



# Barony of Tanri's

**a solitaire adventure  
for Tunnels and Trolls**

**written by Patrick Witmer**

# *Barony of Danris*

written by  
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acknowledgements  
**Mahrundl, Toad-Killer-Dog, Hogscape**

also see  
**Mahrundl's Big Book o' Spells**  
**by Mark Evans**

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# RULES OF PLAY

**Saving Rolls:** When a saving roll is required, the level of the roll will by default be level 1 unless stated otherwise. In some cases, you may be allowed to roll at one or more levels lower than the default difficulty. For example, you may need to roll a 2<sup>nd</sup> Level Saving Roll but given the opportunity to roll one level lower, which is now a 1<sup>st</sup> Level Saving Roll. A Saving Roll cannot be reduced below a 0 Level Saving Roll, which means you must roll a 5 or higher to succeed.

**Loyalty:** This solo uses a new attribute called Loyalty. This reflects the popular support of the people within your new demesne. Roll 1d6 to determine your initial Loyalty. This value will increase with your capabilities as a ruler, or it may decrease if you decide to rule with an iron fist. Your Loyalty may not decrease below zero. If an opportunity causes your Loyalty to be reduced to zero, or your current Loyalty is already zero and would have become a negative score, immediately turn to 9A. Be sure to note the paragraph you came from so that you may return if necessary.

**Adventure Points:** At the end of various paragraphs, a value may be given such as **100 a.p.**, **50 a.p.**, etc. This value represents an additional amount of experience you gain as a reward for your actions, multiplied by your level. This experience is in addition to any other rewards you may receive such as combat or Saving Rolls. For example, if the paragraph ends with **100 a.p.** and you are level 3, you receive **300 a.p.** at the completion of that section (even if it tells you to turn to another paragraph earlier in the section).

**Gold:** It is possible you may find yourself running low on treasure in the course of this solo. In cases where you are required to deduct an amount in gold pieces, your treasure can become negative as you go into debt. You cannot willfully become in debt. If you are given a choice of whether to give, donate, or invest gold pieces versus an alternative, you must take an alternative choice if you have no coin, are in debt, or cannot afford the amount requested. You cannot give 0 gold pieces.

**Treasure:** You will acquire various items throughout this solo, most of them coming from the Treasure Table in the back of the solo. Unless instructed to do so, you may not rid your inventory of these items. They are not cursed, so you may remove them from your person. However, they are considered in your possession still, in the treasury of the castle perhaps. In cases where you are required to remove all items found in this solo that cannot be worn, this includes ALL items whether their effects are positive or negative (such as **Death Certificates** and **Declarations of War**).

**Rest & Recovery:** There are moments within the solo where you may be given the opportunity to cast spells or you may take wounds. Constitution and Strength are only recovered, but fully, with every visit to paragraph 1B unless otherwise indicated or you have magical means to do so. However, on the rare occasion you may be exploring, Strength is recovered at the rate of 1 paragraph = 1 turn. (If you are using rules other than 5<sup>th</sup> Edition, replace Strength with your appropriate spellcasting attribute.)

**Continued Adventures:** If you wish to depart from your realm to take on other adventures or quests, you can easily stop the next time you are asked to turn to paragraph 1B. When you wish to pickup this solo again, turn back to 1B and continue reading.

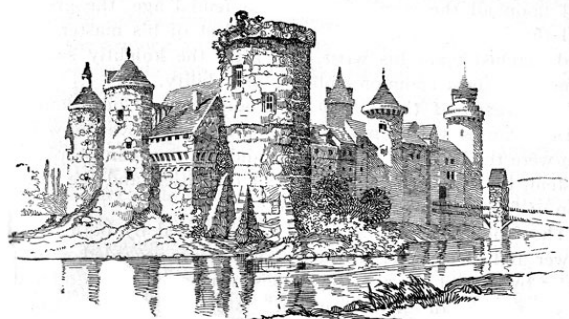
# INTRODUCTION

*You've bested the strongest demons, the deepest of dungeons, and the most maniacal of masters. Now, it is time to set aside your sword or staff and settle back into a life of retirement. But what does one do with all of this wealth and treasure? Why not establish a demesne of your very own. Rule from your own castle, establish a local political foothold, or even accumulate far greater wealth in taxes and fees.*

This solo adventure is intended for any character of any level with 10,000 or more gold pieces. If your character does not have enough money, create a backstory of a dead relative leaving their estate of 10,000 gold to you. You will need the Tunnels & Trolls rules to play, and this solo is written primarily using 5<sup>th</sup> edition rules. However, you should not have any problem using other editions with this solo. In situations where problems may arise, the application of good sense and judgment reign supreme.

When you are ready to begin ruling your Barony, turn to 1A.





**1A** With your accumulated wealth, you set out to find a new, unconquered realm to claim as your Barony. You pack up your belongings into horse and cart and venture into relatively unknown countryside. After many weeks of searching, you come upon a quaint village wedged between a great mountain and a mysterious wood. The locals appear to welcome you with open arms. Their children break from playing to bombard you with questions of far off lands and nosily inspect your loaded wagon.

An old man approaches you, hunched over but wearing robed garments that appear to be of some nobility. "Greetings, my new liege. I am the village elder of Sanris. We have been awaiting your coming for some time you know." You ask the old man what he means by this, but he ignores your question and beckons you to follow.

"We have already begun the building of your new home. Come, come!" You follow the old man to a partially constructed motte-and-bailey castle, made mostly of wood. Many workers are relaxing around the incomplete structure, but immediately begin to muster when they spot your arrival.

"I'm afraid the men are a bit overworked. They did not initially believe me that you would soon arrive. And, they have spent much time building rather than tending to their crops," says the elder, "Might I suggest a small gift, to motivate them. After all, you need a home, and we need a liege."

If you agree to provide the villagers a token of gratitude for their work, write down how many gold pieces you will give and turn to 5B. If you choose not to give them anything, turn to 3D.

**1B** You are well settled into your motte-and-bailey castle, but maintaining such a fortification can be expensive. Roll 3d6 and multiply by 10. Deduct this amount in gold pieces as the upkeep for your demesne. You may reduce the upkeep cost in multiples of 10 gold pieces by reducing your Loyalty by 1 for every 10 gold. If you have a **Golden Goose**, add 100 gold pieces to your treasure and roll 1d6. If you roll a 1, your goose was stolen by the infamous Jacques Goosestole! Erase the goose from your character sheet, but you are eligible for another if you are lucky. If you have a **Holy Spring Map**, pilgrims make donations to visit the spring within your lands. Roll 1d6, multiply by 10, and add this amount in gold pieces to your treasure.

Roll 2d6 and turn to the paragraph indicated. If you have a **Horn of Tyrosi**, you may roll one extra d6 and add that to the result. If your roll does not lead you to 9B, add one to your *next* roll here cumulatively. This bonus resets to zero when you go to 9B. Result: 2 go to 23B, 3 go to 11A, 4 to 6 go to 12F, 7 to 9 go to 7E, 10 go to 18A, 11 go to 12B, 12 to 14 go to 9B, 15 to 17 go to 7E, 18+ go to 9B.

**1C** If you have an **Endless Cask of Wine**, double the amount of gold you chose to give without paying any additional gold pieces. If you gave less than 1,000 gold pieces, turn to 11D. If you gave between 1,000 to 10,000 gold pieces, turn to 12D. If you gave more than 10,000 gold pieces, turn to 14D.

**2A** At the Sanris Festival, you enthrall members of the village with tales of your adventures and duels with ghastly beasts. Children gather around you, listening with eager intent. Many of the women scoff at your vivid imagination and disappear into the middle of the festivities. Make a Saving Roll on Charisma. If you make it and are male, turn to 3B; if you are female, turn to 7B. Otherwise, turn to 6C.



**2B** “Oh, you wish to know about our little village. That is a wise question, my liege. Knowledge is indeed power,” says the elder in an approving tone. “We are a remote and simple village, as I am sure you were able to determine already.” The Elder walks slowly towards a nearby piece of wood and begins using it much like a staff. “Forgive me, for my bones are old, and I often need a little support.” You nod and ask him to continue.

“Sanris sits between the base of Mount Tyrosi and the Wood of the Wolf. We are a very superstitious people, and many here believe that the earth god Tyros sits upon the mountaintop casting down his storms of fury or blessings of rain. Within the Wood, the wolf

spirits protect its animals, and many hunters are too frightened to venture far into the cloak of the forest for game. Perhaps you will bring bravery and insight to our people, and we shall prosper for years to come under your leadership.”

The elder finishes his explanation of the area by telling you that the villagers are happy to have a new leader to direct them, even if they do not express it forthright. Turn to 6C.

**2C** “You are a most generous, noble one,” says the courier with a bow, “my lord Count Avled Darrens will be pleased by your tribute.” The courier bows once more before departing. Turn to 1B. **55 a.p.**

**2D** “Ah, yes, my liege. The villagers will be content with such a gift for now,” says the elder. Increase your Loyalty by 1. Return to the paragraph that you noted when your Loyalty reach zero. **100 a.p.**

**2E** “You are a most generous, noble one,” says the courier with a curtsy, “my lady Countess Belinda Gratia will be pleased by your tribute.” The courier curtsies once more before departing. Turn to 1B. **55 a.p.**

**2F** “I am sure the men of Sanris will be pleased by your gift, my liege,” says the elder. Increase your Loyalty by 1. Make a 3<sup>rd</sup> Level Saving Roll on Luck. If you make it, turn to 6D. Otherwise, turn to 5D.

**2G** Make a Saving Roll on Luck. If you succeed, turn to 24D. If you fail, turn to 7F.

**2H** Roll 1d6. If you rolled even, consult the Treasure Table for the contents of the cache. If you rolled odd, the cache contained 3d6 x 1,000 gold pieces. When ready, turn to 1B.



**3A** Make a Saving Roll on Charisma. If you succeed, the courier bows respectfully and informs you that his lordship, Count Darrens, would not be pleased; but he departs without further discussion. If you fail and have **Scandalous Papers**, you may use them now; note this paragraph number and turn to 8A. If you fail and do not have or wish to use **Scandalous Papers**, the courier regrets to inform you that he has been instructed to give you his sire's **Declaration of War** (note this document on your character sheet). He immediately departs before you are able to take further action toward him. Either way, turn to 1B.

**3B** One of the villagers was so captivated by your stories, that she insists on speaking with you after the other listeners have departed into the crowd of partygoers. "Good evening, my liege," she says with a curtsy, "My name is Ana Leyonis. I knew that your coming was more than mere myth." She beckons you to come stay the night at her home. If you agree, turn to 5A. Otherwise, turn to 6C.



