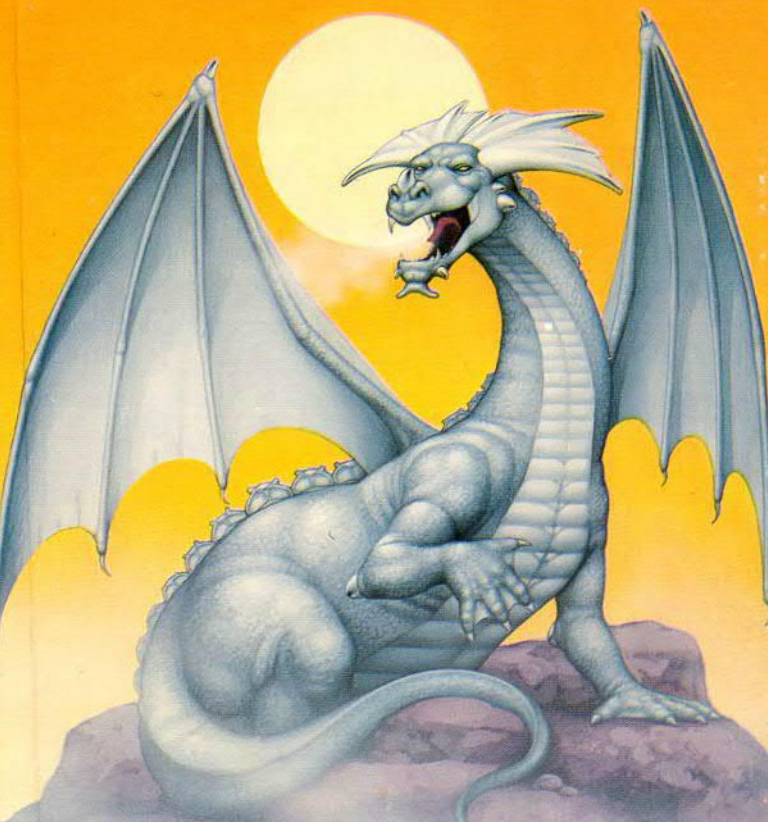


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Treasure of the ^{T.M.} Silver Dragon

A Programmed Adventure for use with
MELEE, MicroGame Number 3 and
WIZARD, MicroGame Number 6

Game Design by Howard Thompson

Cover Art by Roger Stine

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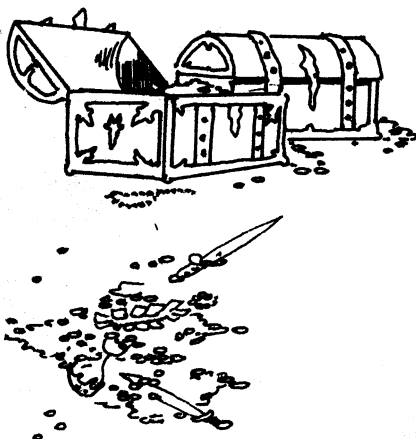
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5. This contest is void where prohibited by law.
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TABLE OF CONTENTS

<i>PAGE</i>	<i>SECTION</i>
3....	I. Introduction
4....	II. Methods of Play
4....	III. General Course of Play
5....	IV. Regional Map
6....	V. Solitaire Play
6....	VI. Travel Encounters
8....	VII. Group Encounters
11...	VII. Creature Table
13...	IX. Escaping Combat
13...	X. Depletion of Areas
13...	XI. Morale Die Rolls
14...	XII. Combat With Wizards
15...	XIII. Rest and Recuperation
16...	XIV. Experience Points
16...	XV. Ending the Adventure
17...	XVI. Numbered Paragraphs

Appendices

53...	A. Creature Notes
54...	B. Dragonodon Notes
56...	C. Dragonodon's Universe
57...	D. Regional Background
57...	E. Nalzec Huante's Notebook
59...	F. Cults of the Silver Dragonodon



I. INTRODUCTION

TREASURE OF THE SILVER DRAGON is a programmed fantasy adventure suitable for solitaire play. To play it as a game you need **MELEE**, MicroGame no. 3, and **WIZARD**, MicroGame no. 6, published by Metagaming. The rules of those two games provide the combat and magic systems for **TREASURE OF THE SILVER DRAGON**. (Other rules modules in Metagaming's **THE FANTASY TRIP** game system may prove marginally useful to those trying to find the silver dragon. However, they are not necessary for play.)

A 31-ounce solid sterling silver dragon is hidden somewhere in the United States. This programmed adventure has the clues that can reveal that hiding place to someone clever enough to decipher their meanings. You do not need to play this adventure as a game to attempt finding the silver dragon. However, those who play it as a game and are familiar with Metagaming's fantasy game system will have a definite advantage in understanding the meaning of the clues.

You must actually have the silver dragon in your possession to claim the \$10,000.00 prize. Metagaming will respond to no letters or other communications that ask for hints or want comments about a surmised location. If you think you know where the silver dragon is hidden then you will need to go to the site personally or make an arrangement with someone in that area. The prize will be awarded to only one person, the person who actually has the silver dragon in his/her possession. Metagaming will not become involved in any arrangements between seekers.

If no one has found the silver dragon by September 1, 1985 then Metagaming will recover it. A drawing will be held from the postcards included in this game that have been mailed to Metagaming. The person whose card is drawn will be awarded the silver dragon and the \$10,000.00 cash prize. Metagaming's judgment of the winner is final. No past, present or future member of Metagaming's staff or their families are eligible.

Well, there it is. Who else but the zany folks at Metagaming would conduct a \$10,000.00 treasure hunt for fantasy and game fans? We hope you have as much fun on the hunt as we had planning and bringing it to you.

Good gaming and good luck.



II. METHODS OF PLAY

There are three ways that TREASURE OF THE SILVER DRAGON may be played. Each way requires the use of the MELEE and WIZARD rules, maps and play counters. Any counter of the appropriate size may be used to represent a creature where one that looks proper isn't available.

Solitaire Play: You may play this game alone and direct both the adventuring group and the things they encounter. There are general instructions for how to conduct solitaire play. These are fairly simple. We've developed no complicated solitaire system. Playing both sides means you have to use judgment as to character actions. It is the ingenuity of your judgment that will make solitaire play enjoyable. All MicroQuests published by Metagaming are intended for solitaire play as programmed adventures.

Group Play: A group may play with each person controlling one or more adventuring characters. The solitaire rules are still used to direct the opponents and things encountered in combat.

Game Mastered Play: Those who wish to Game Master and conduct adventures for others can use TREASURE OF THE SILVER DRAGON as a ready made format. As Game Master you can modify encounters, create villages in more detail, locate castles, labyrinths or whatever else you choose or want to have on the Regional Map. Those interested in Game Mastering should acquire a copy of THE FANTASY TRIP: IN THE LABYRINTH, a rules booklet for Game Masters.

III. GENERAL COURSE OF PLAY

This is a general overview of how to play TREASURE OF THE SILVER DRAGON. The detailed rules for combat are contained in the MicroGames MELEE and WIZARD.

Create Characters: Your first activity is to create a group of character adventurers. It is recommended that you use five fighter and/or wizard characters as the optimum group size. These characters are created using MELEE rules for fighters and WIZARD rules for wizards. It is further recommended that you use 32 attribute point beginning characters. Each character should be given 100 silver pieces. It is assumed that they carry sufficient supplies, in addition to specified weaponry, to make a long journey.

If you don't have exactly five people to play each of the five characters some can play more than one. Also, if you find that you are having trouble completing an adventure with only five characters, assuming you've tried several times with maximum caution, then you should try taking more characters.

Regional Map Travel: You begin your adventure by starting your characters in any non-water hex at the edge of the Regional Map. Your characters will always remain in a group, separating only briefly in some combats. If your group travels through more than one type of terrain in a day's travel then they move at the slowest applicable rate. They travel across the Regional Map at the rates below.

Savannah Hexes - two hexes per day.

Wetlands - two hexes per day.

Hills - one hex per day.

Mountains - two days per hex.

Regional Map Travel Encounters: As your group enters each unnumbered hex on the Regional map you will roll two dice to determine if they have encountered anything. The Travel Encounter section describes how to make the series of die rolls necessary to make this determination.

Your group may move about at will on the Regional Map in any direction(s) they choose. They may not enter a water hex. However, the most interesting information and adventures are in the numbered hex portions of the map, which is where you will want your group to go.

Numbered Hex Travel: Travel through the numbered hexes portion of the Regional Map is treated differently. Each numbered hex corresponds to a numbered paragraph in the section of Numbered Paragraphs in this rules booklet. When your group enters a numbered hex, flip to the corresponding numbered paragraph and follow the instructions. The options allowed your group in the numbered paragraphs will determine future movement and exit from the area.

IV. SOLITAIRE PLAY

If you don't have a group playing, always the best way, **TREASURE OF THE SILVER DRAGON** may be played solitaire. You will have to play the group of adventuring characters AND the groups of things encountered. Obviously, when playing both sides some fun is lost and the surprise of opponent actions less.

However, there is a simple way of controlling encountered groups to provide randomness of action. The guidelines below give you rules of thumb for controlling opponent groups. Some differing, specific instructions may be given for some opponents in the numbered paragraph encounters.

1. Opponent groups attack once an Encounter has been set-up on a map, unless otherwise specified. They move in the most efficient manner to engage your group of adventurers. Those with missile weapons will stand back at least one megahex to avoid being engaged while using their missile weapon. Wizards will avoid being engaged so they can stand back and use magic.

2. Every time one of your opponents is downed as dead or unconscious make a Morale Die Roll for each remaining opponent before initiative is rolled for the next combat round. Do not count illusions, images or summoned creatures as being opponents downed. Use the Morale Die Roll section to determine the result of this die roll.

3. When an opponent has a choice as to whom he will Engage or Attack you may roll a die to determine his action. This is done by assigning a die roll number to each of the opponents optional Attacks/Engagements, rolling the die and following the result. If a die roll result is a number that was unassigned then simply roll again.

4. When in doubt about any action opponents might choose to take give them a 50-50 chance of doing the thing that will be harmful to your group of adventurers.

5. When your group is Encountering Illusions, Images or Summoned creatures give your characters a 50-50 chance each combat round of trying to disbelieve what they are fighting. Or, you may choose to have them continue to fight Illusions and Images without disbelieving.

V. REGIONAL MAP

The Regional Map represents the area that the silver dragonodon roamed. It is divided into hexes for convenience of controlling movement on the map. This map is a copy of the best Toltec academic maps from the dragonodon's universe. It has been altered slightly to fit the hex movement system neatly. Also, geographic forms in our universe don't exactly correspond to the dragonodon's universe. It has developed differently due to different energy physics.

Savannah Hexes: These are the clear, unprinted hexes. Movement rate is two Savannah hexes per day.

Wetlands: These are the hexes that are printed green. Movement rate is two Wetland hexes per day.

Hills: These hexes appear like rocks. Movement rate is one Hill hex per day.

Mountains: These are the brown hexes that also contain splash marks showing general contours. Movement rate is one Mountain hex every two days travel.

Rivers: Rivers are shown by blue lines. They don't affect travel.

Lakes: Lakes are shown by solid blue hexes. They are impassable for your characters.

Villages: The villages don't affect movement.

VI. TRAVEL ENCOUNTERS

Travel Encounters may occur as the result of movement through the unnumbered hexes of the Regional Map. Encounters for the numbered hexes are described in the Numbered Paragraphs section with each numbered hex corresponding to a numbered paragraph.

Every time your group enters an unnumbered hex they may have a Travel Encounter. Roll two dice and reference the Terrain Column of the Encounter Occurances Table. If you rolled the number under Die Roll that corresponds to the terrain type you have had an encounter.

Encounter Occurance Table

Die Roll	Terrain Type
9, 10	Mountains
7	Hills
8, 9	Wetlands
9, 10	Savannahs

If an encounter occurred then set up the Wizard map. Your group will start in the starred hexes at one end and your opponents in the other. To determine exactly what you encountered, roll two more dice and add the number indicated below for each type of terrain. Then, reference the Creatures Encountered Table. The creatures corresponding to the die roll plus added amount are what your group encountered.

For Savannahs add 0, for Wetlands add +4, for Hills add +8, and for Mountains add +12.

The right column of the Creatures Encountered Table is the die roll. The next column is what you encountered. The third column, Number Encountered, tells you how many of that creature were encountered. If it says 'group' then reference that group in the next section, Group Encounters. If it says 1D+1, or similar reference to D, it means roll the first number of dice and add or subtract the last number as indicated. If it says 1D/2 or 1D/3 it means roll one die and divide by two or three, rounding up, to determine how many creatures of that type you encountered. Or, the number of creatures may be directly indicated by a whole number. For all creatures except the groups reference the Creature Table for details about those creatures.

CREATURES ENCOUNTERED TABLE

Die Roll	Creatures Encountered	Number Encountered
2	Scimitar Cats	2
3	Wooly Rhinos	1
4	Sabertooth Tigers	2
5	Tribal Raider	Group
6	Fanged Bounders	1D+1
7	Migrant Tribe	Group
8	Toltec Brujos (from Wizard Table)	1D/2
9	Toxodons	1
10	Ornitholestes	1D+2
11	Toltec Patrol	Group
12	Trader Caravan	Group
13	Bandits	Group
14	Wolves	1D-2
15	Neanderthal Tribe	Group
16	Compsog (nathus)	1D+3
17	Dire Wolves	1D-2
18	Dwarves	Group
19	Reptilemen	Group
20	Gargoyles	1D/2
21	Cave Bears	2
22	Sasquatch	1D/2
23	Yeti	1D/3
24	4 hex Dragonodon	1

ENCOUNTER COMBAT

Combat for travel encounters is treated simply. All such combats are played out on Wizard maps. Your characters will start grouped in the starred hexes at one end of the map and your opponents at the other end. If all won't fit into the starred hexes then place them adjacent. Your characters may escape combat through the end of the map in which your opponents started, see Escaping Combat. The combat ends when all of one side have died, become unconscious or moved off the map. Use the Morale Die Rolls section in combat unless otherwise indicated.

The Solitaire section gives brief guidelines for how to determine actions of your opponents. The Combat With Wizards section gives some guidelines for fighting with wizards. The only other comment to be made for those having to play both sides of a combat is to use good judgment in selecting actions of your opponents. You defeat the enjoyment and intent of this game if you always give victory to your group through the stupidity of your opponents.

If your group becomes separated during a combat then they are considered to have regrouped in the hex of combat after it is over. In the numbered hexes section your group may become permanently separated; but, those situations are fully described. You may never voluntarily separate your group for travel in different hexes simultaneously.

After a combat is completed you may search the bodies of any dead or captured opponents of IQ8 or greater. Each such body or captive will possess silver pieces equal to a two die roll plus an additional two dice for each IQ point above 8. Their equipment may be used by your party to replace anything needed or change out with something more desired. You may not sell the equipment of defeated opponents.

VII. GROUP ENCOUNTERS

Groups that may be encountered while traveling are listed and described below. To the left of numbered individuals is a die roll number. Roll a die where indicated and use all numbered individuals listed by the number rolled and every lower number. Not all group encounters lead to combat. It is only necessary to set up a Wizard map where indicated.

Dwarves: The group you encounter is a fighter band protecting Dwarven interests in the area. You may avoid combat with them by paying them 10 silver pieces for each character in your group. They will travel with you as escort for one days travel. If you get into a combat while traveling with them they will join in on your side. If you don't pay the fee then you must fight them.

