

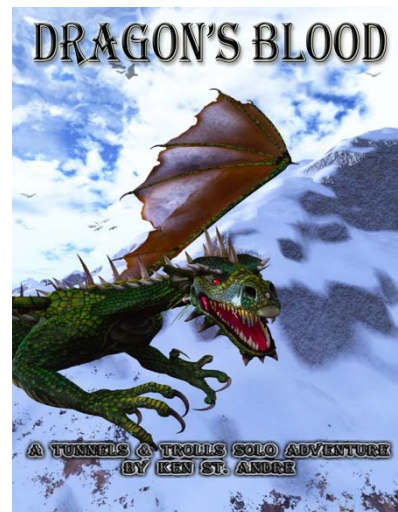
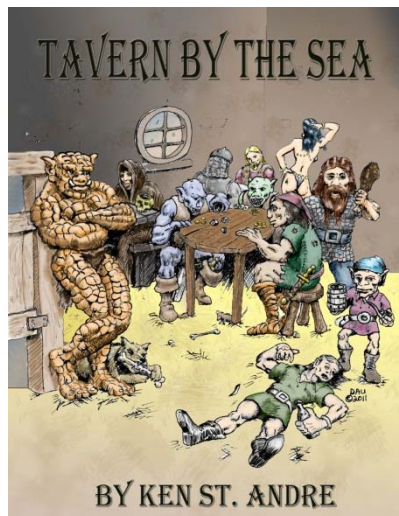
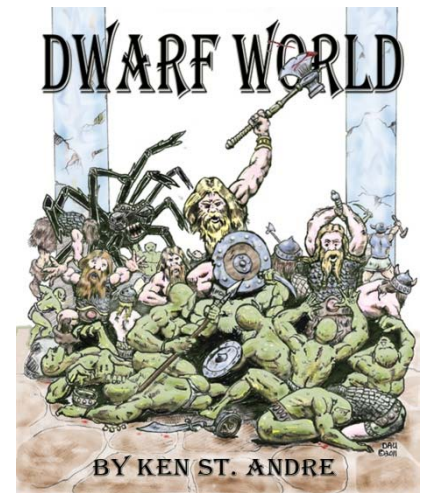
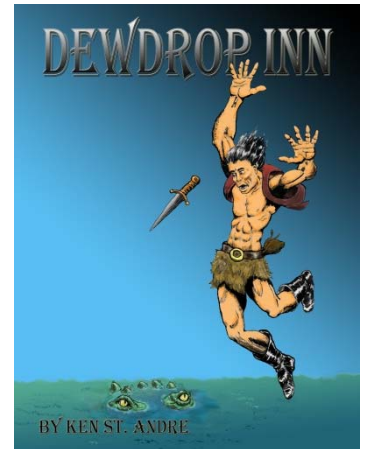
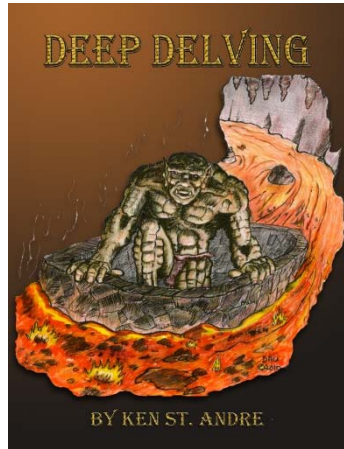
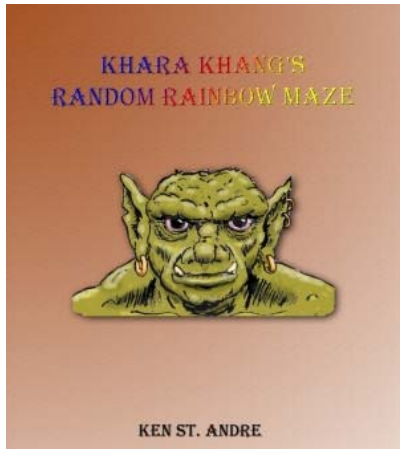
Tower of Terror



Written and Illustrated by

DAVID A. ULLERY

A TUNNELS & TROLLS™ Adventure



Check out these other TUNNELS & TROLLS™ Adventures Illustrated by David A. Ullery, and written by the Troll God himself, Ken St. Andre

Tower of Terror

A

TUNNELS & TROLLS™

Adventure

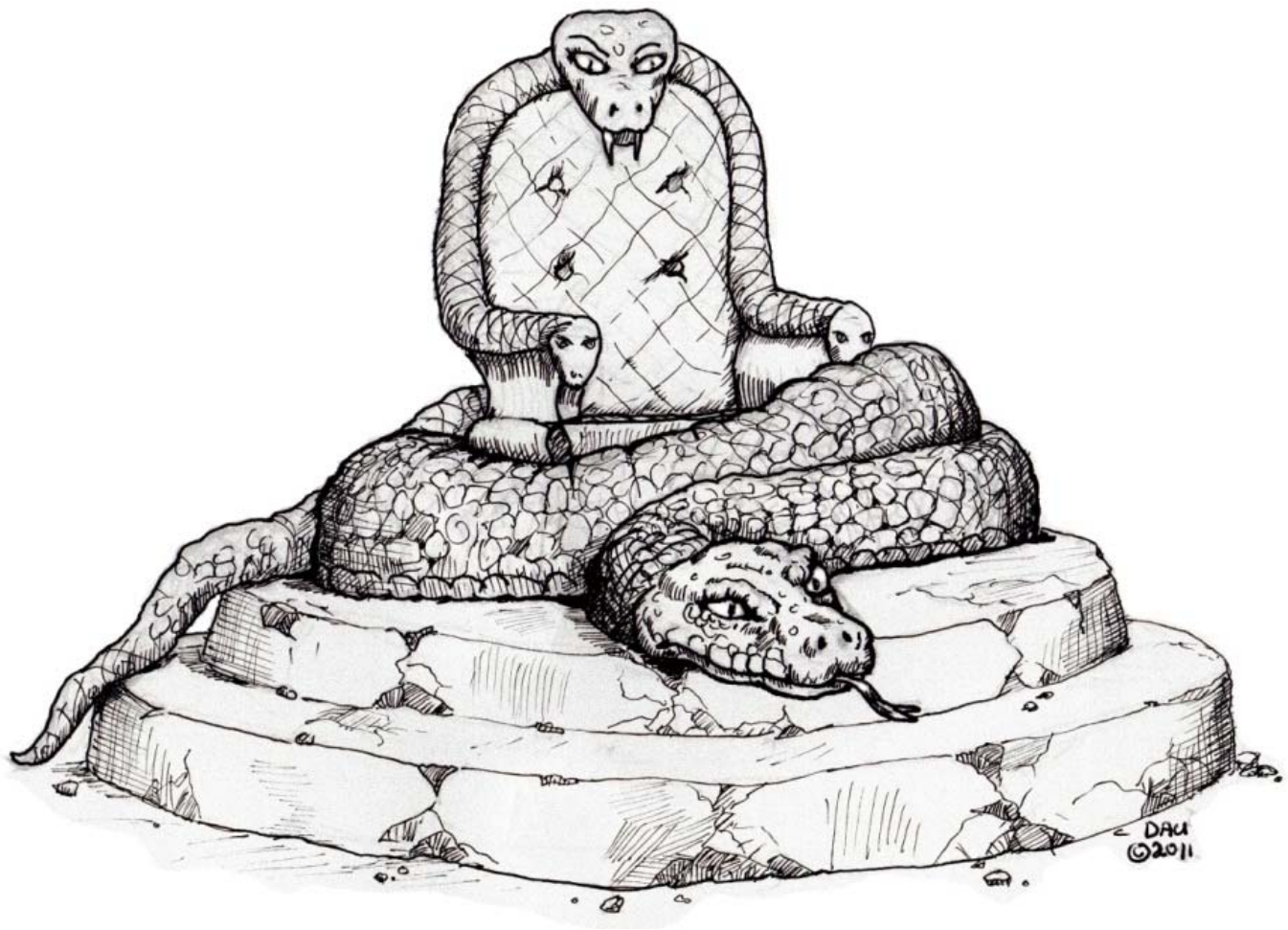
Written and illustrated by
David A. Ullery