**3C** Make a Saving Roll on Charisma. If you succeed, the courier bows respectfully and informs you that his lordship, Count Darrens, would not be pleased; but he departs without further discussion. If you fail and have **Scandalous Papers**, you may use them now; note this paragraph number and turn to 8A. If

you fail and do not have or wish to use **Scandalous Papers**, the courier regrets to inform your sovereign has dissolved your alliance. You are no longer vassal to him, and may no longer call upon him for aid. (Erase the **Lezedr Emblem Ring** from your character sheet.) He immediately departs before you are able to take further action toward him. Either way, turn to 1B.

**3D** "Tsk tsk, my liege," says the village elder shaking his head, "I'm afraid the men of Sanris may feel a bit discontented when this castle is completed." Subtract 1 from your Loyalty. Turn to 5D. **100 a.p.**

**3E** Make a Saving Roll on Charisma. If you succeed, the courier curtsies respectfully and informs you that her ladyship, Countess Gratia, would not be pleased; but she departs without further discussion. If you fail and have **Scandalous Papers**, you may use them now; note this paragraph number and turn to 8A. If you fail and do not have or wish to use **Scandalous Papers**, the courier regrets to inform you that she has been instructed to give you her lady's **Declaration of War** (note this document on your character sheet). She immediately departs before you are able to take further action toward her. Either way, turn to 1B.

**3F** "My liege," says the village elder, "A little bird has told me that we have a visitor of some nobility staying at the Sleepless Sprite in the village." You inquire as to the identity of the stranger.

"I believe him to be Lord Arn, the son of Duke Tegilon, a man of great influence within the Kingdom of Zantdom. Perhaps you would like to invite him to stay at the castle?"

If you would like to invite him as a guest, turn to 25F. If not, turn to 8G.

**4A** “I am not so sure the Sanrissians agree with your terms, my liege,” says the elder, “Not after the way you have been treating the men of the village.” Make a Saving Roll on Intelligence. If you succeed, you managed to quell the rebellion with your political wit. Return to the paragraph that you noted when your Loyalty reached zero.

If you fail, the villagers of Sanris undermine your authority with a revolt. Make a Saving Roll on Luck. If you fail, the villagers chase you out of your realm in exile. You may never return to this solo again, lest you be killed by a mob on sight. Erase any items you have acquired within this solo except for items you can directly wear. If you succeed, you may return to this solo once you have accumulated another 10,000 gold pieces (which must be immediately be given to the villagers before you start over at paragraph 1A).

**4B** “The men of Sanris will be ecstatic by your gift, my liege,” says the elder, “and their families will know of your generosity for generations to come.” Increase your Loyalty by 3. Make a Saving Roll on Luck. If you make it, turn to 6D. Otherwise, turn to 5D.

**4C** If you possess a **Lezedr Emblem Ring**, turn to 22E. If you possess a **Declaration of War** from the Count, turn to 7D. If you possess an **Annelsia Emblem Ring**, turn to 1B. Otherwise, read on. A courier has arrived in the village from a nearby realm. Apparently, your new barony is not as remote as you thought.

“Hail to thee, noble one,” says the courier. He is a young lad, dressed in green and purple attire unbecoming of a journey on horseback. “My lord, Count Avled Darrens of Lezedr, sends his greetings. He graciously wishes to accept your barony as a part of his demesne. Our ties will be stronger, and he will send aid if need be. Of course, you will have certain demands upon your own demesne as a sign of loyalty.”

If you accept these terms, turn to 6B. If you do not, turn to 3A.



**4D** “Ah, yes, my liege. The villagers will be very pleased with such a gift,” says the elder, “Indeed you are most generous. Why are you not as generous with a great advisor such as I?” Increase your Loyalty by 2. Return to the paragraph that you noted when your Loyalty reach zero. **200 a.p.**

**4E** You take a sip from the stream of water. It is quite warm, but not quite boiling. However, you feel rejuvenated. Your Constitution is restored to its maximum, if you had sustained any wounds. Turn to 22B.

**4F** Within the large urn, there appears to be something resting at the bottom. Consult the Treasure Table in the back of the solo to determine what is there. Then turn to 17B.

**5A** Add your Constitution and Intelligence and divide by 2 (round up). Make a Saving Roll on this number. If you succeed, Ana was so pleased by your intimacy and wit that she reveals her true identity as a powerful sorceress of the village. She gives you a gift (consult the Treasure Table at the back of the solo) and **250 a.p.** multiplied by your level. Additionally, she also gives you a map to a Holy Spring not far into the Wood of the Wolf. Note this **Holy Spring Map** on your character sheet along with the artifact and experience. Turn to 6C.

If you failed your Saving Roll, Ana is disappointed that you were not as intriguing as your stories belied. Roll 1d6. She takes 1,000 gold pieces multiplied by the die roll from your belongings while you nap. If you do not have enough gold, she takes all of the coin you possess. Turn to 6C.

**5B** If you gave less than 1,000 gold pieces, turn to 2F. If you gave between 1,000 to 10,000 gold pieces, turn to 7A. If you gave more than 10,000 gold pieces, turn to 4B.

**5C** Inside the sarcophagus stirs a decaying warrior, swinging his scythe madly at you. His MR is equal to your level x 10. If you defeat the warrior, you find 1d6 x 100

gold pieces in coins within the sarcophagus. The scythe (4d +2) was magical with the ability to cast *Curse You* once per day equal to the level of the wielder on a successful hit of the user's choice. Turn to 15E.

**5D** The village elder calls towards some of the men relaxing under a nearby tree, "Get to work, lads! We cannot expect our new Baron (*or Baroness*) to sleep on the dirt!"

You hear a few of the men mutter and grumble as they pickup their tools and continue construction. The sounds of sawing, chopping, and hammering drown out the noises of the woodlands nearby. If you wish to ask the village elder about the area, turn to 2B. Otherwise, turn to 6C.

**5E** Deduct the tribute from your treasure. Roll 1d6. If you rolled a 1 and gave less than 1,000 gold pieces, turn to 2C. If you rolled a 1 to 3 and gave between 1,000 to 10,000 gold pieces, turn to 2C. If you rolled a 1 to 5 and gave more than 10,000 gold pieces, turn to 2C. Otherwise, turn to 3C.

**5F** If you gave less than 1,000 gold pieces, turn to 4A. If you gave between 1,000 to 10,000 gold pieces, turn to 2D. If you gave more than 10,000 gold pieces, turn to 4D.



**6A** Add your Constitution and Intelligence and divide by 2 (round up). Make a Saving Roll on this number. If you succeed, Draconarius was so pleased by your intimacy and wit that he reveals his true identity as a powerful sorcerer of the village. He gives you a gift (consult the Treasure Table at the back of the solo) and **250 a.p.** multiplied by your level. Additionally, he also gives you a map to a Holy Spring not far into the Wood of the Wolf. Note this **Holy Spring Map** on your character sheet along with the artifact and experience. Turn to 6C.

If you failed your Saving Roll, Draconarius is disappointed that you were not as intriguing as your stories belied. Roll 1d6. He takes 1,000 gold pieces multiplied by the die roll from your belongings while you nap. If you do not have enough gold, he takes all of the coin you possess. Turn to 6C.

**6B** “You are a wise ruler, oh noble one,” says the courier with a bow, “my lord Count Avled Darrens will be most pleased by your fealty. In honor of our new agreement, I would like to present you with this token of friendship and loyalty.” The courier brings forth a small chest. Within, you find two items. The first is a ring with a purple and green scaled dragon emblem. The second item is a magical artifact (consult the Treasure Table at the back of the solo).

“My liege wishes you to keep these gifts. The ring represents our alliance and your fealty to his realm, the County of Lezedr.” The courier bows once more before departing. Note the **Lezedr Emblem Ring** and the artifact on your character sheet and turn to 1B.

**6C** You speak with the village elder about settling into your new home at the motte-and-bailey castle.

“I’m afraid it may still be a week or two before your new abode is ready, my liege,” replies the elder, “But perhaps you will be content with

lodging at the village inn, the Sleepless Sprite. Rhysia Amoni runs an excellent inn and serves some of the best food I have seen all of my years.”

You agree to stay at the inn for the meantime, as the villagers have kindly put up lodging for you at no cost. Roll 1d6. If you rolled even, turn to 7C. If you rolled odd, turn to 4C.

**6D** One of the working men approaches the village elder, whispers something to his ear, then kneels briefly before you before departing back to the construction at hand.

“Ah, most fortunate, my liege,” says the old man, “The men of Sanris are indeed pleased with your generosity. They wish to hold a festival on completion of your castle...to honor your arrival and kindness. Can you not see the wondrous effect you are having already?” The elder’s face appeared misshapen as he smiled with a grin revealing more missing teeth than white ones.

If you attend the festival, go to 2A. Otherwise, go to 5D.



**7A** “I am sure the men of Sanris will be most pleased by your gift, my liege,” says the elder, “as I can see you are a generous ruler.” Increase your Loyalty by 2. Make a 2<sup>nd</sup> Level Saving Roll on Luck. If you make it, turn to 6D. Otherwise, turn to 5D.

**7B** One of the villagers was so captivated by your stories, that he insists on speaking with you after the other listeners have departed into the crowd of partygoers.

“Good evening, my liege,” he says with a bow, “My name is Draconarius Anandel. I knew that your coming was more than mere legend.” He beckons you to come stay the night at his home. If you agree, turn to 6A. Otherwise, turn to 6C.

**7C** If you possess an **Annelsia Emblem Ring**, turn to 10C. If you possess a **Declaration of War** from the Countess, turn to 12A. If you possess a **Lezedr Emblem Ring**, turn to 1B. A courier has arrived in the village from a nearby realm. Apparently, your new barony is not as remote as you thought.

“Hail to thee, noble one,” says the courier. She is a young lady, dressed in crimson and yellow attire unbecoming of a journey on horseback. “My lady, Countess Belinda Gratia of Annelisia, sends her greetings. She graciously wishes to accept your barony as a part of her demesne. Our ties will be stronger, and she will send aid if need be. Of course, you will have certain demands upon your own demesne as a sign of loyalty.”

If you accept these terms, turn to 8D. If you do not, turn to 3E.

**7D** “My liege! We are now at war with the Count of Lezedr! We must rally the villagers,” insists the elder, “The bigger the pep rally, the better our chance of victory, too!”

Roll 3d6 and add your Loyalty to the score. The final score equals the size of your army. Add

one set of **Conscript Papers** to your inventory. If you have **Dragons-Teeth Warriors**, you may use them now by adding an additional 3d6 roll to your army. (Erase the teeth from your inventory.)