Die Roll Individuals

- | | |
|-----------|-----------------------------------------------------------------------------------------------------------|
| 1, 2 or 3 | no. 1: ST14, DX10, IQ8, (adjDX8), leather armor, ready and slung morningstar, small shield and 2 daggers. |
| | no. 2 & no. 3: ST12, DX12, IQ8, (adjDX10), leather armor, ready & slung mace, small shield and 2 daggers. |

- 4 or 5 no. 4: ST15, DX10, IQ8, leather armor, ready battle-axe, slung small axe and 2 daggers.
- 6 no. 5: ST15, DX13, IQ8, (adjDX10), chainmail, ready battleaxe, slung mace and 2 daggers.

Bandits: These are humans who live by theft and killing. Play them as -1 on Morale Die Rolls for the first three combat rounds and +1 thereafter, in addition to any other morale adjustment. They like to win quick and easy and will run if that doesn't occur.

Die Roll Individuals

1, 2, 3 or

- 4 no. 1 & 2: ST11, DX12, IQ8, ready longbow, slung short sword and 2 daggers.
no. 3 & 4: ST12, DX12, IQ8, (adjDX10), leather armor, small shield, ready & slung broadsword and 2 daggers.
- 5 no. 5: ST14, DX11, IQ8, (adjDX9), leather armor, ready battleaxe, slung shortsword and 2 daggers.
- 6 no. 6: The 32 point wizard from the Wizard Table.

Migrant Tribes: These tribes of wanderers will not attack unless you choose to attack them. They will stay on Savannah or Wetland hexes, if possible, traveling at a rate of one hex per day. They will be heading for the furthest map corner from them as long as they travel, so long as they avoid hills and mountains if there is another path.

Die Rolls Individuals

- all no. 1, no. 2, & no. 3: ST10, DX13, IQ8, ready horse-bow, slung cutlass and 2 daggers.
no. 4, no. 5, & no. 6: ST11, DX12, IQ8, ready spear, slung short sword and 2 daggers.
no. 7: ST12, DX13, IQ9, (adjDX11), leather armor, ready and slung broadsword, small shield, and 2 daggers.

Neanderthal Tribe: Neanderthals avoid trouble and try to lead their primitive lives as hunters/gatherers without strife. You may stay with them for Rest and Recuperation at the usually determined die roll rate. If you choose to fight play them as +1 on Morale Die Rolls.

Die Roll Individuals

- all no. 1, no. 2, no. 3, & no. 4: ST14, DX9, IQ7 with clubs that do 1D+2 damage.
no. 5, no. 6, & no. 7: ST13, DX10, IQ7 with spears.

Reptile Men: These hardy sentients are strong and wary. They would have dominated humanity long ago but for their lack of sustainable social cohesion. The group you've encountered is a band of wandering males. Play them at -1 on Morale Die Rolls.

Die Roll Individuals

- 1 or 2 no. 1 & no. 2: ST16, DX12, IQ8, ready battleaxes and slung morningstar.
- 3 or 4 no. 3: ST16, DX12, IQ8, ready Pikeaxe and slung morningstar.
- 5 or 6 no. 4: ST14, DX14, IQ9, ready light crossbow (fires every turn) and slung two-handed sword.

Toltec Patrol: This is a government patrol from Vilyec or Coba that regularly sweeps the area. They always fight. Use regular Morale Die Rolls on them.

Die Roll Individuals

- 1, 2, 3 or 4 no. 1 & no. 2: ST11, DX13, IQ8, (adjDX11), leather armor, ready spear, slung short sword & small shield and 2 daggers.
- no. 3 & no. 4: ST11, DX13, IQ8, (adjDX11), leather armor, ready short sword & small shield, slung short-sword and 2 daggers.
- 5 no. 5: ST11, DX13, IQ8, ready longbow, slung short-sword & small shield and 2 daggers.
- 6 no. 6: the 34 point wizard from the Wizard Table.

Trader Caravan: These caravans have too many guards for you to consider attack. They are subject to harassment and attack by large bandit groups or greedy local military. You may stay with them always for Rest and Recuperation at a rate of 3 silver pieces per day per character.

You may also hire out to them as guards if you roll a 5 or 6 on one die. If hired you are paid 2 silver pieces per day for each character. You move with the caravan at the rate of one hex per day, but not through mountains or hills. You move toward the nearest village in terms of hex travel distance. Your hire ends at the village if not before.

For each days travel as caravan guards roll two dice and apply the following results:

- 12 - Two characters suffer damage in an attack. The lowest die roller of the group takes three dice damage and the next lowest two dice damage, subtracting for shields and armor. Anyone who took more than four hits can't work and must recuperate with the caravan if the rest of the party stays.
- 11 - One character, the low die roller, suffers two dice damage with the same conditions and results described immediately above.
- 10 - You are fired from your jobs for the most original reason that anyone in your group can think up. The person who gets the most support for his reason gets 10 experience points for originality. Travel on.

Tribal Raiders: This is a group of human horse thieves, slave/wife-stealing young men. The honor of the raid is more important to them than the damage done to others physically. This is their chance to experience danger before initiation as full tribal warriors.

You may avoid combat with them if you can truthfully tell them the location of a Trader Caravan, Migrant Tribe, Bandit gang or Neanderthal tribe that you encountered within eight hexes.

Otherwise, each of you may accept the challenge of hand-to-hand combat with one of the raiders. You fight only with daggers starting from a standing position engaged. The fight is over when the winner inflicts a 2+ hit on his opponent.

Otherwise, the eight of them move away from you. Shortly, each of your party has two consecutive longbow shots made at them. Each character must make a three die roll under their unadjusted DX+1 to avoid being hit. They can't be attacked.

VIII. CREATURE TABLE

Listed below are the creatures used in TREASURE OF THE SILVER DRAGON. The column headings are ST = Strength, DX = Dexterity, IQ = Intelligence, MA = Movement Allowance, HITS = number hits damage skin can take - subtracted from hits damage, REG DAM = the number of dice damage the creature does in combat plus or minus a number, HTH DAM = the damage the creature does in hand-to-hand combat, NO. HEX = is the creature's size in hexes on the Melee/Wizard maps.

The notes indicate some other factors that are of value, some of which may not make sense unless you are a Game Master using IN THE LABYRINTH rules. The 'MEL' reference under HTH DAM references you to MELEE rules for Hand-to-hand combat. DBL for the Gargoyle in that column indicates double human HTH damage. Under MA some creatures have a number like 8/16. The 8/16 for the Gargoyle indicates he moves 8 hexes per combat round on the ground and 16 while flying. In some cases a stomp is indicated. This is executed by the creature on an opponent who is down.



CREATURE	ST, DX, IQ, MA	HITS	REG DAM	HTH DAM	NO. HEX	NOTE
Dwarves	10, 6, 8, 10	0	-	Mel	1	+1 club type weapons
Elves	6, 10, 8, 12	0	-	Mel	1	
Gargoyles	16, 11, 8, 8/16	3	2D	2D	1	
Hobgoblins	10, 6, 6, 8	-	-	Mel	1	
Humans	8, 8, 8, 10	0	-	Mel	1	+1 Morale
Neanderthals	16, 10, 7, 8	0	-	Mel	1	-1 Reaction
Reptilemen	14, 8, 8, 10	1	-	DBL	1	
Sasquatch	18, 14, 10, 12	2	1D+1	2D-1	1	
Troll	30, 10, 8, 8	0	2D	2D	1	Heals 1 hit per turn
Yeti	24, 14, 11, 12	2	2D-1	2D	1	
Cave Bears	40, 10, 5, 8	2	3D-1	3D-1	1	
Compsog (nathus)	5, 10, 3, 10	2	1D-1	1D-1	1	
Dire Wolves	16, 12, 5, 12	1	2D	2D	1	-1 Morale
Fanged Bounder	12, 11, 5, 14	1	1D+1	2D-1	1	-1 Morale, -1 Reaction
Sabertooth Tiger	30, 15, 5, 12	1	2D+1	3D	1	-1 Reaction, +1 Morale
Scimitar Cat	36, 12, 6, 10	2	3D	3D+1	1	
Toxodon	25, 9, 5, 8	1	3D-1	2D	4	Stomps for 2D+1
Woolly Rhino	40, 9, 4, 10	2	3D+1	3D	4	Stomps for 3D
Wolf	10, 14, 5, 12	1	1D+1	1D+1	1	
Ornitholestes	10, 9, 3, 10	2	1D	1D	1	+1 Morale
4 Hex Dragonodon	25, 12, 18, 8/24	3	Claw = 2D+1, Stomp = 3D-1, Breath = 2D at 2ST expended.			
7 Hex Dragonodon	50, 13, 22, 10/30	4	Claw = 3D, Stomp = 3D+1, Breath = 3D+1 at 3ST expended.			

IX. ESCAPING COMBAT

When a WIZARD or MELEE map is set up for combat your characters may have the option to Escape Combat. In the combats described in the numbered paragraphs this escape option may be limited, deleted or otherwise defined.

In combat resulting from travel encounters on the Regional Map your characters may escape combat through the map end, i.e. starred hexes at that end, at which your opponents started. To Escape Combat a character *must* move through the designated map end as part of his combat moves.

When a combat is over those characters who Escaped Combat may rejoin the rest of their group where the combat occurred. If all the non-escaped characters were killed then the Escapees must select somewhere to go. If the combat resulted from a Regional Map encounter then the escaped survivors may move to any adjacent non-water hex. If the combat was in the numbered paragraphs then the group must go to any numbered or non-numbered adjacent hex. The survivors may continue adventuring, even if that means heading for their starting base as fast as possible.

X. DEPLETION OF AREAS

Once you've taken an option in the numbered paragraphs section of this adventure it should be regarded as not available for the duration of the group's adventuring on the map. This means that a group must exit off the Regional Map before all options in the numbered paragraphs again become active. Some numbered paragraphs may state that they may be active more than once. Basically, this means that if you have a meeting or combat with something it won't be there when you go back again, unless otherwise specified.

XI. MORALE DIE ROLL

Each time an opponent in an enemy group is downed make a die roll for each remaining opponent. Each opponent will react according to the one die roll made for him. This reaction may be for the combat round to follow the current initiative roll or for another time period designated. Add one to the die roll for each opponent previously downed.

Die Roll	Reaction
1	Continues fighting, no reaction.
2	Continues fighting, no reaction.
3	Continues fighting, no reaction.
4	Hesitates, will not engage voluntarily this turn, but otherwise fights normally.
5	Hesitates, will not take any attack option this turn.
6	Break & Run, will try to disengage and/or run off map away from danger.
7	Break & Run, will try to disengage and/or run off map away from danger.
8+	Surrender - opponent drops to knees, drops weapons and tries to surrender.

An opponent who rolls a Break & Run will only Hesitate (no Attack) for one turn if he is the only one to have the Break & Run reaction. An opponent who is Engaged when he rolls a Break & Run will try to Disengage for two turns, if unsuccessful he will then continue to fight normally. An opponent who isn't engaged will run from the map at every opportunity at top speed, dropping all weapons and trying to avoid the adventuring group. Any opponent or Character who leaves the combat map is considered out of the battle and can't return.

XII. COMBAT WITH WIZARDS

When you meet wizard(s) in combat they will use their spells in attack or defense in the most efficient manner possible. Sometimes it will be relatively obvious as to which of the wizard's six spells should be used in a combat round. You should have the opponent wizard do the obvious when it is to his benefit.

When there is doubt as to which spell a wizard should use, a die can be rolled. The spell that corresponds to the die roll is the one to use, if it can be at all effective in combat for that situation. By effective we mean NOT having the wizard do things like cast thrown spells at targets at extreme range.

When there is a spell or act a wizard *could* perform that would be very damaging to your adventurer then have him take that action on a die roll of 5 or 6. When you are in doubt about any actions a wizard might take then assign numbers to the reasonable possible actions and roll a die to decide which he will take. Remember, when a wizard sees he is losing he will try to escape and avoid death or capture at all costs.

WIZARD TABLE

Listed below are six wizards each with six combat spells. When the rules call for a wizard but don't specify one, then roll a die for each wizard needed and use the ones from the table whose number corresponds to the die roll. All these wizards have staves and sufficient daggers and what not for normal combat usage. You should assume the wizards you encounter carry any normal type supplies that you assume your wizard has.

1. 32 point wizard (ST11, DX11, IQ10, MA10) has 200 silver pieces.

- | | |
|--------------------|----------------|
| 1. Shadow | 4. Clumsiness |
| 2. Summon Myrmidon | 5. Drop Weapon |
| 3. Summon Wolf | 6. Magic Fist |

2. 34 point wizard (ST12, DX11, IQ11, MA10) has 250 silver pieces.

- | | |
|---------------------|-----------------|
| 1. Illusion | 4. Summon Bear |
| 2. Reverse Missiles | 5. Shock Shield |
| 3. Trip | 6. Clumsiness |

3. 36 point wizard (ST13, DX12, IQ11, MA10) has 300 silver pieces.

- | | |
|----------------|-------------|
| 1. Trip | 4. Dazzle |
| 2. Avert | 5. Sleep |
| 3. Summon Wolf | 6. Illusion |

4. 38 point wizard (ST13, DX13, IQ12, MA10) has 350 silver pieces.

- | | |
|--------------------|----------------|
| 1. Drop Weapon | 4. Summon Bear |
| 2. Reverse Missile | 5. Fire |
| 3. Fire Ball | 6. Illusion |

5. 39 point wizard (ST14, DX13, IQ12, MA10) has 400 silver pieces.

- | | |
|-----------------|--------------|
| 1. 3 Hex Fire | 4. Illusion |
| 2. Break Weapon | 5. Freeze |
| 3. Invisibility | 6. Fire Ball |

6. 40 point wizard (ST13, DX14, IQ13, MA10) has 500 silver pieces.

- | | |
|--------------------|-------------|
| 1. Dazzle | 4. Fireball |
| 2. Control Person | 5. Rope |
| 3. Summon Gargoyle | 6. Avert |

XIII. REST AND RECUPERATION

Your party will suffer many wounds in the course of this adventure. You may pause in your quest to recover from wounds or simple exhaustion. Or, you may have your group stop as a way of providing a break for long play sessions with play resumed later.

To classify as rest and recuperation your group must have a protected place with food and someone to help you. For this adventure you are limited to resting in villages, tribal groups or where otherwise specified in the numbered paragraphs. Also, you may rest in a cave or out of doors with your group for a maximum of only two effective days of rest between combats. This between combats rest does not require you to make die rolls to determine if you have a Travel Encounter, you are assumed to be hiding out.

Finding a Place: To find a resting place in a named village or with a non-hostile tribe, roll a die. On a roll of 4, 5 or 6 you find someone willing to let you stay and provide food. The cost is determined by a one die roll divided by two and rounded up as the daily rate in silver pieces per person recuperating. If you don't pay up or your money runs out the resting stops immediately with you having no recourse but to travel on.

Healing Rate: The basic healing rate is one point of Strength for each full two days of rest. You may only heal back up to your original Strength. You should plan to give your characters adequate rest from wounds as a part of this adventure. Heroes who don't lie about lazy alot have a way of being short of energy when called upon to risk life and limb.

XIV. EXPERIENCE POINTS

A character may accumulate Experience Points while adventuring. A character gets one point for each hit damage put on a foe or a point for each Strength point expended in using a magic spell which worked during combat. When a character has accumulated 100 experience points he may 'trade' them in for an additional point of Strength, Dexterity or Intelligence added to that attributes starting total. A character may add up to four attribute points total to his basis in this manner. Characters who wish to progress beyond this level will need to use other rules modules in Meta-gaming's fantasy gaming system.

