bleak, forbidding landscape. From the outside, it appears to be a very weathered one-story building. It has no moat or external wall. The only entrance is on the south (downhill) side. There is no gate or door here, just an unobstructed archway opening into an interior courtyard. On the sides of the archway are rough holes where gates may once have been fastened.

The ground around the castle, on all sides, contains large foot-square chunks of translucent rock. If you dig down around them, they go down as far as you dig, with no bottom in sight, and slant at a 10° angle towards the castle.

The architrave above the archway is gouged out, evidently obliterating an old inscription. The walls of the castle, judging from what you can see in the arch, are about 3/4 of a meter thick. [It turns out that because of the nature of the stone employed in building this castle that a Detect spell will penetrate only one thickness of this wall.]

The castle is roughly square, about 25 meters on a side. The arch is in the middle of the south side. There are no visible windows anywhere, so the only way in is through the arch.

On the west end of the castle is a large chimney, measuring 15m at the base and narrowing to 2m across at the top. It extends 30m into the air, and smoke rises from it.

All dimensions of interior rooms are given in meters, East-West first, then North-South. Unless otherwise noted, all doors are simple, closed, unlocked stone doors about 2 meters high, all ceilings are about 3½ meters high, all floors are stone, and all furnishings are wooden. There is sufficient light to see inside the castle without a torch or lantern during daylight unless noted otherwise.

Now that you are at the castle, you must either give up and go home, and meet a new hunter when you return, or else you must go through the archway. If you go through the archway, go to 20.

20

The courtyard inside is 10m x 14m and is open to the sky. There are some inscriptions, some in chalk, one in ink, and one just crudely chiseled letters, all on the walls of the yard. There is a large pile of stone, wood, and rubble in the northeast corner. The archway is in the southwest corner of the yard, and is 2m wide. There are four doors from the courtyard. One is in the east wall, about 1m from the south end, and is partially ajar. One is in the middle of the north wall, about 1m from the rubble pile. Two are in the west wall, one about 1 1/2m from the south end, and the other about 4m from the north end.

First, you will probably examine the inscriptions. [You get just one chance to read each inscription per visit to the castle.] There is one in Darktongue near the SW door. There is one in Imperial in the NW corner, and another in Imperial on the east wall. There is a final one in Stormspeech above the rubble. If you read the Darktongue inscription, go to 41. If you read the NW Imperial one, go to 52. If you read the E Imperial one, go to 63. If you read the Stormspeech graffito, go to 74.

If you wish, you may cast Detect Life in the middle of the courtyard. If you do, go to 85. If you wish to approach the rubble heap and try a Spot Hidden, go to 46. The only remaining choice is to try one of the doors. If you go through the SW door, go to 32. The NW door is 47. The N door is 79. And the SE door is 50.

21

If you are leaving the rubble pile to go through a door, go to 20, and take the appropriate choice from the last paragraph. If you make a successful Spot Hidden in the rubble pile (roll now) go to 29. If you cast Detect Life, go to 44. Otherwise, go to 36.

22

Go to 34

23

What he is saying is, "Peace, brother? I don't want to fight. Please go away. Live and let live, that's what I say. Right? Howzabout it?" Go to 37.

24

This might once have been a pleasant room, with a small fireplace on the other side of the room, and several now disintegrating pieces of furniture. The room is 4mx4m. You have entered through a door in the east wall. Scattered on the floor are battered clubs, mauls, and sticks. There are several pieces of armor for someone around SIZ 7, but a few pieces could fit someone bigger. Some blunt daggers

and rotten slings are mixed with the clubs. One of the daggers is lead.

On the opposite side of the room is one of the most disgusting creatures you have ever seen. A five-foot slug waves greenish palps in the air towards you, and drips yellow slime. It is only about a meter from you (the room is small, remember?). It does not seem like it is immediately attacking. If you throw Detect Life, go to 35. If you attack the slug, go to 90. If you do neither, you may as well leave the room, returning to 32.

25

You just took 5 points of CON damage. It can be healed only by snake venom antidote or (at half effectiveness) by poison gas antidote. Reduce your hit points (total and per location) accordingly. This CON damage will heal at the rate of one point per week, and cannot be cured by Healing spells. Return to 46, giving considerable thought as to whether you wish to continue this time, with your reduced CON.

26

A scorpion man is entering the hall while you are blinded. This probably means curtains for you, but there are a few ways to save yourself. One, of course, is Divine Intervention. Another is Invisibility. If you have this spell in mind, *and* you make your Listen roll (to hear the scorpion man before it enters), you will be able to cast it on yourself for long enough to keep it from seeing you. This will take 20 rounds of the spell, or two castings. (Subtract 6 points of POW.) If this works, go to 20. If you don't have Invisibility, you can try to leave the courtyard and Hide in Cover outside. Your chances for success are 05%. Your last chance is to go through one of the doors out of the courtyard. Pick one: SW (go to 45), NW (56), N (68), or SE (75). Whichever door it was, you must roll less than 96 on D100, or you could not find the door in time. If you are slain in the courtyard, your treasure goes to the next Hunter.

27

The first gem you find on his body is worth 300L. If you fail to Evaluate Treasure on it, you may get 100L for it. The other gem is worth 700L. If you fail to Evaluate it, you only get 40L. You may leave by the east door (go to 20), or by the south door (32).

28

He casts Demoralize at you. His POW is 10. If the spell succeeds, you will wish to leave, and since you can reach the door you just entered by without hindrance, you do so. If that was the east door, go to 20. If it was the south door, go to 32. If the spell was a failure, decide what you want to do next, then go to 77. [If you were Demoralized, you will realize what happened to you when the spell wears off. However, you will also realize the essentially defensive nature of the action. Unless you are a Storm Bull, you may decide that it's not worth taking chances against such an opponent.]

29

You see a snake, and may cast Disruption at it if you wish. You cannot tell its SIZ, as most of it is hidden. If you decide to Disrupt it, go to 70 after rolling your D100. Otherwise, go to 36.

30

You think that the gem is a patently worthless piece of junk jewelry and leave it behind. Leave by the east door, returning to 32.

31

You are now partially immune to snake and wyvern venom. You will, from now on, resist the effects of their poison as if your CON was species maximum for your species. This effect is permanent. Return to 46.

32

This is a 4mx4m square room. There are doors in the middle of the East, West, and North walls. There is a conspicuous slime trail leading to the west door, which is open about an inch. You can try a Spot Hidden if you like. If you do, and succeed, go to 38. You get just one Spot Hidden chance here per visit to the castle. If you fail your Spot Hidden, or don't wish to try, pick a door and go to 49.

33

None. Return to 73.

34

There is no trap. Behind the panel is a gem. You may try an Evaluate Treasure. If you make it, go to 54. Otherwise, go to 30.

35

One in the room, and one north. Return to 24.

36

Are you going to try assaulting the snake(s) in their fort of rubble? Here is the problem: they will hide in the rubble, and can be attacked only by Disruption or by thrusting weapons (such as spears, shortsword, or rapier). If you try to pull apart the rubble pile first, the snakes will doubtlessly bite your unarmored hands. A quarterstaff or pole can be used to pry the rocks apart (other weapons will not work). Edged weapons will take damage from the rocks, and will have their damage-inflicting ability reduced by being dulled. Meanwhile, you may be exposed to repeated spit attacks. If you persist, go to 81. Otherwise, go to 20.

37

If you want to leave, the east door leads back to the courtyard; go to 20. The south door leads to 32. If you are going to attack, go to 28.

38

In one corner is a small pile of coins. There are 40L, and about 25C buried under odds and ends of cloth. Decide if you want to take them with you (remember that 100 coins = 1 pt of ENC), and pick a door to leave through. You may use either West, North, or East. Go to 49.

39

370C, 410L, 5W, and a potion and a scroll (written in Imperial). When and if you succeed in reading the scroll, you discover that it is a training scroll giving a ten week course in feints and unexpected backhand swipes with scimitars. It will improve your scimitar attack and parry by 15%, to a maximum of 75%. It is not as beneficial for other sorts of slashing weapons — one-handed axe and one-hand sword attacks and parrys will increase by 05% if you currently have a skill in them



of at least 30%, but no more than 70%. If you ever get the potion analyzed, it is not magical. It is a 10-point mineral poison antidote. Return to 20.

40

One east, and three to the southwest. Also one south. Go to 67.

41

"I'm scrawny, dark, and beautiful. For a good time, ask for Grwdlrk. You won't be sorry, at least not right away." Go to 20.

42

The scorpion man casts Demoralize at you with his POW of 10. If it works, you will wish to leave in a hurry. Go to 20. If it fails, melee begins normally — go to 69.

43

Three to the south. Return to 79.

44

Three close to you and another to the west. Now go to 36.

45

Try to Move Quietly. If you made it, go to 32. If not, you got eaten. Too bad. If you were eaten, your treasure is lost irretrievably.

46.

There are spit snakes in the rubble. When you have come within a meter of the pile (as you must to try a Spot Hidden), three will spit at you. The first spits with a 30% attack, the second with 35%, and the last with 30%. Defense does not count unless you knew they were there through Detect Life. See if they hit. If the first hits you, go to 48 for the effect. If the second hits, go to 53. If the last hits, go to 57. If more than one hits, go to each one that hits you to see what happened. After determining what happened, make up your mind as to what you will do next. You cannot currently see the snakes. Go to 21.

47

A cheerful fire burns in the fireplace at the west end of this 10mx8m room. A scorpion man with a gloomy suspicious face — and no tail — is standing near the fire. There are two doors in the room, one in the middle of the east wall, and the other near the west end of the south wall. A table is between the fireplace and the east door. The scorpion man says something to you in Darktongue. Do you know any Darktongue? He speaks it at 50%. You add your skill in the language to his to understand what he is saying. If you succeed in understanding him, go to 23. If you don't understand, or know no Darktongue, go to 37.

48

This snake spits skunk oil. You will be unable to sneak up on anything in this castle, or on anything else, within the next week. You cannot take anything by surprise, unless it has no sense of smell. Return to 46.

49

Which exit do you want? The west door is 24, the north is 47, and the east door leads back to the courtyard — 20.

50

This is a corridor 1m wide and running NS. About 8m from the south end, it is almost blocked by a huge rubble pile. There is a door in the west wall about 1m from the south end. The other door is in the east wall, partially blocked by the rubble, but it is still accessible and opens away from you. Between you and the rubble is a giant lizard. It does not move to attack you, but if you approach it, it bares its teeth in warning. It is about SIZ 15. If you fight it, go to 64. Otherwise, go out the west door to 20.

51

Two north, one of them with a SIZ of greater than 21. One to the south. Return to 79.

52

"Colonel Bitrubius gets his best ideas in the latrine." You expected something helpful from an Imperial? Go back to 20.

53

This liquid evaporates into intoxicating fumes. For the next two hours, it will raise your CON by 1 (increase your hit points per location, if necessary), but it will lower your DEX by 2 points, so you may have to reduce your Defense and DEX-based skills. Return to 46.

54

The gem is worthless. Leave by the east door, returning to 32.

55

This is a clean, square, ordinary room, 4mx4m, and undistinguished, except for the large one-meter square plate of metal in the middle of the floor. Do you think it's a trap? Try to Spot Trap. If you make it, go to 78. If you screw up, go to 73.

56

There is a being behind that door. He kills you and takes your treasure, unless your god interferes. For future reference, your treasure has gone to Pariahh.

57

This liquid is a potency 10 poison. Match its POT vs your CON. If it makes it, go to 31. If it fails, go to 25.

58

Are you SIZ 16 or more? If so, go to 76. Otherwise, nothing happens. You must go to 73.

59

You find a hidden panel behind the slug at the west end of the room. Try to Spot Trap the panel. If you make it, go to 34. Otherwise, go to 60.

60

You see no trap. Do you wish to open the panel anyway? If so, go to 22. Otherwise, leave by the east door and go to 32.

61

All the snakes have systemic poison equal to their CON in potency. Return to 81.

61

All the snakes have systemic poison equal to their CON in potency. Return to 81.

62

He had *two* traps, and you blundered into the other one. The net falls on you. Go to 88.

63

"Vitamins plus iron, what every good troll needs. The only good tr ..." The rest is illegible. Return to 20.

64

If you defeat the lizard, you will find that, not unexpectedly, it had no treasure. If you wish to climb over the rubble, go to 65. If you want to return to the courtyard, go to 20. If the lizard manages to kill you, it eats you, and leaves all your treasure and magic items on top of the rubble for your next character to get.

**Rock Lizard**

STR 18	Weapon	SR	Attk%	Damage
CON 18	Bite	6	70%	1D8+1D6
SIZ 15	Claw	6	60%	1D6+1D6
POW 15				
DEX 17	Defense: 10%			

The lizard will strike with both foreclaws at once until one scores a hit. It will then hold on with that claw, strike with the other, and bite.

**Rock Lizard Hit Location**

Location	1D20	Armor/Pts
RH LEG	01-02	3/6
LH LEG	03-04	3/6
HIND Q	05-07	3/8
FORE Q	08-10	3/8
RF LEG	11-13	3/6
LF LEG	14-16	3/6
HEAD	17-20	3/7

*Hit Points:* 19

65

If you want to climb over the rubble to continue down the hall, go to 67. If you want to climb over the rubble in order to get at the east door, go to 72.

66

Out of the corner of your eye, you spot a net on the wall to your left. It is apparently triggered to fall on anyone advancing through the door. There is no good way to avoid the net. Do you want to move forward (go to 88) or do you desire to back out of the room (go to 32)?

67

This corridor is 1m wide, and runs NS. It extends 4m from the north end to a huge pile of rubble nearly blocking the hallway at the south end. Three doors are visible, one in the north wall, one in the east wall by the rubble, and a third in the west wall about 2m from the north end. Do you want to cast Detect Life? If so, go to 40. Otherwise, you can move some rubble and climb over it (go to 87). Or you can go through a door. The N door leads to 94, the W door to 79, and the E door to 103.

68

Try to Move Quietly. If you make it, go to 79. If you failed ... well ... you were eaten. It's hard to be philosophical about something like that. Anyway, your treasure goes to something named Ag. Maybe he'll take better care of it than you did.

69

You have met Pariahh. Pariahh was the result of a rare double egg. Every so often, two scorpion beings hatch from the same egg. In Pariahh's case, he was cursed with a detrimental chaotic feature, and his twin had a positive one. Pariahh is considered cursed and expelled from his tribe, and given a traditional outcast name.

For obvious reasons, Pariahh does not like to fight. He relies primarily on his traps, and on flight. Therefore, he will try to cast Darkwall between himself and an untrapped, undisabled foe, and then run away, using Mobility if necessary.

If he runs towards the south door, he will have to be careful or he may activate his own trap and become entangled in the net (roll DEXx5 or less on D100).

If you defeat Pariahh, go to 27. If you want to run off, and are not entangled in a net or disabled, Pariahh will not chase you; go to 20 if you leave by the east door and go to 32 if you leave by the south door.

#### Pariahh, outcast scorpion man with no tail

STR	Weapon	SR	Attk%	Damage	Parr%	Pts
19	Short Spear	5	65%	1D6+1+1D6	20%	15
10	Hvy Crossbow	2	75%	2D6+2	20%	10
21	Lg Shield	—	—	—	60%	16
10	POW					
15	DEX					
14	CHA					
Defense 00%						
Spells: Countermagic 1, Darkwall (2), Demoralize, Healing 3, Mobility, Multimissile 1						
Skills: Darktongue 50%, Set Trap 75%						
Pariahh usually only uses his crossbow on targets that have become entangled in his nets.						
Chaotic Feature: No tail. Also, his flesh is especially sensitive, so that all weapons penetrating armor do 3 extra points of damage upon penetrating. This does not apply to magical damage, such as Disruption.						
Experience bonus: 00%						

#### Pariahh Hit Location

Location	1D20	Armor/Pts
RH LEG	01	3/3
RC LEG	02-03	4/3
RF LEG	04-05	4/3
LR LEG	06	3/3
LC LEG	07-08	4/3
LF LEG	09-10	4/3
THORAX	11-12	6/5
CHEST	13-14	6/6
R ARM	15-16	5/4
L ARM	17-18	5/4
HEAD	19-20	5/5

*Hit Points:* 13

70

The snake you attacked has a POW of 12. You now take another round of spit attacks, as your spell was not enough to incapacitate it. This time, you can use your Defense on one of them. The first has a 30% chance to hit, the second has 35%, and the third 30%. The snake you saw and tried to Disrupt was the second. As before, go to 48, 53, or 57 respectively if they hit, except that if they hit you, return to here instead of to 46. After determining the effects of any hits, go to 36.

71

He has cast Countermagic 1 on himself. Unless you put 2 extra points of POW behind the spell, it failed. You must have originally planned to do so, and not have amended your attack when you found out about his Countermagic. If you did put enough Power into the spell (or if you cast a 2 or 3 point Rune spell at him!), his current POW is 8 to resist you. Go to 69 now as melee begins.

72

You have entered what may have once been a shrine. It is 4mx6m with two doors, one in the middle of the west wall, and the other in the middle of the south wall. Smallish bones are on the floor, along with decomposed trollkin clothing and disintegrating bedrolls. Against the east wall is a defaced statue of Kyger Litor. There is a darktongue inscription at the statue's base. If you make your Read Dark-

tongue roll, you may go to 91 and see what it says. Otherwise, you can leave through either the S door (go to 55) or the W door (86).

73

Do you want to cast Detect Life here? If so, go to 33. Do you want to step on the metal plate? If so, go to 58. Otherwise, all you can do is to go back through the N door, taking you to 72.

74

“Watch out for the s

n

a”

Return to 20.

75

You are safe. Go to 50.

76

If you, or a previous character of yours [who has reported to your current character] has been in the room below this one [you’ll know it if you have], go to 89. If not, go to 95.

77

This scorpion man has a short spear and a shield. However, he relies mostly on his traps. Was your intent to Spot Trap? If so, roll it. If you succeed, go to 80. If you failed, or that was not your intent, go to 88.

78

You think that it might be a trapdoor. It may open if you step on it. Go to 73.

79

You stepped into a corridor 1m wide running EW. The corridor is almost 16m long, and the westernmost 4m are littered with wood scraps, hunks of fur, and gnawed bones. Remnants of shelving at this end suggest that it may once have been a walk-in closet. The W end is warm, smelly, and dirty. There are four doors off of the corridor — one at the E end, one in the S wall 8m from the E end, one in the N wall 3m from the E end, and the last in the N wall 4m from the W end. Got it? Do you want to cast Detect Life? If you do, and you cast it at the west end of the corridor, go to 51. If you throw it at the east end of the corridor, go to 43. If you want to try a Spot Hidden in the junk at the west end of the corridor, go to 92. If you just want to leave, the NW door goes to 99, the NE door goes to 97, the E door to 67, and the S door to 20.

80

Did you come in by the east door? If so, go to 83. If you entered by the south door, go to 66.

81

There are five spit snakes here. They will attack anyone approaching within 1m of their rubble pile. After the first round of spit attacks (from the first three), you may move away. The snakes hide in the rubble and can only be attacked by thrusting weapons or by Disruption. After a single weapon hit, a snake will retreat back into the rubble out of reach, if still capable of movement. Disruption

will not make it retreat, as it is too stupid to connect you with the pain.

The snakes will spit until their supply runs out. Each snake can spit a number of times equal to its SIZ every day. Snakes four and five will not spit (using up their only shot) until you actually start to strike with weapons at the snakes. After the snakes are out of spit, they will bite.

To determine whether or not you can see a particular snake, roll each snake's Hide in Cover. Each snake making the roll is invisible to you. The snakes will spit, Hide, and spit again. If a snake makes its Hide roll after spitting, you cannot see it.

If you manage to kill or disable all the snakes, you will find a little treasure at the bottom of the rubble. Go to 39 to see what it is. Hope it was worth it.

#### Snake One

CON 15	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
SIZ 5	Spit	3	30%	Special
POW 10	Bite	10	40%	1D4
DEX 10				

Defense: 00%

Skill: Hide in Cover 25%

Go to 48 to determine the effects of this snake's spit. Return here instead of to 46 after seeing the effects.

#### Snake Four

CON 12	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
SIZ 1	Spit	3	60%	Special
POW 12	Bite	10	40%	1D4
DEX 11				

Defense: 05%

Skill: Hide in Cover 50%

This snake's spit acts as 6-point acid, reducing the armor of whatever location is struck. It can only spit once per day.

#### Snake Two

CON 12	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
SIZ 6	Spit	2	35%	Special
POW 12	Bite	9	40%	1D4
DEX 13				

Defense: 05%

Skill: Hide in Cover 20%

Go to 53 to determine the effects of this snake's spit. Return here instead of to 46 after seeing the effects. The effects are cumulative, so that if you take more than one hit from the snake, your characteristics change progressively.

#### Snake Five

CON 15	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
SIZ 1	Spit	2	50%	Special
POW 11	Bite	9	40%	1D4
DEX 13				

Defense: 10%

Skill: Hide in Cover 50%

This snake spits blinding juice. It always hits the head and eyes of its target (assuming it hits at all). If it hits, you will be unable to see for the next two hours — go to 26 and see what happens. This snake only spits once per day.

#### Snake Three

CON 10	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
SIZ 4	Spit	2	30%	Special
POW 9	Bite	9	40%	1D4
DEX 15				

Defense: 10%

Skill: Hide in Cover 40%

To find out the effects of this snake's spit, go to 57, but return here instead of to 46.

#### Notes

#### Snakes

Hit Location	<i>Location</i>	<i>1D20</i>	<i>Snake One Armor/Pts</i>	<i>Snake Two Armor/Pts</i>	<i>Snake Three Armor/Pts</i>	<i>Snake Four Armor/Pts</i>	<i>Snake Five Armor/Pts</i>
	Tail	01-06	0/5	0/4	0/3	0/4	0/5
	Body	07-14	0/6	0/5	0/4	0/5	0/6
	Head	15-20	0/5	0/4	0/3	0/4	0/5
	<i>Hit Points:</i>		14	11	8	10	13

82

If you found the key, you can try it in the east door (it works — go to 105). Otherwise, you have to go back out the south door into the hall (go to 67).

83

You can see a crossbow mounted under the table before you. It is aimed at you. Since you know of its presence, you can move out of its line of fire. You can move around the table to your right (North) -- if you do, go to 42. If you would rather move around the table to your left (South), go to 62. If you have changed your mind about the whole affair, and want to leave, go to 20.

84

This room is 5mx6m. There is a single door in the middle of the south wall, through which you came. Several scroungy sleeping mats are piled in the NE corner. Lice, roaches, and fleas crawl everywhere -- you have probably already been bitten by a flea or two. Crude drawings on the walls show trolls, often killing animals or humans. At the north end of the room is a female cave troll. If you advance, you will probably have to fight her. If you want to search the room without fighting her, by Befuddling or Harmonizing her, it will take 6 minutes to search the room well -- this means that you will have to cast the spell three times with success. If you decide just to leave, go to 29. If you insist on fighting or casting a spell at her, go to 125. She is even bigger than Ag, if this influences your decision. She holds a great axe (!) and wears leather trousers to cover her shame.

85

Three in the NE corner, one to the west, and another to the east. Go to 20.

86

Go back to 50, entering from the east door. Presumably, the lizard has been disposed of and is no longer present.

87

Go to 50, entering from the north rubble-blocked end of the corridor. As you scramble over the chunks of stone, a gigantic lizard (big as a man) runs off through the door into the courtyard.

88

The scorpion man (his name is Pariahh) has two traps. On the wall beside the S door is a net. Under the table in front of the E door is a crossbow. Pariahh is 75% in Set Trap. Roll for each trap to see if it worked. If it didn't, go to 69. Otherwise, determine the trap's effect.

If you entered by the E door, you were hit by a heavy crossbow bolt, doing 2D6+2 to a random leg (if your SIZ is 9+) or to your abdomen (if your SIZ is 8 or less). If you are still intent on melee, go to 69. If you want to run off, go right ahead -- Pariahh will not stop you. Go back to 20.

If you entered through the south door, you were caught in a net of STR 20. This probably means that you are stuck, since the only way to get out of it is to:

1) Rip it open. This involves matching your STR vs. its STR of 20. It takes one full round to rip it open with a successful STR vs STR roll, and a second round to pull yourself through the hole you just made. A Strength spell could come in handy here.

2) Cut it open. Because of the awkward cutting angle, whatever cutting weapon you use will only do 1D6 damage (plus damage bonus, plus Bladesharp). If you cast Fireblade on the weapon, it will do 3D6 + damage bonus. You need to do 20 points of damage to the net to destroy it and escape.

While you are busily engaged in trying to free yourself, Pariahh is going to get out a heavy crossbow from under the table and shoot it at you. You are stuck in the net, and can neither apply Defense nor use a shield to block the bolt. He will be able to fire his crossbow long before you can extricate yourself. He has a 75% chance to hit you, and it does 2D6+2 points of damage when it hits. If he's really afraid of you, he will cast Multimissile 1 on the bolt before firing. He will be really afraid of you if you have lots of metal armor (at least 3 hit locations covered by metal) and carry big weapons like bastard swords or pole axes (any one-handed weapon requiring a STR of 13 to use, or any strictly two-handed melee weapon).

In order to buy time to free yourself from the net, you could try to Befuddle him, or even just Demoralize him. If you are going to cast a spell at Pariahh, decide which one and then go to 71. (Don't waste your time on Harmonize — his shape is certainly not like yours). You will be able to cast your spell before he fires.

If you make it clear that you wish to leave, he will not fire a second time after firing once anyway, though he will rewind the crossbow. If you are able to move, you can leave by the SE door, and return to 32.

If you don't plan to leave, or if you are unable to, due to damage, he will continue to fire the crossbow as fast as he can rewind it, once every three rounds, casting Multimissile 1 on it if he's afraid. When you finally disentangle yourself, he will drop his crossbow and engage in melee if he must. (Go to 69.)