If you have an **Annelisia Emblem Ring**, you may call upon Countess Gratia for military aid. If you wish to do so, make a Saving Roll on Charisma. If you succeed, add 1d6 to your army. If you fail, the Countess sends you no support.

Roll 10d6 to determine the size of the Lezedr army. If your army is equal to or larger, the Count retreats. Add one **Death Certificate** and remove the **Declaration of War** on your inventory and turn to 1B. If your army is smaller, add 1d6 **Death Certificates** to your inventory as your army is devastated. You challenge the Count to a duel to save your realm and your life. His MR is equal to 10 times your level. If you win the fight, you save your realm. Turn to 1B. Otherwise, you are dead. Close the book. **250 a.p.**

**7E** Roll 1d6. If you roll a 1 go to 4C, 2 go to 7C, 3 go to 22C, 4 go to 9C, 5 go to 23D, 6 go to 11E.

**7F** The village elder attempts to relate some news to you through tears and sobbing, “My liege, if you had only found my grandson yourself. He was found last night, mauled by wolves at the edge of the Wood. I cannot...” The old man departs from your court hurriedly. Reduce your loyalty by 3 then turn to 1B.

**7G** The crops have taken a turn for the worse. Add three **Death Certificates** to your inventory to indicate the famine that will come. Decrease your Loyalty by 1 as your people lose faith in your ability to bring prosperity to the barony. Turn to 1B. **10 a.p.**

**8A** You hand the papers to the courier. Erase the **Scandalous Papers** from your character sheet. You may acquire a new set of papers if the Treasure Table rolls are in your favor, but these are taken by this courier to his or her liege.

If you came from 3E or 3A, the courier reluctantly departs with the documents in hand. Turn to 1B. **105 a.p.**

If you came from 3C or 20B, the courier angrily departs with the documents in hand. Turn to 1B. **75 a.p.**

**8B** “You must convince the men of Sanris to go to war,” says the village elder matter of fact. “But we are a simple people, so you may not be able to inspire them into leaving their homes.”

If you have **Dragons-Teeth Warriors**, you may summon them now and send them instead of conscripting your own people. Erase the item from your character sheet if you do so and turn to 1B. Otherwise, you must make a Saving Roll on Charisma. You may add your Loyalty score to the final dice result. If you fail, reduce your Loyalty by 1 as the villagers of Sanris are not convinced that war is the best idea. Either way, you are able to conscript a sufficient number of men to aid your sovereign. Note **Conscription Papers** on your character sheet if you did not summon **Dragons-Teeth Warriors**. If you have a set of papers already, note the additional number of papers. Turn to 1B. **85 a.p.**



**8C** Deduct the tribute from your treasure. Roll 1d6. If you rolled a 1 and gave less than 1,000 gold pieces, turn to 2E. If you rolled a 1 to 3 and gave between 1,000 to 10,000 gold pieces, turn to 2E. If you rolled a 1 to 5 and gave more than 10,000 gold pieces, turn to 2E. Otherwise, turn to 20B.

**8D** “You are a wise ruler, oh noble one,” says the courier with a curtsy, “my lady Countess Belinda Gratia will be most pleased by your fealty. In honor of our new agreement, I would like to present you with this token of friendship and loyalty.” The courier brings forth a small chest. Within, you find two items. The first is a ring with a crimson and yellow rose emblem. The second item is a magical artifact (consult the Treasure Table at the back of the solo).

“My liege wishes you to keep these gifts. The ring represents our alliance and your fealty to her realm, the County of Annelisia.” The courier bows once more before departing. Note the **Annelisia Emblem Ring** and the artifact on your character sheet and turn to 1B.

**8E** A courier arrives with a message from Countess Gratia of Annelisia. “Hail, noble lord (*or lady*),” says the messenger, “I bring you a warning from my liege Countess Belinda. We give you this Declaration of War and find you now our enemy outright.” With this, the courier immediately takes her leave before you can accost her. Note a **Declaration of War**, if you do not already have one from the Countess, on your character sheet and turn to 1B.

**8F** You are in a tunnel that turns a corner to the north and descends downward into the mountain. You can descend downward by turning to 17C, or head east into another cavern at 15E.

**8G** Make a Saving Roll on Luck. If you succeed, turn to 7E. If you fail, turn to 15G.

**9A** Note the paragraph you left before reading this section. You may need to return to it later.

“My liege,” says the village elder, “the Sanrissians are quite rebellious against your tyranny of late. You may wish to appease them now, lest they take arms in an uprising. And I must say, I do not wish them to take either of my arms, mind you!” If you wish to give them gold, write down how much you wish to give and turn to 5F. If you choose to ignore them, read on.

Make a Saving Roll on Charisma, in order to convince the villagers of their folly. If you fail, turn to 4A. If you succeed, make a Saving Roll on Strength, in order to convince the villagers that you are a strong ruler who is not to be tested. If you fail, turn to 4A. If you succeed, you manage to stunt any potential turmoil within the village. Your Loyalty remains zero, but you must return to this paragraph should another incident request you reduce your Loyalty again. Return to the paragraph that you noted when your Loyalty reached zero.



**9B** The elder visits your motte-and-bailey with news from the village of Sanris.

“Good news, my liege,” says the old man, almost out of breath, “the Harvest is complete for the season. I knew you would want to be made aware of this as soon as possible, for tax collection purposes.” The old man suddenly collapses to the ground, and you quickly rush to his side on the floor. “No, no, I am fine. I was just taking a short nap. A little respite is all I need. What do you take me for?” says the elder, dusting off his clothing.

If you do not wish to tax your people, turn to 1B. Otherwise, roll 3d6. If you can cast *Spring Growth*, do so now and roll one extra die. For every set of **Conscript Papers** in your possession, reduce the die result by 1 and erase all of those items from your character sheet. This reflects the number of men that went off to war and were unable to participate in the tending of the fields. For every set of **Death Certificates** in your possession, reduce the die result by 1 and erase all of those items from your character sheet. This reflects the number of villagers that passed away from the plague and thus were unable to participate in the tending of the fields. If the result is negative, reset it to zero. Otherwise, multiply the final dice score by 100. Add this amount in gold pieces to your treasure as taxes collected. You may increase your taxes in multiples of 100 gold pieces by reducing your Loyalty by 1 for every 100 gold (even if it is now zero).

Make a Saving Roll on Charisma and Intelligence divided by 2. You may add your Loyalty score to the final dice result. If you fail, reduce your Loyalty by 1 as the villagers of Sanris are not pleased with taxation. Turn to 1B.

**9C** If you have a **Jester’s Song**, turn to 7E. Otherwise, read on. “My liege,” says the village elder, “A buffoon wishes to speak with you.” A young man dressed in a purple and brown tunic, with many bells hanging from various threads, approaches you.

“Me liege,” says the goofy man, “I wish to serve you. I require only food and shelter, but I can provide many an entertainment.” Roll a die: even go to 23C, odd go to 22F.

**9D** The crops proved to be more successful than predicted and begin to recover and ripen. Your villagers’ faith in you has risen. Increase your Loyalty by 1. Turn to 1B. **35 a.p.**

**10A** “I cannot deny the evidence before us, my liege,” says the village elder, stunned and impressed by the results of your investigation. “What is your next step? I can’t believe Countess Gratia could be such an evil seductress. Would you risk war with them?” If you demand tribute, turn to 12C. If you wish to declare war, turn to 12A. If you wish to ignore this threat, turn to 1B.

**10B** One of the villagers was so captivated by your stories, that she insists on speaking with you after the other listeners have departed into the crowd of partygoers.

“Good evening, my liege,” she says with a curtsy, “My name is Ana Leyonis. I knew that your coming was more than mere myth.” She beckons you to come stay the night at her home. If you agree, turn to 14E. Otherwise, turn to 1B.

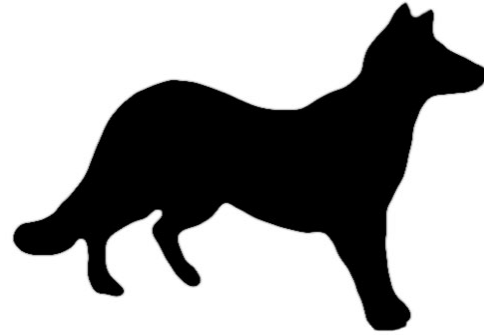
**10C** A courier from the County of Annlesia has arrived to your castle. “Greetings once more, noble one,” says the courier with a curtsy. “I bring grave news from Countess Belinda Gratia. We are currently under siege by the relentless Count of Lezedr. Our coffers run bare and our numbers dwindle. We ask for aid in our war efforts.”

If you wish to provide men for their army, turn to 8B. If you wish to provide financial assistance, note how many gold pieces you will send and turn to 8C. If you do not wish to provide aid, turn to 20B.

**10D** Roll 4d6. If your hunting party size is equal to or greater than this, you manage to wipe out a clan of wolves that have been leaving the Wood of the Wolf to attack the livestock. Your reputation precedes you and followers flock to your realm. Increase your Loyalty by one. Make a Saving Roll on Intelligence. If you fail, you may cast an *Omnipotent Eye* and turn to 18B; otherwise,

turn to 1B. If you succeeded the Saving Roll, turn to 18B.

If your hunting party was smaller than the first dice result, note a set of **Death Certificates** in your inventory for fallen comrades as you were overwhelmed by the wolves and barely made it out alive. Turn to 17D. **56 a.p.**



**10E** “Please, your excellence,” says the village elder, “You should not have dismissed Father Agragis so easily. He is wise even in his young years, for I fear you may have trouble on your hands now.”

Make a Saving Roll on Charisma. If you fail, decrease your Loyalty by 2. If you succeed, you manage to convince the villagers of Sanris that the pilgrimage was unnecessary. Turn to 19A.

**10F** You slice the palm of your hand with the **Ceremonial Dagger of Tyrosi**. You feel weak in the knees as your life force seems to be sapped from your body. Reduce your Constitution by 1 permanently. After a few minutes, the feeling of weakness subsides. However, nothing seems to happen to have happened to the dagger as it still rests in your other hand. Turn to 17C.

**10G** Rhysia Amoni thanks you kindly for your assistance, and re-opens the Sleepless Sprite with a free round of drinks in your name. Increase your Loyalty by 1 and turn to 1B. **33 a.p.**



**11A** “Oh, my liege,” says the village elder weakly, “A sickness has befallen Sanris.” The elder coughs violently, barely able to stand it would seem. “Please. You must do something to save the people, or many will perish in this blight.”