XV. ENDING THE ADVENTURE

The quest is ended when all the characters in the initial adventuring group are killed or they have all exited off the Regional Map. Your group must exit off the map at the hex in which they entered.

A new quest may be started at a later date. As you become familiar with this adventure the novelty will begin to wear off. You'll be able to plan less dangerous ways to your goal. When this begins to happen it is recommended that you use die rolls to determine the next direction of travel for a group at least some of the time. This will preserve those character's air of ignorance about what to expect.



XVI. NUMBERED PARAGRAPHS

28. They ambush you. None of you may escape combat and each of you is -2DX. Sorry, the drinks were drugged, a drug they've developed a tolerance to through long use. They have initiative, (go to 729).

30. Inside is a thin, silver metal plaque reading, "True finding is for the seeker". You may travel on, (go to 450, 550, 750 or any adjacent unnumbered hex).

32. They are now gone. You may spend the night resting and search some more the next day, (go to 433).

Or, you may travel on, (go to 450, 600 or 700).

39. As soon as the amulet touches the chest above the heart the wearer sees a vision that appears only to him. The vision is of a Dragonodon bathed in white brilliance who says, "If you face death for life then know that the truth is near, for you are one of the truly free". Return to the numbered paragraph you came from before coming to no. 39.

41. You find a narrow tunnel going down at a slant. You see it only because there is some noise from it.

You may go up and travel on, (go to 100, 150, 250, 500 or any adjacent unnumbered hex).

You may go on down, (go to 842).

48. You chop up the batch with a will and find nothing of value. Each in your party must make a three die roll under their adjDX+2 to avoid taking one die worth of damage in the melee. The slaves scatter. Count -15 experience points for those who wanted to attack and -25 for each member who didn't want to but did anyway.

You may travel on, scoundrels!, (go to 100, 300, 350, 600, or 700).

51. As you follow them they may spot you. On a die roll of 1 or 2 they do spot you, (go to 352). On a roll of 5 or 6 they split up, (go to 952). Keep rolling until a 1, 5, or 6 is rolled or until you decide to quit following them and travel on, (go to 100, 150, 200, 400, 600 or 800).

55. The chest has 1,000 gold pieces and 20 jewels, later valued at 100 gold pieces each. There is also a jade piece the size and shape of a small salamander. (Go to 455).

65. In your vision you continue climbing up. Eventually, you realize that the stairs are gone. You are climbing and soaring upward on your own effort, free at last. Then you awake from your vision. Some of your companions may appear dazed and

scared. Each cowered one steps forward and grips your character by the shoulder and bids you welcome as a Knower who now strives with them. They depart.

You may travel on, (go to 100, 200, 300, 450, 500 or 700).

69. They ignore you and walk on in the direction of the lake.

You may follow them, (go to 469).

You may attack them, (go to 569).

You may travel on, (go to 100, 200, 300, 450, 500 or 700).

76. Set up the Melee map as shown. The bowmen are ST10, DX14, IQ8 (adjDX12), leather armor, and horse bows. Two of the Brujos are the 32 point wizards from the Wizard Table. The other Brujo stands in back with the slaves and that group makes their way to the boat. The two Brujos stand behind the archers who make a line across the bar. Those two Brujos will use Drop Weapon spells on your party for two combat rounds then go to the boat, they escape if not downed. The canoe will leave in all cases before you can get to it, even if some of their party are left behind. The canoe leaves when one of your characters moves adjacent to it. Any of them are safe if they move onto the canoe. Use Morale Die Rolls on the bowmen. You may escape combat through the EXIT.

Your group may go on any A.

The bowmen go on the Bs.

The two Brujos go on the Rs.

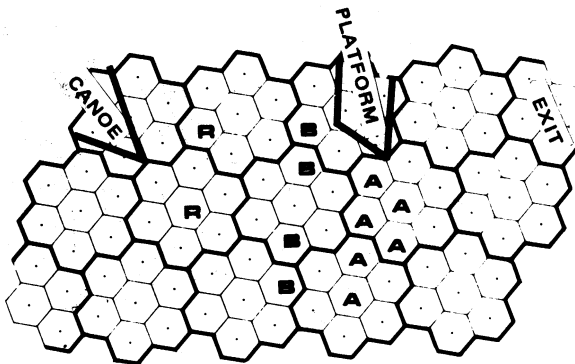
The canoe is marked.

The platform is marked and treated as an obstacle you can't move onto.

If you all die, (go to 990).

If you win, all of them dead or gone, (go to 174).

If some of them are left, (go to 475).



78. Your night is safe but there appear to be some large flying creatures near the hill top during the night.

You may go up the hill the next evening with initiative in any situation, (go to 478).

You may go check out the marshy trail, (779).

You may travel on, (go to 200, 300, 600 or the adjacent unnumbered hex).

84. The Neanderthals and Dwarf foremen vanish down the mine where you can't find them. You do find gold bars worth 200 gold pieces at the site.

You may travel on, (go to 150, 200, 500 or any adjacent unnumbered hex).

100. You enter the village of Sky Goats, which is now partially abandoned and used only by a few goatherds. You get a drink from an old crone. She offers to give you the secret of the, "one true map of Nalzec Huante's treasure". All you have to do for her is to rescue her three daughters held captive by a band of 'filthy' Neanderthals. You also pick up gossip that a Wizard lives toward no. 2 on the map.

You may try to rescue the girls, (go to 510).

You may go down the trail toward no. 2, (go to 310).

You may beat up Momma for her secret, (go to 411).

Or, you may, (go to 250, 400, 500, 600 or any adjacent unnumbered hex).



SKY GOAT'S VILLAGE

111. The girls want to stay. Their six shaggy paramours, low brows of assorted ages, promise to pound you good if you try to take the girls. Each Neanderthal is ST16, DX10, IQ7 and 8MA. They have stone clubs that do 2d-1 damage.

You may try to take the girls anyway, (go to 712).

You may go back and pound Momma, (go to 411).

You may go back to Sky Goats and ignore Momma, (go to 100).

Or, you may continue, (go to 450 or 750).

116. She tells you that the treasure secret you freedom lovers profess to seek is at point no. 2. She says she wishes you luck, even though poor humanoids possess too little wisdom to comprehend what should be obvious to even the least of living things.

You may go where she told, (go to 715).

Or, you may abandon the idea, (go to 400, 500, 800 or any adjacent unnumbered hex).

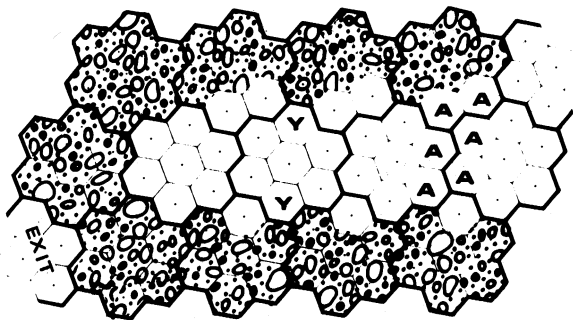
122. Around a curve a fall of rock and snow block your path. Set-up the Melee map with your group in any A. Two Yeti are in the Ys. When one Yeti is downed the other will flee if there

are three or more of your group then standing. You may escape combat through the end marked exit. You must crawl over the hatch marked hexes as they are very rough rubble. You'll fall down upon entering the rubble hexes.

If you all die, (go to 990).

If you win you may continue up the path, (go to 622).

Or, you may forget it, (go to 500, 600, 700, 800 or any adjacent unnumbered hex).



129. You pass a sociable time with a few drinks. They tell you that the Silver Dragon has become the center of some sort of cult or maybe several cults. Most now regard these mountains as at least special to semi-sacred.

You may spend the night, keeping designated guards if you wish, (go to 428).

You may proceed on your way, (go to 28).

132. They sneak back in the night. If you had killed one of them roll two dice for each member of your party. The low roller takes two dice of hit damage less armor, if he thought to say he slept in armor prior to coming to no. 132. Each member of your party who fails to make a saving roll against his DX-2 loses his silver to theft.

You may, (go to 450, 600 or 700).

135. The Brujo watches you depart. On a die roll of 5 or 6 you detect that he is following your group, (go to 436).

144. You walk out of a misty area in early morning light. The village of Izapa lies close by. You can't go back no matter how you try. You are now back to moving and adventuring on the regional map.

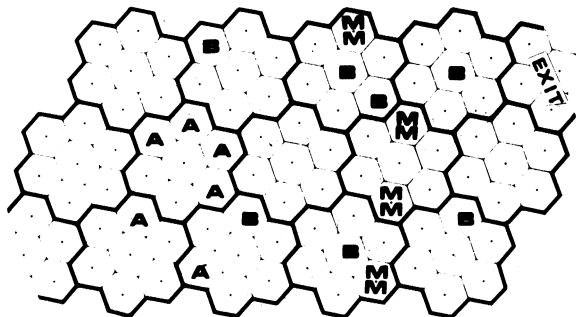
148. Set-up the Melee map as shown. Your group goes in any A. At every B there is a bush that blocks line-of-sight for a man kneeling or prone. Their group are in the hexes marked MM. Use

Morale Die Rolls on them. They'll try to avoid being engaged to keep their bows working. You may escape combat at the end marked EXIT.

Each of them is ST11, DX14, IQ8 with Long bow, Short swords slung, 2 daggers and small shield slung.

If you all die, (go to 990).

If you kill them all or chase them off, (go to 247).

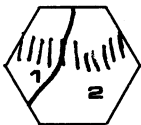


150. In a clearing at no. 1 you come upon a seven hex Dragonodon, silvery scales glinting in the sun. She is leisurely devouring a young Mastodon.

You may ignore her, (go to 400, 500, 800 or any adjacent unnumbered hex).

You may attack her with initiative, (go to 219).

You may hail her and try to approach for conversation, (go to 519).



152. The Nathus set up a keening and go for the top of the hill if not killed. You now see at least two human sized figures moving about around the poles. You also hear a croaking voice cry out in pain.

You may go up the hill in a charge, (go to 351).

You may wait and watch further, (go to 853).

You may depart the area. On a die roll of one, (go to 653); otherwise, (go to 350, 650, 750 or any adjacent unnumbered hex).

155. No big deal; travel on, (go to 350, 650, 700 or any adjacent unnumbered hex).

161. Your best bowman will fire at a mansized target 7 megahexes away. Their best bowman is ST10, DX16, IQ8. Most hits out of five shots wins with extra shots as necessary to break a tie.

When this is done any of your other bowman may challenge one of their other bowman for a 50 silver pieces prize. They are all ST10, DX14, IQ8. Each Elf will only compete once and they do pay up.

If any of your party fails to pay-up, (go to 361).

If you choose to spend the night drinking, (go to 462), this will count as a day of rest.

Or, after the contest you may travel on, (go to 250, 550, 750 or any adjacent unnumbered hex).

168. They sit unmoving for hours. A full day and night passes. Each of your group loses 1ST in exhaustion.

You may continue to sit with them, (go to 667).

You may travel on, (go to 100, 200, 300, 450, 500 or 700).

171. The Dwarf is garrolous and fairly gone in use of his wine bag. He says that the Toltec Brujos have been all through this region looking for something. They spent lots of time in the canyon and a few of their temple soldiers were killed there. There really are some human females near the falls. He's seen them but not spoken to them much as they seem a bit weird and/or leery of a dirty old Dwarf.

You may attack him, (go to 971).

You may go to the falls, (go to 571).

Checkout the canyon, (471).

Or, you become uneasy at all this chattiness and travel on, (go to 100, 250, 350, 450, 550 or 650).

174. Each archer had 50 silver pieces and two daggers. If any are alive you may kill or release them. The captives tell you that they are sacrifices to Tezcatlipoco. Their deaths at the new moon will insure the moon's rebirth and sustain the continued banishment of Quetzalcoatl, represented by the winged serpent and evening star. If any of the bowmen are alive one asks to join you. He was a bowman at the Vilyec temple, this is your group's option. If you killed any Brujos you get a gold headband from each worth 15 gold pieces.

You may travel on, (go to 200, 300, 600 or the adjacent unnumbered hex).

177. They wait until the moon is closest to the evening star. Then, they fly away. On a die roll of 1 or 2 this will be toward the lake, (you go to 976).

On a 3, 4, 5 or 6 they fly back toward the mountains. In this case your options are:

You may watch another night, but no more than three nights total, (go to 478).

You may go down the marshy trail, (go to 779).

You may travel on, (go to 200, 300, 600 or the adjacent unnum-

bered hex).

183. Running doesn't work, they know the area better than you do. They have initiative, (go to 283).

200. Your group is at the base of the largest mountain in the area. It has a permanent snow cover year round. A Neanderthal male, several days dead, lies on the winding path up the mountain.

You may climb the mountain path, (go to 421).

You may proceed elsewhere, (go to 500, 600, 700 or 800 or any adjacent unnumbered hex).



211. If anyone made remarks about Billy Goat Gruff, butting jokes, goat jokes, hairs on chinny-chin-chin or made snide remarks about Trolls then they attack with initiative, (go to 612).

On a die roll of 1, 2 or 3 they attack anyway, (go to 612).

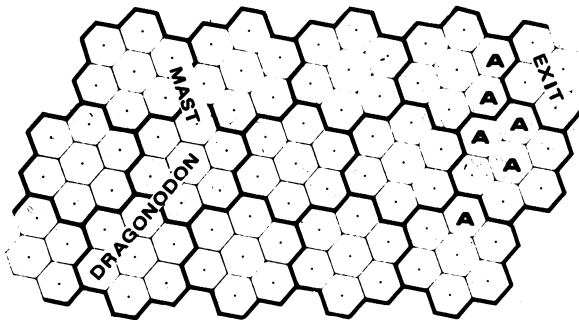
Otherwise, you may continue, (go to 450 or 750).

219. Set up the Melee map as shown. Your group may start in any A. The Dragonodon and Mastodon carcass start as shown. Any of your group entering a Mastodon hex falls down and must crawl free to stand. You may escape combat through the EXIT area. See the Creature Table for the Dragonodon's attributes.

At the start of each combat round roll a die. On a roll of one the Dragonodon goes airborne and flies away. On a roll of two she goes airborne and lands on as many of your group as she can at one time next combat round. Each character landed upon takes 1D+2 damage and the Dragonodon flies away next combat round.

If all in your group die, (go to 990).

If you win, or the Dragonodon departs, you may, (go to 400, 500, 800 or any adjacent unnumbered hex).



232. They tell you that several seasons ago many warboats came up the river from Vilyec and camped near here on the shores of Lake Dragon Reach. Their headman was tortured by the Toltec Brujos and several fisher people were taken slave. The Toltecs went up into the mountains seeking a certain Dragonodon for whom the fishers sometimes left out their excess catch. In several days about half the Toltecs and soldiers returned to depart in a grim, wounded mood. The fishermen hadn't seen the Dragonodon again.

For ten silver pieces each they offer to take you to any part of the shore of Lake Dragon Reach. It will take one day to travel six or fewer hexes. If the camp is not attacked or destroyed you may take up their offer when coming to the village again later.

You may take them up on their offer, (go to 533).

You may travel on, (go to 450, 600 or 700).

235. You talk with the Brujo. He tells you to depart the area forever and never return. It belongs to the Toltec Brujos.

If you travel on, (go to 450, 550 or 750).

If you stay to fight, he'll have initiative, (go to 535).

243. Except for the Shaman they break for the nearest weapon stacks. If you had said anything they get to pick-up a weapon before you can react. Use Morale Die Rolls on them, except for the Shaman. The set-up for this is at no. 842.