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Special Thanks to The Troll God Himself,
Ken St. Andre

Dedicated to Zachary, Joshua, Nathaniel, and Jared

Tower of Terror



**Written and Illustrated by
David A. Ulery**

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FORWARD

All are welcome to try their luck and prowess in the *Tower of Terror*.

You may take more than one character at a time, but you must multiply each enemy by the number of characters you are taking through. This tunnel is recommended for 2nd – 5th level characters. This is mainly for warriors, but magic users may also go through, but will be limited to the spells that are offered in a particular room. For those who have little time and want a quick in-and-out adventure there are 16 single adventures available by rolling 3D6 and going to that paragraph number. Then simply follow the instructions. Those with more time and in need of some real tunnel troling, or dungeon delving experience and adventure can take what is known as "Trip of Terror."

To do so, simply go to paragraph 1 and continue on through all 18 adventures.

All you need is a copy of the Tunnels & Trolls™ 5.5 rules or higher. A few six-sided dice (three or more is best), a pencil and a character. Good luck and enjoy.

"Nuts & Bolts"

If a Saving Roll's level is not specified it is 1st level.

MR = Monster Rating

SR = Saving Roll

D6 = Normal Six-sided Dice

DARO = Doubles add & roll over

TARO = Triples add & roll over

GP = Gold Pieces

PA = Personal Adds (also CA)

CA = Combat Adds (also PA)

EP = Experience Points (also AP)

AP = Adventure Points (also EP)

Str = Strength

Lck = Luck

Dex = Dexterity

IQ = Intelligence

Chr = Charisma

Con = Constitution

If you find any problems with this Tunnel please feel free to email David Ullery at dullery@q.com and I will address the problem and (if possible) send you an electronic update.