Make a 2<sup>nd</sup> Level Saving Roll on Constitution. If you have a **Holy Spring Map**, you may roll this as a 1<sup>st</sup> Level Saving Roll. If you fail, you may cast *Healing Feeling* to save yourself and as many people as you can. If you do not or cannot cast the spell, roll 1d6 and note you have that many **Death Certificates** on your character sheet. Additionally, permanently reduce your Constitution by 1 for suffering caused by the disease. If you succeed the Saving Roll or cast *Healing Feeling*, add one **Death Certificate** to your character sheet.

If you wish to investigate the plague, turn to 13B. If you wish to carry on with the affairs of your realm, turn to 1B.

**11B** “The evidence is astounding, my liege,” says the village elder, stunned and impressed by the results of your investigation. “What will you do? To think Count Darrens was nothing but a conniving, underhanded tyrant. Would you risk war with them?”

If you demand tribute, turn to 14C. If you wish to declare war, turn to 7D. If you wish to ignore this threat, turn to 1B.

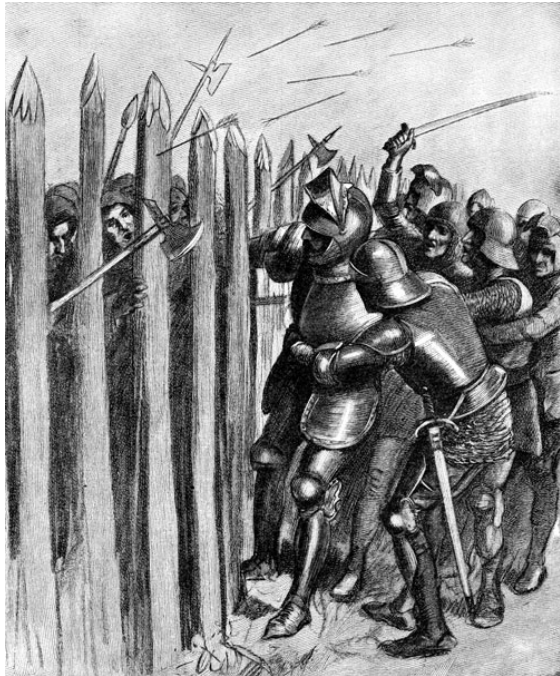
**11C** A courier arrives with a message from Count Darrens of Lezedr. “Hail, noble lord (or lady),” says the messenger, “I bring you a warning from my liege Count Avled Darrens. We give you this Declaration of War and find you now our enemy outright.” With this, the courier immediately takes his leave before you can accost him. Note a **Declaration of War**, if you do not already have one from the Count, on your character sheet and turn to 1B.



**11D** “I am sure the festival will be splendid with this gift, my liege,” says the elder. Increase your Loyalty by 1. If you wish to attend the festival, turn to 14A. Otherwise, turn to 1B. **25 a.p.**

**11E** Roll a die: 1 or 2 go to 24A, 3 or 4 go to 13G, 5 or 6 go to 25D.

**11F** The assassin is only able to make a flesh wound on your spouse. Unfortunately, the blade was poisoned with an extremely fast-acting toxin. You may try to capture the fleeing assassin by turning to 25B, or instead try to save your spouse by turning to 25C.



**12A** “My liege! We are now at war with the Countess of Annelsia! We must rally the villagers,” insists the elder, “The bigger the pep rally, the better our chance of victory, too!”

Roll 3d6 and add your Loyalty to the score. The final score equals the size of your army. Add one set of **Conscript Papers** to your inventory. If you have **Dragons-Teeth Warriors**, you may use them now by adding an additional 3d6 roll to your army. (Erase the teeth from your inventory.)

If you have a **Lezedr Emblem Ring**, you may call upon Count Darrens for military aid. If you wish to do so, make a Saving Roll on Charisma. If you succeed, add 1d6 to your army. If you fail, the Count sends you no support.

Roll 10d6 to determine the size of the Annelsian army. If your army is equal to or larger, the Countess retreats. Add one **Death Certificate** and remove the **Declaration of War** on your inventory and turn to 1B. If your army is smaller, add 1d6 **Death Certificates** to your inventory as your army is devastated. You challenge the Countess to a duel to save your

realm and your life. Her MR is equal to 10 times your level. If you win the fight, you save your realm. Turn to 1B. Otherwise, you are dead. Close the book. **250 a.p.**

**12B** A villager of Sanris has entered your court, seeking audience. “My liege, we wish to hold a festival, to celebrate a blessing. But we are but poor farmers. Would you not help us with your vast wealth?” asks the villager.

“A good cause, your excellence,” says the village elder, “A good cause indeed. Who doesn’t like a little shindig now and then, eh?”

If you wish provide the villagers a token of gratitude and provide for their festival, write down how many gold pieces you will give and turn to 1C. If you choose not to give them anything, turn to 22D.

**12C** You send a courier to the County of Annelsia to demand tribute as reparations. Make a Saving Roll on Charisma. If you succeed, turn to 13C. If you fail, turn to 8E.

**12D** “This festival will be excellent indeed, my liege,” says the elder, “I am positive the Sanrissians will applaud you.” Increase your Loyalty by 2. If you wish to attend the festival, turn to 14A. Otherwise, turn to 1B. **50 a.p.**

**12E** The assassin manages to make a fatal blow to your spouse and she collapses instantly upon the floor. (Erase your spouse from your character sheet.) You may try to capture the antagonist before he flees the scene by turning to 25A.

**12F** Roll 1d6. If you roll a 1 go to 25E, 2 go to 21B, 3 go to 14B, 4 go to 3F, 5 go to 14H, 6 go to 21F.

**13A** A courier arrives with a gift from Count Darrens of Lezedr. “Hail, great noble lord (*or lady*),” says the messenger, “I bring you gifts from my liege Count Avled Darrens. We hope this provides ample reparations for whatever folly you may have.”

Roll 1d6. If you rolled even, consult the Treasure Table for your gift. If you rolled odd, Count Darrens sends you 3d6 x 1,000 gold pieces as tribute. Either way, turn to 1B.

**13B** “Do you think some foul play is at hand?” inquires the village elder. He strokes the short stubble of a beard upon his wrinkled face. “Hmm. It might just be possible. We have many diseased chickens and turkeys in the village. Any one of them could have brought in this plague.” You shake your head at the elder and tell him of your thoughts about a more evil source.

Make a Saving Roll on Charisma. If you fail, your investigation does not reap any results; turn to 1B. If you succeed, interrogation of the villagers leads you to a contaminated well. Make a Saving Roll on Intelligence. If you fail, you may cast a *Detect Magic* spell, or close the well and carry on with the internal affairs of your realm by turning to 1B. If you succeed in the Saving Roll or cast *Detect Magic*, you determine that the culprit behind the plague ravaging your realm is the leader of one of your neighboring counties. If you have a **Lezedr Emblem Ring**, turn to 11B. If you have an **Annelsia Emblem Ring**, turn to 10A. If you have



neither, roll 1d6: even go to 11B, odd go to 10A. **25 a.p.**

**13C** A courier arrives with a gift from Countess Gratia of Annelisia. “Hail, great noble lord (*or lady*),” says the messenger, “I bring you gifts from my liege Countess Belinda Gratia. We hope this provides ample tribute for whatever harm you may have suffered.”

Roll 1d6. If you rolled even, consult the Treasure Table for your gift. If you rolled odd, Countess Gratia sends you 3d6 x 1,000 gold pieces as tribute. Either way, turn to 1B.

**13D** Make a Saving Roll on Charisma. If you make it and are male, turn to 10B; if you are female, turn to 23A. Otherwise, turn to 1B.

**13E** Add one **Death Certificate** to your inventory. Your hunting party was only able to find but a small pack of wolves and returned to Sanris without much success. Turn to 17D. **45 a.p.**

**13F** You are in a long east-west tunnel. It turns a corner at the west end and heads south (20C). Another tunnel heads off from this one along the middle of the southern wall (21A). At the east end, the tunnel turns a corner north (22B).

**13G** Duke Tegilon from the distant Kingdom of Zantdom visits your court under diplomatic terms. Do you wish to entertain this new guest? Turn to 23E. Otherwise, turn to 24C.

**13H** Make a Saving Roll on Luck. If you fail, turn to 12E. If you succeed, turn to 11F.

**14A** The Festival of the Tyrosi begins with loud music, dancing, drinking, and a plethora of foods. You find your village elder somewhere in the crowd, attempting to perform a strange maneuver that appears to be a spellcasting ritual of some sort. Or maybe he is just dancing.

You captivate your citizens with tales of your quests and battles within deep dungeons. Children gather around you, listening with eager intent. Many of the Sanrissians scoff at your vivid imagination and disappear into the middle of the festivities. If you have a **Holy Spring Map**, turn to 1B. Otherwise, turn to 13D.

**14B** One of the villagers has come to you with a problem. “Your excellence, wolves have been destroying the crops and slaughtering me livestock. How can we feed ourselves if we have but nothing left come the winter harsh. They come from the nearby Wood...infested with them it be.”

“That is why it is called the Wood of the Wolf there youngin,” says the village elder shaking a finger at the visitor, “You don’t go runnin around there wearing red, I tell you that now. It’s good advice.”

If you wish to help the serf by spending gold to purchase more livestock and fencing, turn to 16C. If you wish to help by leading a hunting party to slay the wolves, turn to 15A. If you wish to ignore the plea for help, turn to 17D.



**14C** You send a courier to the County of Lezedr to demand tribute as

reparations. Make a Saving Roll on Charisma. If you succeed, turn to 13A. If you fail, turn to 11C.

**14D** “This festival will be the greatest in the three realms, my liege!” says the elder, “I know the villagers Sanrissians will serve you unto their deaths if need be.” Increase your Loyalty by 3. If you wish to attend the festival, turn to 14A. Otherwise, turn to 1B. **100 a.p.**

**14E** Add your Constitution and Intelligence and divide by 2 (round up). Make a Saving Roll on this number. If you succeed, Ana was so pleased by your intimacy and wit that she reveals her true identity as a powerful sorceress of the village. She gives you a gift (consult the Treasure Table at the back of the solo) and **250 a.p.** multiplied by your level. Additionally, she also gives you a map to a Holy Spring not far into the Wood of the Wolf. Note this **Holy Spring Map** on your character sheet along with the artifact and experience. Turn to 1B.

If you failed your Saving Roll, Ana is disappointed that you were not as intriguing as your stories belied. Roll 1d6. She takes 1,000 gold pieces multiplied by the die roll from your belongings while you nap. If you do not have enough gold, she takes all of the coin you possess. Turn to 1B.