The Hobgoblins have Halberds and are ST13, DX9, IQ6 and unarmored. The Shaman is ST10, DX12, IQ8. He has a staff, 2 daggers, Drop Weapons spell, Image and Magic fist, a puny Wizard. If any of you turn to make it out the entry the Hobgoblins get initiative.

Those who make it out the entry can wait for combat to be over and then rejoin the combatants if they win. If they don't win, (go to 645).

If you all die, (go to 990).

If you win, or they break for the exit and escape, (go to 745).

247. Each body has 75 silver pieces. One of them has a medallion with the imprint of a Dragonodon head with sunburst on one side and the inscription, "WYLU CU BYRUHJO EH WYLU CU TUQJX", on the other.

You may travel on, (go to 100, 300, 350, 450, 600 or 700).

248. After a short distance you come to an area that is cloaked in vaguely shining mist. You can only see something at arms length. The floor is perfectly smooth and you seem to hear vague voices calling.

If you go back up and travel on, (go to 100, 150, 250, 500 or any adjacent unnumbered hex).

If you explore then roll a die. On a roll of one, (go to 920).

On any other roll select a direction.

Go straight out, (go to 144).

Go right, (go to 444).

Go left, (go to 844).

250. You come upon a small caravan of traders with pack animals encamped near the main trail. There are two traders, four guards and about ten other servants or helpers.

You may attack them outright, (go to 328).

If you wish to pass by them make a one die roll. On a 1, 2 or 3 (go to 729). On a 4, 5 or 6, (go to 100, 400, 650, 750 or any adjacent unnumbered hex).

Or, you may stop and chat with them, (go to 129).



254. You open it without mishap. He says the magic device he was told would protect it must not have functioned or there never was one as he'd been told. (Go to 955).

261. Set-up Melee map as shown. If attacked you have initiative. If you failed to pay a bet they have initiative. Otherwise, roll for initiative. They will avoid being engaged and let the high DX Elf become engaged last. They will flee if two Elves are killed. Use Morale Die Rolls on them. You may escape combat at the end marked EXIT.

They are as follows:

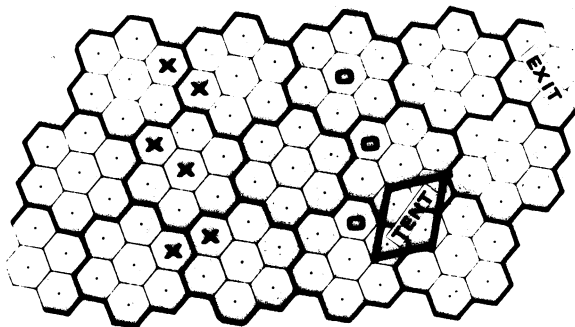
Leader: ST10, DX16, IQ8, MA12, Cutlass, Horsebow, 2 Daggers, 2 shots per turn.

Others: ST10, DX14, IQ8, MA12, Cutlass, Horsebow, 2 Daggers.

Adventurers in any A.

High DX Elf at Y.

Others at 0.



267. If you had the good sense to sling your weapons or leave them behind they don't interfere with your following, (go to 469).

Otherwise, if you retained ready weapons they disappear on the trail ahead of you. You may travel on, (100, 200, 300, 450, 500 or 700).

273. On a die roll of 1, 2 or 3 the Cave Bears awake before any of you can move from their X. Roll for initiative. They will fight to the death. You may escape combat through the end marked EXIT.

If you all die, (go to 990).

If you win you may explore through the exit, (go to 674).

Or, you may go out the entry and back to the falls, (go to 571).

Or, you may travel on, (go to 100, 250, 350, 450, 550 or 650).

276. When the captives are all killed the group leaves the bodies and moves to the Canoe while the Brujos chant. In a short while three Gargoyles appear and carry the bodies toward the hills. The canoe leaves.

You may travel on, (go to 200, 300, 600 or the adjacent unnumbered hex).

278. Before you settle down a large canoe begins to come in.

You may meet it at the shore, (go to 777).

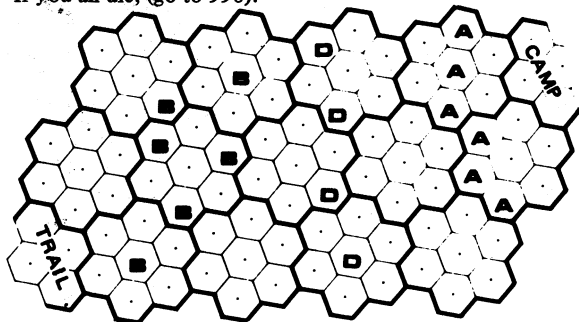
You may hide and watch, (377).

283. Set up a Melee map as shown. If you had run set your characters in any B. If you came from no. 382 set your characters in any A. You may escape combat through the starred hexes marked TRAIL. Another four Dwarves show up at the start of combat round five. If some of your group escape and some of you surrender you may become permanently split as explained later.

The Dwarves are ST11, DX14, IQ9, (adjDX12) with small axes, small shields, leather armor, a small axe slung and 2 daggers. Don't use Morale Die Rolls on them.

Any of your characters may surrender at the start of any combat round. Those who do, (go to 84).

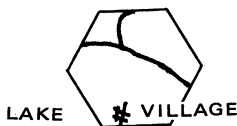
If you all die, (go to 990).



300. You arrive at a small fishing village camp at the lakeshore. It supports several fishing canoes. There are six adult male humans and assorted dependents.

You may stay for a rate of 2 silver pieces per person per day and enjoy the sun, (go to 931).

You may travel on, (go to 450, 600 or 700).



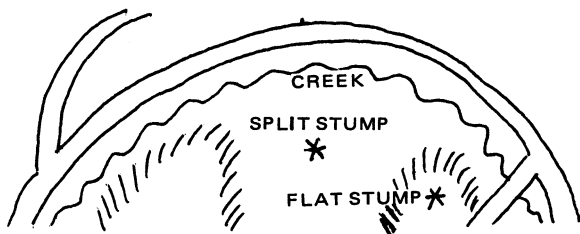
310. No Wizard yet. You enter a clearing with tall evergreen all around and a broken wooden bridge at about point no. 2. Two Trolls are by the bridge gnawing goat bones.

You may go back to Sky Goats Village, (go to 100).

You may walk on by talking, each character makes a one sentence statement to the Trolls, (go to 211).

Or, you may just attack the filthy suckers anyway, you have initiative, (go to 612).

323. You find a humanoid skeleton among the ruins. His clothing is nearly rotted away and there is a leather pouch. In it is an iron medallion with a Dragonodon head in a sunburst on one side and the inscription, "WYLU CU BYRUHJO EH WYLU CU TUQJX", on the other. There is also a map that bears the label, "Nalzec Huante's last secret", with the outline of a Dragonodon in the corner. The map looks like this:



You may descend the mountain, (go to 500, 600, 700, 800 or any adjacent unnumbered hex).

328. Set up the WIZARD map as shown. The servants/slaves have run. Place all surviving traders and guards in the T marked hexes. They are as follows:

Trader no. 1: ST13, DX13, IQ9 (adjDX11) leather armor, morning star, small shield, 2 daggers, 200 silver pieces.

Trader no. 2: ST11, DX13, IQ8, short sword, small shield, 2 daggers, 200 silver pieces.

Guards no. 1 & 2: ST11, DX12, IQ8, mace, small shield, 2 daggers, 50 silver pieces.

Guards no. 3 & 4: ST11, DX12, IQ8, long bow, 2 daggers, 50 silver pieces.

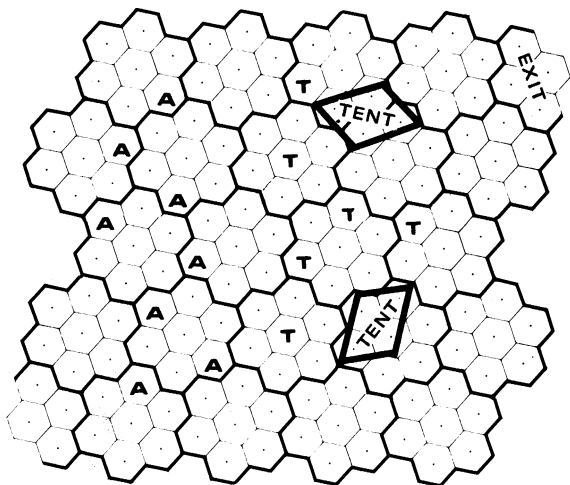
Any who back into a tent trip and fall down. They will have to crawl free to stand up. You may escape combat at the end marked exit. Use Morale Die rolls on them.

If all in your group die, (go to 990).

If you win, (go to 626).

Place your characters in any A.

Place them in any T.



343. Make an immediate Morale Die Roll on the Hobgoblins, except for the Shaman, and give each of them a +2 on the roll. Any who run do so out the exit. You have initiative but those remaining will pick up a weapon and fight. (Go to 243).

348. They are hunters keeping the logging camp supplied with meat. Each of your group needs to make a one sentence statement. You see that one wears some sort of object about his neck. If you ask to see it (go to 546). They tell you that toward (a direction that is the equivalent of 200) Toltec Brujos had been seen.

You may leave and, (go to 100, 300, 350, 450, 600 or 700).

350. Your group has climbed a peak at the spot marked no. 1. Across a clearing you see a Toltec Brujo, staff in hand and two wolves.

You may parley with the Brujo, (go to 235).

You may attack the Brujo, (go to 535).

You may go back toward location no. 2, (go to 135).

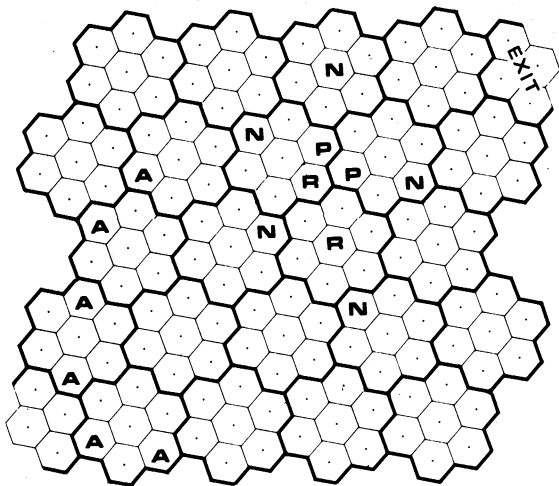


351. At the top of the hill is a man hung up on the crossed poles. Assuming they are all still living at this time, there are three Reptilemen (ST16, DX14, IQ8 with Battleaxes) and five (Compsog) nathus. (ST5, DX10, IQ3, MA10). The Reptilemen's skin stops one hit and they do double damage in HTH combat. (See Creature Table for details.) Put the Reptilemen in the Rs, the Nathus in the Ns, you in any As and the pole at P. You may not enter the Ps. You may escape combat through the end marked EXIT. Use Morale Die Rolls on them with the Nathus at +2.

If you all die, (go to 990).

If you win there is a young Toltec Brujo on the poles. If you decide to kill him outright then, (go to 550, 650, 750 or any adjacent unnumbered hex).

If you want to question him, (go to 552).



352. You may run. On a die roll of 4, 5 or 6 you get away, (go to 100, 150, 200, 400, 600 or 800). Otherwise set-up the Melee map with their group at one end and yours at the other. You may escape combat through the end at which they started. If you kill the Brujo or render him unconscious use Morale Die rolls on the others for the rest of the combat.

They are as follows:

The Brujo is the 36 point wizard from the Wizard Table.

Two are ST11, DX13, IQ8, (adjDX11), spear, leather armor, slung short sword, two daggers.

Two are ST11, DX13, IQ8, (adjDX11), short sword, small shield, leather armor, slung short sword, two daggers.

Two are ST11, DX13, IQ8, (adjDX11), long bow, short sword slung, two daggers.

If you all die, (go to 990).

Winners and survivors, (go to 454).

355. There is a popping, teleportish kind of sound. The Toltec Brujo is gone along with the chest he held, tough luck guys.

You may travel on, (go to 350, 650, 750 or any adjacent unnumbered hex).

361. They appear ready to fight. If a member of your group still doesn't pay-up, (go to 261). If you decide to pay up then, (go to 161), and select another option.

If anyone moves into the tent hexes he falls down and must crawl out at one hex per combat round.

If all of you are killed, (go to 990).

If you win, (go to 763).

368. They are gone like shadows, not to be found.

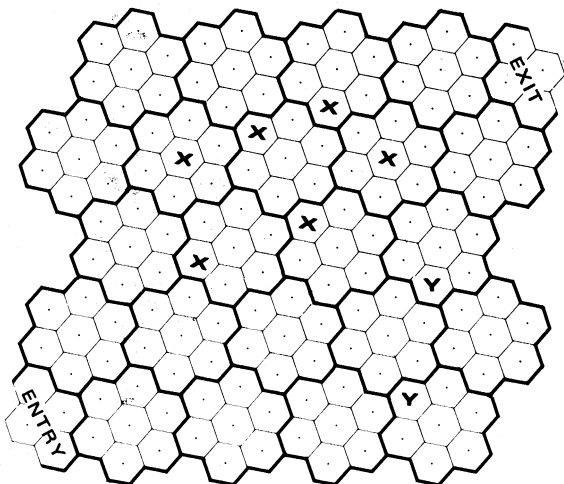
You may travel on, (go to 100, 200, 300, 450, 500 or 700).

372. You enter a cavern the size of a Wizard map. It is poorly lit by a narrow shaft from above to the surface. You walk to the hexes marked X before noticing that there are two Cave Bears asleep at the Ys.

You may try to make quietly for the EXIT hexes, (go to 873).

You may sneak back out the entry, (go to 273).

You may attack the sleeping bears with initiative, (go to 673).



377. What appears to be three Toltec Brujos, several slaves with torches, four archers and three bound captives debark. The captives are dressed richly with some sort of feather outfits. The captives are taken to the platform and one is laid across it while the Brujos chant.

You may attack now, (go to 76).

You may continue to watch, (476).

379. The path begins to ascend the foothills of the nearby mountain range. At point no. 2 you reach the top of a hill with a clearing. Natural rock has been laid into the ground in a primitive manner to make a very roughly circular area. There are a few scattered bone fragments that you can identify as at least humanoid. As the sun begins to go down you realize that a new moon will rise very near the evening star.

You may spend the night here, (go to 478).

You may move back down the trail for the night, (go to 78).

382. On a die roll of 1, 2, or 3 a patrol of four Dwarves finds you.

You may go to camp with them, (go to 982).

You may fight where you are, (go to 283).

You may try and run, (go to 183).

If a 4, 5 or 6 were rolled you may keep watching, (go to 382 again). Or, you may go back to no. 481 and select another allowable option.

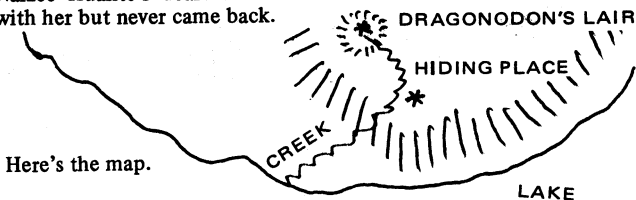
400. You arrive at a small crumbling stone building near no. 1 that appears to be a temple. It is dusk. There appears to be very faint noise and possibly lights somewhere within.

You may travel on, (go to 100, 150, 250, 500 or any adjacent unnumbered hex).

You may explore the partially ruined building, (go to 41).



411. Momma is a tough buzzard but she breaks fairly soon. You were watched by a few bored villagers. She says she was Nalzec Huante's dearest friend and confidant. He left the map with her but never came back.