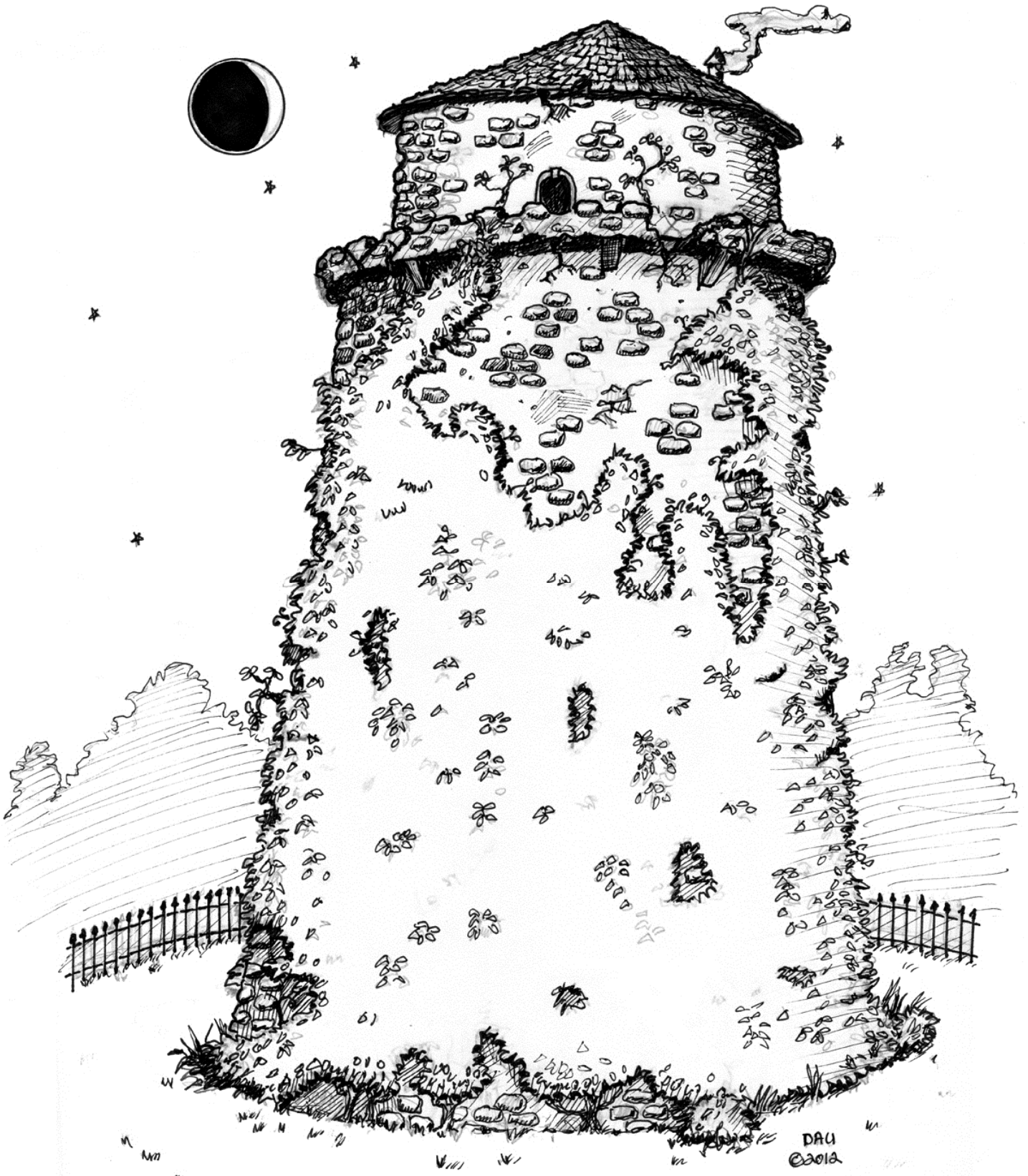
INTRODUCTION

You have come to find out for yourself if the tales about the enormous ivy covered *Tower of Terror*, also known as the *Tower of Ophion*, are true. The tower was once the home of a great wizard who was a worshipper of Ophion, the serpent god, and is all that remains of the religion of Ophion in these parts. Yes, Ophion, or Set if you will, that Old Serpent---arch-demon of the Hyborians, but god of the Stygians. Once ruler of the world with Eurynome before the two of them were cast down by Cronus and Rhea. Ophion has surfaced now and again and gathered followers to him. While in other parts cultists have captured and raised large serpents in their temples and called them Ophion for their unholy worship services.

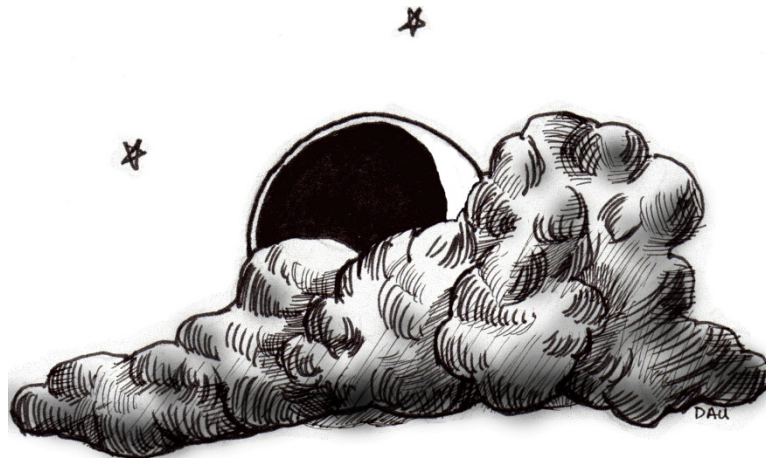
The wizard had his private residence in the upper levels above the ground and allowed the followers of Ophion to inhabit the lower levels under the ground where they built an entire temple complex to their serpentine deity. When rebellion ensued the wizard was killed and the followers of Ophion withdrew into their tower and sealed off the entrances. That was some 50 years ago.



Now tales speak of the strange and unearthly sounds that issue forth from the tower's depths. Some say everyone inside is dead and the place is haunted by ghosts, ghouls, and gaunts. Other tales tell of brave, or foolish people (you decide) who approach the tower and are never seen again. Yet despite these tales of terror the tower is said to possess hidden treasure, and secrets to make one wise and endow one with great powers. This is what has drawn you here. This is why you have come to risk your very life and sanity in the bowels of the *Tower of Terror*.



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1 You now stand before the tower and look around. It is night and the moon is waning, but the earthshine allows you to see the entire disk of the earth's lone satellite. This is evidence of powerful magic, and you take it for a sign of good luck for you this night.

Around the base of the large tower is an eight foot high, wrought iron fence that is rusted, but solid. Sharp spikes still adorn the vertical rods that are so close together that they will not permit the access of even a hobbit between them. At some places along the fence the vertical rods, or posts, are partially spread apart as if someone had tried to force their way between them to gain access to the narrow patch of grass that skirts the base of the tower. You also see impaled on a few of the rods the bones and remains of the mostly decomposed bodies of former adventure seekers. By the angle and position of the corpses they appear to have fallen from above.

This causes you to look up the thickly ivy encrusted walls. At the top of the tower you see the pointed, black slate shingled, conical roof just over the jutting edge of the parapet walkway that encircles the top of the tower. In the soft moonlight you see the darker opening of the tower door and a wispy curl of smoke that escapes the small chimney. Someone is home tonight you realize.

This reminds you of another odd thing about the *Tower of Terror*. The only known entrance or exit is that single door at the top, yet there are no stairs or ladders that go up to it. So, unless you can climb, heave a grappling hook and rope up the 75 foot tower, or scale the ivy covered walls, your only other chance is flying, and good luck with that. Turning your gaze back down to the task at hand, you peer through the fence and see the well-manicured lawn beyond, and you remember

having heard tales of the giant, enchanted dogs that are said to guard the ground around the base of the tower. But time to worry about them later. First things first--you must get over the wrought iron fence. Looking around through the bars you see no sign of the giant dogs, however a low fog appears to be moving in around the base of the tower heading in your direction. This you decide will aid you in your clandestine sneaking around.

To cast a *Detect Magic* go to 34. To climb the fence, make a Saving Roll on Strength and Dexterity each. If you make them both go to 79. If you miss either one go to 46. To attempt a *Fly Me* spell go to 213.

2 The exterior wall of the tower is almost completely covered by ivy. The ivy is easily gripped and seems strong enough to support you even with your armor and weapons. Some portions of the wall seem very thickly overgrown. If you have a rope and grappling hook, or some other way to attach a rope to the parapet (like a lasso) or top of the tower go to 39. To attempt to climb the ivy with your bare hands go to 98.

3 You stand on the parapet walkway around the top of the Tower of Terror. Before you is an open doorway. You look in and see that the circular room within is dimly lit, but despite this you see shiny gold coins mixed with scintillating gemstones of various sizes and colors scattered all over the floor and in small piles. Along the wall are large treasure chests and bags of gold and jewels spilling over onto the floor. You also notice several human skulls scattered around the floor with what look like fang holes in them, and in fact they are. A *Detect Magic* reveals no magic. Make a Saving Roll on IQ. If you make it go to 262. If not, enter the room by going to 165.