**14G** You find the urn to be completely empty, even of cobwebs, dust, or insects. Turn to 17B.

**14H** One of the local farmers of Sanris visits your castle with grave news. “I’m afraid the harvest may be poor this season, my liege,” says the farmer, “The crops are wilting, and I fear we will not be able to feed everyone even though we have very good soil.” Make a Saving Roll on Luck **OR** you may cast *Spring Growth* if you can. If you succeed the roll or cast the spell, turn to 9D. If you fail, turn to 7G.

**15A** “A hunting party is a perfect idea, your excellence,” interjects the village elder, “The villagers of Sanris are at your disposal. You may just have to convince them that they are trash before they will come along.”

Roll 1d6 and add your Loyalty to the score. The final score equals the size of your hunting party. Add one set of **Conscript Papers** to your inventory. If you have **Dragons-Teeth Warriors**, you may use them now by adding an additional 1d6 roll to your army. (Erase the teeth from your inventory.)

You lead your party into the wolf-infested woods. Make a 2<sup>nd</sup> Level Saving Roll on Dexterity. If you have a **Medallion of the Tree**, you may roll as a 1<sup>st</sup> Level Saving Roll. If you fail the Saving Roll, turn to 13E. If you succeed the Saving Roll, turn to 10D.



**15B** You manage to call upon a number of villagers in time as well as save some valuables. Roll 1d6, multiply by 1,000, and subtract this amount from your treasure in reconstruction costs. Turn to 1B. **55 a.p.**

**15C** Add your Constitution and Intelligence and divide by 2 (round up). Make a Saving Roll on this number. If you succeed, Draconarius was so pleased by your intimacy and wit that he reveals his true identity as a powerful sorcerer of the village. He gives you a gift (consult the Treasure Table at the back of the solo) and **250 a.p.** multiplied by your level. Additionally, he also gives you a map to a Holy Spring not far into the Wood of the Wolf. Note this **Holy Spring Map** on your character sheet along with the artifact and experience. Turn to 1B.

If you failed your Saving Roll, Draconarius is disappointed that you were not as intriguing as

your stories belied. Roll 1d6. He takes 1,000 gold pieces multiplied by the die roll from your belongings while you nap. If you do not have enough gold, he takes all of the coin you possess. Turn to 1B.

**15D** You have managed to defeat the unkempt man and break his staff into pieces. Apparently, he was not much of a sorcerer. Within his poorly constructed home, you find a purple and green emblem on many of the man’s belongings. “Count Darrens!” you curse aloud. You lead your hunting party back to Sanris and inform the villagers and the elder of your venture. Turn to 11B.

**15E** You are standing in what appears to be a tomb. The room is completely cubical and lined with bricks. There is a lone sarcophagus in the middle of the room. It has no markings, but appears to be that of a warrior. There are three tunnels leading out from this room, one to the north (20C), one to the east (19B), and one to the west (8F). If you wish to open the sarcophagus and have not already done so in this solo, turn to 5C.

**15F** “Perhaps a wise decision,” says the village elder, “But you know how people talk. They will gossip up a storm so great even your strength may not be a large enough umbrella.” Reduce your loyalty by 1 and turn to 1B. **40 a.p.**

**15G** A villager seeks audience with you at the castle. “Your excellence,” says the woman nervously, “You may remember me. I am Rhysia Amoni. I am the owner of the Sleepless Sprite. You know how well we treat our guests, as you stayed with us on your first visit. But, I’m afraid a recent traveler, some disgusting noble from Zantdom, has left me for broke! My inn is in shambles! I ask you please...perhaps you can extend a bit of generosity.” Roll 3d6 and multiply by 100. This is the amount in gold pieces that Rhysia requests for cleanup and repairs. If you give her this, turn to 10G. If not, turn to 25G.

**16A** The fire destroyed many of your valuables and a good portion of the structure of the castle. Erase any items you have acquired within this solo except for items you can directly wear. Roll 3d6, multiply by 1,000, and subtract this amount from your treasure in reconstruction costs. Turn to 1B. **55 a.p.**

**16B** You have managed to defeat the unkempt man and break his staff into pieces. Apparently, he was not much of a sorcerer. Within his poorly constructed home, you find a crimson and yellow emblem on many of the man's belongings. "Countess Gratia!" you curse aloud. You lead your hunting party back to Sanris and inform the villagers and the elder of your venture. Turn to 10A.

**16C** Make a Saving Roll on the average of your Intelligence and Charisma (add the two attributes and divide by 2). If you can cast *On Sale Now!*, you may do so now **instead** of making the Saving Roll. If you succeed or cast the spell, roll 1d6 and multiply by 100. Deduct this amount in gold pieces from your treasure. Your wit has determined just the right livestock and fencing to withstand the wolf attacks, and your charisma has procured the best deal to do so. Turn to 1B. If you failed the Saving Roll, roll 1d6 and multiply by 1000. Deduct this amount in gold pieces from your treasure. You failed to acquire the best deals for livestock and fencing. Turn to 17D. **35 a.p.**

**16D** You are in the entrance to the Cave of Rituals, which opens to a wide cavern about 25 feet wide. Three tunnels lay before you, one to the north, one to the east, and one to the west. Light from outside makes it rather easy to see these tunnels but does not penetrate far into them. If you have a light source, you may proceed north (21A), east (20F), or west (19B). If you do not have a light, you may return to the castle and forego the pilgrimage; turn to 19A.

**16E** As you approach the exit of the Cave of Rituals, you see a figure standing in the opening. He is a muscular man wearing a white robe with long, grey hair and beard adorning his head like a hood. He speaks to you in a deep, thundering voice.

"Ruler of this realm of Sanris," said the muscular man, "You have succeeded in fulfilling the pilgrimage to my Mount. For this honor, your people will be blessed with the coming season.

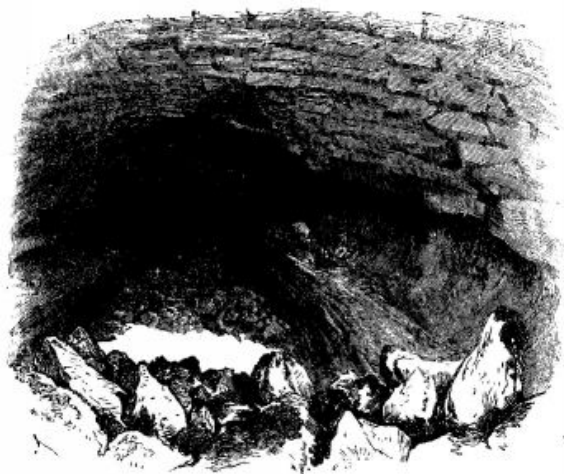


Know that I take this sacrifice to heart and it shall not be forgotten." The figure then dissipates into vapor and is gone. Increase your Loyalty by 2 and record **250 a.p.** multiplied by your level as a reward. As well, you are blessed with increased vigor—increase your Constitution by 2 permanently. You can return to your castle by turning to 1B.

**16F** You are in a very tiny cavern room. There is barely enough room for you to squeeze into this nook, and you feel like you have to crouch to stay well under the ceiling. The floor of this room is covered with a strange fungus that is slippery to the touch.

Fortunately, the room is so small there is no room to fall. Tunnel openings lead to the north, east, and west from here. If you wish to investigate the fungus, turn to 19D. If you wish to head north, turn to 19C. If you wish to head west, turn to 20E. If you wish to head east, turn to 21C.

**17A** You are in the entrance to the Cave of Rituals. If you have completed the ritual and sacrificed your blood at the altar, you may turn to 16E. If not, you may abandon your pilgrimage by returning to the castle; turn to 19A. There are three tunnels leading away from this entrance deeper into the cave. You may go north (21A), east (20F), or west (19B).



**17B** You enter a domed room whose walls are made of stone bricks and mortar. The ceiling pinnacles into a skylight with a ray of sunlight dancing upon a plain, polished wooden altar in the middle of the room. Various runes adorn the brick walls, and a large urn the size of two men rests against the northern wall. A doorway leads south as the only exit. If you wish to investigate the large urn, turn to 14G. If you wish to sacrifice your blood at the altar and have not done so on this pilgrimage, turn to 22A. If you wish to exit the room, turn to 20D.

**17C** You are in a circular cavern deep within the mountain. The only exit ascends upward into a tunnel within the darkness. In this round cavern, crystals twinkle with your light creating the illusion of magic. In the center of this large geode sits a stone-carved altar. Upon this altar lies a crystal wedged into the stone, of the same quality as the walls of the cavern.

If you wish to sacrifice your blood on the altar, turn to 10F. If you wish to try to release the wedged crystal, turn to 18C. You may also leave through the only exit upward, turn to 8F.

**17D** Make a Saving Roll on Luck. If you succeed the roll, no loss of life is reported in the realm. "Perhaps the bloody serf had an over-active imagination," says the village elder in frustration, "Sad really. The biggest problem I have is an over-active bladder. It's a pity they need to make up such stories." Turn to 1B.

If you fail the roll, add one **Death Certificate** and reduce one Loyalty on your character sheet to indicate loss of lives from future famine, lack of trust in you as their ruler, and occasional lethal wolf attacks. Turn to 1B.

**17E** You are in a large 18' by 20' cavernous room filled with numerous stalagmites and stalactites. If you have been in this room before on this same pilgrimage, skip to the second paragraph. If this is your first visit to this room on this pilgrimage, read on. Your arrival into this room has disturbed a number of bats that have taken up residence in the cavern. You must fight 1d6 cave bats, each have an MR equal to half your level x 5. If you succeed, no bats disturb you the remainder of this pilgrimage. Otherwise, you die. Close the book.

You may exit through a tunnel to the north (20E), a tunnel to the east (21C), or a tunnel to the south (20F).

**17F** The hunter bows deeply, "I am forever in your debt, my liege. My family shall know what a benevolent ruler you are." The hunter departs with the cache in hand.

"That was very generous of you," says the village elder, "I didn't think you had it in you. You aren't turnin' soft are ya?" Increase your Loyalty by 2 and turn to 1B. **25 a.p.**

**18A** “Your greatness, I believe we have a visitor. One of some import to the villagers,” says the village elder. A clean-cut, robed figured approaches the throne. This young man, donned in white, speaks so quietly you can barely make out the words.

“Excellence, I am Father Agragis. I am the village priest. I come to you for it is time that we make an offering to The Mount, the earth god Tyros,” says the priest, “if we are to be blessed for the coming seasons.” You inquire what must be done for this offering.

“Quite simply, the ruler of this realm must but climb up Mount Tyrosi, and enter the Cave of Rituals,” replied Father Agragis. “There, sacrifice blood as an offering upon the altar...your blood, your excellence.” The priest hands you a **Ceremonial Dagger of Tyrosi** to use with the ritual. “Use this dagger to release some of your blood upon the altar. When the ritual is complete, the dagger will disintegrate.”