Here's the map.

You may go toward no. 2, (go to 310).
Or, you may go on, (go to 250, 400, 500 or 600).

418. If anyone had the presence of mind to say anything to the effect that you were seeking the treasure or secret of the Silver Dragon, (go to 617).

Otherwise, the Dragonodon tells you to back off.

You may attack her, (go to 219).

Or, you may, (go to 400, 500, 800 or any adjacent unnumbered hex).

421. Strange howling voices sound as you mount the trail past the snow line. Passing under a ledge a few rocks come hurtling down on your group. Each character must make a 3D roll of his adjDX or less to avoid being hit and suffering a 1D-4 damage.

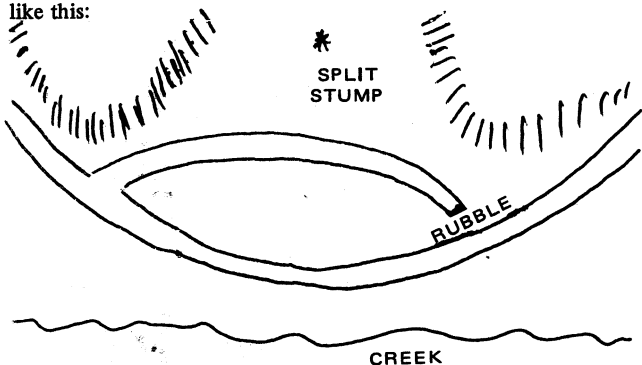
You may continue up the mountain path, (go to 622).

Or, you may go back down, (go to 662).

428. The drinks were drugged, a drug they have tolerance for with long use. (Go to 527).

433. Just a number to fool you, (go to 132).

436. You come to a clearing of a small valley that maps roughly like this:



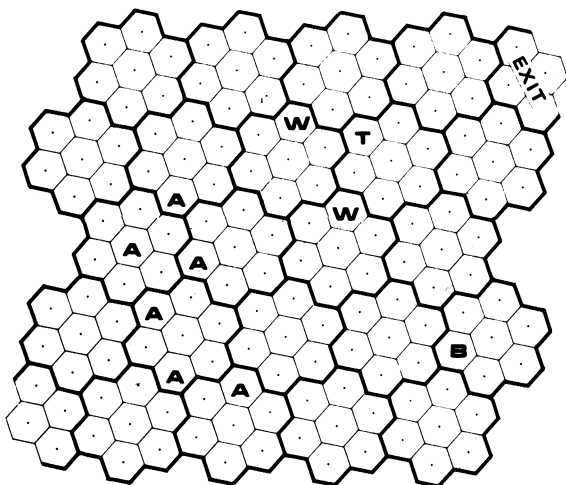
Set-up a Wizard map as described. The Brujo is the 38 point wizard from the Wizard Table. The two wolves are ST11, DX14, IQ5 - see the Creature Table for the other details. The Cave Bear is also from the Creature Table. If any of your part wish to disbelieve the Bear or Wolves then make a disbelieve roll and (go to 537) if successful. Before fighting, (go to 637).

You may escape combat at EXIT.

The Brujo goes in T.

Your group goes in any A.

The wolves go in W.



444. You walk out of a misty patch in early morning light near the village of Xoc. You can't go back no matter what you try. You are now back to moving and adventuring on the regional map.

445. The archers regard you as some sort of comrades. The leader, with medallion, says he knew a cousin of Nalzec Huante. Nalzec disappeared about the time the Toltec Brujos made some sort of effort in a direction that translates as about 350 or 750. The leader says Nalzec had acted strangely in seeking out the sacred Dragonodon. All thought him touched in the head.

You may try to leave, (go to 746).

You may attack them, (go to 544).

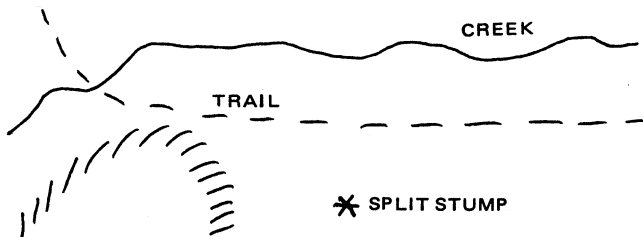
450. You arrive at a logging camp near no. 1. It appears only partially in use. There are three overseers and 20 slaves in sight.

You may avoid the camp, (go to 949).

You may go on in to talk to them, (go to 649).



453. He takes you to a place that looks roughly like this:



Near the split stump he tells you to dig. You do and find a small metal chest with the crest of a dragonodon head on the lid. He says that there is a spell on the chest to protect its very great treasure. He, being a Toltec Brujo, can open it in safety.

If you let him open it, (go to 754).

If you decide to open it designate one character to do the job and (go to 955).

454. You search the bodies. The Brujo has 400 silver pieces and each soldier had 50 silver pieces. The wizard also had a set of orders written in Nahuatl, quoted as follows:

"Nalzec Huante may not have made the suspected transition. Search the mountain at (translates as 200). Dragonodons have some lairs there and may have data or have helped Huante. Psyche analysis indicates him dead now but where? All glory to his finder.

Termano Choula

Vilyec Temple"

You may travel on, (go to 100, 150, 200, 400, 600 or 800).

455. The jade item is some sort of magical device. For 10 gold pieces or equivalent fee a 40+ Wizard will tell you what it is at the end of your adventure. If you pay the price then go to no. 355 at that time and figure it out.

You may travel on, (go to 350, 650, 750 or any adjacent unnumbered hex).

462. The party grows boisterous. If your group netted 100 or more silver pieces in the bets over the Elves then roll a die. On a 5 or 6 they steal away in the night and take all the silver coins of each adventurer who rolls a 4, 5 or 6 on one die.

Otherwise the night is uneventful and you may stay a second day. The Elves tell you of a recent legend of a great shining Dragonodon that was the enemy of the Toltec Brujos. The Brujos had used his mate's eggs for making magic items. In revenge he'd stolen a secret from the Brujos that they had kept from the population. They traced him and killed him for the theft. This took place somewhere in these mountains.

You may travel on, (go to 250, 550, 750 or any adjacent unnumbered hex).

469. They go off the track to point no. 2. You are in a clearing ringed by a nearly perfect circle of exceptionally tall evergreens. This is near the timber line of a mountain. They sit in a wide circle and do nothing.

You may sit in the circle with them, (go to 168).

You may travel on, (go to 100, 200, 300, 450, 500, or 700).

471. Several hours walk down the canyon you come to a cavern entrance that is three megahexes tall and wide. There is an animal smell about the opening.

You may enter, (go to 372).

You may go to the falls, (go to 571).

You may travel on, (go to 100, 250, 350, 450, 550 or 650).

475. The survivors call out that they will surrender.

If you accept, (go to 174).

If you fight on then, (go to 990 if you all die), or (go to 174 if you win).

476. The Brujos kill a captive, rip his chest open, pull out the heart and eat.

You may attack, (go to 76).

You may continue to watch, (go to 276).

478. As night falls three man-sized flyers land. They speak a strange language. You may wait and watch, (go to 177).

You may attack, you've got torches ready to light, (go to 577).

481. You come to a small valley in which there is an obvious mining operation. There is another group of four uniformed Dwarves, at least three Dwarf crew bosses and 20 or so Neanderthal slaves.

You may stay hidden and observe, (go to 382).

You may walk into the mining camp, (go to 982).

Or, you may proceed, (go to 200 or 500).

500. As you come to the edge of a clump of trees you spot a Toltec military patrol of six accompanied by a Toltec Brujo. At this distance you can only see that two are bowmen, two apparently have swords and the other two bear pole weapons.

You may wait until they've passed and travel on, (go to 100, 150, 200, 400, 600, or 800).

You may follow them and watch, (go to 51).

You may try to get ahead of them and lay an ambush, (go to 851).



510. You move toward spot no. 3 where you can see great vistas of the lake. The Neanderthal tribe accepts your quest rather

matter-of-factly. You may try to take the girls back to Momma, though they are an unkempt lot.

Take the girls to Momma, (go to 111).

Go back to Momma and get the map anyway, (go to 411).

Return to Sky Goats, ignoring Momma, (go to 100).

Or, you may go elsewhere, (go to 450 or 750).

519. The Dragonodon asks you what you want as it becomes alert to your approach. Each member of your party should make a one sentence statement. (go to 418).

527. You're shackled together as captured slaves. The traders will work their way down the river to High Bloody Lake on the regional map. Then, they'll go down the river to Coba. Each surviving character may make a two die roll for each days travel of one hex. They escape on a 12 roll. That escapee will eventually make it back to his base and recuperate, experience saved, for another adventure, if he makes a one die roll of 4, 5 or 6. Each surviving escapee will get a bonus 75 Experience Points.

For those who fail escape it's the silver mines of Coba for the rest of their short lives. END ADVENTURE.

533. You tell them where you want to go, load up and pay up. If you fail to pay they refuse to take you.

If you force them to go anyway then, (go to 834).

If you pay, (go to 934).

If you don't pay and hang around for another night, (go to 632).

535. Set-up a Melee map with your group in the starred hexes at one end and the Brujo and wolves at the other. The Brujo is the 38 point wizard from the Wizard Table. He heals 1ST at the start of each combat round. Your group feels psyenergy emanating from a shadowy pillar of brilliance that now appears behind the Brujo. It is the height of 20 tall men. Begin the combat. If the Brujo is killed or captured or it is the start of the fifth round of combat, (go to 936).

If you are killed, (go to 990).

If you win or withdraw before the fifth combat round, (go to 450, 550, 750 or 838 or the adjacent unnumbered hex).

537. The wolves are real. On a die roll of six the bear is real and summoned, otherwise it is an illusion and disappears. You need to recompute the strength cost to the Brujo of having summoned the bear and sustained it. If the Brujo would have gone unconscious or died in the last combat turn then undo the effects of that round and leave the Brujo with at least ST2, even if he would not have had that much strength.

Continue combat, (go to 637).

543. On a die roll of one they spot you. They get to pick-up a weapon before you can react, (go to 243).

On a roll of 2, 3, 4, 5 or 6 go back to 842 and pick another option.

544. All in your party are dazzled by a blinding flash, bright as sun, from the medallion. When you can see again they are gone. You hear a mocking voice say, "those who betray him are of the Toltec and will die". Everyone of you who wore medallions finds them gone and feels weakened and will fight their next fight at -1DX. (Go to 746).

546. It is a medallion with a Dragonodon head and sunburst on one side and on the other the inscription, "WYLU CU BYRUHJO EH WYLU CU TUQJX". He repeats the saying to you. If any in your group has a like medallion, (go to 445), regardless of anything you may have said. If any of you said anything threatening or disparaging about the Silver Dragonodon or his treasure or secret leave and, (go to 848).

Otherwise, (go to 554).

550. You come to a rocky area near no. 1. There appears to be a pair of crossed poles near the top of a rocky hill nearby. You see what is apparently a Nathus sleeping on a rock near the top.

You may go up the hill, (go to 351).

You may carefully scout about and watch, (go to 651).

You may travel on, (go to 350, 650, 750 or any adjacent unnumbered hex).



552. He is weakened but seems grateful for you saving his life. He tells you that he had been sent to find the Silver Dragon's treasure and WAS SUCCESSFUL. It is hidden and he promises to give you a third of it if you'll take him to it and then to the lake where he can signal a Toltec canoe. The treasure is described as more than a 1,000 gold pieces. He's babbling and not too rational but does seem eager even in weakness.

If you want to go with him, (go to 453).

If you want to kill or leave him, (go to 350, 650, 750 or any adjacent unnumbered hex).

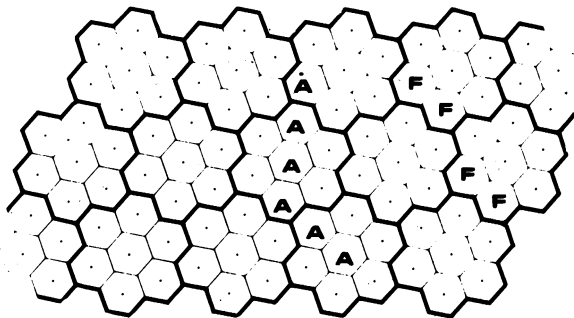
569. Set up a Melee map. Put your group on any A. They are all ST12, DX13, IQ10 and unarmored. Place them on the Fs. Their staves do 1D damage. You see one has a ring with a Dragonodon headcrest. Each of them has a Slow Movement and Drop Weapon spell. They will only use Dodge, Defend, Shifting, Disengage, cast Spell or other defensive options in initial combat. They fight with excellent group coordination, helping and defending each other. Their goal is to disengage and get away. You must use them to accomplish this in an efficient manner.

Starting with the third combat round each member of your group **MAY** make a three die roll under their IQ and try to stop fighting and disengage. You may do this starting the second combat round if a character's IQ is 9 or more. The cowardly ones will begin to hit at your characters to damage them when one of them has taken damage equal to or greater than half their strength.

If you are all killed, (go to 990).

If they all escape, (go to 368).

If you managed to stop combat before they all escaped combat, (go to 768).



571. The falls really look great. Five adolescent young girls seem to be hanging about aimlessly. They are all dressed in white and it seems like dust is reluctant to mar their appearance. They tell you they are a sisterhood traveled far from the east. They are fully innocent and seeking Unicorns to tame and take home to restore the magic of their tribe. Any males in your party may attempt an amorous pass, (go to 707 before any other actions).

You may leave and head for the canyon, (go to 471).

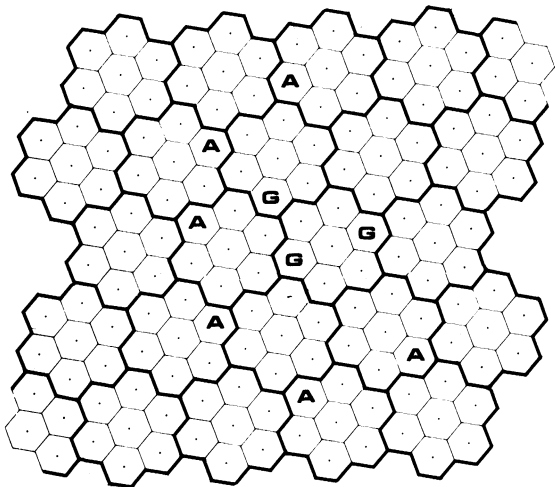
You may travel on, (go to 100, 250, 350, 450, 550 or 650).

Or, you may stay two nights with them and get healed of 2 hits of damage beyond the usual rest and recuperation level, they know physiker arts, and then travel on.

577. There are three Gargoyles, see Creature Table for details. You have initiative. Use Morale Die Rolls on them. They will depart by disengaging and/or flight. You may escape combat at any map edge. Place Gargoyles at Gs. Your group may be at any A.

If you all die, (go to 990).

If you win you find nothing of value. You may go down the marsh trail, (go to 675), or, you may travel on, (go to 200, 300, 600 or the adjacent unnumbered hex).



581. They will fight you. If you choose to back down now then, (go to 150, 500 or any adjacent unnumbered hex right now). They will follow you out of the area.

Otherwise, the Dwarves go in Ds, you go in the As. They are all ST11, DX9, IQ8, (adjDX12). They have small shields, small axes ready and slung, 2 daggers and leather armor. If you are victorious they each have 40 silver pieces on them. Remember that they get +1 on each small axe hit. You may escape combat through the EXIT.

If you all die, (go to 990).

Otherwise, you heed the last one's dying breath to have Dwarven vengeance upon you, (go to 150, 500 or any adjacent unnumbered hex).