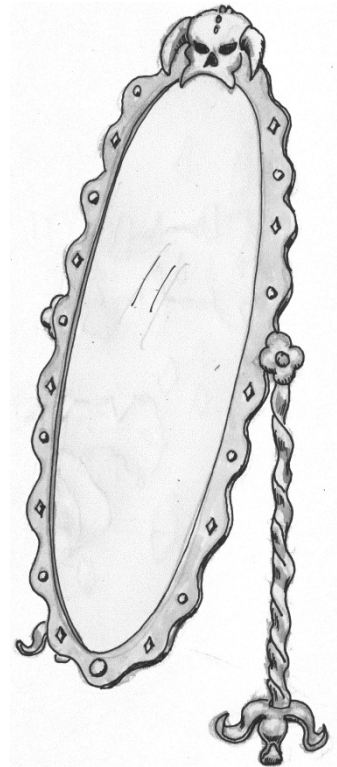


4 You walk into a room with a hole in the wall that is framed with cobblestones, and is about chest high off the ground. The opening is only 8 inches in diameter. Above the hole is a sign that reads “*Do Not Insert Anything Into This Hole (especially not your hand or any weapon)!*”

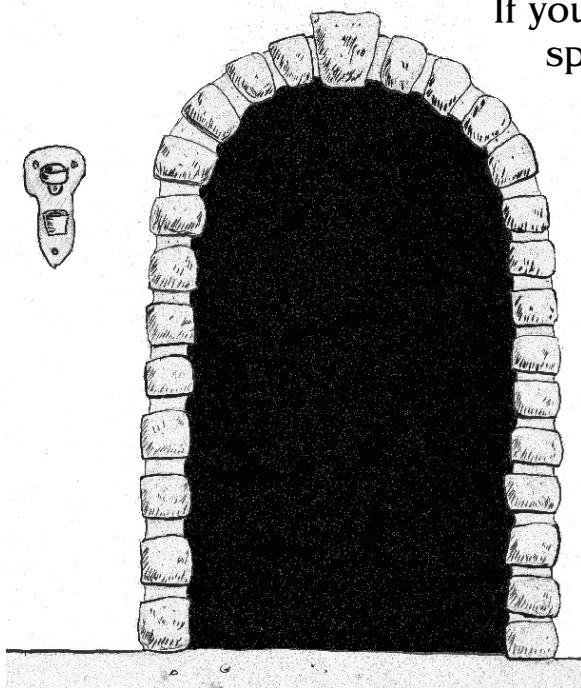
To cast a *Detect Magic* spell go to 249. You may stick either a weapon or a hand in (and nothing else), but not both, and only one hand or one weapon---not two! To stick one of your hands in go to 128. To stick a weapon in go to 60. To leave this room and try another room instead, first subtract 1 from your Luck and add it to your Intelligence. Then, if you are on a single adventure return to the introduction. If you are on the Trip of Terror go to paragraph 5.



5 You enter a lonely room. There is nothing in it except one solitary, large, oval mirror that does not seem to reflect light. To cast a *Detect Magic* spell go to 40. To look in the mirror go to 101. To leave this room and try another room, first subtract 1 from your Luck and add it to your Intelligence. Then, if you are on a single adventure return to the introduction, or if you are on the Trip of Terror move on to paragraph 6. The only other option is to make a 2nd Level Saving Roll on Intelligence one time. If you make it go to 83. If not try one of the other options above.



6 You stand before a doorway that is framed with stones. On one side of the doorframe is an empty iron sconce bolted securely to the wall. Even though there is no door, you cannot see past the doorframe. All is inky blackness beyond like the deepest, darkest, stygian abyss. You cannot see the floor, ceiling or walls beyond the doorframe. It is absolute darkness, the absence of light.

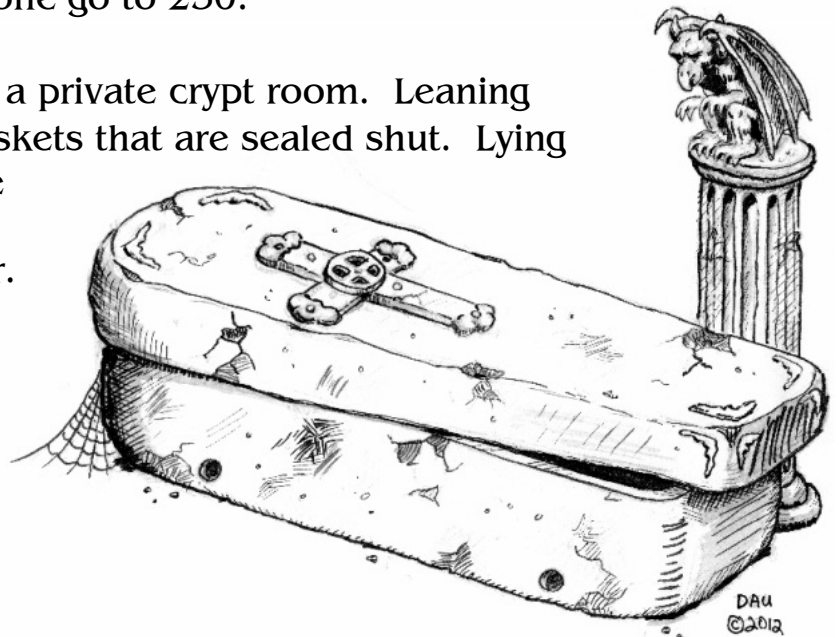


If you cast some sort of light or illumination spell go to 49. If you use a torch to peer through the doorway go to 96. If you cast a *Detect Magic* spell go to 74. Here are some other options: If you simply want to walk across the threshold and through the doorway and into the blackness, go to 71. You could also attempt a 1st or 2nd level Saving Roll on IQ. If you only make the 1st level SR go to 80. If you make the 2nd level SR go to 175. Your only other option is to leave this room and try another room instead. To do so you must first subtract 1 from your Luck and add it to your Intelligence. Then if you are on a single adventure return to the

introduction, but if you are on the "Trip of Terror" go to paragraph 7. Otherwise try one of the other options above.

7 You enter a large, darkened, circular room that has a throne in its center upon a small raised dais. The throne is lit by a single concentrated pool of light that emanates from somewhere above. The walls of the room are hid in shadow. To light a torch or cast a *Will-O-Wisp* to look around the room before approaching the throne go to 59. To simply walk up to the throne go to 250.

8 You have just walked into a private crypt room. Leaning against the wall are three caskets that are sealed shut. Lying on the floor is one very large and elaborately carved sarcophagus with the lid ajar. A *Detect Magic* spell reveals nothing. To investigate the large sarcophagus with its cover ajar, go to 95. To investigate the three smaller and less elaborate caskets go to 149.