If you undergo this pilgrimage, turn to 20A. If you choose to deny this request, turn to 10E.

**18B** From various clues in the Wood, your knowledge and insight has determined that the wolves were beguiled by some kind of magic from an enemy of your realm. Your investigation leads you to a rustic wooden hut built against a large oak. A rather unkempt man dressed in ragged attire steps out from the measly structure, a staff in his hand.



“Your barony’s daysss are numbered, siiiirrrre,” says the man in a sarcastic tone, “As long as I have this ssssstaff, your cropsss and livestock will ssoon be destroyed.” The ragged man challenges you to a duel. His MR is equal to half your level (round up) times 10. If you fail, you are dead. Close the book.

If you succeed and have a **Lezedr Embem Ring**, turn to 15D. If succeed and have an **Annelsia Emblem Ring**, turn to 16B. If succeed but have neither, roll 1d6: even go to 15D, odd go to 16B. **25 a.p.**

**18C** You attempt to dislodge the crystal from the altar. Make a Saving Roll on Strength. If you succeed, the crystal comes lose. It is a rather large pink gem with a chain attached to it, in total worth 5,000 gold pieces. When worn as a necklace, it has the ability to absorb up to 10 hits of magical or elemental damage.

Whether you succeed or fail the Saving Roll, the cavern immediately begins to shake violently. Crystal shards being to fall like deadly spears. You must make a Saving Roll on Dexterity to maneuver to the exit safely. If you fail, take a number of hits equal to how much you missed the roll. The cave collapses and you may not return to this cavern (17C). Turn to 8F. **175 a.p.**

**18D** Your marriage is a celebrated affair across the realm! As a wedding gift or dowry, King Randolph sends you gold pieces out of good faith. Roll 3d6 and multiply by 1000; add this to your treasure. In addition, the villagers have renewed faith in your ability to rule and your lineage. Increase your Loyalty by one. Lastly, so long as you are married to the kin of the Kingdom of Zantdom, you may roll 1 extra die (d6) when calculating the size of your army or hunting party, as Zantdom will always send soldiers to aid their family when needed. Note this benefit on your character sheet and turn to 1B.



**19A** You are disturbed in the night by a deep, thundering voice. “Awaken, ruler of this realm of Sanris,” came the voice, “For I have words with you.” You open your eyes to see a towering figure over your bed. He is a muscular man wearing a white robe with long, grey hair and beard adorning his head like a hood.

“You have failed to fulfill the pilgrimage to my Mount, ruler of Sanris,” said the muscular figure, “For this dishonor, your people will suffer this coming season. Know that I do not take such matters lightly.” You feel yourself drift back into sleep, as if it were but a dream. But, the next morning, a feeling in your gut tells you that it was no dream.

Roll 1d6. Add that many **Death Certificates** to your inventory to indicate the famine and failure of crops that are to come. Turn to 1B.

**19B** You are in a short east-west tunnel. To the east is an opening with some light pouring into the Cave. To the west, darkness envelops an opening into a cavern. To go west, turn to 15E. To go east, turn to 17A.

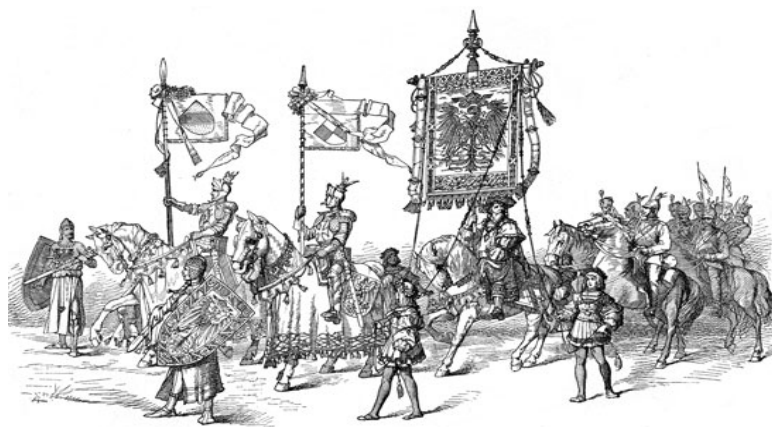
**19C** You are in a short east-west tunnel. At the western end, the tunnel turns a sharp corner south (22B). At the eastern end, it also turns a sharp corner south (16F). Along the middle of the northern wall, a tunnel leads to the north (20D).

**19D** The fungus smells of licorice, and tastes a little bit like it too. You feel your energy return to you. Restore 1d6 points of Strength if you had expended any. You may take some of the fungus with you, if you wish, but there is only enough that has grown here to restore a limited amount. Roll 1d6, multiply by your level, to determine the amount of fungus you can take with you. You may not take any additional fungus from this cavern within this same pilgrimage. On your next pilgrimage, you will find some of the fungus has grown back. Turn to 16F.

**19E** “Prince Aaron comes to your court, your excellence,” says the village elder. He arrives with a train of men-at-arms, wearing a silk-lined tunic and a long, gold-trimmed cape. The sound of metal from his sword and scabbard echoes in the air.

“Your majesty,” says the Prince with a bow, “My father, King Randolph of Zantdom, tells me your reputation precedes you. I have come to see if you may be my betrothed.”

Make a Saving Roll on Charisma to charm your potential husband. If you fail, he returns home. Turn to 1B. If you succeed, make a Saving Roll on Intelligence to show your wit and ability to rule. If you fail, he returns home; turn to 1B. If you succeed, make a Saving Roll on Dexterity to entertain your husband-to-be with a dance at a noble’s ball. If you fail, he returns home; turn to 1B. If you succeeded all three rolls, turn to 18D.



**20A** “Be careful upon this journey,” says the village elder, “It is not so much a dangerous path for your life as it is to the well-being of Sanris.” With these words of caution, you set foot upon rocks of Mount Tyrosi and begin the ascent to the Cave of Rituals.

Make a 2<sup>nd</sup> Level Saving Roll on Strength. If you fail, take 2 hits from your Constitution as you stumble and fall. You may make another attempt, at 1<sup>st</sup> Level, as you have learned from experience. If you fail the second time, you take 2 more hits and an avalanche blocks the climbing path for the moment. You return to your castle without success. Turn to 19A.

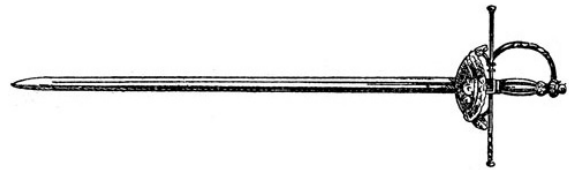
If you succeed either Saving Roll, you successfully scale the mountainside and reach the entrance to the Cave of Rituals. You may enter the cave by turning to 16D, or abandon your pilgrimage and head for the castle (turn 19A).

**20B** Make a Saving Roll on Charisma. If you succeed, the courier curtsies respectfully and informs you that her ladyship, Countess Gratia, would not be pleased; but she departs without further discussion. If you fail and have **Scandalous Papers**, you may use them now; note this paragraph number and turn to 8A. If you fail and do not have or wish to use **Scandalous Papers**, the courier regrets to inform your sovereign has dissolved your alliance. You are no longer vassal to her, and may no longer call upon her for aid. (Erase the **Annelisia Emblem Ring** from your character sheet.) She immediately departs before you are able to take further action toward her. Either way, turn to 1B.

**20C** You are in a long north-south tunnel. At the north end of the tunnel, it turns a corner to the east. To the south, it opens to an brick room. To turn the corner east, turn to 13F. To head to the brick room to the south, turn to 15E.

**20D** You are in a very short north-south tunnel, lined with stone bricks and mortar. To the north, lies a door. To the south, lies a passageway into an east-west tunnel. If you wish to go through the door, turn to 17B. If you wish to head south, turn to 19C.

**20E** You are in a north-south tunnel. The north end turns a corner to the east. The south end opens into a cavern. If you wish to head north, turn to 16F. If you wish to head south, turn to 17E.



**20F** You are in a very short east-west tunnel. An opening on the eastern end leads through the northern wall of the tunnel. A source of natural light emanates from the western opening of the tunnel. If you wish to head through the north opening at the eastern end of the tunnel, turn to 17E. If you wish to head to the source of light to the west, turn to 17A.

**20G** Make a 2<sup>nd</sup> Level Saving Roll on the average of your Intelligence and Luck (add and divide by 2). If you have a **Medallion of the Tree**, you may roll this at 1<sup>st</sup> Level. If you succeed, turn to 24E. If you fail, you may cast the spell *Signs of Life* and make another attempt at the Saving Roll at the same level. If you succeed the second time, turn to 24E. If you fail again, turn to 2G.

**21A** You are in a long north-south tunnel. To the south, natural light pours in from a large cavern. To the north, the tunnel ends in an east-west tunnel. To head south, go to 17A. To head to the tunnel to the north, turn to 13F.

**21B** “Excellence, I have some bad news I’m afraid,” says the village elder, “I’ve been told by one of the farmers on the borders of Sanris that there are Barbarians come to raid our lands.” You contemplate this news with grave concern.

“I know what you are thinking, my liege,” interrupts the old man, “We must muster the men of the village into a fighting force! I of course, being but an old man, will have to sit here and watch from the castle. But you do your part, mind you, oh gracious one.”

Roll 3d6 and add your Loyalty to the score. The final score equals the size of your army. Add one set of **Conscript Papers** to your inventory. If you have **Dragons-Teeth Warriors**, you may use them now by adding an additional 3d6 roll to your army. (Erase the teeth from your inventory.)

If you have an **Annelsia Emblem Ring**, you may call upon Countess Gratia for military aid. If you have a **Lezedr Emblem Ring**, you may call upon Count Darrens for military aid. If you wish to do so, make a Saving Roll on Charisma. If you succeed, add 1d6 to your army. If you fail, your sovereign sends you no support.

Roll 6d6 to determine the size of the Barbarian horde. If your army is equal to or larger, the Barbarians are crushed. Add one **Death Certificate** and turn to 1B. If your army is smaller, add 1d6 **Death Certificates** to your inventory as your army is devastated. You challenge the Barbarian General to a duel to save your realm and your life. His MR is equal to 10 times your level. If you win the fight, you save your realm. Turn to 1B. Otherwise, you are dead. Close the book. **150 a.p.**

**21C** You are in a C-shaped tunnel with one opening at the north end heading west, and an opening at the south end heading west. If you wish to go northwest, turn to 16F. If you wish to go southwest, turn to 17E.