## 89

When you looked up into the shaft from below, you saw the handholds and footholds on the sides. It is tricky to grab them as you fall, but if you make both a successful Jump and Climb roll, you did. Go to 271. Otherwise, you missed the handholds and fell to the floor 5 meters below. Go to 95, in that case.

## 90

In attacking the slug, you may aim either at the slug's body or at the palps. Each palp has one hit point, so if you hit it, you sever the palp (also doing a point of damage to the slug). If you hit the slug's body, you must do 14 points of damage in a single blow; otherwise the body just oozes back together. Disruption will not harm the slug — its innards are almost totally disorganized already. There is no room in this tiny room for a missile attack. Thus, there are only two ways to kill the slug — do 14 points of damage with a single blow to the body, or lop off 14 palps. No combination of the two attacks would suffice — severing 6 palps and doing 8 points of damage to the body in a single blow does not kill the slug.

You can leave the room in any round that you are not held by any palps (see below under slug description). Any time that you sever a palp, the slug gets the next attack before you get a chance to run out the door. You may apply Defense to a palp attack. If you parry a palp, it will attach itself to the parrying item, and you can escape by abandoning it, as long as that is the only palp holding you. As long as it remains attached to a palp, if you try to use the weapon or shield to fight with, you must overcome the cumulative strength of the palps holding it for either attack or parrying.

If the slug defeats and ingests you, your treasure is irretrievably lost. Only magic crystals will survive the innards and may be recovered by a subsequent adventurer.

If you defeat the slug and search the room, try a Spot Hidden. If you make it, go to 59. If you blow it, you have to leave by the east door, and return to 32.



**The Slug**

STR 5      *Weapon*      SR    Attk%    Damage  
 CON 14     Palp                9    80%    Special, see below  
 SIZ 9  
 POW 9      Defense: 0%  
 DEX 9

If a palp hits, it will stick to the location struck. If the palp was parried, it will stick to the parrying item. Each palp has a strength of 4, cumulative with other palps. If the combined STR of the palps overcomes your own STR (roll on the resistance table) you will be immobilized that round. If you are immobilized, you cannot attack, parry, nor apply Defense (though you may cast spells). The slug's next palp will hit you unless it rolls 96-00 on its attack. The slug has an unlimited number of palps, subject to its hit point limit, as described above. It may attack with only one palp per round, but if a palp is attached to you, the slug will sprout a new palp and attack you with it.

When it has kept you immobilized for three successive rounds, you are irretrievably caught, and it will pull you in for ingestion. Only Divine Intervention can save you now.

*Location -- Special, see above.*

**Notes****Melee Sequence**

1. Make statement of intent.
2. Roll the cumulative STR of the palps attached to you and your weapons or shields vs. your STR. Each palp has a STR of 4, cumulative with the others. If the palp's attack succeeds, you are immobilized this round, and the slug's palp attack this round will probably succeed. If this is your third consecutive round of immobilization, you are now pulled in and ingested. Otherwise, you may try to free yourself again next round.
3. Resolve your attack(s) and spell, if any, as long as they occur before SR 9.
4. Resolve the slug's palp attack on SR 9.
5. Resolve remaining actions, including flight.

**Notes**

91

"To him who lendeth me a spark,  
 Will I make a gift of dark."

A point of *permanent* POW sacrificed to this statue will summon a small shade for 15 minutes. In this case, the summoner is immune to the shade's effects. The POW must be sacrificed in this room, but the shade will go anywhere that the caster wishes it to. The shade has a POW of 3D6+6, and INT of 1D6, 1D6+6 hit points, a 20% chance to hit, and it will do 1D6 points of damage if it hits. Go to 72 now.

92

Make a roll of CONx5 or less on D100. It really smells horrible down here. If you don't make the roll, you lose your breakfast. No one ever said that adventuring was all fun. You also take a point of damage to your abdomen, healable by magic. Even if you make your CON roll, you feel queasy. You are now close enough to see that there is nothing in this pile of disgusting trash anyhow. Go back to 79.

93

You enter a 3mx6m dark, barely torchlit room through a door in the middle of the south wall, which is the only door in the room. At the room's north end is a brutal, brooding statue of Zorak Zoran, holding two severed heads in one hand and making a magical gesture with the other. Many inert trolls lie on the floor,

lean against the statue, or slump against the wall. There are seven of them, if you can count that high. They are either alive and asleep, or in a state of excellent preservation, judging by their looks. In the walls are set torches which burn without smoke and without being consumed. This somber room swallows their light, granting vision without being illuminated. It might be reasonable at this point to cast Detect Undead. If you know the spell and cast it, go to 108. If you want to cast Detect Life, go to 118. If you plan to enter the room, go to 132. If you wisely leave, go back to 126.

94

There are three doors in this small, 2m x 3m, featureless room. One is at the west end of the south wall, one in the center of the north wall, and the third in the middle of the east wall. There is a Death Rune on the east door, and Darkness and Harmony Runes on the north door. The east door turns out to be locked. If you pick the lock and enter, go to 105. If you go through the north door, go to 113. The only remaining choice is to go through the south door to 67.

95

You fall to a floor five meters below. Make your DEXx5 roll. If you made it, you took 1D6 damage to each leg. Armor will not absorb this damage, but Protection would, if you thought to cast it before stepping on the plate. If you blew your DEXx5 roll, you took 2D6 damage to one leg and 1D6 to the other. Once again, armor does not help vs. the damage, but Protection would have. Go to 271.

96

Gnawed and splintered bones crunch beneath your feet as you enter this 4mx6m room. Roaches scatter before you. There are two doors, one in the middle of the south wall, and the other in the center of the west wall. Do you cast Detect Life? If so, go to 109. If not, you can go through either the W door (go to 150) or the S door (111).

97

Opening the door stirs up a cloud of dust (make a CONx5 roll to keep from sneezing). A quarter-inch of dust covers all the room's contours. There are three doors here, one in the center of the south wall, and three more spaced equally apart in the north wall. The room is 7mx4m. There are four skeletons in the room, one in each corner. They seem to be skeletons of some sort of cat. There are other bones in the room, but they are disassembled. If you back out of the room, go to 79. If you cast Detect Life from the doorway, go to 114. If you (reasonably) decide to cast Detect Undead here, go to 128. Finally, if you enter the room, go to 124.

98

When you overturn one, you find a scroll beneath. It is written in Darktongue. Roll your Read Darktongue skill. If you made it, go to 120. If you know no Darktongue, or didn't succeed in reading it, go to 115.

99

Hello! There is an enormous cave troll in the room, holding a nasty great club, and wearing heavy leather. He is looking right at you (gulp). The room is long and narrow; 9m x 4m. There are three doors, one in the center of the south wall, and two more evenly spaced along the north wall. Remnants of a long table are piled in the SW corner. Clubs and armor are lying among the wood scraps. Also on

the floor are animal hides, human clothing, scattered and bent eating utensils, a bedroll, and a few more bits of debris; remnants from a more civilized occupation. This room is permeated with the stench of decay — obviously not disturbing the cave troll. You have a single melee round to decide whether or not you want to fight Mr. Troll. [You may know that cave trolls are degenerate, chaotic trolls with the power of regeneration. They are also bigger and more savage than most trolls.] If you think you can take him, go to 130. Otherwise, quickly slam the door, and run back to 79.

### 100

There is only a single door, in the middle of the south wall of this 3m x 6m room. There is nothing in the room but an inch-thick layer of dust. The room has a tangible aura of desertion, and you are shocked when a voice in your head says, as you enter, “Will you stay with me and be my friend? It’s been so long.” What are you going to do. Make up your mind and go to 122.

### 101

In the box are three jewels. There is also a small book. This book is written in (surprise!) Darktongue. If you can read Darktongue, and make your roll, (one try only) go to 153. You will also need to evaluate the jewels. Roll your Evaluate Treasure for each jewel separately. If you succeed on a jewel, you get full worth for it. If you fail, you get half. If you fumble, you get nothing, since you thought they were paste. The first jewel was worth 3000L, the second 800L, and the last 90L.

In selling the jewels (after leaving Scorpion Hall), you may use your Bargaining ability, or you may sell the jewels for whatever you think they are worth, depending on whether you successfully Evaluated Treasure or not. If you Bargain, you may get more or less. If you decide to Bargain, go to 159.

After pocketing the jewels and the book, go to 102.

### 102

You doubtless have realized that both trap and book are quite un-cave troll in nature — representing sophistication far beyond their own cultural achievements. In fact, the cave trolls (like most adventurers) were perpetually broke and had no money at all — what they got, they spent. They were completely unaware of the hidden box. If you killed or discouraged the trolls (Ud will not stay alone in the castle, for instance), some changes will occur after you leave their quarters. Any adventurer entering these rooms during the next month will find the rooms empty. Also, the treasure is gone. If you don’t find it this first time, you won’t get another chance — more perceptive intruders will discover it and carry it away. After a month these rooms will be reoccupied. Right now, make the following alteration in 79 — “Go to 155: disregard rest of paragraph.”

Now you have to leave this room, returning to the one in which you initially found Ag and Ow. Go to 104.

### 103

Did you cast Detect Life in the hall outside? If so, go to 123. Otherwise, go to 171.

### 104

The three exits are S (79), NW (96), and NE (84).

105

This is a small, 3m x 3m, room, with a single door in the middle of the west wall. The walls are covered with tapestries illustrating great battles of troll history, with mountains of corpses and pyramids of skulls. Other tapestries depict deeds of troll heroes. Still others show armies of zombies. Roll your Evaluate Treasure. If you make it, go to 144. If you screw up, go to 110.

106

The ghost has a POW of 15. It attacks you in spirit combat. It intends to try a special type of Binding it has acquired over the centuries. If it succeeds in its attack and its Power is greater than yours, it will try to Bind, requiring the same roll as its attack, just as if it were possessing you. If its Power is less than yours, it cannot Bind you, so it will take your POW if it succeeds in an attack, trying to get your Power low enough for it to be able to Bind you.

If it Binds you, your limbs will grow heavy and unwilling to move. In order to reach the door and leave the room, you must successfully match your STR vs. a STR equal to the ghost's current POW on the resistance table. You only get one chance. If you succeed, go to 126. The spirit will immediately attack you upon any subsequent re-entry. If you don't make your STR vs STR roll, you will remain caught in the room, an involuntary companion for an insane ghost. Unfortunately, the ghost has forgotten all about things like food and water. Unless you are rescued, you will die of dehydration in a week or so. The ghost will immediately attack any would-be rescuer, who will have no warning of the attack, and so won't have cast Spirit Shield or Spirit Block. You will be too weak by that time to give warning.

107

Make a note: Glumf has your treasure.

108

None, except possibly three behind you. Go back to 93.

109

One to the east, plus whatever is left in the room south of this one. Return to 96.

110

If you are going to try and take the tapestries out of the castle, you must know that they are each 2 points of ENC. There are five tapestries in total. When you leave this room, go to 127.

111

You are back in the room in which you encountered Ag and Ow. Have you been through the northeast door of this room yet? If so, go to 104. If not, go to 129.

112

The skeleton you touched attacks you. Two others will attack you next round. Go to 158, determining which one you touched randomly.

113

This is a long, narrow, 2m x 5m room, with shelves along the east and west walls. There is a single door in the middle of the south wall. On the shelves are pots of unguents, lotions, paints, powders, nails, brushes, cloths, two easels, paint-stained

clothes, pipes, lutes, drums, and unrecognizable musical instruments. Roll Spot Hidden. If you made it, go to 140. If you screwed up, go to 135.

114

Two to the west, one of them bigger than SIZ 21. Go to 97.

115

There is nothing else for you to do in this room, unless you wish to reconsider a previous decision not to touch the statue (in which case go to 151), or not to touch the troll bodies (go to 98 if you decide to touch them now). Otherwise, return to the skeleton room (126).

116

One to the northeast, SIZ over 21. Go to 129.

117

Under the sleeping mats in the NE corner, the stone floor ends and is replaced by wood. One of the floorboards can be pried up with great effort, and under the board is a small box. How greedy are you? (If you are a normal adventurer ... pretty greedy.) Make an INT roll to see if you are calm enough to Spot Trap before trying to open the box. If you decide to try, and succeed at Spot Traps, go to 139. Otherwise, you didn't see any trap and open the box. After all, why wouldn't you? Go to 131.

118

One to the west, with a SIZ greater than 21. None in this room, though. Go back to 93.

119

If you defeated Ag and Ow, these quarters will remain empty for a month. You have lost your chance for getting any more treasure here — it will be removed by others. After a game month, make the following alteration in 79 — “Go to 155. Ignore rest of paragraph.” Now go to 79.

120

The scroll teaches simple techniques for making noise traps, camouflaging them, and disassembling them without setting them off. It will improve your Set/Disarm Traps skill by 5% per 4 weeks of study, if you practice the techniques involved. It can increase you to a maximum skill percentage of only 30%. Go to 115.

121

There are two possible ways to escape through the south door. You may try to scramble through, or jump.

If you try to scramble through, your chance of success is equal to your DEX minus 1 for each point of damage you have taken times 5. If you have a DEX of 12, and have 3 unhealed points of damage, your chance for success is equal to  $(12-3) \times 5 = 45\%$ .

If you try to jump, you must wait until the doorway is unblocked, and the trolls cannot get in your way. Roll your Jumping on D100. If you made it, you got out and slammed the door behind you. If you failed, you are still in the room. If you fumbled, you fell down before your foes. Bye Bye.

You can try only one of the two methods per attempt. If you succeed with

either one, go to 79. If you fail on either one, you can try again in 5 more melee rounds. Go back to 130 and keep fighting.

122

If you left the room, go to 126. If you stayed, go to 137.

123

Go to 171, except that you are aware of the presence of a life form, so its first attack is not from surprise, and it does not get a 20% add. Also, you can apply any Defense you may have. It will still get the first attack, as described. You may cast spells on yourself, but decide which before going to 171.

124

Are you carrying anything made of lead? If so, go to 148. If not, go to 157.

125

Ud now fights you. She will first cast Dullblade on any edged weapon used by an attacker. Then she will cast Bladesharp on her own axe. However, because of her low INT, there is always a chance that she will get mixed up. If she makes a D100 roll of 96-00, she will Dullblade her own axe and Bladesharp her opponent's weapon.

If you succeed in killing or disabling her, or if you keep her Befuddled or Harmonized long enough (30 melee rounds) to search the room, you might find something. Try a Spot Hidden. If you make it, go to 117. If you don't, you can try again, after 30 more melee rounds (which means that you must keep Ud out of action that much longer). Your second try is at half normal percentage. If you make your second try, you may also go to 117. If you cast the spell of Detect Gems, you will also find the hidden item -- go to 117 in that case as well. However, if your search is fruitless, you have to go to 104.

#### Ud, female cave troll

STR 19	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>	<i>Parr%</i>	<i>Pts</i>
CON 12	Great Axe	4	45%	2D6+2+2D6	45%	15
SIZ 31	Claw	6	50%	1D6+2D6	—	—
INT 4						
POW 7	Defense: 00%					
DEX 15	Spells: Bladesharp 1, Dullblade 2					
CHA 6	Ud will hit with the great axe till it breaks, then attack with two claws per melee round.					
	Chaotic Feature: regenerates 1 point in every hit location per melee round.					
	Experience bonus: -15%					

#### Ud 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	3/7
R ARM	13-15	3/5
L ARM	16-18	3/5
HEAD	19-20	3/6

*Hit Points: 17*

126

Three exits: NW (go to 93), NE (100), and S (79).

127

Back in the 2m x 3m nondescript room, you may leave by the S door (go to 67), or by the N door (go to 113).

128

Three are present. Two are to the right, and one to the left. All of them are in this room, and no others are within range of the spell. Return to 97.

129

The three exits are S (go to 119), NW (96), and NE (84).

130

Did you move quietly outside Ag's door? If you chucked your cookies in the junk outside, you didn't. Otherwise, try a Move Quietly. If you made it, try his Listen roll to see if he heard you anyway. If he succeeds in hearing you, or if you failed Move Quietly, or if you threw up outside, he has already cast Ironhand and Countermagic on himself. If he failed to hear you, he has only cast Countermagic.

If you get into a fight with Ag, there is an unpleasant surprise waiting for you. That bedroll in the E end of the room is actually Ow, a cave trollkin. He will attack you in the third melee round of your fight with Ag. Unless you happened to cast Detect Life in the corridor outside this room, you are unaware of his possible existence, so he gets +20% for surprise on his first melee round of attacks. Luckily, he is not too strong. He waits two rounds before attacking so that he can cast Countermagic and then Ironhand before wading in.

After five rounds of combat, you have a chance to escape from the room. If you want to try, go to 121. The cave trolls aren't really civilized enough to be tempted by any ransom; they want dinner.

Assuming you win, you will doubtless search the room, finding nothing of value. Do you cast Detect Life? If so, go to 116. Otherwise there are three exits to depart through. Go to 129.

**Ag, the cave troll**

STR 27	<i>Weapon</i>	SR	Attk%	Damage	Parr%	Pts
CON 18	Club	6	35%	2D8+2D6	35%	15
SIZ 27	Claw	8	40%	1D6+2D6	—	—
INT 3						
POW 11	Defense 00%					
DEX 7	Spells: Countermagic 1, Disruption, Ironhand 1					
CHA 3	Skills: Listen 45%, Spot Hidden 25%					

Ag attacks with club and then claw on the same melee round. He regenerates a point per melee round in each damaged location so he is hard to slay. This regeneration will not reattach a severed limb (though it will regrow one, taking a week to succeed) but it will restore the damage to total hit points.

Experience bonus: -18%

**Ag Hit Location**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
R LEG	01-04	5/8
L LEG	05-08	5/8
ABDOMEN	09-11	5/8
CHEST	12	5/9
R ARM	13-15	5/7
L ARM	16-18	5/7
HEAD	19-20	5/8

*Hit Points: 22*

**Ow, the cave trollkin**

STR 17	<i>Weapon</i>	SR	Attk%	Damage
CON 13	R Claw	8	40%	1D6+1D4
SIZ 13	L Claw	8	30%	1D6+1D4
INT 9				
POW 11	Defense 05%			
DEX 14	Spells: Countermagic 1, Healing 2, Ironhand 1			
CHA 3	Ow appears harmless until engaged in melee — he looks like a bedroll. He lacks the regeneration ability of normal cave trolls.			

Experience bonus: 0

**Ow Hit Location**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
R LEG	01-04	3/5
L LEG	05-08	3/5
ABDOMEN	09-11	3/5
CHEST	12	3/6
R ARM	13-15	3/4
L ARM	16-18	3/4
HEAD	19-20	3/5

*Hit Points: 14*

131

As you open the lid, a spike attached to the rear of the lid punctures a gas bag, releasing a cloud of dust. You begin coughing violently, but the fit eventually subsides. The dust you inhaled has two effects:

1) Your CON immediately drops by a point. It will continue to drop a point every day from now on until you die or it is nullified.

2) Every time you get into a crisis situation, such as meeting an enemy or potential enemy, you will experience a strong urge to cough. You must roll your current CONx5 or less on D100 to refrain from doing so. If you fail your CON roll, you must cough for an entire melee round, during which time you cannot attack or cast spells, but can parry. You cannot use any manipulation skills or (obviously) stealth skills while coughing. Each round after you start to cough, you can try to stop by rolling CONx5 or less on D100. Success indicates that you have stopped coughing, and will not have to check again until the next crisis comes up.

The effects of this despicable poison dust can be negated by a mineral poison antidote of POT 10 or more. This will cost you 400L back in town – no CHA discount for potions. You will regain your CON back at the rate of 1 point per week (faster if you have access to Rune spells like Heal Constitution or Healing Trance), but only after you have taken the antidote.

Now that you have stopped coughing, you can examine the box's contents. Go to 101.

132

Nothing moves as you enter the room. The trolls remain motionless. No death ray lances out from the grisly heads in the statue's hand. The torches don't flicker. The dust on the floor refuses to swirl around your feet as you move in. Everything speaks of immobility, arrest. The troll corpses must have been undisturbed here for a long time, judging by the dust on the floor. If you wish to touch the statue of Zorak Zoran, go to 151. If not, go to 134.

133

Go to 131.

134

Do you want to touch the troll bodies? If so, go to 98. If you don't, go to 115.

135

You start feeling very drowsy. Try to roll your CONx5 or less on D100. If you made it, you can dash out of the room. Go to 82. If you failed, you fall to the floor, sound asleep. Go to 149.

136

The repulsive monster did not have any treasure. You are free to go down the stairs. Change 103 to read as follows: "Go to 190. Ignore rest of paragraph." Now, if you go down the stairs, go to 141. If you back out the west door, go to 67.

137

Unless you try to talk him out of it, this lonely ghost is going to try and *make* you stay. Try Oratory (one try only), unless you would prefer Singing (again, only one try). You must try one or the other, not both. Base Singing percentage is 15% + Oratory bonus. If you succeed, go to 142. If not, go to 106.

138

Six to the north. Return to 154.



139

There is a small lever on the box's side. Do you want to depress it before opening the box? If so, go to 145. If not, go to 133.

140

You spot a key with a dragon motif on the handle, unless a previous adventurer of yours has carried it off. All of a sudden, though, you feel very drowsy. Try to roll your CON or less on D100. If you make it, you dash from the room in a panic and go to 82. Otherwise, you collapse sound asleep on the floor. Go to 149.

141

Stairs descend into this 4m x 5m room along the east wall. There are doors in the middle of the west, north, and south walls. The room is bare of furnishings. If you want to cast Detect Life, go to 156. If you wish to leave, the north door leads to 154, the west to 160, and the south to 172. If you want to go up the stairs, go to 143.

142

The ghost is now your friend. If you spend an hour in here, he will tell you stories of his life and times, 700 years ago. If you repeat these stories at a Lhankor Mhy temple, they will pay you 700L for the valuable details in them. The ghost will be able to recognize you on subsequent visits, and will welcome you. You can sleep safely here, and the ghost will attack intruders in spirit combat. The ghost tells you that the room to the west was a Zorak Zoran shrine the last time anyone spoke to him. He knows no other details about the present castle layout. When you leave, go to 126.

143

Have you previously, in this adventure, come down those stairs? If so, go to 152. If you haven't, go to 161.

144

Despite their age, you think the tapestries are not worth much. They are somewhat ragged, their workmanship is pedestrian, and the scenes depicted are conventional and uninformative. You doubt that you could even get 200L for them. Go to 110.

145

It's not quite that simple. Roll your Disarm Trap. If you fail it, make an INT roll (INT x 5 or less on D100). If you pass the INT roll, you held your breath. Go to 146. If you failed your INT roll, go to 131. If you disarmed the trap, go to 147.

146

As you open the lid, a spike attached to the rear of the lid punctures a gas bag, releasing a cloud of choking dust. You retreat until the dust subsides. You may now examine the box. Go to 101.

147

You must press down on the lid before moving the lever to deactivate any trap. Now you can open the lid safely. The lever prevented a spike from puncturing a gas bag, which you now remove gingerly. Now look into the box. Go to 101.

148

Nothing happens as you walk into the room. If you search the room, you find nothing of interest. If you handle a skeleton to see beneath it, go to 112. If you want to leave, choose a door; NW leads to 93, NE to 100, and S to 79.

149

While you slept, you were bitten by four Magic Sucker Snakes, who slither in through small holes in the north wall of the castle. They do not feed on POW, but on spell knowledge. This loss is temporary, and after a week, you will again remember the lost spell. However, for the rest of this expedition, you no longer have this spell. If the spell was being remembered by an allied or bound spirit, it has been forgotten anyway. If you have a matrix for a spell, you can naturally cast it anyway.

Four of your spells have been lost. Roll randomly to determine which ones they were. The snakes exude an odorless, soporific gas, which has a cumulative effect on anyone staying in the room long enough. Go to 82.

150

A 2m x 4m room. There is a fireplace along the west wall. Beside it are a stewing kettle and a few other cave troll implements. There is a roasting spit in the fireplace. The room has an occupant.

The occupant is a Twizzer. The Twizzer is a large bird, about 8 inches across, with a human face and a sting in the tail. It is very chaotic. It is always accompanied by an identical image of itself, and there is no way to tell, from one moment to the next, which is the image, and which the Twizzer. The bird and its image crisscross in flight faster than the eye can follow.

The Twizzer cannot be killed, except by POW drain, so it is absolutely fearless. If it takes over 15 points of physical damage, or if it takes more than 5 points of fire damage, it will disappear, and cannot reassemble for an hour.

If the Twizzer's sting penetrates armor, it will convey a POW vs POW attack to the victim. (Countermagic is no defense.) If it overcomes your POW, you lose 1D3 points of POW. Normally the Twizzer feeds on the cave trolls, but it will try you out as well. The cave trolls have not figured out that the way to keep the Twizzer out is to keep a fire burning in the fireplace. Other occupants of the castle have, however. Did you wonder where the forest went?

Power lost to the Twizzer is regained normally, unless the Twizzer's attack roll on the POW vs POW attack was 01-05, in which case your POW drops 1D3 permanently, and the Twizzer's raises by 1D3 permanently. Normal Power drained by the Twizzer goes to fuel its image projection and regeneration.

To escape the Twizzer, you must destroy it (even though this is only temporary). To attack the Twizzer, you must decide which image you are going to attack, and which one you will parry. Roll a D6 to see which image is real — 1-3 is the left image, and 4-6 is the right one. If you happened to attack the correct one, roll your attack (remember its 10% Defense). Roll its attack as well, and your parry, if you parried the real one. Repeat this process each round. If you attack or parry the fake image, the result is just as if you hadn't attacked or parried, respectively, at all. Since you cannot flee from the Twizzer, you must fight to the finish. By the way, the Twizzer is not detectable by magic.

This is a minor-league Twizzer, with a low POW and only one false image. Twizzers are known with up to seven false images and enormous (30+) POW. Meeting one of those is a final experience for most adventurers.