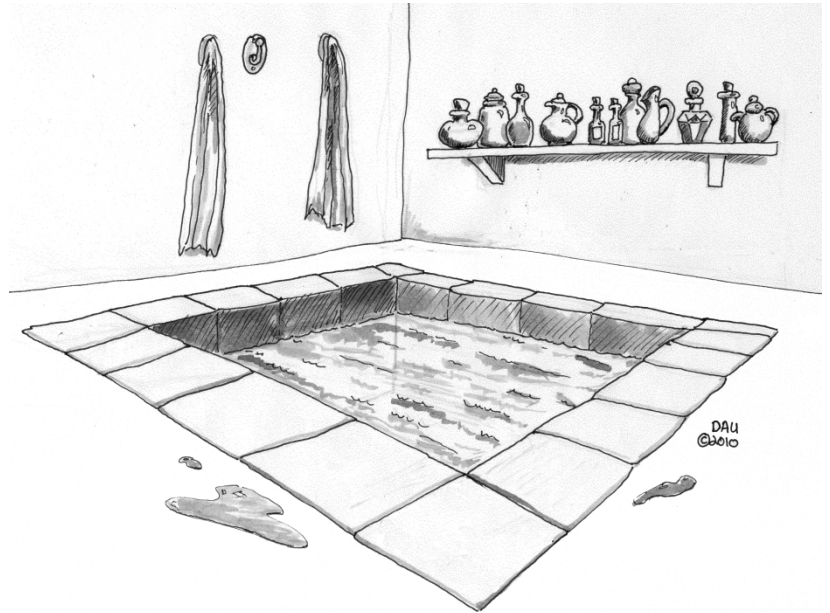
9 You have entered a room with a foul smell. Despite that you hear the giggling of girls coming from a loft that you have just noticed part way up a side wall. Scattered about the floor below the loft are human bones. Interspersed with these bones are gold pieces and various weapons and some large feathers. As you look about you continue to hear the giggling coming from the loft. A *Detect Magic* senses no magic.

To call out to the females in the loft go to 67. To attempt to pick up some weapons or gold go to 72. Your only other option is to leave this room and try another room instead. To do so you must first subtract 1 from your Luck and add it to your Intelligence. If you are on a single adventure go to the introduction and roll the dice again. If you are on the "Trip of Terror" go down one more room by going to paragraph 10.



10 You have entered the lower portion of the Tower of Terror that was inhabited by the worshipers of Ophion, the snake god, and made into a temple complex in his honor. The room you are now in is a washing and anointing room with a large recessed bath in the floor. The water looks clean and is steaming, ready for someone to take a dip in and get cleaned up. Very inviting.

Along the wall are shelves filled with different bottles and vials that contain lotions, perfumes and soaps to add to the bath. To cast a *Detect Magic* spell go to 211. To pick a bottle and take a refreshing bath go to 196. Your only other option is to leave this room and try another room instead. To do so you must first subtract 1 from your Luck and add it to your Intelligence. Then return

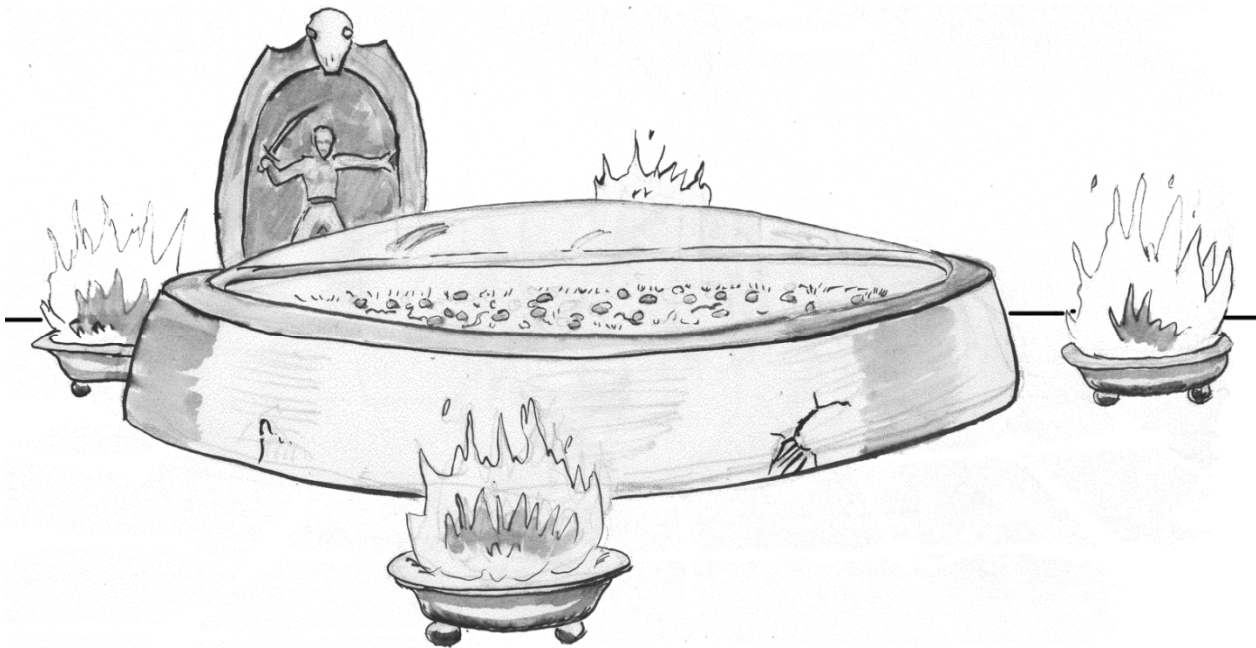


to the introduction if you are on a single adventure, or if you are on the "Trip of Terror", move down to a lower room by going to paragraph 11.

11 You have entered a circular room that has pillars around the perimeter supporting the ceiling. Beyond them is shadow while the center of the circular room there is light. You notice, however, a large snake skin shedding lying shriveled, torn and coiled in the lit center of the floor. You also hear movement as of something heavy being drug across the floor coming somewhere out of the shadows before you.

To cast a *Detect Magic* go to 84. To leave this room and try another adventure you must first subtract 1 from your Luck and add it to your Intelligence. Then, if you are on the "Trip of Terror" go to paragraph 12. If you are on a single adventure go to the introduction and roll another room. Otherwise to walk into the lit center of the room to confront whatever else is in there go to 137.