**21D** “Princess Leylia comes to your court, your excellence,” says the village elder. She arrives with a train of ladies-in-waiting, wearing a flowery yellow dress. The smell of sweet perfume riddles the air.

“Your majesty,” says the Princess with a curtsy, “My father, King Randolph of Zantdom, tells me your reputation precedes you. I have come to see if you may be my betrothed.”

Make a Saving Roll on Charisma to charm your potential bride. If you fail, she returns home. Turn to 1B. If you succeed, make a Saving Roll on Intelligence to show your wit and ability to rule. If you fail, she returns home; turn to 1B. If you succeed, make a Saving Roll on Dexterity to entertain your bride-to-be with a dance at a noble’s ball. If you fail, she returns home; turn to 1B. If you succeeded all three rolls, turn to 18D.

**21E** Duke Tegilon from the distant Kingdom of Zantdom visits your court under diplomatic terms. Do you wish to entertain this new guest? Turn to 24F. Otherwise, turn to 24C.

**21F** “Excellence,” says a local hunter who has come to your court, “While I was searching for game in the outskirts of the Wood of the Wolf, when I came across a small cache. Within, I found some treasure I thought you might find useful.”

“This man is indeed a worthy and loyal follower to your realm,” says the village elder, “He could have kept the cache for himself! I know I would have. What? I have to leave something to my grandchildren!” If you accept the treasure, turn to 2H. If you give it to the hunter, turn to 17F.

**22A** You slice the palm of your hand with the **Ceremonial Dagger of Tyrosi**. You feel weak in the knees as your life force seems to be sapped from your body. Reduce your Constitution by 1 permanently. After a few minutes, the feeling of weakness subsides. The dagger in your hand turns to dust and you hear a rumbling noise within the large urn. If you wish to investigate the urn, turn to 4F. If you wish to leave by the south door, turn to 19C. **99 a.p.**

**22B** You are in a small circular room. A small bubbling stream of water pours forth from one crevice into the wall, draining into a tiny pool against one wall of the small cave. Opposing openings lead into tunnels to the north and south. If you wish to drink from the small stream of water, turn to 4E. If you wish to head south, turn to 13F. If you wish to head north, turn to 19C.

**22C** If you are currently married, go to 21E. If not, you have been offered an arranged marriage with the Kingdom of Zantdom. If you are male, turn to 21D. If you are female, turn to 19E.



**22D** “That is disappointing, my liege,” says the village elder shaking his head, “I was so looking forward to showing everyone my eclectic slide. I think that is what the youngsters are dancing these days, eh?” Subtract 1 from your Loyalty. Turn to 1B. **60 a.p.**

**22E** A courier from the County of Lezedr has arrived to your castle.

“Greetings once more, noble one,” says the courier with a bow. “I bring grave news from Count Avled Darrens. We are currently under siege by the relentless Countess of Annelsia. Our coffers run bare and our numbers dwindle. We ask for aid in our war efforts.”

If you wish to provide men for their army, turn to 8B. If you wish to provide financial assistance, note how many gold pieces you will send and turn to 5E. If you do not wish to provide aid, turn to 3C.

**22F** The goofy man enters into a song.  
*“There once was a lord from on high,  
 He sat on his throne made of pie,  
 Until one day,  
 We dare not say,  
 How he baked his own bum! Oh my!”*

If you were pleased with the goofy man’s song and wish to hire him, note **Jester’s Song** in your inventory as the young man hands you a copy of this tune. Turn to 1B.

**22G** “My liege,” says the village elder, “I am not sure I agree with you on this matter. He should stick to his original prices that they agreed upon. Even if it takes a little more than glue.” Make a Saving Roll on Charisma. If you succeed, the matter is settled. Increase your Loyalty by 1 and turn to 1B. If you fail, disagreement continues; reduce your Loyalty by 1 and turn to 1B. **55 a.p.**

**22H** You failed to restrain Lord Arn without excessive force and causing him undue humiliation.

“Your realm lacks the civility that our kingdom epitomizes,” sneers Lord Arn as he spits onto the floor at your feet, and departs without another word. The next time you must make a Saving Roll for a potential betrothed, you must make all Saving Rolls in that paragraph at one level higher. Turn to 1B.

**23A** One of the villagers was so captivated by your stories, that he insists on speaking with you after the other listeners have departed into the crowd of partygoers.

“Good evening, my liege,” he says with a bow, “My name is Draconarius Anandel. I knew that your coming was more than mere legend.” He beckons you to come stay the night at his home. If you agree, turn to 15C. Otherwise, turn to 1B.



**23B** “My liege,” inquires the village elder, “are you smoking a ham? I must say I am a bit famished.” Suddenly, one of the castle servants dashes into the throne room, face soiled and breathe in gasps.

“Your excellence! The castle is afire! We must summon the villagers or it will all surely be lost,” screams the servant. Make a Saving Roll on Dexterity. You may add your Loyalty attribute to the final dice score. If you succeed, turn to 15B. If you fail, turn to 16A.

**23C** The goofy man enters into a song.

*“Oh I know a bird that can sing such a tune,  
Her song is sweet you can taste it like honey.  
Unfortunate for her, she is only a bird,  
And her eggs when cooked are still runny.”*

If you were pleased with the goofy man’s song and wish to hire him, note **Jester’s Song** in your inventory as the young man hands you a copy of this tune. Turn to 1B.

**23D** One of the villagers of Sanris requests an audience with you. “My liege,” says the villager, kneeling before you, “I am but a meager tanner in your great realm. But I have a dispute with one of the fellow herders. He is not fulfilling his end of the bargain, and is overcharging for hides. I implore you that you settle this matter for us.” If you ignore his plea, turn to 15F. If you demand the herder lower his prices, turn to 24B. If you persuade the tanner to agree to the new agreement, turn to 22G.

**23E** “I thank you, fellow noble,” says Duke Tegilon, “for your gracious hospitality. I am sure the court of Zantdom will be pleased by your social tact.” Make a 2<sup>nd</sup> Level Saving Roll on the average of your Intelligence and Charisma (add them and divide by 2). If you have a **Jester’s Song**, you may roll this at 1<sup>st</sup> Level. If you succeed, Duke Tegilon leaves you with a parting gift—a **Wedding Music Box** that when given to a potential betrothed, you may automatically pass a single Saving Roll in that paragraph.

If you fail and can cast *Circus Is In Town I*, you may make another attempt at a 1<sup>st</sup> Level Saving Roll. If you fail this time or cannot cast the spell, the next time you must make Saving Rolls for a potential spouse, add one to the difficulty level of every Saving Roll in that one paragraph. Turn to 1B. **25 a.p.**

**24A** “I have heard word that a child has gone missing in the Wolf of the Wood, your excellence,” says the village elder. “Actually, it is one of my grandsons. It would please me greatly if you could assist with finding him. I don’t know what spirits may endanger him in that ghastly wood.” If you wish to help search for the elder’s grandson, turn to 20G. If you decide to let someone else do the work, turn to 2G.

**24B** “My liege,” says the village elder, “I would have to agree with you on this matter. He should stick to his original prices that they agreed upon. Even if it takes a little more than glue.” Make a Saving Roll on Intelligence. If you succeed, the matter is settled. Increase your Loyalty by 1 and turn to 1B. If you fail, disagreement continues; reduce your Loyalty by 1 and turn to 1B. **55 a.p.**

**24C** “Was that a good idea to ignore Duke Tegilon?” asks the village elder, “He is a powerful man from Zantdom. It might have helped us in the future if you would have met with him, if only briefly. Unless he has extreme body over, in which case, I must agree with your decision.”

Make a 2<sup>nd</sup> Level Saving Roll on Luck. If you have a **Jester’s Song**, you may roll this at 1<sup>st</sup> Level. If you succeed, Duke Tegilon leaves your castle rather disgruntled but otherwise satisfied. Turn to 1B. If you fail and can cast *Circus Is In Town I*, you may make another attempt at a 1<sup>st</sup> Level Saving Roll. If you fail this time or cannot cast the spell, the Duke is insulted by your lack of social etiquette. The next time you must make Saving Rolls for a potential spouse, add one to the difficulty level of every Saving Roll in that one paragraph. Turn to 1B. **10 a.p.**

**24D** “Good news, my liege,” says the village elder, “My nephew found my grandson at the edge of the Wood. He was a little worse for wear, but otherwise unharmed. I thank Tyros that he is alive and well. No thanks to you, mind ya,” says the old man, wagging a

finger at you. Make a Saving Roll on Charisma. If you fail, reduce your Loyalty by 1. Turn to 1B.

**24E** “Oh my!” says the village elder with a gasp as you carry his grandson to him, “I knew you would be able to find him.” You tell the old man that his grandson looks a little worse for wear, but is otherwise unharmed. “I thank Tyros, and you mighty noble, that he is alive and well. The villagers must know of your great deed,” says the old man, with a smile and tears of joy. Increase your Loyalty by 1. Turn to 1B. **55 a.p.**

**24F** The Duke reveals that he is not truly Tegilon, but an assassin come to slay your spouse! The man makes a dash towards your spouse, with a poisoned dagger unsheathed. Make a Saving Roll on Dexterity. If you succeed, you manage to reach your spouse in time to parry the weapon away and restrain the mad assassin. You toss the antagonist into your dungeon to await execution. Increase your Loyalty by 1. Turn to 1B. If you fail, turn to 13H. **25 a.p.**

**24G** “Tyros will be pleased, my liege,” says the village elder. “And the villagers no less. They are a greedy bunch, so any money you give them is always accepted happily.” Deduct the gold from your treasure. Increase your Loyalty by 1 and turn to 1B. **55 a.p.**

**24H** You either managed to restrain Lord Arn without causing him undue humiliation, or your magic has brought him back to the world of the sober.

“I thank you for your civility,” says Lord Arn the following morning, “I know sometimes I can get a bit carried away. But, you were such an excellent host, I am sure I will be giving a good word to my father of your barony.” The next time you must make a Saving Roll for a potential betrothed, you may automatically pass a single Saving Roll in that paragraph. Turn to 1B. **65 a.p.**

**25A** Make a Saving Roll on Dexterity. If you succeed, you manage to capture the mad assassin. You toss the antagonist into your dungeon to await execution. Increase your Loyalty by one. Turn to 1B. If you fail the Saving Roll, your antagonist escapes. Turn to 1B. **25 a.p.**

**25B** Make a Saving Roll on Dexterity. If you succeed, you manage to capture the mad assassin. You toss the antagonist into your dungeon to await execution. Increase your Loyalty by one. If you fail the Saving Roll, your antagonist escapes. Unfortunately, you did not have time to save your spouse, and the fast-acting poison consumed all life. (Erase your spouse you're your character sheet.) Turn to 1B. **5 a.p.**

**25C** Make a Saving Roll on Luck. If you succeed, your spouse somehow survives the toxins by the grace of the gods. Unfortunately, the assassin escaped. Turn to 1B. If you fail the Luck roll and can cast *Too-Bad Toxin*, do so now and your spouse will be saved. If you cannot, erase your spouse from your character sheet. Unfortunately, the assassin escaped in the meantime. Turn to 1B. **35 a.p.**

**25D** "Your excellence," says the village elder, "I have been asked to request funding for renovating the local temple to Tyros. I think it is a good idea. After all, a prayer a day keeps the evil away." Roll 1d6 and multiply by 1,000. This is the cost for renovations in gold pieces.