600. You come on a group of four men wearing home-spun, cowled robes. They carry staffs and large leather pouches strapped over their shoulders. They are calm and impassive as you approach.

You may greet them, each character makes a sentence statement, (go to 969).

You may attack them, (go to 569).

You may ignore them, (go to 69).



612. Set up the map as shown. The Trolls are ST30, DX8, IQ8, MA8. They do 2D damage per hand hit and heal one hit per turn until dead. Your party may escape combat at the exit. Also, if you insulted them they got so mad they hollered for a friend who'll show up at the start of combat round four at the X. Use Morale Die Rolls on them.

If you all die, (go to 990).

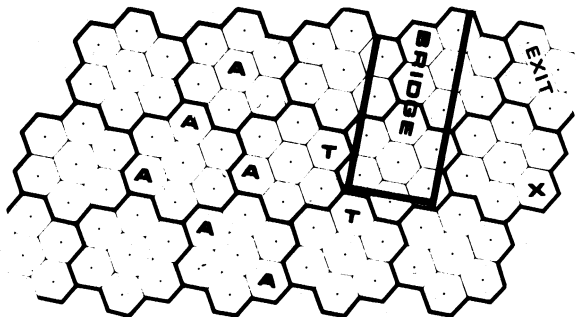
If you win, (go to 913).

Put your characters in any A.

Put the Trolls in the Ts.

The bridge structure can't be entered.

Put the new Troll in X when he shows up.



617. She appraises your group carefully, with perhaps an air of amusement. Then, she asks you if you would prefer freedom to death in a sharp and demanding tone. The group must give a consensus yes or no answer or depart, (go to 400, 500, 800 or any adjacent unnumbered hex).

If the answer is no, (go to 816).

If the answer is yes, (go to 116).

622. You reach the peak of the mountain. There is nothing of note except what may be some structural ruins under the snow. You may search at the cost of 1 ST in exhaustion and frostbite per day. Roll one die for each days search.

On a roll of 4, 5 or 6, (go to 323).

Otherwise, you may quit the search, (go to 500, 600, 700, 800 or any adjacent unnumbered hex).

626. You recover 200 silver pieces from each trader body and 50 silver pieces from each guard body. One of the slaves, a broken, vague man, returns and asks that the slaves be set free with the camp supplies to make their way home. He also tells you that he used to be a Toltec Brujo's apprentice. He'd possessed psyenergy sensitivity and been near when the Brujos attacked a Silver Dragonodon deep in his lair. He'd been sensitized to Nalzec Huante. All he

remembers is Huante making some sort of transition and the Brujos sudden massive concern with sun energy during the end of the attack. He wishes you a hundred years good luck.

You may, (go to 100, 400, 650, 750 or any adjacent unnumbered hex)

632. They do nothing until evening at which point you note they've vanished, (go to 132).

635. The shining pillar remains but begins to fade. You search around and find a cave entrance going down. Well underground you find a silver Dragonodon frozen behind some sort of impenetrable, invisible wall. He is in a position you estimate to be roughly under where the pillar touched ground. You can do nothing but leave.

If you wish to search the area around point no. 2, (go to 838).

You may travel on, (go to 450, 550, 750 or any adjacent unnumbered hex).

637. Your party fights the Brujo. At the beginning of combat turn three a long bowman, ST11, DX13, IQ8, appears where the bear started or as near as possible if that hex is occupied. The bowman will retreat off the map rather than let himself be engaged. The Brujo will retreat if alone or if he and only one of his helpers survive and three or more of your group are standing.

If you are all killed, (go to 990).

If you kill or capture the Brujo at combat's end, (go to 738).

Otherwise, (go to 838).

645. They don't follow. You may travel on, (go to 100, 150, 250, 500 or any adjacent unnumbered hex).

649. They tell you they come each summer to cut the tall evergreens. The logs are worked down stream to the lake where they are tied into rafts. They are sold in Vilyec to the Roosheen merchant clan and made into building lengths. The straw boss tells you that a seer told him that the Silver Dragonodon's treasure was hidden in a cave in a small valley by a road and creek above Mpopo village. He's often had accurate visions, a statement supported by the others, and says he sees an immense pile of silver coins.

They appear without valuables but you may attack anyway, (go to 48).

You may travel on, (go to 100, 300, 350, 600, 750 or 949).

650. You are at one with the mountains rising nearby. A party of four rather unkempt Elves has pitched a tent and are practicing with their horsebows while quaffing a few flagons.

You may pass minimal pleasantries and travel on, (go to 250, 550, 750 or any adjacent unnumbered hex).

You may stop and have a drink with them and accept their challenge of an archery match with their best bowman for 100 silver pieces, (go to 161).

You may attack them willy-nilly, (go to 261).



651. Your observation reveals that there are at least four Nathus on the hill and that something is hanging on the poles. You've also seen something man-sized moving about the poles.

You may go up the hill sneakily with initiative on any sentients you meet, (go to 351).

You may try some long range bow shots on the Nathus at -3DX, one shot per Bowman, see Creature Table for their description, (go to 152).

You may forget it and travel on, (go to 350, 650, 750 or any adjacent unnumbered hex).

653. About an hour away two Reptilemen and three Nathus attack you with initiative. The Reptilemen are ST16, DX14, IQ8, MA10 with battleaxes. The (Compsog) nathus are ST5, DX10, IQ3, MA10 (see Creature Table for details). The Reptilemen won't hesitate to grapple if they lose their weapon. Use Morale Die Rolls on them with the Nathus at +2. You may escape combat at the end marked exit. If you win you find no valuables.

Place your characters in any A.

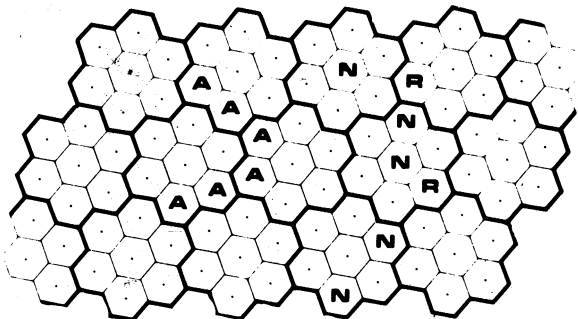
Place the Nathus in any N.

Place the Reptilemen in the Rs.

If you win you may not rest.

You may return to the hill and fight the rest of them, deleting those you've already killed, (go to 351).

You may travel on, (go to 350, 650, 750 or any adjacent unnumbered hex).



655. Set up a Melee map with your group at one end and their group at the other. Use the descriptions of them from no. 352, using one bowman, one swordsman and one spearman. If they get initiative the three soldiers charge you with the Brujo right behind. Use Morale Die Rolls for all of them in combat. Your group may escape combat at the starred hexes at their end.

If you all die, (go to 990).

If you win, (go to 454).

667. As dusk of the second day settles they pass some cactus buds, Mescaline, for each to chew.

You may stay and chew, (go to 866).

You may travel on, (go to 100, 200, 300, 500 or 700).


673. You attack the bears. They stand up this turn and defend the next combat round before returning your attack. You may escape combat through the entry.

If you all die, (go to 990).

If you win you may explore the EXIT tunnel, (go to 674).

Or, you may go to the falls, (go to 571).

Or, you may travel on, (go to 100, 250, 350, 450, 550 or 650).

674. At the end of a tunnel you find a skeleton of a human. It wears a silver bracelet. The front half has a head profile of a Dragonodon. You can sense a certain aura of magic on the bracelet if you are a wizard. On the back of the bracelet is this inscription: "7GO OACX4 XHKO U5Z2NPK4C IKNG3 XE6WY RB-2AU NU4 ".

You may take the bracelet.

You may now try the falls, (go to 571).

You may travel on, (go to 100, 250, 350, 450, 550 or 650).

675. Down the trail you come to a gravel bar extending into the lake. Fresh marks of several canoes are left in the sand. There is a stone platform at the shore end of the bar. It is covered in barely dried blood. There are a few spent torches about. On the platform appears the image of a winged serpent broken and crushed. A full moon appears above it with a star immediately below that. There is an inscription below. If any of your group survives the adventure you will get a translation at no. 991, make a note of that number.

You may travel on, (go to 200, 300, 600 or the adjacent unnumbered hex).

684. You are stripped of all arms, armor, supplies and money having only your loincloths remaining. They will kill enough of your group to make the death count equal with the number of Dwarves slain. Those who are killed are the low die rollers among the group. You may fashion clubs with three days work. If your friends happen to win without your help the same thing happens but no deaths.

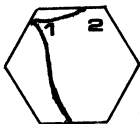
You may travel on, (go to 150, 200, 500 or any adjacent unnumbered hex). You should try to make it back to your starting point.

700. At the intersection of two trails near no. 1 you find a stone stela. It has carvings of what appears to be a skinny winged dragon or some sort of flying serpent. The serpent appears broken and crushed. There is a path going up into some scrub trees near the shore. A path also leads out into a marshy area of the lake.

You may travel on, (go to 200, 300, 600 or the adjacent unnumbered hex).

You may go into the marsh, (go to 779).

You may follow the other path, (go to 379).



707. Any who tried end up totally unconscious. These recover when you've finally left the falls, which is what the girls tell you to do now. You may go back to no. 571 and select one of the options that takes you away from the falls.

712. They really want to stay. Set up a Melee map as shown and fight it out. Each Neanderthal will quit after taking a blow of three or more hit damage, the girls aren't THAT great. Your characters may escape combat at the end marked exit.

Use Morale Die Rolls on them if needed.

Put your characters in any A.

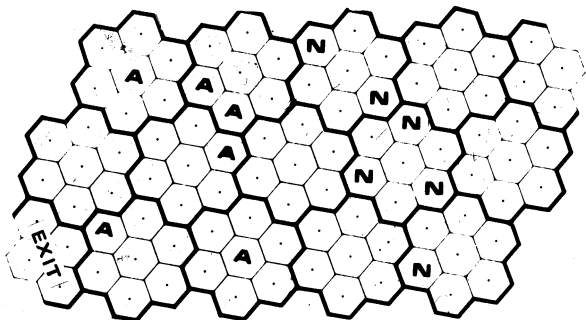
Put them in any N.

If you all die, (go to 990).

If you win you may go get Momma, (go to 411).

You may return to Sky Goats and ignore Momma, (go to 100).

You may continue, (go to 450 or 750).



715. At point no. 2 you find a stone Stela amongst some brush on top of a small hill. It bears the inscription, "Freedom is all, all else is nothing". There is a box at the foot of the Stela with medallions you may take. They bear a Dragonodon head on one side with the representation of a sunburst. On the other side is the following inscription:

"WYLU CU BYRUHJO EH WYLU CU TUQJX".

You may, (go to 400, 500, 800 or any adjacent unnumbered hex).

729. They follow you and attack from the rear. They have initiative and get to move and attack while you may only change facing after their first movement. You may NOT escape this combat. There are also three of their servants with three heavy casting nets. They stand back, but close to their target, and make a throw at a member of your party after he has received a +3 or greater damaging hit. Use a 'to hit' roll for thrown weapons at DX10. If the servant makes his roll the target is entangled and may only be set free after the combat. They are as follows:

Trader no. 1: ST13, DX12, IQ9, (adjDX11), leather armor, morningstar, small shield, 2 daggers.

Guards no. 1 & 2: ST11, DX12, IQ8, mace, small shield, 2 daggers.

Guards no. 3 & 4: ST11, DX12, IQ8, long bow, 2 daggers.

Servants: ST12, DX10, IQ8, three nets.

Use Morale Die rolls on all of them as the rule requires.

Put your characters in any A.

Put them in any T.

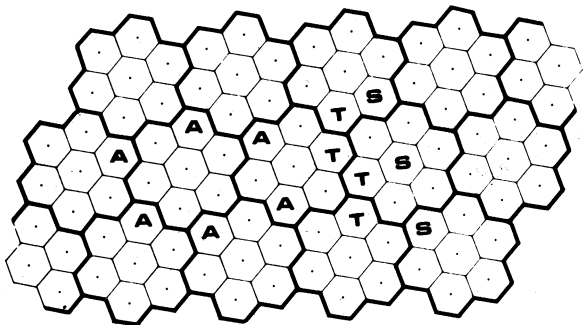
Put servants in Ss.

If you are captured, (go to 527).

If you win you may go attack the rest, (go to 328).

Or, you may, (go to 100, 400, 650, 750 or any adjacent unnumbered hex).

Or, if you all die, (go to 990).



731. They scatter everywhere, dunes, bushes, skiffs and gone as fast as possible. The men use their fishing spears to give their families a head start. On a die roll of 1 or 2 you kill someone despite their best efforts to avoid you and delay you, (go to 32).

All you find is fishing items and poverty level artifacts. You may leave, (go to 450, 600 or 700).

You may stay and search some more in the morning, (go to 132).

738. As the Brujo dies he tells you cursingly, "Huante's secret is no more, you have forever lost". There are 200 silver pieces on his body and an amulet of a Dragonodon's head around his neck.

If anyone puts the amulet on, (go to 39) and come back to no. 738.

You may search the area, (go to 838).

You may travel on, (go to 450, 550, 750 or the adjacent unnumbered hex).

745. The Shaman will have 30 silver pieces and each Hobgoblin 2D silver pieces. Each pillar has a Dragonodon's head sculpted onto it. There is a dead, disemboweled Ornitholestes on the small rock table between the pillars.

You may go up and travel on, (go to 100, 150, 250, 500 or any adjacent unnumbered hex).

You may go out the exit and explore the tunnels further, (go to 248).

746. Your departure is without incident, travel on, (go to 100, 300, 350, 600 or 750).

750. You come to a place where a trail meets a path. There is the start of what becomes a sizeable canyon toward no. 3. The lake is visible that way. Seated beneath a sign that points roughly toward no. 2 is what appears to be a blind Dwarf. Seated beside the Dwarf is a Dire Wolf with a collar. The sign reads, "Waterfall of Nymphs".

"Hail Seekers," says the Dwarf in cultured tones.

You may chat with the Dwarf, each character make a sentence statement, (go to 171).

You may go down the canyon, (go to 471).

You may mosey over to the falls, (go to 571).

You may attack the Dwarf, (go to 971).

You may travel on, (go to 100, 250, 350, 450, 550 or 650).



754. He opens it, reaches in and pulls something out. If any of your group is having second thoughts he may strike at the young Brujo if he can roll one or two on a die. The strike is with the ready weapon at normal face-to-face DX. It will kill the Toltec if it lands.

If you kill him, (go to 55).

Otherwise, (go to 355).

763. Each dead or captured Elf has 150 silver pieces on him as well as his equipment. The expert Bowman has 400 silver pieces. Add to these totals any bets they won from you. Near the end of combat the expert Elf cries out a chant at you:

“Nalzec Huante scoffed our aid
He went as the free yearning go
To where the heaven's blaze is laid,
down under freeing dragon low
from other climes. He paid
the price in death but freed.”

Your group may rest if victorious.

You may travel on, (go to 250, 500, 750 or any adjacent unnumbered hex).

768. I mean, really guys! Trying to beat up on a peaceful bunch, what hotheads! Each of you takes -15 Experience Points in humiliation, remorse and guilt. The cowed ones go on their way toward no.2.

You may attempt to follow them but you'd best decide to do something else first. Decide what that is and, (go to 267).

You may travel on, (go to 100, 200, 300, 450, 500, or 700).

777. When they see you they shear off, not landing. Angry shouts come and also four horsebow arrows. Each character needs to make a saving roll with three dice and roll under their adjDX+3 to avoid being hit.