12 You have entered a room with two dosing, sweaty and bloated eunuchs standing guard by a large, raised, glass-domed, circular container that is 20 feet across. The eunuch guards have not seen you yet. The reason the guards are perspiring is that there are four large bonfires at four equal points around the glass-domed circular container, making things very warm and sweaty (as well as well lit) in the room. To investigate the glass-domed circular container you must first attack and kill the guards. They each hold 6 foot tall, twisted, gold-plated serpent staffs with rubies for eyes. Each eunuch has a Monster Rating of 45. If you kill them go to 226. If you die go to 29.



13 You have stumbled into a small private prayer room of one of the priests of Ophion. Before you is an altar with a low, padded bench at its feet for kneeling. Above and just beyond the altar is an alcove that contains a golden coiled serpent with emerald eyes that seem to glow a brilliant green with a power all their own. It is formed in the similitude of the snake god, Ophion. It is worth 2,200 gold pieces on the open market. To take the gold snake, go to 157. To cast a *Detect Magic* go to 228. To do nothing and leave this room to try another adventure you must first subtract 1 from your Luck and add it to your Intelligence. Then, if you are on the "Trip of Terror" go to paragraph 14. If you are on a single adventure go to the introduction and roll another room.

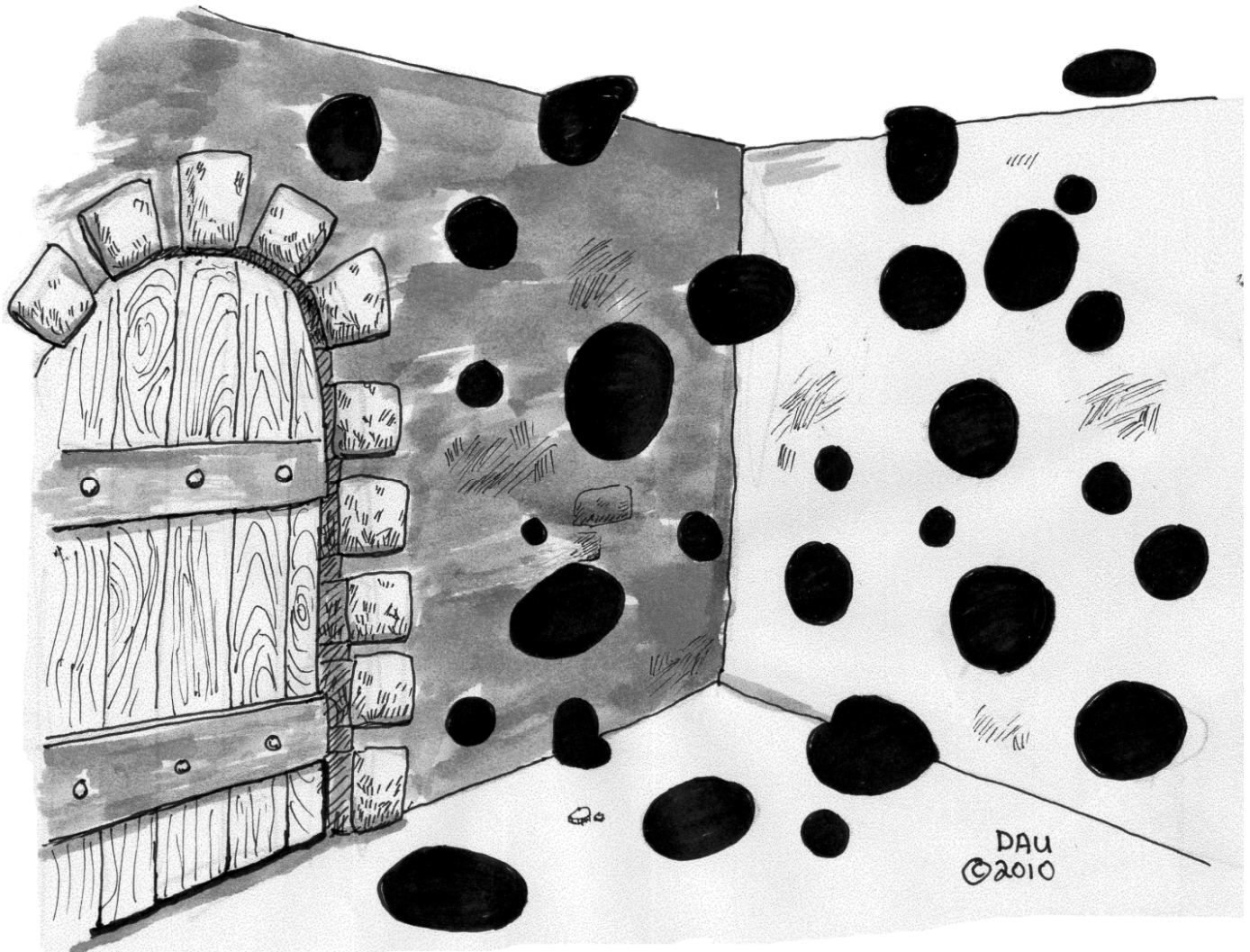
14 You have entered the private meditation chamber of the Priests of Ophion. Luckily, the priests are all in a drunken stupor, or as they like to call it a state of meditation or communion with the infinite. The priests you see are all unconscious and sprawled out on lots of pillows around a large central water bong. Their eyes, if opened, are glazed over. Otherwise they are snoring deeply and not easily awoken. And even if they were they could not readily defend themselves. And if this were *Monsters!* *Monsters!* you would be allowed to kill them all while they slept, but it is not. So, instead you look around and see against the wall a cabinet full of various drugs, narcotics, medications, and bong additives. To select a vial of one of the drugs or medications and take it, go to 87. If you do not want to select a vial, you simply say the magical incantation: "No, to drugs!" You may now leave this room after adding 2 to your Luck and Intelligence. Then, if you are on the "Trip of Terror" go to paragraph 15. If you are on a single adventure go to 19.