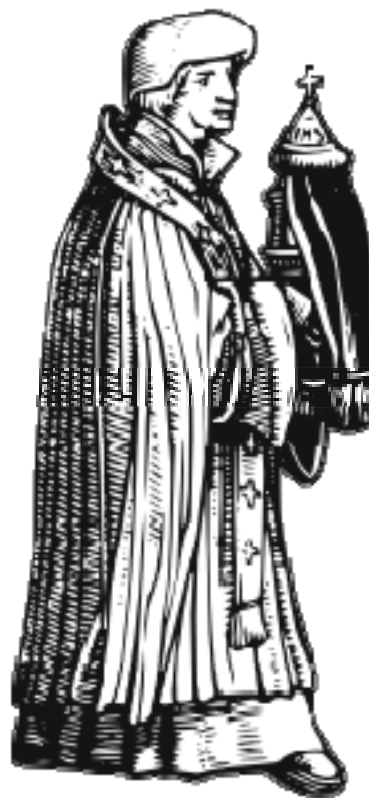
If you wish to fund the renovation, turn to 24G. If you deny this request, turn to 15F.

**25E** Make a Saving Roll on Luck. If you fail, termites have been found within the woodwork of your castle. Repairs will cost 1d6 x 1,000 gold pieces. Deduct this from your treasure. If you succeed, the infestation was found before it could do significant damage. Turn to 1B. **15 a.p.**

**25F** Your new guest, Lord Arn, has been ransacking the castle in a drunken stupor. Servants scatter about attempting to clean up the mess or prevent him from breaking any valuables. Make a 2<sup>nd</sup> Level Saving Roll on Strength to try and restrain him. You may **instead** cast *Twist In My Sobriety* if you can. If you succeed the roll or cast the spell, turn to 24H. If you fail, turn to 22H.

**25G** "There will literally be no one sleeping at the Sleepless Sprite now," says the village elder bluntly.

"Please, my liege, did I not serve you well during your stay?" asks Rhysia Amoni. You attempt to convince her that now is not a good time for such a request. Make a Saving Roll on the average of your Charisma and Intelligence. If you succeed, turn to 1B. If you fail, decrease your Loyalty by 1 and turn to 1B.



# Treasure Table

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Roll 4d6 and consult the table below. If you roll any of the bolded items that you currently possess, re-roll until you find something you do not currently have or a non-bolded result.

4	<b>Golden Goose</b> – A magical goose that lays golden eggs. The goose does not travel well, but when ensconced in your demesne it frequently generates 100 gold pieces in eggs.	13 to 14	Potion of Healing (restores 1d6 Constitution, one dose).
5	<b>Endless Cask of Wine</b> – An ever-full cask of wine. You may use this cask to enliven your realm's festivals by the equivalent of double your gold investment.	15 to 16	A magical spell scroll. Consult the Spell Scroll Table.
6	<b>Crown of the Owl King</b> – Increases Intelligence by 1d6 when worn (roll once when received)	17 to 18	<b>Scandalous Papers</b> – A briefcase of incriminating documents on one of the nobles from a distant land. The next time you find yourself in a political affair with a noble, these documents may help you with more for a favorable result.
7 to 8	<b>Dragons-Teeth Warriors</b> – A large satchel filled with the teeth of dragons. Once you may cast the teeth over the earth to summon warriors to fight for your realm for one encounter.	19	<b>Vile Vial of Villainy</b> – Contains poison equivalent to a Curare but never runs out of fluid
9	<b>Hellfire Ring</b> – Casts <i>Blasting Power</i> once per day at no cost, equal to the wearer's level and combat adds	20	<b>Jerkin of Jerks</b> – A leather jerkin which can take 10 Hits but reduces wearers Charisma by 2d6 (roll once when received)
10 to 11	A bag of gold gems worth 3d6 x 1000 gold pieces.	21	<b>Horn of Tyrosi</b> – Blowing this every month is considered good luck, and grants favor by the earth god Tyros.
12	<b>Hermetic Boots</b> – Increases Speed by 1d6 when worn (roll once when received)	22 to 23	You receive nothing but a useless trinket.
		24	<b>Medallion of the Tree</b> – Allows wearer to dimension door into a tree and exit out of another tree of his or her choice, at any location.



# Spell Scroll Table

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The following scrolls are but a small set of spells extracted from *Mahrundl's Big Book o' Spells*. These scrolls may be cast once without any cost or learned into memory (giving the caster permanent access to the spell). A scroll that has been either cast or memorized will instantly disintegrate. Only Rogues, Wizards, and Warrior-Wizards have the arcane knowledge to interpret these spell scrolls.

When you are requested to roll on the Spell Scroll Table, roll two dice and consult the following result. You may acquire multiple scrolls of the same spell, if your luck leads you there. In parentheses following each spell name are the spell schools used with 7<sup>th</sup> Edition Tunnels & Trolls. You may ignore this if you are using 5<sup>th</sup> Edition or other T&T rules that do not utilize magic schools. The *Cost to Purchase* refers to the gold piece fee that would apply if you were to buy the spell outside of this solo. (The scrolls do not cost anything to you if acquired via the Treasure Table within this solo.)

## 2d6 Spell Scroll

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- |        |   |  |
|--------|---|--|
| 2 to 4 | <p><b>Signs of Life</b> (Cosmic)</p> <p>This simple spell tells the caster if there is any living thing in an 80' radius around him. He is granted a brief mental 'map' of where everything is. The spell is blocked by metal more than 1" thick, stone more than 3" thick, or wood more than 6" thick.</p> <p><i>Level:</i> 1<br/><i>Cost:</i> 2<br/><i>Power up:</i> Double range</p>   | <p><i>Organizations:</i> Wizards' Guild<br/><i>Cost to purchase:</i> Standard for level<br/><i>Range:</i> --</p>                                 |
| 5 or 6 | <p><b>On Sale Now!</b> (Conjuring)</p> <p>Makes the target believe that the caster is offering a fantastically good price on whatever he is trying to sell or buy, and will agree to the deal without question. If the target can make an Intelligence Saving Roll at the level at which the spell was cast, the spell will not affect him. The spell lasts 1 full turn. Once it expires, or if the intelligence Saving Roll is made, the target becomes aware that the caster has ripped him off.</p> <p><i>Level:</i> 2<br/><i>Cost:</i> 6<br/><i>Power up:</i> Double duration; double number of targets</p> | <p><i>Organizations:</i> Wizards' Guild, Thieves' Guild, Jesters' Guild<br/><i>Cost to purchase:</i> Standard for level<br/><i>Range:</i> --</p> |
| 7 or 8 | <p><b>Twist In My Sobriety</b> (Curative)</p> <p>Instantly sobers the target, no matter how much he has had to drink. This will remove any penalties or bonuses given by the drunkenness. When the spell wears off, the target remains sober but will gradually become drunk again if he still has alcohol in his stomach. The spell lasts 2 combat rounds.</p> <p><i>Level:</i> 3<br/><i>Cost:</i> 10<br/><i>Power up:</i> Extra target; double duration.</p>  | <p><i>Organizations:</i> Wizards' Guild, some religious institutions<br/><i>Cost to purchase:</i> Standard for level<br/><i>Range:</i> 20'</p>   |

## 2d6 Spell Scroll

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- 9 or 10 **Circus Is In Town I** (Conjuring)  
 Summons a creature of size Tiny to aid the caster for 1 full turn. The creature summoned must be a normal animal. In addition, the creature must be one that could be reasonably found around a circus, whether in a cage or just hanging around the area. The aid required of the creature must not involve almost certain death; if that is the case, the spell is broken and the creature will disappear. Sending a creature into combat is not necessarily a certain death situation; a lion against a human will often win, but a mouse against a human is doomed. The creature will understand what the caster wants it to do, but is unable to communicate with the caster (unless the creature can speak a language the caster knows).  
*Level:* 4 *Organizations:* Wizards' Guild  
*Cost:* 12 *Cost to purchase:* Standard for level  
*Power Up:* Double number of summoned creatures *Range:* --
- 11 **Spring Growth** (Cosmic)  
 Causes plants in a square 100' on a side to grow at an accelerated rate. The plants must already be present, but do not need to be healthy to benefit - even dead plants can spring back to life. The spell takes 1 full turn to complete the growth, which is equivalent to 3 months normal and healthy growth for the plants. Grass will spread, wheat will ripen, trees will grow and bear fruit, and ivy will continue to take over the world. Any natural diseases will be cured. At the end of the spell, the plants will remain in their new condition. The quality of the soil impacts on how much kremm/power/strength is required to cast this spell - very good soil: the base amount; good soil: twice the base amount, average soil: 3 x base amount; poor soil: 6 x base amount; rocky or dead soil: 10 x base amount; plants growing from tiny cracks in stone: 20 x base amount.  
*Level:* 5 *Organizations:* Wizards' Guild, Foresters' Guild  
*Cost:* 21 / 42 / 63 / 126 / 210 / 420 *Cost to purchase:* Standard for level  
*Power up:* Double area *Range:* --
- 12 **Rainbow Shield** (Combat or Cosmic)  
 Surrounds the target with a shimmering, rainbow coloured light. The spell can be cast as a Combat spell or a Cosmic spell. In Combat mode, the shield lasts for 3 full turns and will absorb the first 10 points of damage from any magical attack and act as 8 points of armour against physical attacks. It can absorb a combined total of 50 points before being dispelled. As a Cosmic spell, it protects against normal damage from the elements and subtracts 10 points of damage per combat turn from 'exceptional' element damage - being struck by lightning, landslides, volcanic eruptions, and the like. The spell lasts for 8 hours, or until 80 points of damage have been absorbed.  
*Level:* 6 *Organizations:* Wizards' Guild, Foresters' Guild  
*Cost:* 18 (Combat) or 30 (Cosmic) *Cost to purchase:* Standard for level  
*Power up:* Double number of targets; double protection; double duration. *Range:* --