You may travel on, (go to 200, 300, 600 or the adjacent unnumbered hex).

779. You come to a gravel bar extending into the lake. Old marks of a large lake canoe appear in the sand. A stone platform is at the shore end of the bar and it is marked by what appears to be old bloodstains. Carved on the platform appears the image of a winged serpent that is broken. A full moon appears above this with a star immediately below that. There is an inscription that any survivor of your adventure may learn the meaning of at the adventures end at no. 991, make a note of this number.

You may move back down the trail for the night and try the hill trail the next day, (go to 379).

You may stay on the bar, there is a new moon rising near the evening star, (go to 278).

You may travel on, (go to 200, 300, 600 or the adjacent unnumbered hex).

800. Near point no. 1 you encounter four Dwarves. They are dressed uniformly in leather armor with small shields that bear the same pattern. They carry two small axes, ready and slung, with two daggers and a travel pack on their back. They warn you to move on to no. 150, no. 500 or any adjacent unnumbered hex since they are guarding and patrolling the area for their employer.

You may attempt to proceed toward point no. 2 directly, (go to 581).

You may move back until they've gone and then go toward no. 2, (go to 481).

You may travel on, (go to 150, 500 or any adjacent unnumbered hex).



816. You've got a fight on your hands, (go to 219).

834. On a die roll of 1, 2 or 3 they flip the boats over out from shore. Each character rolls one die. On a 6 you drown. On a 4 or 5 you get back to shore at 300, villagers gone, (go to 450, 600 or 700). You become captured on a 1, 2 or 3. They take captives down to Vilyec to sell as slaves. Each captive character may attempt escape where the river empties from the lake. On a three die roll of your DX-3 or less you escape. If escaped you make your way back to your start on a die roll of 4, 5 or 6. That character gets 50 bonus Experience Points and recuperates fully for later adventures.

Those that remain captured go down the river and eventually to Cibola to the silver mines. END ADVENTURE.

838. Up the hill to the right, as viewed from the trails, you find a container buried a few feet down near a flat topped stump. It bears the inscription, "open only at peril to your self illusions". If you open it, (go to 30) and return to no. 838.

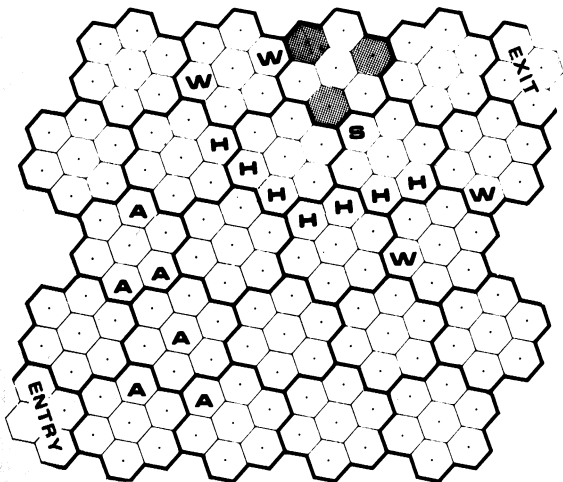
You may travel on, (go to 450, 550, 750 or the adjacent unnumbered hex).

842. You come to a room the size of a Wizard map, as shown. There is a Hobgoblin in each H. There is some sort of religious leader in S. There are Halberds stacked at the Ws. Your group is in any A. You may go back out the entry quietly, (go to 100, 150, 250, 500 or any adjacent unnumbered hex).

You may rush them, (go to 343).

You may greet them, (go to 243).

You may quietly watch, (543).



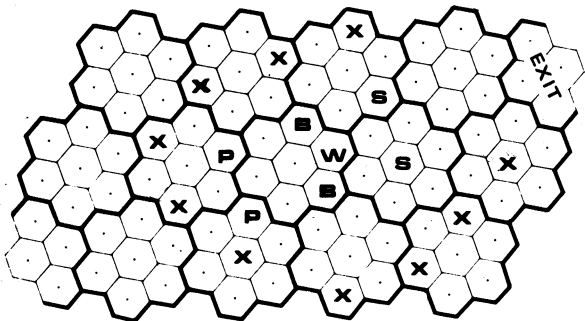
844. You wander out of a heavy early morning mist at the village of Sky Goats, (go to 100).

848. On a die roll of 1, 2 or 3 they follow you and ambush you. Use Morale die rolls on them at -1 per roll. They have initiative and get off a shot before any in your party can move, (go to 148).

851. Set up the Melee map as shown and get descriptions of their group from no. 352. Place spearmen at Ps, bowmen at Bs, swordsmen at Ss and the Brujo at W. Your group may be in any Xs. You have initiative. If you down one of them in the initial combat round make a Morale Die roll for the rest at +2. You may escape combat through the EXIT.

If all of you are killed, (go to 990).

If you win, (go to 454).



853. A group of three Reptilemen and Five Natus come down on you. Roll for initiative when you set up for combat.

Fight it out, (go to 653); however you will need to correctly represent the number of opponents.

866. Awareness of your surroundings begins to fade. You each begin to have a similar vision. Unsupported stairways, reflected many times as if in mirrors, lead upward. On each stairway peoples are climbing. Lower down they appear vague, unformed and primitive. As they move higher they become more distinct, confident and decisive in appearance. On the stairway nearest your viewpoint the people are human. The people appear less and less human progressively on stairways farther and farther away.

Many shadowy stairways, leading down, intersect the upward stairways near the middle. Peoples going down these are returning to vagueness, becoming brutish as they descend into formless, churning chaos.

The stairways appear nearly indistinct and faded in the center section. A shining column of light appears in this faded section. It somehow is keeping the stairways intact despite the fading. Your viewpoint departs your body to begin climbing the stairs. As you reach the faded center you see the shadowy form of a motionless Dragonodon imbedded in the bottom of the shining column. His face is calm and wise beyond belief. His claw is stretched out to all who pass. Everyone who comes up to the Dragonodon's level peers into his claw and reaches forth as if to take something from his grasp. It is then and there that the downward movement of people starts.

As you approach the Dragonodon you see that his claw contains a formless thing of pain and ugliness, you know that it is death as surely as you know your own name.

You may will your vision viewpoint to reach out and grasp death, (go to 65).

You may forgo grasping death, (go to 965).

873. The bears awake before you can move. They fight to the death. See the Creature Table for details about them. You may escape combat through the ENTRY. Roll for initiative.

If you all die, (go to 990).

If you win you may explore the EXIT tunnel, (go to 674).

Or you may go to the falls, (go to 571).

Or, you may travel on, (go to 100, 250, 350, 450, 550 or 650).

876. Your search of the area shows the remains of three humans. They were richly dressed and apparently anointed and perfumed. There are also the remains of large bird feathers attached to clothing remnants.

You may go down the marsh trail, (go to 675).

You may travel on, (go to 200, 300, 600 or the adjacent unnumbered hex).

913. You find nothing except 4D silver pieces on each Troll Body and a huge rubbish heap of old goat bones.

You may, (go to 100, 450 or 750).

920. You're lost in the mist. Roll a die. If you roll a 1, 2, or 3 each member of your group loses 1ST and you're still lost. If you roll a 4, 5 or 6 you are back where you started, (go to 248). Keep rolling until you die or get out. If all die, (go to 990).

You may travel on, (go to 450, 600 or 700).

931. You may spend as many days as you like and can afford.

If you fail to pay and try to stay, (go to 632).

If you later decide to attack them, (go to 731).

You may try to befriend them for data and transportation, (go to 232).

You may travel on, (go to 450, 600 or 700).

934. On a die roll of 1 a storm forces you all the way to Huac. They unload you there and depart. Otherwise you make it safely to where you wish to go. If that is an unnumbered hex of the regional map then revert to that type of movement and adventuring. If it is to a numbered hex then go to that hex number.

936. A ray of brilliant light stabs out from the ground at the base of the pillar. It touches the Brujo who dissolves in a flash. Any of the Brujo's helpers immediately flee or attempt to flee if engaged. The bear disappears.

You may search the area, (go to 635).

You may go search area no. 2, (go to 838).

You may travel on, (go to 450, 550, 750 or the adjacent unnumbered hex).

949. On a die roll of 1, 2 or 3 you meet up with a group of four muscular chaps with long bows wearing forest greens.

You may fight them, (go to 148).

You may talk, (go to 348).

You may try to move on, (go to 848).

952. One spearman, bowman and swordsman go off leaving the Brujo and the three others.

You may attack, (go to 655).

You may try to ambush the Brujo group, (go to 851).

You may travel on, (go to 100, 150, 200, 400 600 or 800).

955. There is a haul of 1,000 gold pieces in the chest, 20 jewels (later valued at 100 gold pieces each) and also a jade salamander the size of a child's fist.

The Toltec says that you may take your share as the 1,000 gold pieces. If you do so and give the rest to him, (go to 355).

You may kill him, (go to 455).

You may set him free with nothing, (go to 155).

965. You are dazed, disoriented and fearful as you awake from your vision. The cowed ones are bidding each of your group goodbye. As each bids you goodbye he says, "seek the Unicorn and try again, do not give up. Those tried most temper strongest if they hold". They depart. Each character that reached 965 must use the Morale Die Roll +1 for the rest of his adventuring career or until the years make clear the words of the cowed ones and he sees how to cast off his fear of death.

You may travel on with your party , (go to 100, 200, 300, 450, 500 or 700).

969. They ignore you and walk on.

You may attack them, (go to 569).

You may follow them, (go to 469).

You may travel on, (go to 100, 200, 300, 450, 500 or 700).

971. Set up a Melee map with the Dwarf and Dire Wolf near the middle with your characters no more than three hexes close to them. The Dire Wolf moves first, attacking the character closest to him - roll a die for ties on closest. They have initiative.

The Dwarf is equivalent to the 40 point Wizard on the Wizard Table. He uses a Dazzle spell immediately and bugs out, gone into the woods. The wolf runs the next combat turn. You can't catch them.

You may go to the falls, (go to 571).

You may go down to the canyon, (go to 471).

Or, you may travel on, (go to 100, 250, 350, 450, 550 or 650).

976. In about two hours they return laden heavily with some sort of bodies. These they begin to devour.

You may watch and search when they leave, (go to 876).

You may attack, (go to 577), return to no.876 if you win the fight to find out what the objects carried were, then return to no. 577.

982. They take your weapons. You are left with daggers, armor, shields and supplies. You may go to 150, 200, 500 or any adjacent unnumbered hex.

990. END ADVENTURE. This is where you come if your characters are killed. To play again you'll have to start all over with new characters who haven't any Experience Points or extra attributes. Good Luck Next Time. The treasure/secret still awaits you.

991. The inscription reads:

"Rebirth moon! Transcendant over evening star.

Tezcatlipoco's age sustains gainst vanquished Quetzalcoatl.

Eat of the living heart, brothers in blood,

The dark night and moon are ours."

APPENDICES

A. CREATURE NOTES

FANGED BOUNDER: The Fanged Bounder is a North American marsupial related to the Kangaroo. It weighs 60-80kgm and stands two meters tall as an adult. Its combat and movement ability is marked by a bounding ability. Fanged Bounders can jump up to four $1\frac{1}{3}$ Meter hexes, over intervening objects as high as two meters. In combat it punches and kicks for 1d+1 damage. In hand-to-hand combat its long, sharp incisors do 2d damage. It does double damage (i.e. 2d+2) when it jumps on a foe from more than one hex distance and that foe fails to make a saving roll against its own adjDX. Fanged Bounders are never considered to be engaged, being able to bound away at will if not actually grasped. They graze in extended family groups of 6-12 which would include 4-6 adults. They will defend if attacked and may attack if bothered or nervous, their Reaction Roll modifier is -1. Their Morale Die Roll is at +1.

COMPSOGNATHUS (*Sognathus* or '*nathus*): Compsognathus is a reptile long extinct in our world. This evolved descendant is a small predator that hunts in packs of 6-12. They are dumb and will continue to attack in the face of heavy losses. They will try to cut out smaller members of any group and kill them separately. They will trail and chase a group before attacking. When animals and sentients are in a mixed group they will preferentially attack the animals. They stand about 75 centimeters and weigh 10-12kgm. They do 1d-1 damage in regular or HTH combat. Wounds untreated or uncleaned after a day will cause 48 hours high fever and delirium, incapacitating the recipient. Reptile Men sometimes keep them as vicious pets.

GIANT BEAVER, GIANT MOOSE, GROUND SLOTH, GREAT BISON, MAMMOTHS, MASTODONS, WOOLY RHINO: The glacial times of the Toltec world plane means that mammals of our recent glacial times still survive. Many mammals experienced 'gigantism', growing to unusually large sizes. These animals have similar habits to their living ancestors and should be treated as an unusually mean and large variety thereof. Only those animals actually part of an encounter are listed in the Creature Table.

DIRE WOLVES, CAVE BEARS, SCIMITAR CAT: These predators are now extinct but existed in recent glacial times. There is nothing distinguishing about them that is unusual for a large animal of that type. Scimitar cats are more intelligent than cats usually are and should be played as more crafty and calculating in attack or self-preservation.

ORNITHOLESTES: This is a reptilian predator survived on the Toltec plane. They are mostly carrion eaters and semi-nocturnal, sometimes inhabiting underground areas. They hunt in groups, leaving the young to females in rocky/sandy nest areas alone. They will avoid sentient parties if they spot them at a distance. They are likely to attack if surprised or the meeting is in close

quarters. They do 1d damage and have a 1 Morale Die Roll Modifier.

B. DRAGONODON NOTES

The Dragonodon is a reptile evolved from the Pteranodon class of soarers. Their silvery metallic scales absorb solar energy directly, converting it to a form useable by Dragonodon metabolism. They also directly absorb Psyenergy emitted by all stars in the Dragonodon universe. It is this capacity for energy absorption that allows the Dragonodon to fly and perform limited feats of psychic energy usage.

Flying: Dragonodon flying is cumbersome and has much in common with their ancestor's soaring. They need a high place from which to begin a soar or a running start. They can sustain flight by their own effort only when the sun is above the horizon, regardless of weather. Their range is 24 hexes per day, half again as far as a Cidri dragon of size seven hexes or larger. Normally, only 100km can be covered in one sustained flight.

Nesting: Cavern nests are located above 2400 meters. Nests are made by the Dragonodon's own effort in suitable rock or as expansions of existing caves. They breathe radiant energy into the rock to heat it. Then, they rapidly cool the rock by pressing their scales against the heat for absorption. This procedure is repeated until the rock is weakened sufficiently for hard blows and claws to reduce it to fragments. Chambers will be used for food storage, raising young and for storage of items collected over a lifetime. Other creatures may inhabit smaller tunnels of the nest or unused areas if they have their own exit to the surface.

Procreation: Dragonodons are two sexed egg-layers. Eggs average about a meter in length and weigh 40-60 kilograms. A female will lay a clutch of three to six eggs of which only one or two will hatch. The female actively represses the hatching of less desirable offspring in the interests of controlling the evolutionary development of the species. Eggs awaiting hatching, a year long process, are kept in special chambers near the surface where the sun can heat the outer surface of rock. When female with eggs is absent from the nest it rolls boulders over the entrance and otherwise disguises the location.

Maturing: The young need 20 years of growth to reach flying size, i.e. four hex dragon size. Full maturity takes approximately 200 years, with females reaching a 14 hex size and males a 21 hex size. Normal life span for a Dragonodon is 1,500 to 2,000 years. Most never live past the age of active vitality. The approach of senility and disability prompts them to risky but useful acts leading to death.