There is nothing valuable here. When you are done, go back to 96.

**Twizzer**

<b>STR 12</b>	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
<b>CON 16</b>	Sting	8	70%	1D10+drain
<b>SIZ 2</b>				
<b>POW 12</b>	Defense: 10%			
<b>DEX 16</b>	The Twizzer can keep stinging until its tail has taken 10 points of damage. If the sting is broken, it will retreat.			

**Twizzer Hit Location**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
TAIL	01-05	0/10
BODY	06-14	0/10
HEAD	15-20	0/11

*Hit Points: 14***151**

Are you an initiate of a darkness cult, such as Kyger Litor, Zorak Zoran, or Bagog? If so, nothing happens. If not, the statue sucked a point of POW from you. This Power is lost permanently. It is taken directly from you, and not from any spirit or storage. If you cast Shield, Protection, or Absorption on yourself before touching the castle, you were protected from the drain, but battle magic won't protect you. Go to 134.

**152**

You came down those stairs earlier, so you know about the spider demon. It will attack you again, if it is still alive. If more than an hour has elapsed since you fought it, all damage has been healed, unless it was done by Disruption or fire. Such damage will heal at the rate of 1 point per week. You know it is there, so it will not get a surprise bonus. Go to 171.

**153**

The book is entitled: "How to win friends and then manipulate them: four weeks to a more dynamic troll." It will raise the CHA of any troll (even a trollkin) by a point. [It will raise the CHA of a mistress race troll by two points, but there is a special trap in this place for players with mistress race troll PCs. Seventeen tons of rock immediately fall on your character's head, destroying both him and the book irretrievably. So there.] It will raise the CHA of a human or baboon by a point, but the study takes them 8 weeks. Any elf or dwarf studying these techniques will find his CHA *lowered* by a point. The techniques in the book will not benefit anyone with a CHA of 13 or more. The book is in very poor shape. It can only be gone through twice before disintegrating completely. Someone with a Write Dark-tongue of 90%+ can try to copy it — roll the copier's ability divided by 5 to see if he got enough information down for a usable copy. In any case, going over the book carefully to copy it will always destroy it. If you decide to sell the book after using it yourself, you can do so. Get whatever you can from another PC, it should be worth at least 1000L. Now, go to 101.

**154**

This 4m x 5m room looks much like a typical toolshed or large broom closet. It is mostly empty now, but there are two old brooms and a mop along the north wall, together with a dented bucket and a jug of tallow. There are three closed boxes along the E wall. There are doors in the center of both S and W walls. Do you want to search the room (go to 168), try the W door (173), cast Detect Life (go to 138), or retreat into the stair well (141)?

**155**

This is a corridor 1m wide running EW. In the days when the cave trolls lived here, much of the floor was littered with wood scraps, animal debris, and nameless evil-smelling things discouraging closer examination. Now, the corridor is clean. A wooden door has been erected at a point you estimate to be about 3m

from the former west end of the wall. It is locked. The corridor itself is about 13m long. Besides the new wooden door, there are four other doors: E (if you take it, go to 67); one in the S wall 6m from the east end (leading to 20); one in the N wall 3m from the E end (leads to 97); and a last one, also in the N wall, about a meter from the new door in the west end (the last north door leads to 224). If you want to investigate the new door, go to 165. If you cast Detect Life at the west end of the corridor, go to 170. If you cast it at the east end of the corridor, go to 184.

156  
Nothing. Go to 141.

157  
There are three shadow cat skeletons here programmed to attack any being not carrying something leaden. You have one round to cast a spell before they reach you. Go to 158.

158  
The cats attack by jumping onto you and then ripping with their hindclaws. A successful jump does no damage; the rip comes on the next round. Once a cat-skeleton has jumped onto you, your chances to hit it are halved, and if you fumble, you automatically hit yourself.

Once in melee, there is no backing out. If you destroy the skeletons, you have three doors to leave through – NW (go to 93), NE (100), and S (77). There is nothing valuable here.

All the shadow cat skeletons have identical statistics.

**Shadow Cat Skeletons**

STR 9	<i>Weapon</i>	SR	Attk%	Damage
SIZ 4	Jump	8	45%	None
POW 1	Rip	8	80%	2D4
DEX 18				

Defense: 20%

The cats must have previously jumped onto their foe in order to use their rip attack. Once attached to the enemy, they can rip every round.

**Notes**

**Shadow Cat Skeletons  
Hit Location**

<i>Location</i>	<i>1D20</i>	<i>Skeleton 1 Armor/Pts</i>	<i>Skeleton 2 Armor/Pts</i>	<i>Skeleton 3 Armor/Pts</i>
RH LEG	01-02	0/1	0/1	0/1
LH LEG	03-04	0/1	0/1	0/1
HIND Q	05-07	0/1	0/1	0/1
FORE Q	08-10	0/1	0/1	0/1
RF LEG	11-13	0/1	0/1	0/1
LF LEG	14-16	0/1	0/1	0/1
HEAD	17-20	0/1	0/1	0/1

*No Hit Points*

159  
The jeweler that you eventually select to bargain with has a Bargain skill of 45%. Roll both his and yours. If you both succeed, or both of you fail, you get the value determined in 101. If you succeed and the jeweler fails, you get 10% more than your evaluation (however accurate that was). If he succeeds and you fail, you get only 80% of the price determined in 101 – he convinced you that they

weren't worth as much as you thought. This applies to all three gems — they are being sold as a lot. Return to 101.

160

This room is long and narrow: 4m x 10m. The floor is covered with stone rubble, which reaches nearly to the ceiling near the north end. A door is in the east wall near the south end, clear of the bubble. A door in the west end, about 2m from the north end, is partially blocked by rubble. You can take the west door (go to 189), go back through the southeast door (141), or dig into the rubble (199) As usual, you can cast a Detect Life spell too, in which case go to 177.

161

You just met the spider demon. You see it just before it attacks, so it does not get a surprise bonus. However, you cannot cast any spells before the melee starts. Go to 171.

162

The doors in this 4m x 5m room are in the middle of the E and W walls. Along all the walls are remnants of what once were bunkbeds. You can cast Detect Life (go to 209). You can leave by the W door (go to 425) or you can go by the E door (go to 160).

163

A broog comes to the door, and watches you go down the hall, but does not pursue. Go to 210.

164

This tail injected normal Potency 11 systemic poison. Return to 198.

165

You can try to pick the lock. If you make it, go to 204. You can also try to break down the door, or to pry it open. If this is your plan, go to 207. You can cast Detect Gems if you have it, in which case go to 193. There is nothing unusual about the door or the lock. If you dislike all three options, go back to 155.

166

If you entered this room by the southeast door, go to 167. Otherwise, go to 183.

167

You have three options: the NW door (162), the SE door (141), or to dig through the rubble, which is what you were doing when you were interrupted. If you want to keep digging, go to 179.

168

As you release the door, it slammed behind you. If you try to open it, you will find that it is locked from the outside. There is nothing of value hidden in the room — the promising-looking boxes are empty. Thus, you must turn your attention to the west door. When you open it, you find that it is completely blocked by rubble. Since you have no choice, you while away the next hour pulling rubble from the door, making lots of noise. You are quite tired upon emerging, so you are doubly dismayed by the fierce scorpion man before you. It has *two* tails, with wicked-looking stings on each one. Even though you are weary from hauling

boulders out of your way, you must fight. You may parry at full normal chance, but, due to fatigue, all attacks are at 05% less than normal.

The room that you and the monster man are in is long and narrow, 4m x 10m. The rubble you dug through covered the north half of the room. Besides the door you came through, there is a door in the east wall about 2m from the south end (you may guess that this leads to the stairwell), and another in the west wall about 2m from the north end. These doors are mostly unblocked by the rubble. Your digging has also exposed the top of another door, in the middle of the north wall. Go to 198, remembering that you are in what [for convenience] we will call the Long Room, and that all your attacks are temporarily 05% below normal.

169

There are two doors in this room, one each the middle of each of the west and east walls. Will you cast Detect Life? If so, go to 197. If not, go through a door. The west one leads to 425 and the east to 160.

170

Two of normal size to the north. One to the south. Go back to 155.

171

A 4m x 7m room. Starting on the north side of the room and continuing down the east side are stairs, leading down out of sight. There is a low rail along the floor overlooking the stairs. In the scant seconds you have been looking at the stairs and the room, you are attacked, from above, by the spider demon.

This slow-witted beast does not attack scorpion folk, but he assails everyone else coming down the stairs. Unless you cast Detect Life in the hall outside, it gets its first attack from surprise, adding +20% to its attack, and you cannot apply Defense vs. it. Its objective is to completely entangle and immobilize you in webs, then pull you up to bite you and inject its poison. Enough bites will kill you, and then it will eat you. Each web strand has a STR of 10. As long as you are caught by even a single strand, you cannot escape — its tensile strength is much greater than its resistance to being cut or its ability to immobilize you. Thus, you have the following options:

1) Cut at the strand holding you. If you do 10 or more points of damage to the web (this is cumulative with previous attacks), it is severed. However, if you are held with more than one strand, you may only cut one at a time. Blunt weapons may not do cumulative damage, and can only break a strand if they do 10 or more points of damage in a single blow.

2) Aim at the spider demon. It is about 2m above you, so you need a weapon with a base SR of 0 or 1 to hit it. Because of the angle, only two-handed weapons will work, and flails are unmanageable. Because the demon is far above you, you must cut your attack in half. Do not forget its 05% Defense.

3) Throw a rock or dagger at the demon. [There is insufficient room for other missile attacks.] Your chance to hit is cut in half. If you fumble, the rebound hits you, and does full possible damage.

4) Disrupt the monster. This may take some time.

The spider demon will consider you to be immobilized when both your arms are pinned and your legs cannot move. An arm is pinned when a strand has hit it and you have failed to overcome the web's strength. Strand strengths are cumulative: two strands have a STR of 20 for purposes of restraint. A single strand holding one arm will not interfere with two-handed weapon use. A pinned arm

can not otherwise be used. An arm pinned three rounds in a row (you failed your STR vs STR round three times consecutively) is permanently pinned until the strands holding it are broken or cut. You will be unable to move your legs when at least three strands hold at least two lower-body locations, including legs and abdomen. If your STR is 25+, it takes four strands to thus immobilize you. You may apply your Defense against all web shots after the first, as long as you are held by no more than 2 webs. Of course, Shimmer always helps. Invisibility only works if you are not held by any strands — otherwise you are considered to be in melee with the spider, and the spell just wastes Power. However, if you cast it when you are freed, the spider will immediately forget you. If you throw Lightwall or Darkwall between you and the spider, go to 175. If you kill it, go to 136. If it kills you, go to 107. If you escape without killing it, go to 178.

### Spider Demon

STR 22	<i>Weapon</i>	SR	Attk%	<i>Damage</i>
CON 11	Web Shoot	1	80%	Entangle (see above)
SIZ 15	Bite	6	60%	1D8+1D6+ poison POT 11
POW 11				
DEX 16	Defense: 05%			

### Spider Demon Hit Location

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
BODY	01-20	0/12

*Hit Points:* 12

172

For a while, we need to keep track of how much noise you make. We will do this by using a number called N. This number will start 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 N. As indicated above, set N = 1. Now go to 181.

173

Go to 168.

174

They are pleased. Go to 300.

175

What happens now depends on how many web strands hold you. If there is only one or two, the spider demon forgets about you, and you can cut the webs, as long as you do it within the duration of the spell. If there are three or more webs attached to you, it will try to reel you in. Take your SIZ and add 1/3 of your current ENC to that total, rounding down. Now match the spider's STR vs this number. If it succeeds in overcoming it on the resistance table, it pulls you into the air. Go to 176. If it fails, you have another round to hack at the web, hoping to reduce the number of strands to 2. If you do, it gives up. If, after the end of the round, you still have 3+ strands attached, the demon tries once again to lift you into the air. Continue to attack the web and roll its STR vs your SIZ + 1/3 ENC until you either reduce the web to 2 strands (sending you to 178), or it manages to lift you off the floor (sending you to 176). If the magical barrier expires first, go back to 171 and keep fighting normally.

176

You are now in melee with the spider while you dangle in the air. It will try to bite you. Its poison is spider venom: mineral poison antidote is at half effectiveness vs it, and scorpion poison antidote is useless. Your attack and parry chances are all reduced by half and you cannot use any arm held by even a single web

strand, since it now supports your weight, albeit unwillingly. You can still cast spells. Go to 171 for the demon's attacks and stats.

177

One to the west, one north. Go back to 160.

178

To get back out the west door, you need to be free of the webs. To go down the stairs, you need two full melee rounds in which you are free of the webs. If you leave by the west door, go to 67. If you go down the stairs, but haven't been free long enough to make it to the bottom, go back to 171. If you have been free for long enough, go to 141, but remember that the demon will still be here when and if you try to come back up the steps.

179

There are two other doors to this room, and your excavations have uncovered them. One is in the middle of the north wall, the other at the north end of the east wall. If you approach the north door, go to 195. If you open the NE door, go to 191. If you cast Detect Life, go to 211. The other two doors lead SW (go to 141) and west (162).

180

They are delighted. Go to 300.

181

You enter a corridor running EW. It is dark and gloomy. There is barely enough light to see with coming through translucent patches in the walls near the roof. The passage is 1m wide and 5m long. There is a door in the north wall, by the east end. The east end of the corridor is a blank wall. The west end turns a corner, heading south. The floor is bare, and no markings or objects litter the corridor. Try a Move Quietly roll. If you failed it, add 1 to N. Do you cast Detect Life? Then go to 274. Do you want to try the north door? Go to 141. The only thing left is to go around the corner at the west end, taking you to 194.

182

This corridor runs NS and is 5m long. It turns east at the north end and west at the south end. The floor is dusty, but disturbed. There is a small block of stone at floor level halfway along the east wall. It is about a half meter on a side, set into the wall, but you think it could be pushed inward. Now, try a Move Quietly. If you blow it, add 1 to N. In either case, roll D100. If the roll is less than or equal to Nx5, go to 341. Otherwise, you may go N (196), S (192), or cast Detect Life (299). Also, you could investigate the movable stone. (203).

183

You dug your way in here through the northeast door. You could take another hour and dig your way toward the now partially-exposed north door (195), leave through the southwest door (141), or head through the northwest door (162). Re-entering the northeast door is pointless, so don't do it.

184

Three south. Return to 155.



185

Czolg gets one last hit at you with his spear (but not the tail). He adds +20% to his chances to hit, and you cannot parry or use Defense. If you are obviously incapacitated after this last blow, he follows you. Go to 313. If you are a Rune level, go to 254. If you want to surrender, go to 200. If you are not obviously incapacitated, nor a Rune level, nor do you wish to surrender, go to 263.

186

This corridor is about 5m long and runs NS, turning west at the north end and east at the south end. There is recently disturbed trash and debris on the floor. Try to Move Quietly. If you blow it, add 1 to N. You see what looks like tracks in the dust. Try a Track roll. If you make it, go to 205. You can try a Detect Life, which sends you to 279. If you want to proceed, you may go around the north corner (go to 196) or the south corner (202).

187

Roll your STR vs the door's resistance of 14. If it opens (i.e., you succeeded in overcoming it) go to 474. If it doesn't, you don't get another chance unless you cast STR on yourself. Go to 195 and take another choice.

188

You have been Befuddled. When you come out of it, you are a prisoner, your boots Glued to the floor (don't claim that you are a baboon or something and have no boots -- they'll figure out something). You are unarmed. How displeased they are depends upon how much damage you did before the Befuddle succeeded. If you hadn't harmed any of them, and you manage to convince them of your peaceful intentions, they offer you a contest. Go to 300. If you had damaged one of them, they coldly eject you, telling you not to return. Go to 210. If you managed to sever one of their limbs, go to 270. If you killed one of them, go to 247.

189

The doors in this 4m x 5m room are in the middle of the east and west walls. Along all the walls are disintegrating fragments of bunkbeds. Unless you have met Blek elsewhere, he is here. If you have met and disposed of Blek, go to 169. If not, it is necessary to find out how prepared he was for your entrance. Make a Move Quietly roll. If you do, or if he fails a Listen roll (at 45%), he is surprised. You don't get an add for surprise unless you knew he was there through Detect Life. If he is surprised, he will not have cast any spells, and his pole axe will be leaning against the wall, out of reach for the first two melee rounds, so he will have to attack with his two tails and move across the room. If he is not surprised, he has his poleaxe and is ready to cast a spell. Go to 198.

190

The lady of the house has gotten herself a new spider demon. It attacks as in 171, except that there is no surprise this time. If this one is killed, the proprietor will give up defending the stairs.

**Gross Spider Demon**

STR 35	<i>Weapon</i>	SR	Attk%	Damage
CON 15	Web Shoot	1	90%	Special
SIZ 20	Bite	6	90%	1D8+2D6
POW 16	Defense: 05%			
DEX 18	Chaotic Feature: 8 point skin			

**Spider Demon Hit Location**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
BODY	01-20	8/17

*Hit Points: 17*

191

You found a broom closet, devoid of interest to non-janitors. There is a south door to this 4m x 5m room, but you can't open it. Return to 179.

192

This corridor runs EW and is 6m long. It turns north at both E and W ends. There are no doors. However, there is a scorpion man here. His hands and face are deeply tanned, and he is small for his race. His chest is wrapped in a black cloak, and a floppy hat partially hoods morose eyes. He carries a long spear, and brings it easily into position as he seems to weigh what to do about you. Do you retreat (242)? Or do you advance (221) or throw a spell (219)?

If you have already met Czolg (either you or a previous adventurer) and if you were informed at that time that you would not be here if you returned, then this part of the corridor is empty. In that case, you can retreat (242), or advance around the west corner to the north (go to 229).

193

Two. Go back to 165.

194

This corridor runs NS, is 1m wide, and 7m long. At the north end, the corridor goes around a corner to the east. There is a door at the south end, and right next to it, a door in the west wall. Make a Move Quietly roll. If you fail, add 1 to N. Now roll D100. If the roll is less than or equal to  $N \times 5$ , go to 340. Otherwise, you can cast Detect Life (go to 284), go around the north corner (181), go through the S door (202), or go through the door at the south end of the W wall (249).

195

Small chunks are jammed into the gaps between the door and the jam. It has obviously not been used for some time. It is difficult to open (you'll have to push on it), and you might well guess (make an INT roll?) that it will make a lot of noise if it does open. Will you shove it anyway? If so, go to 187. If not, you can still exit via the E door (191), the W door (162), or the SE door (141).

196

This 4m long corridor runs EW and turns south at both the E and W ends. There is a door in the center of the N wall. Make a Move Quietly or add 1 to N. Do you cast Detect Life? If so, go to 223. Otherwise, you can either go through the W end (go to 182), the E end (186), or through the north door (292).

197

Three to the east, one with a SIZ of over 21. One to the north. Return to 169.

198

You have just met Blek. Say, "Hello, Blek!" Blek is not a calm, deliberate attacker. He lurches forward eyes glazed with battle lust, mouth agape in a furious grin, legs scrambling for footing on rubble or wreckage, tails swishing wildly above his mottled thorax. He screams and redoubles his efforts if hurt. In the meantime, he shouts Darktongue imprecations and lunges to the attack. The poisons in the two tails differ. If you are ever hit (and armor penetrated) by Tail 1, go to 355 for effects. If you take damage from Tail 2, go to 164 for the effects. If you manage to kill or disable Blek, go to 230. If you Befuddle Blek, go to 408.

**Blek, scorpion man guard, Bagog initiate**

STR	23	Weapon	SR	Attk%	Damage	Parr%	Pts
CON	11	Poleaxe	3	60%	3D6+1D6	55%	12
SIZ	17	Sting	6	60%	1D6+1D6	—	—
INT	8						
POW	10	Defense: 0%					
DEX	18	Spells: Disruption, Detect Life, Healing 3, Mobility, Protection 2					
CHA	13	Skill: Listen 45%					

Chaotic Feature: Blek has two tails and two sting attacks every round, in addition to the poleaxe attack/parry. Thus, every round, you must roll Blek's three attacks and his parry, as long as he is capable of them.  
Experience bonus: -3%

**Blek Hit Location**

Location	1D20	Armor/Pts
RH LEG	01	3/3
RC LEG	02	3/3
RF LEG	03-04	3/3
LR LEG	05	3/3
LC LEG	06	3/3
LF LEG	07-08	3/3
TAIL ONE	09	3/5
TAIL TWO	10	3/5
THORAX	11-12	6/5
CHEST	13-14	6/6
R ARM	15-16	6/4
L ARM	17-18	6/4
HEAD	19-20	3/5

**Hit Points:** 13

**Melee Format:**

- 1) If you were struck by one of the tails two rounds ago, compute poison damage. (Systemic poison goes directly to CON.) Recompute hit points per location.
- 2) Make statement of intent: which tail will you parry (if any)?
- 3) Resolve spells and combat. When calculating damage, remember Blek's Protection 2. If you Befuddle Blek, go to 408.

199

After you have been digging for about a minute, a scorpion man comes charging through the northwest door, shouting, slaving, and clambering easily over the rocks. He wields a poleaxe, but most frightening are his two tails, each with a sting. He is obviously attacking. Make your statement of intent and go to 198. You are in what, for convenience, we will call the Long Room.

200

He tells you to throw down your weapons and give him all your magic items (if you have any). Do you comply? If you comply, go to 225. If you refuse, go back to 336 and continue the fight. He will not accept further offers of surrender.

201

This corridor is 5m long and turns east at the south end. The north end of the corridor is blocked by a door. The scorpion man backing in here has stirred up dust. Roll 1D100 minus 20. If this number is equal to or less than Nx5, go to 335. If not, you may either back up (242) or advance to combat (214).

202

You enter another corridor, running EW and 7m long. There are two doors, one in the east end and the other at the east side of the north wall. The corridor makes a turn north at the west end. There are bones and fragments of wood on the floor and many tracks in the dust. Try a Move Quietly. If you fail, add 1 to N. Then, roll 1D100. If the roll is less than or equal to Nx5, go to 345. Otherwise, you may throw Detect Life (go to 294), go through the east door (go to 271), go through the northeast door (go to 194), or go around the corner at the west end (186).

203

Add 1 to N. Pushing the stone back over a meter creates a passageway about half a meter high and equally wide. You need a light source to explore it. If you want to continue, go to 213. Otherwise, go back to 182.

204

As you open the door, a loud whistling noise pierces the air. You feel pain lance through your right hand and take 2D3 points of damage to your right arm — armor does not help. What will you do now? You can flee back down the corridor (going to 210). You can look into the space behind the door (217). Or you may stand where you are and wait for something to happen (218).

205

The tracks are those of one or more scorpion folk, and they are traveling north. Return to 186.

206

Add 1 to N and return to 243.

207

You start to pound and whack at the door, but before you make much progress, the door beside you opens. You see a broog. Go to 240 and read about broogs. Then return here. The broog is about SIZ 15 and holds a short spear. It wears cuirboilli. You can either: fight (go to 259), flee down the corridor (212), or you can try to apologize (236).

208

Roll D100. If this is equal to or less than  $N \times 5$ , go to 220. Otherwise, go to 182, ignoring the D100 roll called for there.

209

Three west, one of SIZ 21+. One north. Return to 162.

210

You are not pursued. You can exit NE (97), E (67), or S (20).

211

One north. Return to 179.

212

You are not pursued. Go to 210, but do not return to this area.

213

You emerge into a murky cell, about 2m x 4m. Lying on the floor are two limbless human skeletons. Scraps of red fabric and military braid hang on the bones. The glare and naked grin of the skeletons may be the residue of a last defiant act or just involuntary set of jaw. On the floor under the skeletons are two red pins shaped like bats, each an inch long. If you pick them up, go to 241. If not, go to 208.

214

Go to 336, but if the fight has a successful conclusion, go to 239 instead of the direction given there.

215

Try to Move Quietly. If you fail, add 1 to N. In either case, roll D100. If the roll is less than or equal to  $N \times 5$ , go to 338. If not, retrace your steps, south, east, then north into 182.

216

You are either very strong or very lucky. You take two rounds of damage from the salamander as you flee. After that, Kermit lets you escape, if you still can. Go to 210.

217

Before your eyes adjust to the dark, the door beside you opens. You see a broog. Go to 240 and read about broogs and then go to 226.

218

Go to 217.

219

Go to 221.

220

You have been hunted by the Maulwurf, and it has found you. Make a note — if you defeat it, return to 182 afterward. Now, go to 334.

221

The dark scorpion man is going to size you up. Put yourself in his place. How tough do you look? Are you big, wearing lots of metal armor studded with death Runes, wielding an imposing weapon, or worse yet, two? You don't have to have a giant's fingerbone hanging around your neck or be swinging a poleaxe with one hand to make this guy nervous. If you look fairly imposing and aggressive, he does not like the looks of you. If he is intimidated enough, he will retreat around the corner at the west end (be fair, now!). Go to 232. Otherwise, he stands and fights. Go to 336.

222

Unless you have Analyze Magic, or have a damaged weapon or piece of armor, and make an incredibly luck guess (POW or less on D100), you will not be able to use the item until you leave the castle and find out that it is a Repair matrix. Now, go to 441.

223

You see disturbed dust around the north door. Try your Track. If you succeed, go to 237. If you blew it, go back to 196.

224

As you may remember, this room is 9m x 4m. The last time you saw it, it was a filthy mess, a slovenly lair for disgusting barbaric cave trolls. However, it has been transfigured. There is a well-built table in the southwest corner and two chairs are pulled up to it. There are two broogs in the room. One is in cuirboilli armor, and the other in leather. The latter seems female. If you have not done so already, go to 240 and read up on broogs, and then come back here. They are both holding short spears and staring at you with unreadable expressions. (Remember the frog heads?) Among the things you might plausibly want to spend the next twelve seconds doing are: attack (go to 258), cast Detect Enemies (238), duck back out of the room (163), say something friendly (174), tell a dark troll one-liner (180), or surrender (231). Pick one of the above.