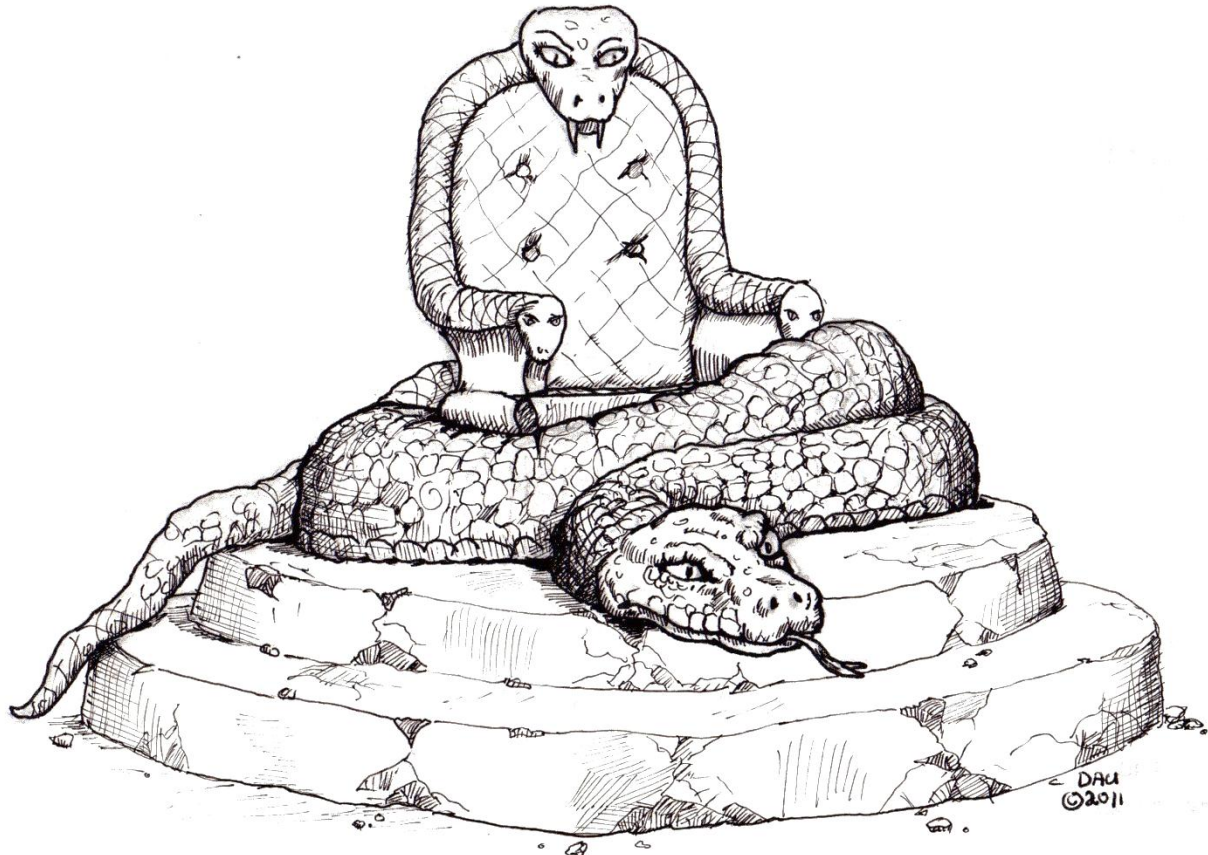
15 You have entered a forgotten, dusty and all but empty storage room. There isn't much in this room except a very large sewer opening in the floor. But as you look around you see a pile of dusty armor sitting in a heap in the far corner (mail shirt, helmet and shield). Upon closer examination you discover under the thick layer of dust that the armor is made out of rare mithril. A *Detect Magic* reveals no magic. To don the armor go to 245. To simply pick it up go to 70.

16 You have entered the Holy of Holies. All over the walls, floor, and ceiling of the room are perfectly round holes. The holes are of various sizes. If you are using a torch the light cannot see anything but blackness in the holes. To cast a *Detect Magic* go to 171. To stick a hand into a hole and feel around, go to 270. To stick a weapon into the hole and poke around, go to 263. To try and climb around using the holes as hand and foot holds for some strange reason go to 244. Your only other option is to leave this room and try another room

instead. To do so you must first subtract 1 from your Luck and add it to your Intelligence. Then return to the introduction. If you do this and are on the "Trip of Terror" go to 17.



17 You have entered what appears to be a large throne room in the Temple of Ophion within the Tower of Terror. It looks like there is absolutely nothing in the room except what appears to be a large throne that is positioned close to a back wall. Then you notice coiled around the base of the throne is the largest snake you have ever seen. Its lidless eyes stare blankly at you as you enter. If you have the ability to speak the serpent tongue go to 259. If not, go to 92.