Eating: Dragonodons derive sustenance from a variety of food and energy sources. The solar energy absorbed is the single largest source, providing the energy for organic and inorganic chemical conversions on which the Dragonodon's metabolism depends. A second important source is fossil fuel such as coal, lignite, tar, oil and concentrations of decayed vegetation. The higher the

fossil fuel's energy content the 'tastier' it is to a Dragonodon.

Another source of vital minerals and elements comes from munching various types of rocks. The Dragonodon's digestive process leaches considerable quantities of materials from ingesting rock, sometimes as high as 15% by weight.

Dragonodons also occasionally gorge on quantities of animal protein, living animals preferred. Animal protein acts as a chemical stimulant that triggers a gorging feast. The Dragonodon gorged on animal protein experiences a pleasurable psychic and emotional high of strong intensity. A recently gorged Dragonodon should be regarded as mentally unstable and likely to eat any animal encountered. It will act aggressively to protect its kill and may kill for the fun of it. A several day eating binge of a dozen or so great bison or a few Mastodons isn't uncommon. Humans are eaten but bigger bites are preferred.

Telepathy: Dragonodons are capable of selective broadcast thought projection. They can project consciously formed thoughts into the thinking of a recipient whose physical location they have in sight or know. Range is up to a kilometer. This thought projection doesn't imply control. A clever Dragonodon can mislead or confuse a recipient. Treat such projections as images that can be disbelieved. A Dragonodon is not known to be able to listen to the thoughts of others.

Hoarding: Collecting is a Dragonodon vice that leads to a certain status among peers. They usually like precious metals and gems worked into esthetically pleasing form. They also like to accumulate magical items and knowledge. Their great adult intelligence guides them in gaining power for protection in ways calculated to offset their technological and social weaknesses. Hoarding can become eccentric and manifest itself in unusual behavior patterns as age progresses.

Territoriality: Males establish a territory 20-40km in radius about their nest, as modified by terrain features. Females establish smaller territories, often within the mated male's. Males will fight any Dragonodon male entering the territory of any large, perceived threat. Males try to hold as large a territory as possible, thus providing themselves with excuses for fights and raids on each other. Females usually don't fight males, except to defend young or immediate nest areas. Females will fight each other in mating season, every few decades, to determine which males they get. Males ignore these female mating squabbles with a confidence that should be the envy of mankind.

Humanoid Relations: Dragonodons have little to do with humans or other sentients, except for some powerful wizards and religious figures. Their high intelligence gives them a keen interest in and appreciation for philosophical nuances beyond normal human comprehension. They may become involved in religious or philosophical affairs of humans who possess enough power and intrigue. They are unlikely to share the same goals or act as controlled. They have their own inscrutable ends in all relations with sentients and are capable of holding life-long grudges.

C. DRAGONODON'S UNIVERSE

The Mnoren of Cidri, the world of THE FANTASY TRIP game system, have access to many alternate universes. This access is reputedly the source of the strange variety of life inhabiting Cidri's huge expanse. The existence of alternate universes is a product of creation. Each universe represents a different set of physical laws. Some universes are very similar with minor apparent divergences. These universes may be accessed by Mnoren where the difference is not grotesque. Drastically differing universes aren't accessible.

The universe of the Dragonodons differs from ours mainly in the existence of psyenergy. Psyenergy is emitted by every star as part of its fusion process. Psyenergy makes possible what we call magic. It isn't magic, just a normal application of energy usage in a universe that works by different laws.

The Dragonodon's Earth is virtually the same as ours. It has developed in a similar manner. However, the presence of psyenergy has altered what we regard as the normal evolutionary development of some species. The climate patterns are also altered in that the Dragonodon's Earth is just coming out of an ice-age. It is much colder, the seas are lower and the normal plant ranges vary from what we know. Gross land forms are mostly unchanged. The continental and island plates are the same and their mountain ranges nearly identical.

Life forms vary more than on our Earth. More reptiles have survived and many of the ice-age life forms we know still survive. Mankind has also developed differently in that the dominance of left-hemisphere brain functions over holistic right hemisphere functions is reversed. Technological development is retarded while mystic, psychic, intuitive and magical development is advanced.

The humans of Dragonodonia know that their Earth has been used by the Mnoren in the past. Numerous life forms haven't evolved on their Earth and they know it by magical perception. As far as they know there is no current Mnoren presence or influence, as with our Earth.

History has developed differently. Caucasian colonization of the Americas and their technological/colonial expansion hasn't occurred. There is contact across what we know as the Atlantic Ocean. Indian civilizations of the Americas have flourished. They have advanced rapidly based on their greater perception of things as spirit. Much of their civilization would appear still primitive to us until the application of 'magic' is weighed.

The limits on technology and nature of magic on Cidri generally hold for the Dragonodon's Earth. (See THE FANTASY TRIP: In The Labyrinth). The basic cultural difference is the lack of exploitation of electricity which is much harder to accomplish. Psyenergy development is assuming a similar importance to electricity dependence on Earth.

D. REGIONAL BACKGROUND

The dominant civilizations of North America are three. They are not equal in power. The Toltec Empire is dominant in terms of numbers, power, and cultural influence. The others dominate their areas but have not yet become the influence in man's development that the Toltec have.

The Toltec Empire is based on a ruling class of wizard/priests called Brujos. They provide the glue that relates the whole together. Slavery is an important economic fact with the Neanderthals providing the bulk of slave stock. The government is based on bureaucratic principles designed to crush any individuality. Taxes are high, laws numerous and the value of citizenship worthless.

The word Empire connotes something to us that isn't truly descriptive of Toltec. Where we would look for rigid boundaries, efficient armies, strong political leaders and an integrated economy there are only shadowy analogs. Populations aren't huge. The empire is more a cultural thing held together by the Brujos. To us it might appear as a collection of city-states with similar governance. It is what an empire becomes in a land of magic.

The Iroquois Peace Lodges are the dominant civilization of the Great Lakes area and to the east. They are not a warlike or aggressive society as a group but individually they are courageous. Their medicine men and shamans don't practice social control like their Toltec counterparts. They delve into magic and the study of psyenergy for knowledge and understanding rather than for control of society.

The Mounders are the descendants of what we on our Earth called Mound Builders. They occupy an area roughly in the mid-west running to the southeast. Their use of magic and psyenergy has developed along the lines of geometric and structural influences. They are in advance of others in making use of a building as a receptor and shaper of psyenergy.

E. NALZEC HUANTE'S NOTEBOOK

The following fragment appears to be some sort of personal log. It is written in the Nahuatl language and the translation is only approximate. This log was found in the university's morning mail with no return address. It appears to have been weathered for months or perhaps years. Our current thinking is that this is some sort of elaborate hoax. However, the nature of the parchment type material and the actual nuance and differences of the writing from classical Nahuatl present a puzzle inconsistent with a hoax.

THE EXCERPT

You who read this should know you hold the key to the greatest treasure in your hands. I write so that the secret may not be lost forever. All here is strange. This is some other land than my home of spirits and lakes. On this plain I'm choked with heat and brilliant glaring. I am surely dying. There is a lacking, an absence in my body and soul that lets my kernel drain from me. This record will make my trial and death of meaning instead of futility.

Climbing from the Dragonodon's lair I ran, thinking I'd won free. The treasure from his claw, willingly given, I clutched in my tunic. It contained his replica and the true treasure that is beyond things. His fading impression, before Brujo magic froze his being, enlightened my life more than the death of my frail body can diminish.

"This treasure is for all who think, for all who strive for the beauty of perfection. It is the one treasure sentients must have for realization. Few who know the secret you carry will live it. Those who do walk the path of Gods."

Poor Huante the Thief knows he is not one of the few. For I know the secret yet know it not. My life is as before. I can carry it to safety and hide it from the Brujo's destruction. It is hidden now with only my lost map to show the way.

I ran from an earthen portal that crumbled behind me. A glinting white totem reared up behind, catching light of rising sun. Breathing heavy with fear my feet sandal slapped on black hardness. Past darkened buildings I ran in early morning mist. It was some sort of wierd wagon track I ran.

I ran and ran, pacing myself for distance from the Brujos. They may have tried some last spells, now surely I know they did. A spur of track broke off to the right. I noticed that the fullness of psyenergy that flooded me when I broke free had dissapated to nearly nothing. The sun's bounty was gone. At 1.65 travel measures, by my accurate pace count, a short loop of road split off to the left and then almost rejoined the main track in broken rock. A tiny valley between two treed hills was to the left of the main track. Facing up the small valley as I stood on the track a creek ran to my rear. I quickly crossed the tracks and made my way up the right hill. Quickly, quickly, I found a large flat stump in view of a dead standing tree on the knoll's summit. I buried the Treasure a few feet down, leaving my mark on the stump, as much as I could manage in haste.

If the Brujos or their minions caught me I might be killed before they realized that the treasure wasn't on me. Even in death I could cheat them of man's future. Back on the track I made a registry in thought of the terrain. The map I made later is now lost, fallen from my pouch. I only hope that it may be found and preserved. 1.65 travel measures from the energy focus is small direction.

Now down on the plain where I vainly sought vanished waters I die. The totem of energy is visible even after two days travel. It must be the feeding hope gnarled Wzelpan frothed about before I escaped him. Magic from one world to the other is what he'd said, though I only now see his meaning. All mankind can only hope the totem lives the century of turns Wzelpan cursed 'til the Dragonodon is renewed.

A little grounding with no life-speak nibbles greens at my feet. How strange this world is, how cold and dead yet so full of movement and things. I fear that the lack of life energy I feel means that the Silver Dragonodon's last departure gesture to preserve the secret has been futile. How can proto-gods without awareness

perceive true meanings. Even I fail with the awareness.

Death claims me now. Perhaps all is balance and leavening. Nalzec Huante the Thief has lived in a few days more than generations combined live. At least I glimpsed what I could have been.

F. CULTS OF THE SILVER DRAGONODON

Chief Brujo: Investigations & Divinations

Cholula Temple Compound

Oh Feared One,

Divination and search of the lake district mountain cults shows wide spread but disorganized cult activity based on the silver dragonodon. The only explanation supported by evidence for simultaneous appearance of this cult activity in different locations is a psychic shock wave emanating from the dragonodon's lair.

The most dismaying aspect of this shock wave is that it imbues the recipients with a sense of optimism. This optimism seems totally at variance with the facts we know. Any shock wave should have set into motion a chain reaction of suicides and despair. We are continuing our investigations of the cults. The prime goal now is infiltration of agents and turning groups to our usage.

The paean, or possibly chant, below is used by one of the more developed of the cults, the Seekers. We've had most trouble penetrating this group of seeming pacifists.

In any race that upward strives in thought
But few there are who lead the way
All who view them know they ought
The same life's role to play.

He rose sublime in ways of mind,
He shows the way for us behind.
His light shines out for any race,
He did what few of us could face.

Not by deeds but bravely done
He saves our spirit, struggle won.
What means freedom? How to brave it?
He risked his only death to save it.

In silvery flash of his swift passage,
The fear he brought, the hope that came.
He swiftly sows his truth of message,
To scorn the paths of meaning tame.

When dust has blown and dryly faded
Heaps of time on wasted past,
Gone will be the mass of jaded,
Those who had not strength to last.

He sent forth one with honest treasure
To discover its real worth.
We can't become with only pleasure
To achieve a new rebirth.

Across mere laws the gift has come,
The gift that never is a gift.
The gift that only can be won,
The gift that's living, that only is.

So hear and ponder self and truth.
Within the lives we see
Layers lie on fact and proof.
For you to find as your own way
Or to pass by and always stay.

It certainly gives one pause to think what heresies such groping conceptualizations might give rise to. It would seem that even in victory we somehow are facing some of the aspects of defeat.

Your abject supplicant,

Maja Frelex

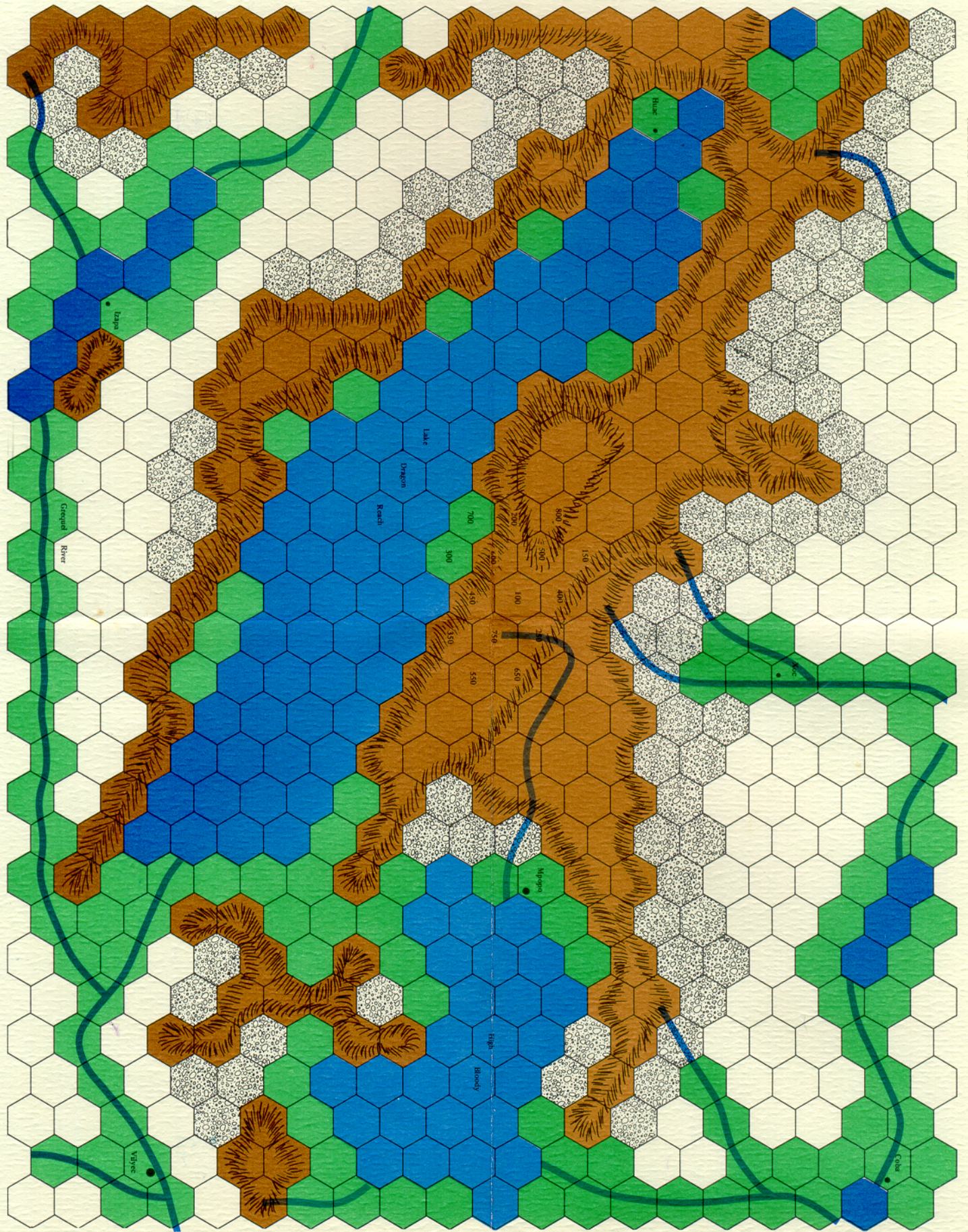
Investiagtions and Divinations

Vilyec Temple

ERRATA - page 32
Paragraph #421 - last
sentence should read,
"(go to 122)".

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