225

Are you a Rune level? He wants to eat you. Return to 336 and fight it out minus your weapons and magic items. Good luck. If you are lucky enough to not yet be Rune level, he accepts your surrender. Czolg will then take your weapons and magic, cast Detect Magic to make sure you aren't holding anything back, and let you go. You will not meet Czolg again; he is encountered only once in this castle. Go to 182.

226

The broog wears cuirboilli armor and carries a short spear. You can either fight (go to 259), flee down the corridor (210), or try to apologize (236).

227

The sign says, "Go away. I want to be alone." Go to 374.

228

Add 2 to N. As you may recall, this corridor has no doors, is 6m long, and turns north at both ends. Do you want to go around the west corner (229), or back around the east corner (182)?

229

This corridor runs NS and is 5m long. There is a locked door at the north end with a dragon motif on the door handle. Unless there has been a fight in this corridor (you will know if there has) the dust is undisturbed. Roll D100. If your result was less than or equal to Nx5, go to 344. Otherwise, you may try doing something about the locked door (go to 244 if it interests you), or you can go back east through the EW corridor and turn north into the corridor beyond (182).

230

On the body of "appears very dangerous" Blek, you found 20 wheels and an 850L gem carried in a pouch under his thorax armor. If you had not realized it by now, you discover that one of his tails was just an illusion. You may have fought Blek in either of two rooms, depending on how you encountered him. In either case, Blek will be replaced on guard duty tomorrow by a scorpion man identical in every respect to Hunter Five. If this guard is slain, he is replaced by another, identical scorpion man, and so on. This should be noted in 198. If you are now in the Long Room (4m x 10m with rubble at the north end) go to 166. If you were in a 4m x 5m room where you walked in on him, go to 169.

231

Your surrender is accepted. Go to 300.

232

The dark scorpion man has retreated into a corridor running northward. Do you follow? If so, go to 201. If not, go to 242.

233

The medallion is worth a wheel or two for the gold contained. It might be worth a little more to a sun worshipper. Go to 206.

234

"Do not resist this spell." a broog tells you. If you resist anyway, go back to 259 and continue fighting. Otherwise, if you accept the spell, go to 188.

235

The skeleton does not react. Go to 256.

236

They are mollified. Go to 300.

237

Judging by the tracks, one scorpion man went through the north door, and another continued on west around the corner. The tracks going into the north door appear to overlay a similar set coming *out* of the door. Return to 196.

238

Put yourself in their position. A stranger walks into their room and immediately begins to cast a spell. What must they be thinking? The broog in cuirboilli casts a spell at you with his POW of 17. If it works, go to 188. If the spell does not work, the results of *your* spell register — none. Return to 224 and select another option.

239

Add 3 to N. Go to 229 for a description of the corridor.

240

**BROOGS:** Broogs are extraordinary creatures, seemingly violating many of the laws of the universe. They are humanoid, but with frog-like heads. Their feet have long webbed toes. There is webbing between their fingers as well, restricting some tool and weapon use. They are fully intelligent.

Virtually nothing is known about the origin of these rare beings. One fanciful theory maintains that they are chaotic cliff toads. Another asserts that they are crosses between salamanders and trolls. Yet another school is torn between deciding whether they are the newtling form of a broog or the broog form of a newtling. All these theories are, of course, mainly of interest to sequestered Lhankor Mhy scholars. Broogs do not show up on Detect Chaos spells or Sense Chaos abilities, and no broogs are known to have been Illuminated; nevertheless, broogs are almost always found in the vicinity of creatures of chaos. Conventional scholars are convinced that someday an explanation, with no recourse to new principles, will be found to account for all the observed properties of these odd beings.

They have their own purposes and objectives, mostly mystifying to humans. They are not necessarily evil, but are feared by most, because they are so different. Some worship water spirits, as would be expected. Others worship fire gods, bolstering the salamander/troll theory.

Broogs are never found in communities, but only small family groups, usually no more than six total. They are excellent swimmers and often dwell near rivers and abandoned coasts. However, they do not require immersion for breeding or health.

Broogs have long tongues, narrow and sticky. The touch of a broog tongue delivers a nasty jolt, similar to a Disruption.

The reclusive broogs do not seem interested in any other civilizations. There are tales that they eat babies and human stock animals. Men consider them about as desirable as six-headed dragon snails: they've never seen either one, and have no wish to do so.

Now go back to wherever you came from.

241  
Nothing happens. Go to 208.

242  
Increase N by 1. The scorpion man does not follow you. This scorpion man will not be encountered on subsequent incursions into this castle — he is a one-shot deal. Go back to 182, with the same options, and the same necessity for making the Move Quietly roll.

243  
There are two stones in the walls, one on either side of the corridor, which look movable. Each is cubical, and a half-meter across. They are at the base of the walls, one in the north wall at the west end, and the other near the east end of the south wall. If you investigate the north one, go to 267. If you inspect the south one, go to 296. If you retreat, go to 251.

244  
You may possess a key with a dragon motif, gotten elsewhere in the castle. Do you? If so, and you try it, it will unlock the door. If you try to pick the lock instead, you get only one try. Whether you succeed or fail, add one to N. If you had the key or picked the lock, go to 256. If you couldn't get in, you will need to go back. Try a Move Quietly. If you fail, add 2 to N. Then, go south, then east then north, into 182.

245  
If you were trying to get out the south door, you discover to your dismay that it is jammed. It won't move unless you can overcome the STR of the jamming (which is 38). If you manage to open it, go to 216. Otherwise, you are stuck here. It's melee time. Go to 330.

246  
The stone moves back along a grooved track and you see a narrow passage through a meter-thick stone wall. The top of the passage is 50cm above the floor, so you'll have to crawl if you enter. You will also need to provide a light — there is no light at all in this passage. Do you persist? If so, go to 262. If you give up, go back to 323.

247  
Think about it. What would you do to the one killing your mate? Right the first time. If you wonder what happens to your body, they cremate their dead, both enemy and family.

248  
One arm of each skeleton lies across the torso of the other. Ankle chains once secured them to the wall. A leather belt girdles one skeleton, and a Sun Rune is engraved on the buckle. Under the remnants of a blouse is a gold medallion showing two linked initials. Try to Evaluate Treasure. If you make it, go to 233. If not, go to 206.

249  
The corridor runs EW. It is 1m side and 5m long. It turns north at the west end and there is a door at the east end. The floor is quite dusty. You may advance in-



to the northbound corridor (taking you to 251), go back out the door and through the south door of that corridor (202), or go back north along that corridor. (194).

250

There is a scorpion man in this room, but he has no tail. The room is 5m x 4m, with just the one door. There is a decrepit bed against the north wall, and a faded parchment on the east wall. A ring of keys hangs from a bolt driven into the wall near the parchment. A table in poor repair leans against the west wall. What the scorpion man holds depends upon how quiet you have been. Try a Move Quietly for the corridor outside, and another for the room just south of this one. If you make *both* of them, you caught him by surprise. He will then have no weapons in hand, but a spear and crossbow are waiting on the table by him. If you surprised him, go to 266. On the other hand, if you miss one or both rolls, he holds the crossbow, aimed at you. He has the drop on you. Go to 252.

251

This corridor runs NS. It is 1m wide and 6m long. It turns east at both north and south ends. The floor is dusty. Try to Move Quietly. If you fail, add 1 to N. The east wall has patches of soot on it, cut by streaks evidently made by flowing water. Do you go south (go to 249) or north (272)?

252

The scorpion man instructs you in halting Tradetalk to go away and leave him be. He claims he has no treasure, and, indeed, you see no evidence of wealth in his room. Make up your mind as to what you want to do. If you attack, decide how, and go to 286. If you back out again, go to 319. If you want to stay to chat, or otherwise stall, go to 327.

253

At dinner, you meet Kermit, their priest. He was in the room behind the north-west door of the room. He wears a very large amulet (almost 6 inches across) with a Fire Rune on it. For a broog, he's very impressive. The steak is full of flavor and very tender, unlike anything you have tasted before. Remembering the rumors, you fear to ask what it might be. Kermit takes a shining to you, and confides a little secret. "If you ever meet a spider demon," he says, "all you need to do is get down on your hands and knees and crawl. The demons are so dumb that it will think you are a scorpion being of some sort and leave you alone!" (If you ever have occasion to test this advice, you find that Kermit is correct.) After dinner, bid farewell to the broogs, and return to 155.

254

It's a fight to the finish. Go to 336.

255

He takes the magic and runs. If you were a Rune level he eats you and becomes a Rune level himself, acquiring your POW, if it was higher than his. Neither you, nor any subsequent visitor to Scorpion Hall will meet Czolg again. (He left.)

256

The door opens to the west end of the south wall of a corridor running EW. The dust here is completely undisturbed. A scorpion man (or actually just the

skeleton of one) is standing or is propped up in the middle of the corridor, about 2m away. The entire length of the corridor is about 6m. One arm of the skeleton is a massive claw. The other holds a small shield. All the parts seem to be there. The skeleton's SIZ is about 21. You could conceivably: cast Detect Undead (go to 309), retreat back through the door (215), cast a spell on yourself (235), cast a spell at the skeleton (291), advance into the corridor (268), or attack it physically (321). Remember, it is only 2m away.

257

Small semicircles of metal, about 10cm across each, are set into the sides of the shaft. From their spacing, you deduce that they could serve as handholds or footholds. Go to 269.

258

Go to 259, except that you are fighting both of them from the beginning.

259

The broogs attack. If their tongue attack hits and is not parried, it both does damage and conducts a Disruption attack, using the broog's current POW vs your POW (this does not cost the broog any Power). The damage is done to the same hit location struck by the tongue. If the tongue attack is parried with a sword or shield, the Disruption damage is conducted through the parry item to the relevant arm. Only wood-hafted weapons will not conduct the Disrupt. Countermagic will block this effect, but only if the tongue is parried or fails to penetrate armor. If the tongue penetrates armor, the Disruption will not be blocked by Countermagic. Dolores' Ironhand spell provides the usual increase in attack chance and damage for the tongue attack. Just be glad she doesn't know Firetongue.

Should you defeat the broogs, go to 280. If they thrash you, and you wish to surrender, go to 234.

The first broog is Alonzo. He will initially cast Befuddle at you. If it works, go to 188. If it fails, he will try another Befuddle if he can. If neither works, he will go over to the attack. On the fourth round of combat, Dolores, the female broog, will join in. She will start by casting a Befuddle at you. If it fails, melee will continue. If it works, go to 188. The next round, Alonzo will cast Dullblade on your weapon, if it is edged, and then he will cast Protection on himself. Dolores will cast Shimmer on herself only if you try to attack her. They will both attack with their tongues and spears, and parry with their weapons.

### Alonzo the broog

STR	12	Weapon	SR	Attk%	Damage	Parr%	Pts
CON	17	2H Spear	6	70%	1D8+1+1D4	75%	15
SIZ	14	Tongue	5	90%	1D4+1+1D4	—	—
INT	16	Small Shield	—	—	—	65%	8
POW	17						
DEX	10	Defense: 10%					
CHA	9	Spells: Befuddle, Dullblade 3, Glue 2, Healing 4, Protection 4					

Armor: 2-point skin, plus cuirboilli

Alonzo will use his shield if the spear is broken.

Experience bonus: 12%

### Alonzo Hit Location

Location	1D20	Armor/Pts
R LEG	01-04	5/7
L LEG	05-08	5/7
ABDOM	09-11	3/7
CHEST	12	3/8
R ARM	13-15	5/6
L ARM	16-18	5/6
HEAD	19-20	2/7

Hit Points: 19

**Dolores the broogwife**

	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>	<i>Parr%</i>	<i>Pts</i>
STR 14	2H Spear	5	50%	1D8+1+1D4	60%	15
CON 17	Tongue	4	55%	1D4+1+1D4	---	---
SIZ 11	Small Shield	---	---	---	55%	8
INT 12						
POW 11						
DEX 13	Defense: 05%					
CHA 11	Spells: Befuddle, Glue 2, Ironhand 2, Shimmer 3					
	Armor: 2-point skin plus leather					
	Dolores will use her shield if the spear is broken					
	Experience bonus: 0%					

**Dolores Hit Location**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
R LEG	01-04	3/6
L LEG	05-08	3/6
ABDOM	09-11	2/6
CHEST	12	2/7
R ARM	13-15	3/5
L ARM	16-18	3/5
HEAD	19-20	2/6

*Hit Points: 17*

260

Do you advance boldly toward the skeletons (go to 248), or retreat (243)?

261

Make a Move Quietly roll. If you failed, add 1 to N. You have gone through the door at the west end and are heading south in the corridor. Roll D100. If the total is equal to or less than Nx5, go to 342. Otherwise, go to 265.

262

The stone block travels back a meter, and then slides free of the wall. You can see little, so you will have to squeeze past the stone to do any exploration. When you do, you are in a cell, 4m x 3m, with only the one 'exit.' On the floor by the south wall are two small humanoid skeletons, each about 4 feet long. Splintered pieces of wood lie by the skeletons. A two-foot deep hole is in the south wall, evidently hollowed out by digging with a rock chip. Hanging from the neck of a skeleton is a copper medallion, very beat up and twisted. Now what? All you can really do here is go back (taking you to 323), or Spot Hidden. If you decide to Spot Hidden, specify exactly what you are inspecting, and then go to 283.

263

You got away. Neither you nor any subsequent adventurer here will ever meet Czolg again (he left). Go to 182.

264

Kermit has cast Absorption 2 on himself. Any spell with 4 or fewer points in it will be absorbed, and the Power will be available for Kermit's use in spell casting. Return to 330.

265

You follow the corridor south, then east, then finally start north, arriving at 182.

266

The scorpion man grabs his spear, but doesn't attack. He says he has no treasure, and, from the looks of the room, he may be telling the truth. He says, "Leave me alone!" Are you going to attack (decide how, and then go to 369), back out of the room (319), or stay for tea (327)?

267

The stone moves back through a grooved track, and you can see a narrow passage through a meter-thick stone wall. The top of the passage is only 50cm above the

floor, so you will have to crawl. The passage is pitch black also, you will need to provide light. Do you persist? If so, go to 273. If you give up, go to 243.

268  
Go to 321.

269  
Except for the pole of straw, there is no sign of occupation in this room. Do you leave by the SW door (202), or the N door (250)?

270  
You lose all your treasure, magic items, and weapons. A third broog comes through a door and reattaches the limb of the injured broog. You are escorted to the front door of the castle and told not to return. If you had a shield, they return it (unless it was magical).

271  
This room is 5m x 4m. There is a door in the west wall, at the south end. There is also a door in the center of the north wall. A two-foot-high pile of straw is heaped up in the center of the room. There is a square hole in the ceiling about 2m on a side, rising about 5m to a flat surface. If you have a light source, you can see up into the shaft, in which case go to 257. If not, go to 269.

272  
This corridor is EW. As usual, it is 1m wide. It is 5m long. To the east, it is a dead end in solid rock. At the west end, it turns south. The floor is dusty. Try a Move Quietly, and if you fail, add 1 to N. Then roll 1D100. If the result is greater than or equal to  $N \times 5$ , go to 343. Otherwise, go to 243.

273  
The stone block moves back a meter, and then slides free of the wall. You can see little. Will you squeeze past the stone? If so, go to 282. If not, return to 243.

274  
One to the south, with a SIZ greater than 21. Go back to 181.

275  
You find yourself in a room that is 3m x 4m, with only the one exit/entrance. There are two skeletons here, clad in tatters of decomposed clothing. The skeletons are side by side, almost intertwined. You may wish to cast Detect Undead. If so, go to 322. If not, go to 260.

276  
This must have been a very important prisoner, you think. Possibly a Rune lord whose jailors (whoever *they* were) wished to prevent from using Divine Intervention to escape. There is a slave collar imbedded in the neckpiece which is anchored to the wall with a chain. Extracting the slave collar from the neckpiece will require a lot of prying and cutting of metal, enough to destroy one weapon with at least 15 hit points. Thus, you must sacrifice one of your weapons (not a dagger or bow) to work the collar out of the neckpiece (which cannot be removed from the chain with tools at your disposal). Of course, if you have Repair, you can undo the damage to your weapon. The collar is worth 2340L. Return to 243

277

Copy this table:

Rd	52
Sd	77
Sw	99
ET	77
Bg	42
INT	16

The significance of this table will be explained shortly. Now go to 370.

278

The scorpion man tells you that his name is Yedinok. He hates being a scorpion being, he says; what he *really* wants to be is a great novelist, and the fiction field is closed these days to scorpion people. If he weren't half arthropod, he assures you, he would write burning soulful romances and no-holds-barred action dramas. He looks enviously at your two legs (only if that's how many you have). If you sympathize, he tells you about the basement. It used to be a dungeon where the trolls kept their most dangerous prisoners -- when they took prisoners, that is, -- for special reasons (usually related to torture). There are three cells, with bones of former inmates in them. If you follow the corridor leading west, it eventually comes to a locked door. He has tried the keys on the ring hanging on the wall, but they don't work on that lock. There are a bunch more scorpion folk in the basement, he says, and they live in the kitchen in the northwest corner. There are a couple of guards and a number of females: the females are the most dangerous. Also down here at the moment are a couple of merchants: a guy with red skin, and a strange woman that stutters. There are two ways to the kitchen, he says; you can take the doors west from the stairwell or you can follow the west corridor and take the first normal door on the north, leading to the guard room. The merchants' room is west of there. The kitchen is north of that. That's all the information you get. Go to 269.

279

None. Return to 186.

280

Before you enjoy the fruits of your victory, another menace arrives. Another broog comes through the NW door and it is *inside* a salamander. Both broog and salamander are moving towards you quite rapidly, faster than you can normally move. Make a statement of intent and then go to 245. You are 1D4+1 strike ranks from the south door.

281

The next adventurer to come to the castle will have the same chance to meet another maulwurf, but for the rest of your present stay, you can ignore all the Nx5 rolls. Return to where you were instructed to return after defeating the maulwurf.

282

Did you poke into the hole that the two (possible) dwarves dug? If so, you found, pushed under the digging scrap, a small piece of glass encircled with copper. Glass is quite valuable, so you may wish to take it with you. Whether or not you found it, go to 323.

283

One to the east with a SIZ over 21. Return to 194.

284

The Salamander

Size in cubic meters: 3x3x3

STR: 7

Hit Points: 16

Movement: 6

INT: 5

POW: 15

Kermit has cast Countermagic 2 on the elemental. Return to 330.

286

Rule Number One to Happy Adventuring is: Never argue with a crossbow. On the other hand, you may have your own set of rules. Given a chance, he is going to let fly at you, at point-blank range. A shield will cover shield arm (small), plus chest (medium), plus abdomen (large). The crossbow bolt will go off at SR 7. You will not be able to reach him by then, but you will be able to cast any spell which goes off by that SR. To test the validity of Rule Number One to Happy Adventuring, go to 369.

287

The maulwurf's bite injects a paralytic poison. Its POT is 11. If it does not overcome your CON, it has no effect. If it does overcome your CON, starting with SR 1 of next melee round you will lose a point of DEX each melee round. POT 11 spider venom antidote will nullify the effects. Lesser POT spider venom antidote will stop the effects when your DEX reaches the POT. For example, if you have POT 9 spider venom antidote, it will prevent the poison from lowering your DEX below 9. If your DEX was already 9 or less, the maulwurf's venom has no effect. Mineral poison antidote works at half effectiveness — mineral poison antidote POT 16 will keep your DEX from going below 8.

You will recover from the maulwurf's poison by regaining a point of lost DEX each week. However, if the poison overcame your CON and you have no appropriate antidote, you are in trouble. Return to 334 and continue the melee, remembering to lower your DEX by 1 each melee round (if your CON was overcome), adjusting your strike rank as it decreases, and decreasing your attack, parry, and Defense bonuses. If you manage to defeat the maulwurf, and were bitten and poisoned in the process, go to 290 when you are through (make a note).

288

The stone block travels back over a meter and then slides free. You can see little. Will you squeeze past the stone? If so, go to 275. If not, return to 243.

289

One to the north, SIZ over 21. Return to 196.

290

Okay, you've slain the maulwurf, but you are losing a point of DEX each round. When your DEX reaches 0, you will be paralyzed. Your joints begin to stiffen and lock, and your heartbeat is getting sluggish. You have little time remaining. Decide what you will try in these last few seconds. Then, go to 367.

291

Resolve the spell. The skeleton has, like all skeletons, a POW of 1. If it can, the skeleton will attack. Go to 321.

292

How quietly have you been moving? Have you had any fights in the corridors? If so, go to 306. If not, try a Move Quietly. If you fail, go to 306 anyway. Otherwise, go to 312.

293

You believe that the skeleton is that of a dark troll. The words above the skeleton are probably Darktongue, but are so worn and old that they are unreadable. The skeleton does not move – evidently just inanimate bones of a long-dead creature. Roll your Spot Hidden and your Evaluate Treasure. If you succeed at *both* in your first try, go to 276. Otherwise, back to 243.

294

None. Go to 202.

295

To break through this door, you need a blunt instrument. If you are carrying one (a quarterstaff or singlestick will not do) you may try to batter the door down. If you lack one, there is Nefty's heavy (unless it was broken) or light mace. Each time you hit the door, a point of damage is done to whatever weapon you hit it with. If you hit the door with your own weapon, you do full damage to the door. If you hit with one of Nefty's unfamiliar weapons, it will only do 1D8 (heavy mace) or 1D6 (light mace), plus your damage bonus, per hit. Critical hits, crushes, and fumbles do not count. If you miss your attack %, your weapon takes a point of damage anyway, but the door takes none. Base chance with Nefty's weapons is 25% plus attack bonus. The door has 100 hit points. It has no lock which may be picked. Rocks, stones, and masonry will not damage it. It only takes damage from blunt weapons with hafts and massive heads. When you break through, go to 394. If you run out of instruments of destruction, go back to 462 and take one of the other choices (there may be other blunt weapons lying around this castle).

296

The stone pushes back along a grooved track, and you see a narrow passage through a meter-thick stone wall. The top of the passage is about 50cm above the floor, so if you wish to enter it, you'll have to crawl. You will also need to provide your own light, as it is pitch black. Do you persist? If so, go to 288. If not, return to 243.

297

Of course, the poison sac has long since decomposed. The poison itself has evaporated. There is no poison on the sting. (Did you breathe a sigh of relief?) Go back to 321.

298

"Appreciating Great Art." After 4 weeks of study, you will improve 10% in Evaluate Treasure and 05% in Spot Hidden. Return to 352.

299

Nothing. Take one of the options in 182.

300

The male introduces himself as Alonzo, and the female as Dolores. They are members of the Lyagushka sect, which believes (among a few other things) that the world is a game and joke. The only thing that these two take seriously is self-preservation. All other things — order, chaos, darkness, light, honor, dignity, courage, money, race — are constant sources of levity and entertainment to them. There are two games that they would like to play with you. The first is darts. These aren't the heavy fighting missiles designed to inflict damage, but light-weight throwing darts designed for high accuracy.

The other game is riddles and jokes. You either have to make the other one laugh or ask a riddle that he/she can't answer.

The stakes are whatever you like, of non-magical nature. They have money, weapons, gems, and fingers — you wager yours against theirs. (They can regrow their lost digits; can you?) Anyhow, the stakes must be the same for both sides. You have to have something to wager.

If you want to try darts, go to 301.

If you want to try riddles and jokes, go to 302.

If you don't feel like gambling today, go to 305.

301

Dolores says she is really good at darts. So good that she will offer you two-to-one odds: if you put up 50L and win, she will give you 100L. Alonzo will also be willing to compete, but only at even odds. Will you take on Alonzo (go to 317 if you do) or Dolores (332).

302

Alonzo says he is quite sharp at jokes and riddles. He offers you two-to-one odds: if you put up 50L and win, he will give you 100L. Dolores isn't quite as good at this game, and she will only offer you even odds. Do you want to take on Dolores (go to 329) or Alonzo (277)?

303

You turn south into another corridor. Go to 182.

304

Do you advance towards the skeleton (293) or retreat (243)?

305

They offer you a steak dinner. Free. If you accept, go to 253. If not, go to 310.

306

When you open the door, you see a scorpion person about three meters away, holding a sword in each hand, and staring at you. The upper torso is slim and not especially muscular, but well-armored. It has long hair and pointed ears. Hung over the body is a crude, loose tabard with a Darkness Rune. Make up your mind quickly: slam the door and run (328), or do anything else (383).

307

The next time you (or someone else) visit these corridors, you will have the same chance of meeting a (different) maulwurf. Return to 182. You may ignore the Nx5 rolls for the duration of your stay this time. Czolg will not be met again, by any later intruder into Scorpion Hall.



308

Have you fought and defeated Blek yet? If so, go to 162. If not (or if you have never heard of Blek), go to 189.

309

It is one, all right. Return to 256.

310

Say goodbye, and go to 155.

311

The scorpion man tells you that his name is Yedinok. He says that this segment of the basement used to be a dungeon where the trolls kept their prisoners. There are more scorpion people in the basement, he says, but out of the dungeon area. Now please leave. Go to 319.

312

When you open the door, you see a scorpion elf. You have one melee round before it sees you. It wears two swords, is quite well-armored, and wears a tabard with a Darkness Rune on the front. You can close the door and back off, hoping it won't hear or follow (362), or you may attack from surprise (382), or you may try to negotiate (354).

313

It's a fight to the finish. Go to 336.

314

You can search the room thoroughly (go to 333), leave through the W door (421), leave through the S door (324), or try out the E door (351).

315

If the worm was killed, you get Czolg's treasure. Go to 229, stopping at 281 along the way to see what it says. If the worm was not killed, you can either return to 338 and dispute Czolg's remains, or you may abandon his treasure and run south, then east, then north, returning eventually to 182.

316

Do you advance (448) or turn back (347)?

317

Copy this table:

10	02
5	04
3	08
2	20
1	40
F	97

The significance of these numbers will be explained shortly. Go to 350.

318

You turn south into another corridor. Go to 186.

319

If you ever return here during this adventure, the scorpion man will be alert and waiting for you. Now go back to 269.

320

When the door is opened, it reveals a long corridor, not masonry like the rest of the basement, but cut out of the solid hill rock. The walls of the tunnel are corrugated and creased, as if gnawed through the ancient rock by the teeth of some remorseless burrower. Whatever the identity of the being fashioning this tunnel, it did its work long ago, for the jagged furrows are softened and eroded by the slow drip of ground water. The tunnel is 3m high and 2m wide, stretching off into the distance as far as you can see, which isn't very, as there is no light in the tunnel. From here on in, you will need to provide your own illumination, either a torch, lantern, or light-providing spell. If you are a dwarf or troll, and can get around in the dark, this will not discommode you. You may cast Detect Life (356), or do something else (316).

321

You are in melee with the skeleton. Its scorpion parts are not bone, but the tough exoskeleton of the monster, thus having more hit points than mere bone.

If the scorpion man stings you, and it penetrates armor, go to 297 for the effect.

The skeleton will attack twice and parry each round. If you want to try to escape, you can back up through the door and close it (unless you have been too badly injured to move). If you do this, the skeleton monster will get one last shot at you with a 20% added to its attack, and you will not be able to attack that round, though you will still be able to parry. To back up, go to 215. Finally, if you destroy the skeleton, go to 323. If it kills you, a being named Yedinok will get your treasure.

**Scorpion man skeleton**

STR	Weapon	SR	Attk%	Damage	Parr%	Pts
20	Claw	8	45%	2D6+2D6	—	—
22	Sting	8	45%	1D6+2D6	—	—
1	Small Shield	—	—	—	45%	8

Defense: 00%

**Scorpion Man Hit Location**

Location	1D20	Armor/Pts
RH LEG	01	3
RC LEG	02	3
RF LEG	03-04	3
LH LEG	05	3
LC LEG	06	3
LF LEG	07-08	3
TAIL	09-10	3
THORAX	11-12	3
CHEST	13-14	1
R ARM	15-16	6
L ARM	17-18	1
HEAD	19-20	1

322

None. Go to 260.

323

This corridor has two outlets. One is the W door through which you came. The other is close to the E end in the S wall. It is a movable stone, like the one you encountered a few corridors ago, square, about 1/2 meter on a side. It looks like it can be pushed inward. If you wish to investigate it, go to 246. If not, go to 261.

324

Is this the door you entered the pantry by? If so, go to 179. If not, the door resists a little when pulled, then comes unstuck suddenly. A wall of rubble crashes onto you. You are buried. You take a point of damage to each hit location, and

armor does not absorb any of this damage. You lie, stunned and bleeding, under the huge, dusty hill of heavy masonry. If you are still alive, you can dig yourself out in about an hour. If you are dead, Florgal will get your treasure.

When you extricate yourself, you have a choice of either entering the Long Room (go to 179) or of returning to the pantry ( 314).

325

You waste 15 minutes finding nothing. Go back to 462 and try another choice.

326

None. Go to 304.

327

Unless you are (be honest, now) a scorpion man, subtract 10 from your charisma in socializing with this fellow. This CHA reduction may well alter your effective Oratory in this situation. Try to make your modified Oratory roll. If you succeed, go to 278. If you fail, go to 311.

328

Add 2 to N. Are you running E or W? If it is E, go to 318. If W, go to 303.

329

Copy this table:

Rd	40
Sd	55
Sw	90
ET	50
Bg	30
INT	12

The significance of this table will be explained shortly. Now go to 370.

330

By the time he enters the room, the broog, Kermit, will have lowered his POW to 18. He has cast Mobility on himself and the salamander, drawing on the crystal. He has also cast Countermagic 2 on the salamander and Protection 4 on himself. His allied spirit has cast Glue 2 on the door. Thus, the ally has only 17 points of POW left. There are 5 points of POW left in the crystal. Curiously enough, Kermit is clearly not suffering any harm from the salamander he is within. Kermit carries a bastard sword.

Obviously, Kermit is not wearing any flammable armor. His ally will cast Dullblade on your weapon, if it is edged.

Since you have killed his two companions, Kermit will accept no surrender.

If you cast a spell at Kermit, go to 264.

If you attack the salamander, go to 285.

Each round that you physically attack Kermit, you will be inside the salamander. Compute damage taken: roll 3D6, subtract Protection and Shield spells but not armor, and match this number on the Resistance Table vs. your current CON. If the damage overcomes you, you take full damage. Otherwise, you take half damage, rounded down. "Full damage" means the 3D6 roll minus any magical insulation. This damage is taken each round.

If you defeat Kermit & co., go to 389. If he defeats you, go to 359.

**Kermit, the broog priest**

STR 9	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>	<i>Parr%</i>	<i>Pts</i>
CON 11	Bastard Sword	7	40%	1D10+1	55%	20
SIZ 8	Tongue	5	55%	1D4+1+1D4	—	—
INT 17						
POW 19	Defense: 15%					
DEX 11	Spells: Countermagic 2, Darkwall (2), Disruption, Dull-blade 4, Glue 2, Ignite, Protection 4; (known by allied spirit) Healing 6, Mobility					

Rune Magic: Extension 1, Shattering (as per Black Fang Brotherhood in RuneQuest), Spell Teaching, Summon Small Salamander

Magic Items: 13-point POW storage crystal

Don't forget Kermit's Protection 4 spell when determining how much damage he has taken

Experience bonus: 15%

**Kermit Hit Location**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
R LEG	01-04	8/4
L LEG	05-08	8/4
ABDOM	09-11	5/4
CHEST	12	5/5
R ARM	13-15	8/3
L ARM	16-18	8/3
HEAD	19-20	2/4

*Hit Points:* 11

**331**

Resolve the melee between Czolg and the worm. Czolg will escape after three rounds. Neither is immune to the poison of the other. Once the melee is resolved, retreat to 182, ignoring the Nx5 rolls for the remainder of this scenario as long as the worm is either full or dead.

**332**

Copy this table:

10	04
5	09
3	19
2	47
1	95
F	00

The significance of these numbers will be explained shortly. Now go to 350.

**333**

You waste 15 minutes and find nothing of interest. Go to 314 and take another option.

**334**

The maulwurf is a great blind tunnel-worm, which has dug a network of tubes above the ceiling of the basement. It is almost completely white; its skin has a translucent quality and shadows of internal organs ripple slowly beneath the surface. It has fierce fangs set in an improbably hinged jaw, but no eyes. It tracks its food by sound – it will eat anything when hungry. The tunnels of the maulwurf break through into the dungeon corridors at several points, and there it waits in the darkness for victims. The openings are all at ceiling level.

If the bite of the maulwurf penetrates your armor, go to 287 for the effect. The worm gets 20% added to its first attack, because it attacks from above. You may parry and apply any Defense you have.

If you kill the maulwurf, go to 281 if you were not bitten, or if you applied an appropriate antidote. If you were bitten and had no relevant antidote, go to 290.

**Maulwurf**

STR 16	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
CON 11	Bite	7	70%	1D10+1D6
SIZ 21				
POW 10	Defense: 0%			
DEX 13	Skill: Listen 145%			

The maulwurf is 2 feet around and 3 yards long.

**Maulwurf Hit Location**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
TAIL	01-06	7/6
BODY	07-14	7/7
HEAD	15-20	7/6

*Hit Points:* 14

**335**

This is going to be exciting, folks. In one corner, we have you, the intrepid adventurer. In the other corner, we have Czolg, the stealthy scorpion man. In the *third* corner, we have maulwurf, the blind worm. Maulwurf is going to attack Czolg, from above. Czolg is going to attack you, in order to get out from under the maulwurf. He will try to parry maulwurf. First, consult 336 for Czolg's stats and strategies and then return here. Then, consult 334 for maulwurf's stats and properties. You can see all this happening -- the great white worm sliding down from a hole near the ceiling to bite the scorpion man, who will then (if he can) rush you. What do you plan to do? Will you stay and fight with Czolg? If so, go to 338. If you retreat, go to 331.

**336**

This is Czolg, the assassin. Czolg owns one magic item, a Bladesharp 1 matrix, which is a short metal sleeve fastened about the haft of his spear. He also carries two gems, one worth 340L and the other worth 85L. He carries an extra spear, in case the one he is using breaks. The second spear does not have a spell matrix.

In melee, he casts Protection first, then Ironhand, and finally, if things last that long, Bladesharp from his matrix.

If you are losing, you can either surrender or run away. If you try to flee, go to 185. If you surrender, go to 200. If he kills you, go to 255. If you win, go to 228.

**Czolg the scorpion man assassin**

STR 23	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>	<i>Parr%</i>	<i>Pts</i>
CON 10	2H Spear	2	95%	1D10+1+1D6	85%	15
SIZ 16	1H Spear	3	60%	1D8+1+1D6	55%	15
INT 10	Sting	6	100%	1D6+1D5	--	--
POW 15	Dart	1	80%	1D6+1D3	--	--
DEX 17						
CHA 13	Defense: 10%					

Spells: Detect Magic, Harmonize (2), Healing 3, Ironhand 2, Protection 2  
 Magic Items: Bladesharp 1 matrix.  
 Czolg's poison is POT 10. He attacks with sting and spear and parries with spear each round.  
 Chaotic Features: Immune to fire damage, +4 POW  
 Experience bonus: 0%

**Czolg Hit Location**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
RH LEG	01	5/2
RC LEG	02	5/2
RF LEG	03-04	5/2
LH LEG	05	5/2
LC LEG	06	5/2
LF LEG	07-08	5/2
TAIL	09-10	3/4
THORAX	11-12	5/4
CHEST	13-14	5/5
R ARM	15-16	5/3
L ARM	17-18	5/3
HEAD	19-20	5/4

*Hit Points:* 12

**337**

You were eaten by the giant armadillo. Too bad. All your treasure is gone forever.

**338**

Carry the melee to its conclusion. There can be no surrender. If you are killed first, Czolg runs off and leaves your body for the worm. If Czolg is killed first,

the worm will eat him, unless you stay, in which case it will attack you too. If the worm is killed first, particularly if you killed it, Czolg will make hand signals offering a truce. You may accept the truce and retreat (go to 307) or you may fight it out. If you win, go to 315. If he wins, go to 235.

339

If you were searching the north wall behind the casks, go to 378. If you were searching the south wall behind the casks, go to 353. If you were searching the floor under the casks, go to 403. If you were staring at the ceiling, go to 348.

340

You were being hunted by the maulwurf, and it found you. Please make a note: if you should happen to defeat it, return to 194. For now, go to 334.

341

You were being hunted by the maulwurf and it found you. Please make a note: if you should happen to defeat it, return to 182. For now, go to 334.

342

You were being hunted by the maulwurf, and it found you. Please make a note: if you should happen to defeat it, return to 261. For now, go to 334.

343

You were being hunted by the maulwurf, and it found you. Please make a note: if you should happen to defeat it, return to 272. For now, go to 334.

344

You were being hunted by the maulwurf, and it found you. Please make a note: if you should happen to defeat it, return to 229. For now, go to 334.

345

You were being hunted by the maulwurf, and it found you. Please make a note: if you should happen to defeat it, return to 202. For now, go to 334.

346

When you open the door you see a scorpion person about 3 meters away, holding a sword in each hand and staring at you. The upper torso is slim and not especially muscular, but it is well-armored. It has long hair and pointed ears. Hung loosely over the armor is a crude tabard with a Darkness Rune. Make up your mind quickly – slam the door and flee (361) or do anything else (386).

347

Go back to the pantry (314).

348

Try a Spot Hidden. If you fail, you saw nothing -- go to 435. If you succeed, go to 360.

349

There are six little books in the box. There is also a small wafer of unleavened bread, or something similar. There is no cash or jewelry. One of the books is empty. The second is in Darktongue, the third in Stormspeech, the fourth in Earthspeech, the fifth in Darktongue, and the last in Imperial. If you read any of

them (you only get one try at each one), determine the contents: the second leads you to 412, the third to 422, the fourth to 432, the fifth to 442, and the last to 453. If you want to swallow the wafer, or if you cast Analyze Magic on it (or have it cast for you), go to 464 for its effects. Lhankor Mhy charges 1000L to cast Analyze Magic. Each book is 1/2 point of encumbrance. Remember that all DEX-based skills will decrease by 05% for each point of encumbrance over maximum that you carry. Now you can climb down.

You have been exposed to the Shakes. Try to roll your current hit points (or CON, whichever is less) or less times 5 on D100. If you fail, you catch the disease. You lose a point of DEX immediately. Now check to see whether you have chronic, acute, or terminal form of the disease, as per the RuneQuest rules. If you didn't catch the Shakes, you may realize that you will be exposed to continued attacks if you remain in this room. Go to 441.

### 350

The target is a simple bullseye with five circles, numbered 10, 5, 3, 2, and 1 from the center out to the rim. Your skill with these darts is not determined by your RuneQuest dart missile ability, but by your rock-throwing skill. This ability determines your chance of scoring as follows:

<i>Points</i>	<i>Chance</i>
10	Critical Hit (ability divided by 20)
5	Ability divided by 10
3	'Impale' (ability divided by 5)
2	Ability divided by 2
1	Normal hit
-2	Fumble (you hit the wrong wall)

You already have the corresponding table for your opponent. A game is five darts. The highest score after five darts have been thrown wins the stakes. Neither Alonzo nor Dolores will risk more than 200L each (total of all contests).

If you wish to change opponents, go to 332 for Dolores or 317 if you want to play against Alonzo. If you want to change games, go to 302. If you have had enough gambling, go to 305. [Since items of value are wagered on these contests, your dart-throwing hits count as successful uses of rock-throwing for purposes of experience gains.]

### 351

This 4m x 6m room is full of large casks, each about 1m high. There is a door in the W wall, and a door in the middle of the E wall. There is a 1m wide clear space between the casks. The SE corner of the room is clear as well. Straw is scattered on the floor to an inch of depth in the corner, and a little more at points between there and the E door. There is a rectangular depression in the straw in the SE corner, and more straw at points between there and the E door. It is about 2 inches wide and 4 inches long, and is deeper near the center than near the ends of the rectangle. A two-inch wide track leads from the center to the edge of the pile facing the E door. Are you going to investigate the room more closely (go to 357 if you do), try the E door (320), or go through the W door (347)?

### 352

Try a Spot Hidden roll. If you made it, you find an inconspicuous burlap sack beneath a pile of stone chips and sculpting byproducts. The sack contains two Brobian emeralds, which you know are worth 500L each. Continuing to scrutinize the room, you find (no need to make another Spot Hidden), two scrolls.

One is in Stormspeech (go to 298 for the contents if you can decipher it). The other is a drawing of the scorpion eating statue, together with dimensions and notes on materials and finishing. If you failed your Spot Hidden, you found nothing. Now, in either case, do you leave through the south door (go to 380) or the west door (407)?

353

You found nothing but blank wall. Go to 441.

354

Negotiate? The scorpion elf gets the first attack. You can parry this round, but not attack physically or magically. Then, it will be melee as usual. Go to 384.

355

No damage. You now realize that the tail is an illusion (whew!). Return to 198.

356

One to the east, the SIZ is greater than 21. Go to 316.

357

After a couple of minutes, you will have found that the wine in these casks is an excellent product — no Thunderplug here! It has a refined, resonant nose with deep, eloquent color reverberating over ... well, you get the idea. Nevertheless, considering your location, you probably don't wish to drown your sorrows in the warm glow of this wine. Among the straw on the floor are pieces of a statue; they appear to be fragments of a foot, but if you try to reassemble it, you see that some pieces are missing.

Are you going to continue to search the room (go to 372)? Or are you going out one of the doors (go back to 351 and choose a door).

358

You presumably put Oakstump out of commission before you entered Pontius' and Iulia's room. Therefore, you can continue through the south door of Oakstump's room back to the corridor. Go to 196.

359

With his two companions dead, Kermit leaves the castle — it is no place for him anymore. Your treasure leaves with him.

360

You can see the faint outlines of a trapdoor in the ceiling. You could pile one cask upon another to clamber up to it. If you do so, go to 427. If not, go to 441.

361

Iulia and Pontius are now ready. You must leave immediately through the north door (taking you to 423) or else fight them — you might suspect that the fellow next door will soon join them. If you choose to fight, go to 437. After a single round of combat, the scorpion being next door will join the fray against you. Go to 384 for his stats and strategies, after going to 437.

362

Make another Move Quietly roll. If you make it, he didn't hear you. Go to 196,



already having succeeded at the Move Quietly roll called for there. If you failed, you see the door open. Add 1 to N. Do you go to the west (303) or the east (318)?

363

If you go left (north), go to 368. If you go right (south), go to 373. if you go straight ahead, go to 375.

364

None. Go to 385.

365

You discover that it is chaotic. It gives the wearer the previous owner's feature: it adds +1 to all weapon damage suffered by the wearer. A nasty item. Go to 461.

366

One to the north of normal SIZ. Go to 469.

367

There is an antibody circulating in the maulwurf's blood making it immune to its own poison. Drinking the blood will not help -- your stomach will digest the antibodies, and they will not do you any good. You must smear the blood into the wound made by the monster's bite; only then will the poison not kill you. Did you think of it in time? If so, your DEX stabilizes at 3 less than its value when you killed the worm (or at 3, whichever is greater). Go to 281. If you didn't think of it, there's always Divine Intervention ...

368

The corridor rises for 20m, then flattens out. You see a crudely lettered inscription in Old Wyrnish. If you manage to read it, go to 227. If not, go to 374.

369

The only way that you could be engaged in melee with Yedinok, this scorpion man, is if *you* attacked *him*. Therefore, you will pay the penalty if you lose. He will not spare you unless you can pay him 3000L or give him a POW-storage crystal. If you can offer this, he turns you over to Ransom Enforcers who make sure you come through with the dough. In any case, you will lose all magical items on your person. If you cannot offer 3000L or the crystal in ransom, your only hope is Divine Intervention.

If you defeat Yedinok, doubtless you will search the room. There is a stack of parchment under the bed, covered with fine writing in Darktongue. If you make a Read Darktongue roll, you find that this is the beginning of a story about a gallant tail-less scorpion man hero who goes off to save the world from destruction at the hands of an evil garlic consortium. You also find his pathetic treasure hoard: 176C, 2 gems worth about 10L each, and an autograph of Wolfman Zak. Add 2 to N and return to 269.

If Yedinok has warning of an intruder, he will cast Countermagic 1 on himself, then Multimissile 4 on the bolt in the crossbow. At the slightest hostile action, he fires.

**Yedinok the scorpion writer**

STR 19	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>	<i>Parr%</i>	<i>Pts</i>
CON 11	2H Spear	3	60%	1D8+1+2D6	60%	15
SIZ 24	Hvy Crossbow	2	65%	2D6+2	20%	10
INT 9						
POW 8	Defense: 0%					
DEX 13	Spells: Countermagic 1, Healing 2, Multimissile 4					
CHA 11	Chaotic Feature: makes no sound as he moves					
	Experience bonus: 0%					

**Yedinok Hit Location**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
RH LEG	01	6/3
RC LEG	02-03	6/3
RF LEG	04-05	6/3
LH LEG	06	6/3
LC LEG	07-08	6/3
LF LEG	09-10	6/3
THORAX	11-12	6/5
CHEST	13-14	6/6
R ARM	15-16	6/4
L ARM	17-18	6/4
HEAD	19-20	3/5

*Hit Points:* 14

370

To ask a riddle, you must roll a number equal to or less than your proficiency at the appropriate skill plus your experience bonus on D100. For instance, if you are 60% at great axe parry and have an INT of 15 (giving you an experience bonus of +09%) you need to roll 69% or less on D100 to devise a good riddle on the subject of parrying with a great axe.

To answer a riddle, you must roll a number equal to or less than your INTx4 plus the basic chance of the appropriate skill on D100. For instance, if you had an INT of 15, you would have a chance of  $15 \times 4 + 05\% = 65\%$  of correctly answering a riddle about Spot Hidden. You would have an 85% chance of correctly answering a riddle about Listening.

Dolores and Alonzo know five good riddles: Ride (Rd), Small Shield Parry (Sd), Swim (Sw), Evaluate Treasure (ET), and Bargain (Bg). The base chance for all these skills is 05%, except for Swim (15%).

Your competitor's chance of asking the riddle properly is given in the table you copied, as is your opponent's INT (giving you their chance to answer *your* riddles). They will riddle for any stake up to 200L per riddle. If the asker does not pose the riddle properly, there is no result. If the asker gets the riddle right, and is not answered correctly, the asker wins. If the riddle is answered correctly, the answerer wins. Each side may attempt to ask five riddles. Once you ask a riddle on a given subject, you may ask no more riddles on that subject.

Alonzo's and Dolores' riddles are given below:

Ride	Q: What do you call it when it reins on a horse?
	A: A bridle shower.
Shield	Q: Why is it best to parry with a shield?
	A: It's much easier than riding one.
Swim	Q: How do you escape from the Crimson Shark?
	A: Out the rear end.
Evaluate Treasure	Q: When is an accountant?
	A: Summer
Bargain	Q: What do you drink to improve haggling?
	A: Dicker Liquor

Frankly, they are hoping that you will be able to teach them some better riddles.

They also have a bad joke: "One day I was walking along a country road, when I heard some music from behind a hill. I stepped around and saw four broos, sitting in chairs right out in the middle of a field, playing string instruments. Two

had violins, one a viola, and the fourth was straddling a battered cello. As I approached, the violist flung down his bow and said disgustedly, 'Oh, what's the use? We'll never get this right. We keep making the same mistakes over and over.'

"The second violinist put down his instrument with a sigh. 'I don't know why we bother practicing anyways. Nobody likes this stuff anymore. They just want to hear people beating on treetrunks and junk on hilltops.'

"The cellist slumped with a despondent expression. 'That knock 'n knoll is real junk,' he agreed. 'But even when we were popular, we hardly made any money. The producers cheated us out of everything.'

"The first violinist gazed with melancholy disdain at his comrades. 'I don't know why I hang around with you guys,' he said. 'I feel like going out and jumping off a cliff.'

" 'Who are you four?' I asked. 'Haven't I seen you somewhere before?'

"The leader looked at me incredulously. 'You mean you haven't heard of us? Surely you must be kidding?' When I shook my head, he continued, 'That's the end. Nobody knows us any more. I thought everybody knew who we were. We're the Broo Depressed String Quartet.' "

You *have* to know a better broo joke than that. They'll give you 200L for one. Solicit an objective opinion.

If Alonzo and Dolores are losing, they will stop when their combined losses reach 1000L. This includes the net deficit for riddles, jokes, and darts.

In case you were wondering, those riddles were *not* Nysalor riddles. Asking or answering a riddle does not count as a use of a skill for the purpose of improving by experience in anything but Riddling.

If you wish to switch opponents, go to 277 (Alonzo) or 329 (Dolores). If you want to try darts, go to 301. If you are done with gambling, go to 305.

371

If you ever put it on, go to 493 for the effects. After you leave Scorpion Hall, you may take it to a Lhankor Mhy temple to be analyzed. They will charge you 1000L. If you pay them, go to 415. If you cast Analyze Magic for yourself, go to 365. If you do nothing for the moment, go to 461.

372

Something about the smell here convinces you that it would not be a good idea to stay here long. Not poison exactly, but more like a mildewy atmosphere, or maybe even broo ... What do you search first? Decide, then go to 339.

373

Decide what spell you have in mind. You tread up the corridor. Try to Move Silently. If you succeed, go to 416. If not, go to 445.

374

Do you continue, or go back to the crossing? Advancing gets you to 390. Going back takes you to 410.

375

After 50m, the passage widens out, suddenly opening into a large chamber 30m across. In the center of the chamber is a steamy fetid pool. From the pool emerges the head of a black worm, not too large, maybe SIZ 10. IT starts to crawl toward you. Its flanks gleam wetly as it slithers across the damp stones. It has

kindly blue eyes and a sucker mouth. You can back out of the chamber (going to 388), or you can stay to meet it (go to 401).

376

Eventually you discover that the potion is magical. It is distilled from scorpion venom by secret alchemical techniques. There is but one dose of it, and it will act as a systemic poison POT 15 if drunk. If you take it and survive, and have not taken any other potions within the last two hours, your CON will be raised by a point. If your CON was not raisable, there is no effect. The poison damage from this potion cannot be healed by any antidote, for the damage itself is magical. The CON damage will heal at the normal rate of 1 point per week.

Some Rune magic will help against the effects of the poison. The Chalana Arroy Rune spell of Heal Constitution will restore CON at the rate of 1 point per hour. If you do not personally possess the Heal Constitution spell, no one will cast it for you. A healer will point out, reasonably enough, that they have many serious injuries and poisonings for which they must save their Rune magic. They can hardly afford to squander it on self-inflicted injuries. The spell of Healing Trance, available to the troll cult of Xiola Umbar and her associate cults, will restore CON at the rate of 8 points per week. A priest of one of these cults would cast it for a troll of Darkness cult initiate for 1000L. Heal Body, from Aldrya, will not help against the CON damage done by this potion. Glumf was aware of the nature of the potion, but was waiting until her CON was higher before taking it. Scorpion folk are not immune to the effects of the poison.

Go to 462.

377

Continuing eastward along the corridor, you find a side branch on the left, about 20m down. It is hollowed out of the same damp rock, and extends back as far as you can see. If you cast Detect Life, go to 364. Otherwise, go to 385.

378

You found a concealed door. It is barred on the opposite side, but you think you can pry it open. Do you try? If you do, go to 481. Otherwise, go to 441.

379

There is a magic crystal at the bottom of the pool. Unfortunately, you will discover (by careful experiment, I hope) that the pool is filled, not with water, but with 20 potency acid. Crystals are virtually indestructible, but acid that strong will reduce just about anything else to liberated ions in nothing flat. And there's no antidote to acid (in RuneQuest, anyway). Of course, if you're a lycanthrope, you could go right down into it, but in that case, you've long since triggered my special lycanthrope-player-character trap: two huge lead panels, one from each wall, come slamming together and squash you flat. I suppose you could truck a huge load of bicarbonate or lye down here to neutralize the acid, but it would make a whole lot of heat in a confined space, and besides, somebody is bound to interfere.

I'm afraid that there is no way to get that crystal out of there. Even I don't know what the crystal does; it's probably chaotic anyhow. There are, however, 15 wheels scattered randomly around the chamber, and you have destroyed a loathsome menace to right-thinking adventurers everywhere. You may now return to the intersection (go to 410).

380

Have you been through this door before? If so, increase N by 1. If not, set N equal to 2. N is a counter which will keep track of how much noise you are making. Subsequent paragraphs will have instructions on how to modify N, depending on your stealth, or lack thereof. In either case, go to 196.

381

You turn and walk back down the tunnel, but find the way blocked by the scuttle butter backing down the tunnel toward you. This is its lair (and also how it turns around in the tunnel). Of course, if you have already disposed of it, this isn't happening, and you reach the main tunnel without event -- go to 420. Otherwise, make a statement of intent and go to 406.

382

You have taken him by surprise, and get to add +20% to your initial attack. This is assuming that your initial attack is physical and is completed by SR 12. You have a chance for a missile attack, but remember that a weapon takes 5 strike ranks to get out, and another 5 to put away. You also won't get your +20% for a missile attack. If you drop a weapon, the noise will deprive you of your surprise advantage. In the first round, the scorpion elf will not get an attack, just a parry (with his sword -- he won't even get that if your attack comes before SR 5). You might have time to cast a spell this round, but allow for the strike ranks. Go to 384.

383

It's melee time. Go to 384.

384

In combat, Oakstump, the scorpion elf, casts Protection on himself if he is facing a being with only one attack, and Shimmer if he is facing an opponent with more than one attack per melee round. He will not usually cast Bladesharp or Ironhand unless his foe is wearing metal armor in all hit locations. He generally parries with his shortsword and attacks with his sting and bastard sword. His damage bonus with his forebody is less than with his sting.

If you defeat Oakstump, go to 398. Oakstump does not give or take quarter.

#### Oakstump, the scorpion elf

STR	20	Weapon	SR	Attk%	Damage	Parr%	Pts
CON	12	RH Bastard	3	70%	1D10+1+1D6	40%	20
SIZ	24	Sword					
INT	17	LH Shortsword	4	40%	1D6+1+1D6	65%	20
POW	17	Sting	5	65%	1D6+2D6	—	—
DEX	18						
CHA	16						
		Defense: 15%					
		Spells: Bladesharp 1, Healing 6, Ironhand 1, Protection 2, Shimmer 3					

#### Oakstump's Hit Location

Location	1D20	Armor/Pts
RH LEG	01	5/4
RC LEG	02	5/4
RF LEG	03-04	6/4
LH LEG	05	5/4
LC LEG	06	5/4
LF LEG	07-08	6/4
TAIL	09-10	4/6
THORAX	11-12	7/6
CHEST	13-14	7/7
R ARM	15-16	6/5
L ARM	17-18	6/5
HEAD	19-20	3/6

*Hit Location: 16*

385

Do you investigate the side tunnel (go to 392) or continue ahead in the main tunnel (420)?

386

Go to 384 and fight.

387

None ahead, none right, one to the left with a SIZ greater than 21. Go to 363.

388

You outrun it easily. Go to 410.

389

Kermit had a 13-point POW storage crystal, as indicated. He also had a large yellow amulet, about 6 inches in diameter, hanging around his neck. You will eventually find out that it is the Amulet of Obednego.

If you can summon a salamander, the sacrifice of a point of permanent POW will render you immune to the effects of any salamander you summon for the remainder of the day on which you sacrifice the POW. While you are inside the salamander, you will be immune to all fire and heat damage. You must sacrifice a point of characteristic POW every time you use the amulet, and its protection only applies to salamanders that you, personally, summon. If you are an initiate of a Fire/Sky/Sun cult, this amulet counts as a flashy magic item for the purpose of raising CHA by a point.

Other than the two magic items, there is little treasure in the broogs' rooms. They have a total of 1650L.

There is nothing of value to you in the wooden cabinet in the hall, just board games, decks of playing cards, books of strategy and rules, and a pair of twenty-sided dice. Although the broogs were not hostile, and in fact may have wanted to be friendly, the world at large does not know this. If you bring a broog head back to what passes for civilization in your territory, you will have a chance of gaining Charisma. [There ain't no justice.] If you lug one of the things back as a trophy, go to 405.

When you leave the broogs' quarters, go to 155.

390

You see an enormous snake with the head of a woman. It/She is some 7m long. She is nestled in and among thick tree roots which extend down from above. She is saying something to you, haltingly, with lengthy pauses between sentences. Do you understand or speak any Old Wyrnish? If so, go to 404. If not, you can't make out what she is saying. Go to 393 in that case.

391

If you came in from the south, go to 407. If you came in from the north, go to 162.

392

You see golden hairs clinging to the walls. As you push further in, the smell of decaying animal matter comes to your nose. Rounding a turn, you find the tunnel ending abruptly. All you find is a pile of animal droppings and more of that golden fur. What do you do now? Decide and then go to 399.

393

With a shake of her head, she gestures for you to leave. Are you going to? Then return to the intersection (410). What else? She doesn't understand any language but Old Wyrnish. You can fight her (go to 484). Or you can stand there and make a nuisance of yourself (428).

394

Welcome to the pantry. There are many shelves along all the sides of this room. They are covered with canisters, jars, boxes, urns, jugs, skins, bowls, and pottery of all sorts. Many of these items are broken or damaged. Almost all are empty. There are doors in the west, south, and east walls. The west door is near the south end and the south door near the east end.

There is a shade in this room. You have five strike ranks to act before it engulfs you. Your options are to: cast a spell; throw a dagger, rock, or axe; attack with a maul, if that's what you used to break into the room.

Since you broke open the door, you cannot retreat from the shade. It's faster than you anyway. The weapon you have in hand is the one you used to smash down the door. A heavy mace cannot reach the shade from the boundary of its fearshock zone, a distance of roughly 1.5m.

The shade was summoned by something named Florgal. Make your statement of intent and then go to 502.

395

This creature carried the dreaded Rambling Fever. There is only one form of this disease: the chronic. If you failed to resist the disease (roll current hit points or CON — whichever is less — x 5 on D100 or less to resist), you have the chronic form. It cannot be cured by the skill of Treat Disease, though the Rune spell of Cure All Disease or a healing spirit will cure it. From now on, whenever you want to stay more than a week in one place, you must roll your CON x 5 or less on D100 each extra week you intend to stay. If you fail, you pack up and leave for the open road. This can make some kinds of training tough to complete. Now, return to 532.

396

Now what? Go away (410), attack (484), or continue being a pest (459)?

397

They each hurl one missile. Then, melee will formally begin with melee round one. Nefty, the scorpion woman nearest you, takes five strike ranks to pull out her heavy mace. It takes you two strike ranks to reach her if you are not seriously injured. Therefore, if you normally attack before SR 3 and do not cast a spell before you hit, she will not be able to parry. Go to 460.

398

Now you have a chance to examine the room. It is 6m x 7m, with doors in the middle of the west and south walls. Against the walls are paintings and crude statues of Bagog and a disturbing variety of scorpion folk. In the northeast corner of this room is a large, half-finished statue of a scorpion woman eating another. On the floor in a heap by the statue are several crude tools: mallets, chisels, and scrapers. On Oakstump's person is a pouch containing 34 wheels. You may continue to search the room (352), you may open the west door (409), or you may open the south door (380). [By the time of the next visit to this castle,

Oakstump's place will have been taken by a scorpion man identical in every detail with Hunter Four. Make a note.]

399

If you decided to return to the main corridor, you see the scuttle butter backing towards you (unless, of course, you killed it, in which case you see just its unmoving remains). You just have time to get out of the side tunnel before it arrives. Go to 420, continuing eastward. If you were poking through the droppings, go to 413 and hold your nose.

400

If you cast any spell whatsoever, they consider it an offensive action, and they attack. Go to 437. You may have asked them if you could leave by the *other* door of their room. If you did, try an Oratory roll. If you succeed, they agree. Go to 426 if you wanted to go out the N door, and 346 if you wanted to cross to the E door. They rebuff any other overtures, glancing nervously at the door other than the one you entered by. That leaves you with either offensive action (433) or leaving by the door you entered by (402).

401

This monster is actually a former wizard who dabbled in a few too many arcane spells and summonings. He is now permanently in a chaotic wereform, and almost completely mindless. He must suck blood to survive. Only magic or Rune metal will damage this monster.

Firearrow and Multimissile will not harm the leech. Rune metals will do the full damage, including damage bonus. Fireblade does 3D6 minus his two point skin — damage bonuses will not count. Fireblade cannot be sustained while the leech sucks your blood. Bladesharp 4 does 2 points of damage (unless you critically hit, when you do 4 points of damage since you can ignore his armor), a Speedart does 1 point normally, etc. Disruption and Rune magic damage-causing spells do full damage.

When it gets close enough, it lunges at you, revealing a serrated ridge of black bone within its mouth. Its initial bite attempt begins the melee. Unless you are bound by anti-chaos or anti-undead vows (i.e., Storm Bull or Humakt), you can try to get away from it. As long as it has not bitten you, you will automatically succeed in escaping in any round that you refrain from attacking, make a successful DEXx5 roll on D100, and allow the leech an easy shot at you (+20% for its attack). You may still parry.

The floor is so slippery that you cannot apply Defense in this melee. Once the leech has made an unparried bite, it will hang on regardless of damage, believing that its best chance is to drain all your blood before you can kill it. The CON loss due to drained blood (as opposed to the physical damage due to the bite) cannot be healed magically: battle magic cannot produce new blood. The Rune spell of Heal Constitution will speed up your body's replacement of the lost fluid.

If you kill the leech, go to 379. If you escape from it, go back to the intersection (410).

402

Did you enter this room through the east or the north door? If you are going back out of the east door, go to 358. If you are going out the north, go to 423.



**The Dragonleech**

STR 21    *Weapon*    SR    *Attk%*    *Damage*  
 CON 15    Bite    9    75%    1D8+1D4  
 SIZ 10  
 INT 1    Defense: 10%  
 POW 21    If the bite penetrates armor, the leech will suck 1D6 points  
 DEX 12    of blood (CON points) per round, starting on the round af-  
 CHA 2    ter the bite penetrates. It will continue until the victim dies  
          or the leech is destroyed.

**Dragonleech Hit Location**

*Location*    *1D20*    *Armor/Pts*  
 BODY    01-20    2/17

*Hit Points:* 17

403

Roll a Spot Hidden. If you fail, you found nothing, and must go to 441. If you succeed, go to 417.

404

She speaks Old Wyrnish at 20%. Add your % ability in speaking that language to hers and try to roll less than or equal to that number on 1D100. If you succeed, go to 434. Otherwise, you fail to understand her. Go to 393.

405

Try to roll 18 - CHA times 5 or less on 1D100. If you succeed, you gained a point of CHA. If you failed, somebody had heard of those broogs and knew that they were not hostile -- you *lose* a point of CHA. Return to 155.

406

Whatever you do: jump on it, hit at it, yell, throw Disruption, challenge it to a game of chess, vilify its ancestors, it will realize you are behind it where it cannot attack you. It will scurry as fast as its legs can carry it back out into the main corridor. It will turn to the right and attempt to back up, but you can just squeeze past it before it can get started. Go to 420.

407

You find Pontius and Iulia *ready*. [Please write this down.] Go to 411.

408

First, as he stands perplexed and uncomprehending, you realize that one of his tails may be an illusion. Tail 1 looks tangible enough, but lies inert and unnatural on the floor when released from his conscious control. Tail 2 is the real one. You may return to battle (go to 198) or duck out. If you were in the Long Room, you must run back to the stairwell (141). If you were in the 4m x 5m room and walked in on him, go to 425 if you leave through the west door or to 160 if you leave through the east door. You have no time to search the room, nor can you remove anything from Blek's person unless you make a successful Pickpocket roll, in which case you acquire 5W. Any unsuccessful pickpocket attempt will release Blek from his Befuddlement. Moreover, you cannot carry a weapon in the hand you try to pick his pocket with.

409

You find Pontius and Iulia *half-ready*. [Please write this down.] Go to 411.

410

You originally entered this intersection from the west, wherever else you may have wandered. Do you want to go north (368), east (375) or south (373)?

411

This room is 7m x 7m. There is a door in the middle of the E wall, and a door at the E end of the N wall. There is a bed against the S wall. There are two occupants. One is a male human of average height, dressed in expensive leather. He has bright red skin. The other is a short, good-looking woman dressed in leather pants and a thin blouse. She stutters, "G-g-g-go away!" in Tradetalk.

If they were ready, they have put on cuirboilli armor. If they were half-ready, as well as if they were ready, the man has a crossbow aimed at your navel. The woman holds a shield before her. If they were surprised, the male is not holding his crossbow, nor is the female holding the shield --- they are both reaching for their staves.

On the W side of the room is a fireplace, and beside it is an open chest, in which you see furs, hides, fabrics, and several jewels. There is a small fire in the fireplace. Close by each person is a quarterstaff.

All right. Iulia (that's her name) has told you to leave. Are you going out the door you came in (go to 402, if so)? Are you taking any aggressive action (433)? Or are you trying something else (400)?

412

This is a history of the Lothing Isles, starting with the building of the Evergreen Castle. It is worth 1000L to the Lhankor Mhy cult. Go back to 349.

413

You found a gold ring in an unpleasant place. You can wipe it reasonably clean with some of the cloth scraps in the cave, but do not feel at all tempted to put it on. Upon the ring are inscribed a Sun Rune and a spell focus. Do you want to try to cast a spell using the ring? If so, decide how much POW you want to spend, subtract that amount of POW from your total, and go to 436. If you are not spending any POW, but are taking the ring with you, go to 477. If you leave it behind, go to 381.

414

Go back to the intersection (410).

415

The ring is chaotic. They give you back your 1000L and say that they will destroy the ring. Go to 461.

416

Try to Listen. If you succeed, go to 429. If not, go to 445.

417

Lying in a crack in the floor is a silver needle with golden threads attached. Do you pick it up? If so, go to 222. Otherwise, go to 441.

418

You get out with no difficulty. However, you cannot reenter the caves this way as the Garboa will not let you.

419

They will each take five strike ranks to get a weapon out, and after that will be able to think about casting spells. Go to 460.

420

After another 10m, you come to a cross tunnel. Both the one to the right and the one to the left slope slightly uphill. Ahead, the tunnel is level, as far as you can see. Distant noises, perhaps voices or groans, echo down the corridors, but you cannot tell what direction they issue from due to the reverberations. If you cast Detect Life, go to 387. If you start down a tunnel, go to 363.

421

Is this the door you entered the pantry by? If so, go to 423. If not, go to 426 [except that Glumf will be by the fireplace]. The occupants will be *ready*. When you read 426, if you decide you don't like the situation and wish to slam and bar the door, go back to 314.

422

This is a biography of Tada. An authenticated biography of Tada, by somebody who actually knew him, is worth tens of thousands of lunars. Unfortunately, this one is sheer fabrication, written by a guy named Cliff-Toad Erving. Even so, it is worth about 400L to the sages for entertainment, if nothing else. Return to 349.

423

You find the room in whatever condition you left it. Go to 426, keeping in mind any changes you made in the room and its occupants.

424

At the end of the tunnel is a locked door. Can you pick the lock? Try to roll your Lock Pick skill. If you make it, you can go through the door. Go to 458, entering by the east door. If you are going back to fight the nasty critter, go to 532. If you failed to pick the lock (you only get one try), 532 is your only choice.

425

You enter the kitchen through a door in the southeast corner. If you have passed through this door before, go to 423. Otherwise, go to 426.

426

This room is quite large -- 13m x 11m. Along the W wall is a large fireplace and in the NW corner is a brutal squat slab of stone, square and about 2 feet high. A half-finished inscription is carved on the side of the slab in Darktongue. A small fire is in the fireplace. In the NE corner of the room is the dilapidated wreckage of what may have been a dumbwaiter. The ceiling above the wreckage is boarded over. The furnishings, implements, tables, and shelves in the room suggest that it was once the castle kitchen. There are three doors. One is in the S wall by the fireplace. Another is in the E wall, 2m from the S wall. The third is in the E wall, about 4m north of the previous door. It is next to the ruins of the dumbwaiter. There are two scorpion females, and a scorpion man in the room. If you gained entrance to this room by fighting Blek (or any other being), they are *ready*. If you got access by persuasion, Befuddle, or some other stratagem, they must succeed in Listening to be ready. Try to roll 25% or less on 1D100 three times. If you make any roll, they are ready. Otherwise, they did not hear you and were *unprepared*. The smaller scorpion woman has a heavy mace. The other has two butcher knives (treat as shortswords). The scorpion man has a short spear. If they were ready go to 431. If not, go to 439.

427

You scramble up the pyramid of casks and push on the ceiling. Sure enough, the trapdoor opens upward. You haul yourself up into a room that looks like it has been sealed and forgotten for years. There is nothing in it but a small metal box. If you open the box, go to 349. If you leave it behind and climb down, go to 441.

428

She casts a spell at you. It is a two-point spell and her POW is ... ahem ... 29. Does it work? If so, go to 443. Otherwise, go to 396.

429

The passage slopes upward at a slight but ever-increasing angle. Somewhere up ahead, out of sight, you hear the sound of scraping rock. It is not loud: if you hadn't been moving quietly, you would not have heard it. What will you do? Will you advance (go to 486), stop and try to Listen (470), or turn around and head back to the intersection (410)?

430

Most of Pontius' and Iulia's wealth is in the form of trade goods; not portable enough for solo adventurers. They trade in kettles, frying pans, shovels, picks, and other simple tools and utensils to the scorpion people in return for fur, hides, and even pieces of scorpion exoskeleton. However, there are a few items which can be carried away, starting with Iulia's pot of Blade Venom POT 8, which contains 5 doses, minus however many she used during the melee.

They also have three gems, worth a total of 1350L, and another potion. Unless you know Taste Analysis (and succeed in using it) or Analyze Magic, you will not be able to discover the nature of the potion until after you leave Scorpion Hall. It is magical. When you find out its nature, it will turn out to be a potion good for one use of Dispel Magic 8. Most useful for fighting heavyweights with Shield 4.

Now pick your exit. If it's the same door you entered by, go to 402. If you leave by the other door, go to 426 if it is the N door, or to 346 if it is the E door.

431

The smaller scorpion woman is standing about 3m away. She is throwing a rock at you. The scorpion man is about 6m away, near the NE door, and he, too, is throwing a rock. The larger scorpion woman is right by the NE door and is using a sling to fling a stone at you. Do you feel unwelcome? You can either fight (go to 397) or duck out (391).

432

This is a language text: a primer in Darktongue. It has vocabulary lists, grammar exercises, and simple stories. Reading this and doing all the assignments will take you four weeks, after which you will be able to Read and Write Darktongue at 25%. If you could already Read Darktongue at 25% or better, it will add 05% to your ability, up to a maximum of 50%. Return to 349.

433

They attack. Go to 437.

434

She is saying, "I want to be alone. Pliss leave me alone. You understand Old Vyrnish? Ya, goot, now you vill go, yess?" You can leave (410), attack (484), or tell her how pretty she looks (450).

435

Above you (you think) is the northeast corner of the first floor of the castle. Did you explore this area? If not, go to 441. If you did, try a Mapmaking roll. If you succeed, go to 455. If not, go to 441.

436

The POW you put in went away, and the ring lights up. Presumably you were looking at the ring, and now you have cast Light on it. The ring is a Light matrix. Go to 381.

437

When you entered this room, you will have found Pontius and Iulia in one of their three states of preparedness: ready, half-ready, or surprised.

*Ready* means that they have had a chance to put on armor. It also means that they have had a chance to prepare their weapons. Pontius has wound and loaded his crossbows. Iulia has dipped her daggers in Blade Venom and cast Speedarts on them.

*Half-ready* means that they have not had a chance to put on their armor, but they have prepared their weapons as described above.

*Surprised* means that Pontius' crossbow is unwound, and Iulia's pot of Blade Venom is still corked and sitting on the table out of reach. They will immediately grab their staffs.

In melee, Pontius will always try to Harmonize his opponent first. If it hits Countermagic, he tries once more, with an extra point of POW behind it. If it just doesn't work, he casts Bludgeon 4 on his staff and fights. If he is ready, he will have his crossbow wound with a bolt in it and Iulia will have cast Speedart on the bolt.

Iulia, if ready, will have cast Speedart on a dagger and have dipped all four daggers into her Blade Venom. She will also have cast Speedart on Pontius' crossbow quarrel. Since an impaling throwing dagger with a Speedart does a minimum of 9 points of damage for her, it is not to be scorned, especially when carrying Blade Venom. She throws two each melee round, with Speedart on the first. In melee she will first cast Protection on herself, and then Bludgeon on her staff, if that is what she is fighting with.

If Pontius manages to Harmonize you, Iulia will relieve you of your weapons and tie you up. (If you have an allied spirit, it will be able to dispel the Harmonize if it has Dispel Magic 2, but that will still take one melee round, by which time you will have dropped any weapons you held, and shaken the shield from your shield arm. You will need to draw new weapons to continue fighting, as your old ones are out of your reach.) Once they have secured you, they will remove your magic items and money, then turn you over to the Ransom Enforcers after leaving the castle. An additional 1000L ransom is extracted if you belong to a chaos-hating cult such as a Lightbringer or Storm Bull.

Pontius and Iulia will not return to the castle. Your goods are gone for good. If you defeated them, go to 430. If you flee through the door you entered by, go to 402.

<b>Pontius Profit, ogre male initiate of Etyries</b>							<b>Notes</b>		
STR 21	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>	<i>Parr%</i>	<i>Pts</i>			
CON 14	Quarterstaff	6	60%	1D8+1D4	60%	15			
SIZ 11	Shortsword	9	45%	1D6+1+1D4	50%	20			
INT 11	Hvy Crossbow	4	70%	2D6+2	25%	10			
POW 15									
DEX 6	Defense: 0%								
CHA 13	Spells: Bludgeon 4, Harmonize (2), Healing 3, Repair (2)								
							Chaotic Feature: bright red skin		
							Experience bonus: 0%		
<b>Iulia Income, ogre female initiate of Etyries</b>							<b>Notes</b>		
STR 21	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>	<i>Parr%</i>	<i>Pts</i>			
CON 16	Quarterstaff	4	70%	1D8+1D4	65%	15			
SIZ 9	Shortsword	7	50%	1D6+1+1D4	30%	20			
INT 13	Thrown Dagger 2/7	65%		1D4+1D2	—	—			
POW 11	Mdm Shield	—	—	—	50%	12			
DEX 13									
CHA 7	Defense: 10%								
							Spells: Bludgeon 2, Disruption, Glamour (2), Healing 2, Light, Mobility, Protection 3, Speedart		
							Iulia has a pot of 8-point Blade Venom to dip her throwing daggers into. She has 4 such daggers.		
							Experience bonus: 3%		
<b>Pontius &amp; Iulia</b> <b>Hit Location</b>				<b>Pontius:</b> <i>Ready</i> <i>Armor/Pts</i>		<b>Iulia:</b> <i>Ready</i> <i>Armor/Pts</i>		<i>Unready</i> <i>Armor/Pts</i>	
				<i>Location</i>	<i>1D20</i>				
				R LEG	01-04	5/5	2/5	5/6	2/6
				L LEG	05-08	5/5	2/5	5/6	2/6
				ABDOMEN	09-11	5/5	2/5	4/6	1/6
				CHEST	12	5/6	2/6	3/7	0/7
				R ARM	13-15	5/4	2/4	3/5	0/5
				L ARM	16-18	5/4	2/4	3/5	0/5
				HEAD	19-20	3/5	0/5	3/5	0/6
				<i>Hit Points:</i>		14		16	
<p>438</p> <p>Scattered about in the litter of the alcove, which you recognize as the post that the skeleton must occupy while 'authorized' personnel pass, you find 9 wheels. Go to 507.</p>									
<p>439</p> <p>The three scorpion beings are in armor, but do not have their weapons out. Nefty, the small scorpion woman, is beside the fireplace. Twing, the male, is in the middle of the room. Glumf, the larger female, is sitting against the north wall. Do you fight (419), or duck out (391)?</p>									
<p>440</p> <p>The stairs descend for 20m and then open into a tunnel which turns north immediately. Just as abruptly, the tunnel turns west again. After 10m more, it opens into a dimly lit room. In it is a scorpion man swinging a maul confidently, and looking at the doorway you will enter through. You can stand your ground (456), enter and fight (534), or run away (513).</p>									

441

You may continue to search or you may take one of the two exits from this room. If you take the west exit, go to 347. If you take the east door, go to 320. If you are still searching, make up your mind where (north wall, south wall, floor ceiling, etc.) and go to 487.

442

The title of the book is "Finding Yourself: what to do when you are lost." Reading this book and absorbing the information takes 3 weeks. It raises your Mapmaking ability by 20%, but will not increase it above 75%. Go back to 349.

443

The spell was Dismay, an antique battle magic. It is a two-point spell, lasts 10 meleé rounds, and has a range of 80m. If it overcomes the target's POW, the target will flee in terror from the caster. The target will not attack nor be able to cast any offensive spell. He can parry and apply Defense. You now run back to the intersection (410).

444

Two ahead of normal SIZ. Go to 508.

445

Try to Move Quietly again. If you succeed, try to Listen (normal chance). If you succeed at Listening, go to 473. If you were not Moving Quietly, try to Listen anyway, but at half normal chance for success. Again, if you make it, go to 473. If you did not succeed at Listening, go to 490.

446

You still need a light source (or see-in-the-dark eyes). Down the stairs you amble, looking for trouble. You may have found it. You enter a square, 3m x 3m room through the north door. Go to 458.

447

Now that you have a chance to look it over, you can see that the room resembles a huge wine bottle, sliced vertically down the center, and then tipped over onto its flat surface, with the neck pointing west. The vault rises up to 5m overhead. There are doors in the north and east walls, the north one being cleverly set to match the curvature of the wall. Through the 'neck', at the west end of the room, a low passage leads out into darkness. On a table against the south wall of the room is a foot-long box, either made of or covered with scorpion chitin. Do you want to Spot Trap? If so, go to 516. If you don't want to waste time and open it right away, go to 520. If you want to leave the room, go to 514.

448

As you advance into the dark corridor, the door behind you shuts and locks. If you try to pick the lock, you find that you can't do it. For better or worse, you are stuck in this section of the castle. You walk forward through the damp corridor, which starts to slope downward. After you have gone 50m or so, the downgrade is quite pronounced. The corridor has a rough-cut 3m high vault over your head. Water drips from cracks in the rock. This passage is quite different from the halls in the castle. After about 20m more, the passage levels out. Go to 472.

449

POW storage crystals are *supposed* to be indestructible. This one will not store Power, but a damaged crystal is worth 1500L to Lhankor Mhy's priests. They would very much like to know what harmed a crystal, a drop of the "blood of the gods."

They will throw in an analysis of the potion. It is a CON increase potion. After drinking it, you have a (21-CON) times 5 or less on 1D100 of gaining a point of CON. It will not raise your CON above your STR or SIZ, whichever is larger. To leave the room, go to 514.

450

Roll your Oratory. If you made it, go to 465. If you didn't, go to 428. If you fumbled, go to 479.

451

Above you, you see a well-camouflaged trellis gate set into the ceiling. You may assume that if you pass under it, at a point further down the passage, it will fall behind you and prevent you from returning. You may go back to the octagonal room, entering through the east door (501). You may try to disarm the trap, a risky procedure (476). Or you may continue to walk eastward in defiance of the supposed trap (531).

452

You hear a rumbling very close. You may cast the spell that you had in mind, but no other spell. If you didn't specify a particular spell, you can't cast anything. Cast it or not, decide which you do and go to 490.

453

The title of this book is "Selecting Betrothal Rings." Reading it and studying the lessons will take five weeks. At the end of this time, your Evaluate Treasure ability will have improved by 10%, to a maximum of 75%. Go to 349.

454

Each melee round, the water gets 20cm deeper (about two hand-widths). The ceiling is only 2m high, so you have but 10 melee rounds (2 minutes) before you are completely submerged. Each round that you stay in here, try a Spot Hidden. If you ever succeed, you see a concealed door at ground level. The door opens inward, and since water presses on it, you will have to overcome that pressure to open it. The pressure is STR 3 in round 2, STR 6 in round 3, 9 in round 4, and so on, until it reaches 27 in round 10. To open the door, in the round after which you spotted it, match your STR vs the STR of the water pressure. You may try more than once to open it. If you open it, go to 503.

If you don't find it, or give up on trying to open the door, you can escape up the tunnel anytime before melee round 7 (melee round 6 if your SIZ is 9 or less, or melee round 8 if it is 16 or more). Starting in that round, you must make a Swim roll to escape. A fumbled Swim roll, or three successive misses (you can try again and again to get away, but 3 times in a row is bad) means that you suffered death by drowning. If you get away, return to the octagonal room (501).

455

You realize that there was a part of the first floor unaccounted for — the north-east corner. It would need to be a small room, but you saw no entrances to such



a room on the first floor. So, you look once more at the ceiling. Roll a Spot Hidden. If you failed, you decide that you must have been mistaken -- there's nothing there after all. Go to 441. If you succeed, however, go to 360.

456

Reggie the scorpion man has a Spot Hidden of 70%. Does he see you? (Try to make his Spot Hidden.) If he does, he casts a spell at you. Make your statement of intent, and then go to 478.

457

If you made a successful Jump attempt, you are on the back of the creature. It is wide and flat enough for you to run to the end of it without any trouble. You clamber off. Looking back, you can see its head questing vainly for you, confused by your sudden disappearance. Since getting turned around is no mean feat for this monster, it will not be a threat to you for a long time. You can continue down the corridor in your original direction (eastward). Go to 377.

However, if you failed your Jump attempt, roll the Butter's attack (80% or less on 1D100 means that it hits). If it hits you, it does 1D8 + its current damage bonus + *your* current damage bonus (to simulate your charging it to try to leap over). Return to 500 and continue your melee.

458

This room has 3 doors, N, E, and W. It is 3m x 3m. It is lit by a lantern. In the middle of the room is a scorpion man with wings. He holds a javelin. Roll his Listening (50%). If he heard you, he throws the javelin at you on SR 2. If you didn't make his Listen roll, he will throw it on SR 7, giving you more time to do something. His javelin toss is 70%, and does 1D10+1D2 points of damage if it hits. If he did not hear you coming, you can apply Defense. If you have a DEX of at least 16, and he didn't hear you, you can duck out of the room before SR 7 if you like. Keeping all this in mind, make your statement of intent for the round he's throwing the javelin in, and then go to 521. If you can duck out, and you wish to, go to 523.

459

She is moving toward you. You think she is going to try to encircle you in her coils. Are you going to stand and fight (471), retreat (414), or beg for mercy (479)?

460

The scorpion persons are: Nefty, the smaller female; Twing, the male, and Glumf, the larger female. Nefty and Twing will try to protect Glumf as best they can. Nefty will advance to fight you while Twing and Glumf retreat toward the NE door. Glumf will go through the door at the start of the second round of melee. At the same time, Twing will turn to do his timid best in the fight. His first action will be to cast Dispel Magic 4. If you have damaged Nefty by that time, he will cast it at your weapon. If you haven't damaged her, but have taken a hit doing no damage to you, he will cast it at you. Otherwise, he will first cast Detect Magic, and on the next round cast Dispel Magic as appropriate. If there is nothing to dispel, he will cast Firearrow on a rock and throw it at you. Nefty casts Protection on herself, so she will glow when and if the Detect Magic is cast. Her mace will not (your magic spells will, of course, glow). If Nefty is disabled, Twing will try to reach her to Heal. If she is killed, he will try to leave by the NE door, but will find it locked. Therefore, he will turn to fight. He's actually tougher than Nefty, so don't be overconfident.

If you somehow prevented Glumf from leaving the room, such as by casting a Glue 3 on the door, she will turn to attack you starting in melee round 2.

If you win the melee, go to 468. If you lose, they take your treasure and keep it for themselves.

### Twing, scorpion man and initiate of Bagog

STR	Weapon	SR	Attk%	Damage	Parr%	Pts
CON 11	2H Spear	4	60%	1D8+1+2D6	50%	15
SIZ 22	Sting	7	80%	1D6+2D6	—	—
INT 9	Thrown Rock	2/9	80%	1D4+1D6	—	—
POW 13						
DEX 13	Defense: 0%					
CHA 15	Spells: Detect Magic, Dispel Magic 4, Firearrow (2), Heal 3					
	Skills: Listen 25%, Spot Hidden 45%					
	Chaotic Feature: Any weapon penetrating Twing's flesh does an additional point of damage. This does not apply to Disruption. His detrimental chaotic feature makes Twing a coward, in spite of his size and strength.					
	Experience bonus: 0%					

### Twing Hit Location

Location	1D20	Armor/Pts
RH LEG	01	6/3
RC LEG	02	6/3
RF LEG	03-04	6/3
LH LEG	05	6/3
LC LEG	06	6/3
LF LEG	07-08	6/3
TAIL	09-10	3/5
THORAX	11-12	6/5
CHEST	13-14	6/6
R ARM	15-16	5/4
L ARM	17-18	5/4
HEAD	19-20	6/5

Hit Points: 14

### Nefty, scorpion woman and initiate of Bagog

STR	Weapon	SR	Attk%	Damage	Parr%	Pts
CON 11	Hvy Mace	5	75%	1D10+1D6	45%	20
SIZ 14	Sting	6	80%	1D6+1D6	—	—
INT 12	Thrown Rock	1/6	100%	1D4+1D3	—	—
POW 8						
DEX 19	Defense: 10%					
CHA 14	Spells: Healing 3, Mobility, Protection 2, Vigor (4)					
	Skills: Listen 25%, Spot Hidden 40%					
	Experience bonus: 0%					

### Nefty Hit Location

Location	1D20	Armor/Pts
RH LEG	01	6/2
RC LEG	02	6/2
RF LEG	03-04	6/2
LH LEG	05	6/2
LC LEG	06	6/2
LF LEG	07-08	6/2
TAIL	09-10	3/4
THORAX	11-12	6/4
CHEST	13-14	6/5
R ARM	15-16	6/3
L ARM	17-18	6/3
HEAD	19-20	6/4

Hit Points: 12

### Glumf, scorpion woman and initiate of Bagog

STR	Weapon	SR	Attk%	Damage	Parr%	Pts
CON 7	R Shortsword	4	45%	1D6+1+2D6	20%	20
SIZ 21	L Shortsword	4 [8]	40%	1D6+1+2D6	35%	20
INT 9	Sting	5	45%	1D6+2D6	—	—
POW 18	Sling	1/6	35%	1D8	—	—
DEX 20						
CHA 14	Defense: 05%					
	Spells: Binding, Detection Blank 1, Dispel Magic 2, Heal 3, Protection 2; (in crystal) Ironhand 3, Mobility					
	Skills: Listen 30%, Spot Hidden 60%					
	Magic Item: 4-point Spell Storing crystal					
	Chaotic Feature: +8 POW (already included)					
	Experience bonus: 0%					

### Glumf Hit Location

Location	1D20	Armor/Pts
RH LEG	01	3/2
RC LEG	02	3/2
RF LEG	03-04	6/2
LH LEG	05	3/2
LC LEG	06	3/2
LF LEG	07-08	6/2
TAIL	09-10	3/4
THORAX	11-12	6/4
CHEST	13-14	6/5
R ARM	15-16	5/3
L ARM	17-18	5/3
HEAD	19-20	4/4

Hit Points: 11

461

Hidden in the debris of the dumbwaiter, you find two gems and a potion. The potion smells suspiciously like scorpion venom. Do you take it with you (376) or leave it behind (462)?

462

Time to Evaluate Treasure. If you evaluate the first gem, you can sell it for 900L. If not, you can still get 600L. If you evaluate the second, you get 1400L, and if not, only 800L. Now, you may leave by the south door (go to 407), or you may leave by the southeast door (308). Or, you could dig around the room some more (325) or start to batter on the northeast door that Glumf left through (295).

463

Two of normal SIZ. Decide what to do, then go to 522.

464

If this is swallowed, it will increase your INT by 1. Sadly, it costs you a point each in STR, CON, and SIZ – decreasing your training maximum for STR and CON. No Divine Intervention or other subterfuge will block the negative effects of this potion. This also will reduce your maximum encumbrance by 1. Now you must go to 394.

465

Boy, is she flattered! Nobody has said anything that nice to her in centuries. So, this is what she tells you:

“Thiss tree trunk above me, she iss hollow. That iss how I get out to the surface. If you vish, I vill help you climb out. Any time you vant me let you out, you come back here. [However, after a week, she probably won’t recognize you any more. Roll her INTx5 to see if she does.] You stay out of pool hall to left as you leave here, pliss. That iss nasty crawly thing, a dissgrace to all legless kind. Straight across is strange spider people with stings. One came in here once, and I eat it. Tastess a little better than broo, I think. But best iss dragonssnail. Next one I catch, I breeng you hunk, yess? Come back any time you vant; you very nice creature. Many veird beetle kind things in this cave; not normal people like you and me, you know.”

So, you can either climb out the hollow tree (418) or walk back to the intersection (410).

466

One ahead. Decide what you will do, then go to 525.

467

You don’t hear anything unusual. Go to 475.

468

First, as to the future. The scorpion people are going to abandon this section of the basement. Twing and Nefty will not be replaced, and neither will the guards. This statement supersedes any made after encounters with Blek or Oakstump. However, the spider demon, if killed, may still be replaced: any statement made there still applies. Also, there may be unaffiliated scorpion folk or other beings in the basement; Glumf’s withdrawal does not affect them.

The northeast door to the kitchen is locked, apparently barred by Glumf after she went through. If you managed to keep her from escaping by some leger-

demean, it is barred anyway. Therefore, you may as well stop and search the bodies. Nefty carried a pouch holding 10W. Twing wore a small ring set with tiny stones and bearing a minute (unreadable) inscription. You may take it with you (371), put it on (493), or leave it on his finger (461).

469

You still need your source of illumination, for there is still no light. Behind the E, S, and W doors are stairs that lead down out of sight. You may return through the N door to the intersection (410), go W (440), S (446), or E (518).

470

Try to Listen. If you make it, go to 496. If not, go to 475.

471

She casts another spell at you, this time with a POW of 27. If it works, go to 443. If it doesn't, and you don't back up, she assumes you are hostile and attacks (go to 484). If you decide to retreat after the spell fails, go to 414.

472

There is a large creature blocking the corridor ahead. If you Listen successfully, you get two rounds of warning. If not, you get only one round. It looks like an eight-legged cross between a caterpillar and a beetle. It is about 3-4 meters long and a meter high. Its head and body are covered by horny plates, and the plates are covered with coarse golden hair. It is scuttling rapidly toward you, and from what you can see, implausible as it seems, the creature appears to be intending to butt you! Make a statement of intent, then go to 500.

473

You hear a harsh grinding noise up ahead. You may cast whatever spell you had in mind (but no other), but you must do it right away. You cannot wait for more information about the sound. Decide whether or not you will cast the spell, then go to 490.

474

You are in a large, 8m x 6m pantry, with many shelves stocked with all sorts of containers, most empty. You came in through the south door, two other doors are in the room, one leading west, the other east.

There is a shade in the room moving quickly towards you. You have five strike ranks to do something before it engulfs you. To attack it physically from outside its fearshock zone, you need a weapon at least 1.5m long -- that is, with a basic strike rank of 1 or 0. You may throw a rock, dagger, or axe at it, or you may cast a spell. This assumes that you have the strike ranks for the action. The shade will engulf you at the end of SR 5. It moves faster than you do; you cannot outrun it. A shade will not usually willingly pass through a Lightwall, but you cannot cast it before SR 3, and by that time it is too close to you to stop. If you try to cast Invisibility on yourself, the shade will stop advancing if it rolls its INTx5 or less on 1D100. The shade's INT is given in 502. If it doesn't stop advancing, it will engulf you, and you will turn visible then. The shade was summoned by something named Florgal. Make your statement of intent and go to 502.

475

Do you advance (go to 486), or turn around and go back to the intersection (410)?

476

You need to disarm the trap by poking at it from below. The Flintnail cult spell of Support (shared by the Pavis cult) will keep the trap from falling for 15 minutes. Otherwise, if you fail your Disarm Trap, it may fall on you. Roll your Disarm Trap. If you succeed, you have wedged in the gate so it cannot drop. Go to 485. If you fail, the trap springs with you below it. The falling gate does 3D6 damage to a random leg. Armor will help. Now, go to 531, except that the gate will fall *before* you enter the room.

477

You eventually (long after leaving the castle) find out that it is a Light matrix. Go to 381.

478

The spell is Disruption, cast at SR 2. His POW is 14. If you cast a spell at him, you found out that he had Countermagic 1 on himself. Melee now begins. Go to 534.

479

With a sideswipe of her massive body, she sends you tumbling back down the tunnel. You can be sensible and return to the intersection (410), or be an idiot and make her mad, in which case she will attack. If the latter, go to 484.

480

Since you came in this door, you have presumably met the skeleton already. If you dismantled it, go to 515. If not, it's still waiting for you. Go to 532 and fight.

481

You pried open the door, but nothing is behind it but blank wall. In the time it took you to open the door, you were exposed to the Shakes. Roll your current CON (or hit points, whichever is less) times 5 or less on 1D100, or you have caught the Shakes. You lose one point of DEX immediately. Now determine whether you have the chronic, acute, or terminal form, as per the RuneQuest rules. If you didn't catch the disease, you still realize that you will be exposed to repeated attacks of the disease if you remain here. Go to 441.

482

If you were unaffected by the shade, you spend one round inside it floundering about to get out of it. There is torchlight in the room. It will try to hit you, naturally, and the two scorpion women will throw things at you. One of the women is Glumf, who fled from the kitchen. Her abilities are given in 460. The other being here is Jenett, the scorpion queen.

Before you lumber through the door, Jenett will cast Shield and Protection 4 on herself, giving her 6 additional points of armor in each location. On the round you are within the shade, Jenett and Glumf will get two shots at you. Jenett will throw stones, and Glumf will use her sling. If you leave the shade while it is still intact, it can move away from you and then return, subjecting you to another fearshock attack. Unless you have Shield or plenty of Countermagic, you may want to dispose of it first. Its hit points were given in 502. If you want to attack it, you will need to make an INTx5 roll as long as you are inside it.

You have one round to run like hell out the door you came in. After that, there is one of the monsters on each side of you, and you cannot escape until you kill, disable, or Befuddle one of them. If you flee, go to 492. Otherwise, it is a complicated melee.

You have one round to run like hell out the door you came in. After that, there is one of the monsters on each side of you, and you cannot escape until you kill, disable, or Befuddle one of them. If you flee, go to 492. Otherwise, it is a complicated melee.

This is the climactic battle for the scorpion men. For Glumf and Jenett, there is no retreat or surrender. They will fight to the end to protect the eggs (which are not visible to you).

Try to play Jenett and Glumf just as smart as your own character. Consider what spells they might be casting. Jenett's ally has a natural preference for Dispel Magic. Do not forget about their Defense, parries, and Healing. Only Rune levels are meant to get this far; if you aren't one, you should be seriously thinking about that go-to-492 option. In this complex melee, it is especially important to keep track of melee rounds (when spells expire, when you can Heal again, etc.) and strike ranks (sequence of activities). If you win, your character may want a blow-by-blow account of the victory anyway.

If you win, go to 447. If you lose, Jenett eats you. For each skill you have at 25% or more that she does not have, and each battle magic spell you know that she does not, roll 1D100. If you roll 08 or less, she has absorbed that skill or spell. The skill will be known at 25%.

#### Jenett, Bagog scorpion queen and priestess

STR 22	Weapon	SR	Attk%	Damage	Parr%	Pts
CON 16	Hvy Mace	4	80%	1D10+2D6	60%	20
SIZ 21	Sting	5	65%	1D6+2D6	—	—
INT 13	Thrown Rock	1/6	80%	1D4+1D6	—	—
POW 18	Lg Shield	5	40%	1D8+2D6	80%	16
DEX 20	Defense: 30%					
CHA 17	Spells: Binding, Detect Life, Healing 6, Mobility, Protection 4; (known by ally) Dispel Magic 4, Multimissile 2					
	Rune Magic: Carapace, Shield 1, Spell Teaching					
	Skills: Climb 90%, Evaluate Treasure 50%, Jump 80%, Listen 100%, Move Quietly 60%, Spot Hidden 90%					
	Jenett's sting injects POT 16 poison.					
	Chaotic Feature: +20% Defense (already included)					
	Experience bonus: +03%					
	Allied Spirit: (in ring) INT 6, POW 12					

#### Jenett Hit Location

Location	1D20	Armor/Pts
RH LEG	01	4/5
RC LEG	02	4/5
RF LEG	03-04	4/5
LH LEG	05	4/5
LC LEG	06	4/5
LF LEG	07-08	4/5
TAIL	09-10	7/7
THORAX	11-12	7/7
CHEST	13-14	7/8
R ARM	15-16	5/6
L ARM	17-18	5/5
HEAD	19-20	5/7

*Hit Points:* 20

483

You are going to have to jump, but because you had so much advance warning, you have +15% added to your chances for success. Go to 490.

484

This is the Garboa. This reclusive, woman-headed constrictor wants only to be left in peace, but you had to attack her. Gosh, some people!

The first thing that the Garboa does is to cast Dismay at you. This antique spell, long since passed from any other living memory, is a 2-point battle magic spell, and, if successful, causes the target to flee in terror from the caster. Like most battle magic spells, it lasts for 10 melee rounds and has a range of 80m. A Dismayed character can cast no offensive spell, and cannot attack physically, though he can still parry.

If her Dismay doesn't work, she goes over to the attack. Her constriction attack cannot be parried -- a successful parry just means that the weapon was encircled too. Each round she will try to throw another coil around you. The

coil starts contributing to constriction damage the round after it encircles you. Therefore, the damage is equal to 3D6 for every coil that has encircled you by the beginning of the round. Armor will protect you until its hit points are overcome, then it will no longer protect.

If you wish to surrender, raise your arms in tearful supplication: then make her INT roll. On any round she understands your gesture (she has a 20% chance), she will stop squeezing. She won't release you, however. Throw your weapons in the corner behind her, then follow with your magic items, armor, pouches, etc. When you are virtually naked (she has been shifting her coils carefully to let you disencumber yourself of all that military equipment and loot), then she will release you. Goodbye, she says in Old Wyrnish. You get the drift. Return to 410 and try to figure out how to get out of here alive without your magic, weapons, or armor. Why did you attack her anyway?

If you don't surrender, the damage will keep going up by 3D6 per round that she hits with another coil (which she does fairly often, with her 200% chance).

If by some miracle you defeat her, you find that she has no treasure. There are a few scorpion exoskeleton pieces; evidently you were not the first to venture in here. You find that the tree above you is hollow. If you make a Climb roll (one chance only) you can climb up the trunk and out onto the hillside, free of the castle. Otherwise, go back to the intersection (410).

**The Garboa**

STR 38	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>
CON 26	Constriction	4	200%	3D6 per coil
SIZ 34				
INT 4	Defense: 0%			
POW 29	Spells: Dismay (2), Healing 2			
DEX 32	Languages: Speak Old Wyrnish 20%			
CHA 18	She's <i>very</i> old, though she doesn't look a day over forty.			
	Experience bonus: -18%			

**Garboa Hit Location**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
TAIL	01-06	14/15
BODY	07-14	14/22
HEAD	15-20	14/20
<i>Hit Points: 36</i>		

**485**

The passage emerges into a square room, about 5m across and 2m high. As you enter the room, holes open in the ceiling. A few seconds later, water begins to pour through the holes. You realize that if that gate had fallen behind you, you would be trapped in this room as the water rose. You may race back down the tunnel, up the stairs, and into the octagonal room, entering by the east door (go to 501), or you may stay and search the room for anything useful. The water rises at the rate of a meter per five melee rounds, or about 2 inches every three seconds. If you stay and search, go to 454.

**486**

Try to Move Quietly again. If you succeed, then roll your Listen, giving yourself a +20% add for your extra alertness. If you did not Move Quietly, you may still Listen, but you get no extra add. If you Listen, go to 511. If not, go to 452.

**487**

You are exposed to the Shakes. Even if you have been exposed before (even if it was in this very room), you must still resist vs. the disease or catch it. Roll 1D100. If this number is greater than your current CON (or current hit points, whichever is less) times 5, you caught the Shakes and must lose a point of DEX immediately. Determine whether you have the chronic, acute, or terminal form, as per RuneQuest rules. If you didn't catch the shakes, you still realize that you

will be exposed to repeated attacks if you remain in this room. Now, do you search the north wall (378), the south wall (353), the floor (403), or the ceiling (348)?

488

You see that Reggie was standing atop another exit from this room. Lifting the trapdoor, which is about a meter across (roll Reggie out of the way first), you see stairs leading down into the darkness. Do you take them, or return to the octagonal room? The stairs take you to 508, the octagonal room takes you to 501, entering from the west.

489

If you open the box, go to 520. If you leave it behind, go to 514.

490

A huge cylindrical rock comes barreling down the tunnel towards you. It is as long as the tunnel is wide and a meter in diameter. Your only chance is to leap over it, which will take split-second timing. You have no chance to do anything else. Roll your Jump. If you succeed, you're over the rock, and it bounces down the corridor out of sight. If you fail, take 3D6 points of damage to one of your legs (armor will absorb). If you fumble, you took 3D6 points of damage to your head instead of your leg. Now, go to 499.

491

There is no poison on the tail. However, there is a disease. Go to 395 for details.

492

If you came in through the north door, go to 504. If you came in the east door, go to 530.

493

You now have Twing's chaotic feature: any weapon penetrating your flesh will do an additional point of damage. You *cannot* remove the ring from your finger: Twing would have taken it off if he could. To remove the chaotic feature, you must first get rid of the ring. That means you have to cut off the finger. The Chalana Arroy cult will charge you 1000L to regrow the finger, 500L if you are an initiate of any Lightbringer cult, Aldrya, Eiritha, or Storm Bull cults. The chaotic feature will remain until you perform a Divine Intervention to remove it. Go to 461.

494

This passage leads north for about 15m. It is dark, so you need a light source. Stairs rise about 10m to a horizontal door. Unless you previously removed it, there is something very heavy on top of the door, preventing you from opening it. If you removed it, go to 512. If not, return to 514 and the bottle-shaped room.

495

You return to the scorpion queen's room. Go to 514.

496

You hear nothing but your own breathing. Go to 475.



497

The box contains: 50 wheels, a small quartz crystal hammer worth 400L, a magic bronze needle which never pricks its user, worth 50L, an engraved golden bracelet worth 420L, a potion, and a cracked POW storage crystal which no longer holds any POW.

All together, these items represent 2 points of ENC. Decide which of them, if any, you take with you. Then go to 449.

498

What are you doing here? You can't get here from anywhere. Return, try again.

499

You may continue ascending the slope (510) or return to the intersection (410), assuming you are still conscious. If you are unconscious, a horrible monster comes by and absorbs you and all your treasure. It is gone permanently.

500

This is the scuttle butter. Because of the locked door behind you, there are only two ways to deal with this monster, short of Divine Intervention. One is to try to fight and kill it. Remember, you need a light source to fight down here. You cannot apply Defense in this corridor, as the butter takes up too much of the width. Your other choice is to jump onto the back of the butter, and run over it. You may guess that the scuttle butter can't turn around very easily in this tunnel, which isn't much wider than it is. However, if you decide to jump, you cannot attack in that round. If you miss your Jump roll, it could well hurt. If you have a shield, you may attempt to parry with it as you jump, but weapon parries will not absorb any damage. If you try to jump, go to 457. Otherwise, continue the melee until its conclusion. If you win, go to 377. If you lose, the scuttle butter takes all of your loot and hides it away in its lair.

The scuttle butter can ram its opponents with its thick head.

**The Scuttle Butter**

STR 36	<i>Weapon</i>	SR	Attk%	Damage
CON 16	Butt	6	80%	1D8+3D6
SIZ 29				
POW 14	Defense: 0%			
DEX 15	Subtract 1D6 from the scuttle butter's damage bonus for every two legs it loses.			

**Scuttle Butter Hit Location**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
RR LEG	01	6/7
RH LEG	02	6/7
RC LEG	03	6/7
RF LEG	04	6/7
LR LEG	05	6/7
LH LEG	06	6/7
LC LEG	07	6/7
LF LEG	08	6/7
BODY	09-14	10/8
HEAD	15-20	14/7

*Hit Points: 21*

501

The octagonal room is about 10m across. There are four doors in the room, in the N, S, E, and W walls. The other four walls hold niches containing statues of female scorpion beings. A track of pulverized stone shows where a rock was pushed across the floor and through the north door. You may cast Detect Life. If you do, go to 366. If you go out one of the doors, go to 469.

502

To determine which shade Florgal has summoned, roll on the table below:

### Shade Determination Table

1D3	Shade	INT	POW	Hit Points	SR	Attack	Damage	Move
1	One	5	14	12	1	20%	1D6	12
2	Two	2	21	8	1	20%	1D6	12
3	Three	4	16	11	1	20%	1D6	12

The shade attacks with fearshock on the first round you are engulfed in it. Match its POW versus your CON. If it overcomes you, roll on the table below. If the attack is unsuccessful, roll 1D100+50 on the table below.

### Shade Fearshock Table

#### 1D100 Result

01-05 Victim dies of fear.

06-35 Victim collapses for 20 CON full turns (at least one). Victim may parry and Heal, but not attack, nor may he cast other spells. He must roll his CONx5% or die of fear.

36-95 Victim demoralized for 20-CON full melee rounds.

96-00 Victim flees in panic for 20 melee rounds. Will leave the castle if possible. Will attack fanatically (as per Fanaticism spell) if escape is blocked.

100+ No effect.

Countermagic 1 will temporarily block the effects of a small shade, as will a Shield spell.

Once inside the shade, you can attack it in any round you roll your INTx5 or less on 1D100. It will attack you every round that you are within. You can parry its attack, but cannot use any Defense. If you rolled 06-35, the shade gets +20% added to its attack chance for attacking from advantage. Even though the fearshock effect may last longer, the shade itself will only last for 50 more melee rounds (10 minutes).

These shades will reappear on subsequent incursions to the castle, unless they are killed by spirit combat or other POW-draining death. Florgal will regain the use of them each time they are destroyed.

If the shade kills you, your treasure goes to whoever Florgal is. If you kill the shade in the pantry, go to 314.

503

Water rushes in through the opening. The current drags on you, trying to carry you with it. It has a STR of 5 for every round after the first two that it took you to find and open the door (i.e., STR 5 in round 3, 10 in round 4, 15 in round 5, and so on). If you successfully resist the current's STR with your own STR, you may (if you prevented the trellis gate from falling) return to the octagonal room, entering the east door. If you can do this, go to 501.

If you resisted the current, but the trellis gate is behind you, or if you want to see where it leads, you must follow the current as if you failed to resist, but you will take no damage. If you failed to resist the current, the torrent drags you down the opening and around a curve to the right, slamming you against rough stone walls, so that you take 2D6 damage to a random location each round for 3 melee rounds in a row. Armor will help. The flood will then carry you through a trapdoor and beach you in an EW tunnel, where the water runs into a drain in the floor. If you had a torch, it went out. Ditto a lantern. Even if you resisted the current, the splashing water extinguished your light.

This tunnel looks like the others you have encountered down here. The trapdoor has merged imperceptibly into the north wall, and even if you could find it, you couldn't open it. There is a faint light coming from the east end of the tunnel. Between you and the light is a strange assortment. It looks like a skeletal scorpion man with some sort of horned animal skull instead of a normal head. It has a scimitar in one hand and a large shield in the other. It has a tail. Do you flee westward into the blackness (go to 424) or stay and fight the monster (532)?

504

If you entered by this door, you must have defeated Reggie already. You climb up the stairs (remember, you need light) and come back to his room. Go to 512.

505

In this room are two scorpion women and a small shade. The shade is right before the door you entered by. It was summoned by Florgal, who also summoned the shade back in the pantry. Refer to 502 to see which shade she summoned this time. If you cast Shield or Countermagic on yourself outside the room, the shade's fearshock attack did not affect you, through it knocked down any Countermagic of less than 4 points. In any case, you are still inside the shade. Determine the effects, if any, in accordance with the table in 502, then go to 482.

506

Passing through an unlocked door, you enter a dark damp tunnel leading down a gentle slope. After 40m or so, you come to another door. Will you cast Detect Life? If so, go to 463. If not, decide what you will do, and go to 522.

507

Continuing eastward, you come to a metalwork gate. Through the gate, you can see stairs ascending to what may be daylight. You can go through the gate (go to 539), or you can go back to the other end of this corridor, if you hadn't done that before, (go to 424).

508

You need light again. The stairs lead downward about 10m, and then level out into a straight passage going south. After 15m you come to a door. You can turn around (488), cast Detect Life (444), or charge through the door (505). Before charging, cast any spells you want.

509

The door is secured by a deadbolt lock. Unless you have already unlocked it, from either this side by turning the handle, or from the other side by picking it, it is still locked. Turning the handle, you open the door, passing out of Eddy's room into a tunnel like all the rest. There is faint light from far down the tunnel, which almost looks like daylight. After walking down the tunnel for about 30m, you see a strange creature approaching you. It seems to be an emaciated scorpion man with horns waving a scimitar. He's going to attack! You can either fight it out (go to 532) or retreat back down the corridor to Eddy's room (528).

510

You enter an octagonal room through the door in the north wall. Go to 501.

511

You have come about 25m down the tunnel. You now hear a rumbling ahead, like

the noise a boulder makes rolling downhill. It sounds like quite a large rock. There is no time to dash back to the intersection. You have time to cast one spell before it gets here. If it is indeed a rock, you are going to have to try to dodge the rock or jump over it somehow. Cast any spell, then go to 483.

512

You emerge into Reggie's room. Unless his body is still here, the room is empty. You can return to the scorpion queen's room (go to 514) or to the octagonal room (501).

513

You return to the octagonal room, entering from the west. Go to 501.

514

If you are going out the N exit, go to 494. If you are going out the E door, go to 517. If you are going W, through the "neck" of the room, go to 540.

515

About 5m past the skeleton, on the left, is a small alcove 2m in diameter. Do you investigate it (go to 438) or continue eastward (507)?

516

Try to make your roll. If you succeed, go to 526. If not, go to 489.

517

You enter a dark damp tunnel leading up a gentle slope. After 40m, you come to another door. Do you want to cast Detect Life? If so, go to 466. If not, decide what you want to do, and then go to 525.

518

The stairs go down for 20m. Then, a level passage continues eastward. Try to Spot Traps. If you succeed, go to 451. If you don't, go to 531.

519

You entered a square, 3m x 3m room through the west door. Go to 458.

520

The box is coated with a weak acid which is not strong enough to damage scorpion chitin, but strong enough to eat through human skin. The acid is mixed with a scorpion venom extract of POT 8. Unless you have 2-point skin, or cast Protection on yourself before opening the box, or have Shield left over after the battle, the systemic poison entered your system after the acid did 2 points of damage to your hand. You can Heal the acid damage. After two rounds, match the poison's POT 8 attack vs your current CON. Take 8 points of CON damage if it succeeds, and 4 points if it did not. Now go to 497. Scorpion poison antidote will negate the poison damage.

521

Meet Slow Eddy. Slow Eddy is not a scorpion man who became a gargoyle through some arcane enchantment. Instead, he is a gargoyle who was ceremonially devoured and then hatched as a scorpion gargoyle. Consequently, he has close to a world record for hit locations: 14 in all. Since his scorpion parts are not gar-

goylish in origin, they do not have the six-point skin characteristic of the ordinary gargoyle. The other scorpion people tease Eddy about his clumsy intellect, which is a bit like broos making fun of tusk riders for their unpopularity.

Eddy has been given a simple assignment. He is to attack anything entering the room which is not a scorpion being. First, he will throw his javelin, then he moves in to hand-to-hand combat. He can attack three times in a melee round; twice with claws and once with sting. He always throws Countermagic on himself first.

If you defeat Eddy, go to 528. If he defeats you, he keeps half of your treasure.

### Slow Eddy, the scorpion gargoyle

STR	Weapon	SR	Attk%	Damage
16	Javelin	2	70%	1D10+1D2
14	Claw	8	55%	1D6+1D4
4	Sting	8	30%	1D6+1D4+poison POT 14
14	POW			
14	DEX			
7	CHA			
Defense: 0%				
Spells: Countermagic 1, Ironhand 2				
Experience bonus: -15%				

### Slow Eddy Hit Location

Location	1D20	Armor/Pts
RH LEG	01	3/3
RC LEG	02	3/3
RF LEG	03-04	3/3
LH LEG	05	3/3
LC LEG	06	3/3
LF LEG	07-08	3/3
TAIL	09-10	3/5
THORAX	11-12	3/5
CHEST	13-14	6/6
R WING	15	6/4
L WING	16	6/4
R ARM	17	6/4
L ARM	18	6/4
HEAD	19-20	6/5

*Hit Points:* 15

522

If you charge through the door, decide what spells (if any) you cast first. Then go to 505. If you just want to go back to Eddy's room, go to 528.

523

If you came in through the N door, go to 529. If you came in the W door, go to 495. If you came in the E door, go to 480.

524

Reggie will pursue you back to the octagonal room, and follow you either north or south from there. Make his Listen roll to figure out which way you went. If that fails, try a Track roll for him. In any case, he won't follow you to the east.

If you went north, he will follow you to the intersection, but will not go either north or east from there, though he will go west. Unless you made friends with the Garboa, she won't allow you to stay in her passage. Keeping these considerations in mind, as well as the fact that Reggie is at most 9 rounds behind you, go back to 501.

525

Do you go through the door? If so, decide what spells, if any, you cast, then go to 519. Otherwise, you must go back to Jenett's room. Go to 514.

526

There is some sort of pasty substance smeared over the box. Using one of Glumf's shortswords (which sizzles a little when it touches the box — it also loses two hit points), you can pry up the lid. Go to 497.

527

You found a trunkload of rubber doubloons. Return to 616.

528

Eddy had 40 wheels hidden in his room. They may or may not have belonged to him. There are three exits for you to take. Go north (529), west (506), or east (509).

529

You reascend the stairs, entering the octagonal room from the south. Go to 501.

530

You return to Eddy's room. Go to 528.

531

The passage emerges into a square room about 5m across and 2m high. As you enter the room, you hear a clang behind you. A trellis gate has fallen across the passageway, close to the base of the stairs. No amount of pushing or hitting or cursing will move that gate. The bars are much too close for anybody but a vampire to squeeze through. (If you claim to actually be a vampire, a special anti-vampire trap is sprung — a sprinkler system in the ceiling which sprays holy water opens up on you. Bye bye.) Now, you hear a splashing noise from the room behind you. You race back to it to find water pouring into the room through 25 holes in the ceiling. Great.

In two minutes, the room and all the accessible tunnel will be full to the ceiling with water. Unless you're a carp, that's bad news. However, there is a secret entrance to this room. It's at the south end of the east wall, and you must make a Spot Hidden to find it. You can keep rolling, counting the melee rounds, until you find it. Then you have to open it inwardly against the water pressure. Starting on the melee round *after* you spot it, try to open it by matching your STR against the water's "STR." Its STR is 0 in melee round 1, and increases 3 on each round thereafter, peaking at a STR of 27 on round 10 when the room is full of water. Its STR will be 3 on melee round 2, 6 on round 3, and so on. Starting on melee round 11, you can only try to open the door in rounds in which you also make a Swim roll. After 20 rounds, you can no longer hold your breath. You know what that means.

If you find the exit and get it open, go to 503.

532

This skeleton consists of the exoskeleton of the scorpion plus the bones and head of a broo. Consequently, some bones have more than one hit point. It wears ragged Cuirboilli over some areas.

If you ever take damage from its scimitar, go to 395. If you are ever damaged by the sting, go to 491. As long as it is able, the skeleton scorpion broo will attack with scimitar and sting and parry with shield every round.

Destroying the thorax or head destroys the skeleton. Destroying the chest will deactivate the upper body, but not the sting. Destroying the tail will, as usual, deactivate the sting. If you defeat the skeleton, go to 515.

**Scorpion Broo Skeleton**

	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>	<i>Parr%</i>	<i>Pts</i>
STR 22	Scimitar	4	55%	1D8+1+2D6	40%	20
SIZ 23	Sting	6	75%	1D6+2D6	—	—
POW 1	Lg Shield	--	--	--	50%	16

**Scorpion Broo Hit Location**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
RH LEG	01	1/3
RC LEG	02	2/3
RF LEG	03-04	2/3
LH LEG	05	3/3
LC LEG	06	1/3
LF LEG	07-08	3/3
TAIL	09-10	3/3
THORAX	11-12	3/3
CHEST	13-14	1/1
R ARM	15-16	2/1
L ARM	17-18	3/1
HEAD	19-20	3/3

533

You charge through Eddy's room, and wrestle with the door on the east wall of the room. If you previously unlocked this door, you charge on through (go to 536). Otherwise, you bash futilely away. Your panic has 12 more rounds to run. If you manage to make an INTx1 roll on D100 on any round, you find the door handle and charge through (go to 536). Otherwise, the spell wears off as you wrestle with the lock. Now you may take any of three exits – north (529), west (506), or east (509).

534

This is Reggie. Every round, Reggie attacks with maul and sting and parries with the maul. Until his POW storage crystal is drained, he will also cast a Disruption each round (note his chaotic feature). If a Disrupt of his bounces off of Countermagic without knocking it down, he will stop throwing them. If his own Countermagic is knocked down, he will recast it instead of trying to Disrupt.

If you can Befuddle Reggie, you can escape temporarily. When he comes out of it, he will pursue you, casting Mobility on himself if his POW is not too low. If you do try and Befuddle him, and the spell works, and you flee, go to 524.

Someone has cast Carapace on Reggie's armor. This adds 12 points to the toughness of Reggie's skin. Carapace is a Bagog special Rune spell. This magical armor has been incorporated into the hit point table below already. In a round in which you hit Reggie, are not parried, and do at least 10 points of damage, not penetrating armor, you can try to roll your INTx1 or less on D100 to remember about that spell and try to dispel it. It is a 2-point Rune magic. In

**Reggie the scorpion man**

	<i>Weapon</i>	<i>SR</i>	<i>Attk%</i>	<i>Damage</i>	<i>Parr%</i>	<i>Pts</i>
STR 19	Maul	4	90%	2D8+1D6	60%	15
CON 8	Sting	7	75%	1D6+1D6	---	---
SIZ 16						
INT 10						
POW 14	Defense: 05%					
DEX 14	Spells: Binding, Countermagic 1, Disruption, Healing 2, Ironhand 4, Mobility					
CHA 10	Skills: Listen 75%, Spot Hidden 70%, Track 40%					
	Reggie's sting injects poison POT 8. He will usually cast his Ironhand 4 spell as soon as he can.					
	Magic Item: 9-point POW storage crystal					
	Chaotic Feature: can attack both magically and physically in the same melee round.					
	Experience bonus: 0%					

**Reggie Hit Location**

<i>Location</i>	<i>1D20</i>	<i>Armor/Pts</i>
RH LEG	01	15/1
RC LEG	02	15/1
RF LEG	03-04	15/1
LH LEG	05	15/1
LC LEG	06	15/1
LF LEG	07-08	15/1
TAIL	09-10	15/3
THORAX	11-12	16/3
CHEST	13-14	16/4
R ARM	15-16	16/2
L ARM	17-18	16/2
HEAD	19-20	15/3

*Hit Points: 9*

about 14 minutes, the spell will expire, but Reggie knows that, too. Therefore, he is going to try and finish you off before his spell wears out.

If you defeat Reggie, go to 488. If not, he kills and eats you. He also takes and keeps half your treasure. The other half is lost forever.

**535**

You go back to Jenett's room. Behind you, you hear a rumble, and several tons of rock collapse into the tunnel, blocking the passage. Florgal's chamber is no longer accessible. Return to 514. The west exit from this room is no longer an option.

**536**

You race down the darkened tunnel, seeing a glimpse of daylight at the end. Unless you have already disposed of him, there is a funny-looking skinny creature hunched scorpion-like between you and the exit. If you already defeated him, go to 507. It takes you five rounds from the moment you left Eddy's room until you pass through the gate. If you have not fought and disposed of this creature yet, go to 532 and fight it, keeping track of when your fanaticism expires.

**537**

The only items of value in this apparently dead-end tunnel are: Florgal's truestone, and the eggs.

Truestone is described in *Cults of Prax* (a Chaosium product). Before you can make use of it, you need to get it filled, not an easy proposition. However, you can sell it. A Darkness cult will give you 1500L for this particular truestone. Any other cult will give you 1000L for it. Whether or not you approach a Darkness cult depends upon your religious beliefs; certainly a Yelmalion never would.

There are six eggs in the burrow which are close to hatching. You will probably want to destroy these. However, there are 1D6 more eggs, recently laid, resting on a bed of straw at the end of the tunnel. Each is one point of ENC. You will receive 1000L for the first one you get, 500L for the second, and 200L for each other one. You must sell all you get to the same alchemist or be blackballed.

Decide how many eggs you take with you and return to Jenett's room (535).

It is damp, uncomfortable, and (you suspect) unhealthy in this tunnel. You don't want to stay here any longer than you must.

**538**

You are in panic-stricken flight from the Shade. Behind you the tunnel rumbles and then collapses with a deafening crash, permanently sealing off that section of the cave. Returning to Jenett's room, you continue your headlong rush to "safety" through the east door of this room up a gentle slope to Eddy's room. Have you disposed of Eddy yet? If not, you charge into his room and attack him. You are Fanatical, attacking at half again your normal ability, but with only half Defense and no parry or defensive spells. It took you a minute to run this far, so the panic has 15 more rounds to run. Go to 521. If you have put Eddy out of action already, go to 533.

**539**

The gate clangs down behind you. If you try, you find out that you cannot open it or pick the lock. This gate is strictly one-way. Climbing the stairs, you come out onto the hillside to the east of the castle.



## 540

This tunnel appears to have been dug more recently than the others. It is only a meter and a half wide and equally tall. If you are humanoid and SIZ 8 or more, you will have to stoop. Subtract 05% from all attacks and parries if you are SIZ 8-12, 10% if you are SIZ 13-16, and 15% if you are SIZ 17-20. If you are SIZ 13 or more, you cannot apply Defense.

You come around a bend and are confronted with a pool of black. A shade. Florgal has cast Mobility on the shade, so there is no time for you to turn around or even cast a spell before you are engulfed. It is completely noiseless, so there was no audible warning. If you had an allied spirit familiar exploring ahead for you, it is engulfed without warning, and subjected to the fearshock attack. This effect will be transmitted to you through your mindlink. Too bad.

Unless you had Shield left over from the battle with Jenett, you are now exposed to the fearshock. It will take Countermagic 3 or Shield 2 (or Shield 1 plus Countermagic 1) to block the fearshock effect. Match its POW vs your current CON. For the effects of the fearshock, see the table in 502 and then come back here.

If you got this far, you knew that Florgal was still at large, and that she has already summoned two shades. This is the only medium shade she has, and she cannot summon it again, so any subsequent adventurer will be safe from shade attacks.

If you had an allied spirit, and its body was killed, your ally can no longer cast spells, but acts as a bound spirit. If your ally collapses, you may consider it to be dead; Florgal will quickly finish it off before you can reach it. A Demoralized ally can cast very few spells.

If you die of the fearshock, go to 541. If you collapse but survive, go to 542. If you are demoralized or unaffected, go to 543. If you flee, go to 538.

The shade has 21 hit points, a movement of 24 (remember the Mobility spell?), an INT of 9, POW of 19, and a 40% chance to hit, doing 2D6 points of damage if it hits.

## 541

If Divine Intervention fails, or is unavailable, your treasure vanishes from the castle with Florgal. Since you have probably annihilated most of the castle's residents to get here, there is no point in her staying. She will take the eggs and leave to find a different shelter.

## 542

The shade will last for 10 more minutes. It will continue to strike at you for that time. You could try Divine Intervention. The shade has a 60% chance to hit you while you are collapsed on the ground. You can parry and heal but not attack. You cannot cast any spell but Healing. You cannot use Defense. Meanwhile, Florgal is going to throw rocks at you. Her chance to hit is 75% and each rock does 1D4+1D6 points of damage. Since you must have wiped out most of the tribe to get here, there will be no mercy for you. Florgal is in no mood to negotiate. If she and her shade kill you, go to 541. If you survive, go to 543.

## 543

Each round that you are within the shade, you must make your INT roll to be able to attack it. It has no parry, but Florgal has cast Protection on it. In any round that the shade makes its INT roll (30% chance), it will move away from you and try to re-engulf you on the following round, to use the fearshock again.

When the shade's Mobility expires, you may cast Mobility on yourself and flee back toward Jenett's room. Unless you attack her directly, Florgal will not engage you. Instead, she will just throw rocks.

Florgal is in charge of tending the eggs. She usually stays in the pantry or kitchen. In case of trouble, she summons a small shade in the pantry, gathers up the eggs in the wine room, and flees eastward to the tunnels. The eggs are kept in a straw-filled barrow to make them easy to move. These are the six eggs close to hatching. Newly-laid eggs are kept at the end of this tunnel.

Florgal is not primarily a fighter. Her main weapon for defending the eggs is a truestone. This is the tribe's most precious treasure, and is reserved for the egg's protection. The truestone originally had 7 points of Rune magic: three uses of Summon Small Shade, a use of Summon Medium Shade, and two uses of Create Skeleton. All but at most one use of a small shade have been cast. Jenett had access to a source for Summon Small Shade, so that part of the truestone could be refilled, but the medium shade and the skeleton spells were from Zorak Zoran (the stone was found in the castle ruins) and are gone for her, once she used them.

By this time, Florgal has cast Mobility and Protection 4 on the shade, so her POW is down to 3. She will save her last 2 points of POW for healing.

Her loyalty to the eggs is such that if you move close to her, to prevent the shade from engulfing you without engulfing her, she will call it in on top of herself. Since she has no Countermagic to protect herself, it may well kill her, but she will take that chance in a final attempt to preserve the eggs. If the shade makes an INT roll (30%) it will be able to engulf you without touching her no matter how close you stand to her. She will only call it toward her if it has moved away from you so it can engulf you again, exposing you to another fearshock attack.

If you defeat Florgal and survive the shade, go to 537. If you flee from the shade by casting Mobility on yourself (otherwise, you could not have outrun it) to to 535.

#### Florgal, scorpion woman Bagog initiate

STR 21	Weapon	SR	Attk%	Damage	Parr%	Pts
CON 11	Heavy Mace	4	40%	1D10+2D6	35%	20
SIZ 20	Sting	5	40%	1D6+2D6	—	—
INT 8	Thrown Rock	1/6	75%	1D4+1D6	—	—
POW 8	Sm Shield	—	—	—	55%	8
DEX 19						
CHA 13						

Defense: 0%

Spells: Healing 2, Mobility, Protection 4

Experience bonus: -03%

#### Florgal Hit Location

Location	1D20	Armor/Pts
RH LEG	01	3/3
RC LEG	02	3/3
RF LEG	03-04	3/3
LH LEG	05	3/3
LC LEG	06	3/3
LF LEG	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: 13

### **TREASURE NOTES:**

**Do not read this section until you have completed all your runs through the castle.**

Certain items in Scorpion Hall have additional value not indicated at the point they were discovered. If your character brought them out, he may get additional benefits. These items are listed below according to the section they were discovered at.

38 — One of the clacks in this pile was 500 years old, and bore the imprinted head of one of the early pre-Imperial kings. It is worth 790L.

140 -- The dragon key is also a Detect Traps matrix.

213 — If the Imperials ever find you in possession of one of these bat pins, you will be accused of murder.

248 -- The sun medallion is worth 250L to any Yelmatio temple, but not to anyone else.

283 — If dwarves ever discover that you have this piece of glass, you will be hounded until you turn it over to them. A successful Oratory (you get only one chance) will get them to believe your story and they will give you 800L for it.

349 — Sewn into the lining of the empty book are complete instructions for making POT 12 poison gas antidote. If the alchemists ever find out that you have that formula, you are a dead man.

# Scorpion Hall

Somewhere in the forest, a band of scorpion men have their hideaway. Their raids have depopulated the local lands, but the Empire will do nothing. You must locate their lair, then penetrate it to learn their secrets and destroy their center of power. It will be a near-impossible task. You might fail—and die. But if you die, you know that your friends will follow you into the ever-changing world of Scorpion Hall and avenge you. Can you meet this challenge?

Solo-Adventure for **RuneQuest**<sup>®</sup>