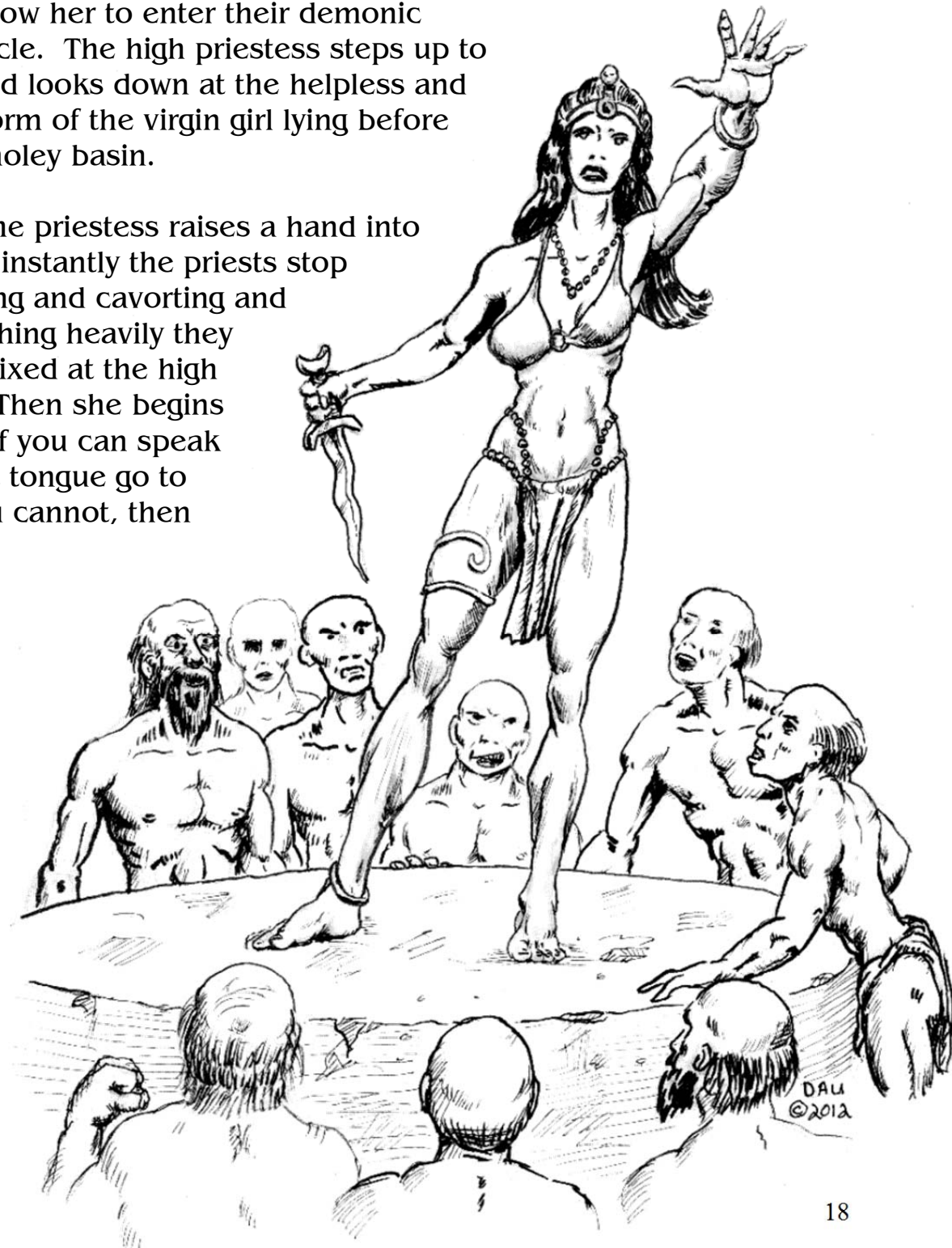


18 You stand at the entrance of the main altar room of Ophion, the serpent god. No one notices you because they are preoccupied with an ancient, and to them, sacred ceremony. What you see before you sends a primal quiver down your spine. Circling an altar that has on its top a large basin with holes all along its bottom, are 14 nearly naked priests of Ophion. They are kneeling and only wearing a loincloth. Their sweaty pale bodies sway back and forth like snakes while chanting in the sibilant snake, forked tongue. Their arms stretch upward in supplication to a very large stone statue of the serpent god, Ophion, that is just beyond them and the curiously rust stained altar. In one of the statue's eye sockets is the largest ruby you have ever seen and in the other is a similarly sized emerald. Both are about the size of your fist.

As the sing-song chanting reaches a crescendo a side door opens and two other priests bring in an unconscious, captive, young girl. They lift her up and deposit her unceremoniously (despite this being a ceremony) into the basin atop the altar. Now the chanting really picks up, and the priests stand and start dancing and prancing around the

altar and the captive girl, like goblins around a midnight bonfire. Another frenzied pitch is reached and from behind the statue of Ophion steps forth a beautiful high priestess, dressed only in jewelry and small pieces of filmy chiffon. The high priestess' long lustrous hair is held back by a serpentine headdress and in her hand is a slender, wicked looking, jeweled dagger. The priests part and allow her to enter their demonic dancing circle. The high priestess steps up to the altar and looks down at the helpless and prostrate form of the virgin girl lying before her in the holy basin.

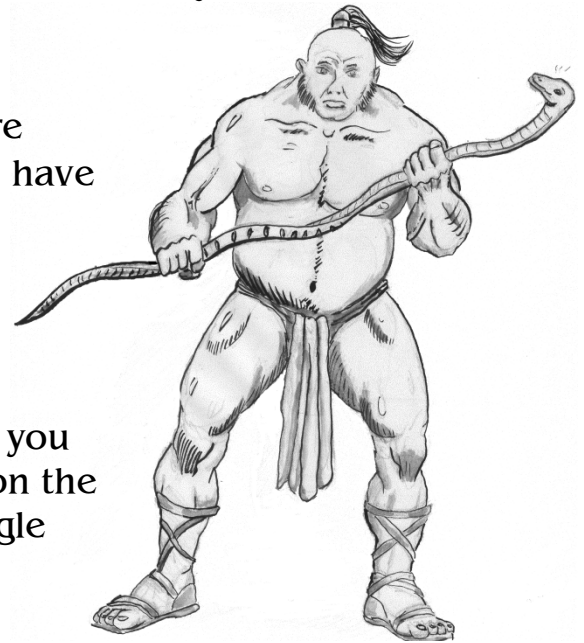
Suddenly the priestess raises a hand into the air and instantly the priests stop their dancing and cavorting and while breathing heavily they stare transfixed at the high priestess. Then she begins to speak. If you can speak the serpent tongue go to 235. If you cannot, then go to 163.



19 Congratulations! You have overcome your challenge successfully or at least made it out alive. You get 100 Experience/Adventure points and may keep anything you found or earned. Come back again soon.

20 You attempt to scream, but no sound can be heard (so audible magic spells will not work). You then feel the blackness begin to seep and then finally pour into your mouth, nose and ears. An intense coldness penetrates you that numbs you physically to the core as well as mentally. You cannot breathe as the blackness actually drowns you. Go to 29.

21 The gong-like ringing noise brings two more eunuch guards that you must fight. They each have a twisted, gold-plated, ruby eyed serpent staff like the original two and have a MR of 40 each (they are stronger). If you kill them you may keep their staffs, and try to break the glass-domed top again by making another SR on Strength. If you make your SR go to 44. If you miss you are done with this room. If you are on the "Trip of Terror" go to 14, or if you are on a single adventure, go to 19.



22 As a vampire your attributes are adjusted thusly: Strength x2.5, Intelligence x2, Luck x2 and everything else is the same. Sunlight will kill you, holy relics especially silver crosses you fear, you cannot cross running water of your own power, you have no reflection, you may not enter a house without being invited once, you may change into a bat or mist, you may hypnotize any one person of lower IQ. Any victim

you slay will come back a vampire and be your slave. Being stabbed in the chest by a wood item will kill you (however if it is removed by

someone you will be reanimated). If you are on the "Trip of Terror" go to paragraph 9, but remember these Vampire rules. Write them down or write this paragraph number down for future reference. If you are on a single adventure go to 19.

23 You put 2 and 2 together and come up with the notion that the slimy beast might be attracted to the mithril. To test your hypothesis you toss the shield in one direction and move in the opposite direction with the other items. The Snail stops in its slimy-trailed approach and its antennae rotate in both directions. It stands there uncertain for a moment. To discard all the armor by throwing the rest of it away, go to 266 now. To attack while the monster is uncertain you would score a direct hit off of its Monster Rating, but must continue to fight until one of you is defeated. If you win go to 131. If you lose go to 208.

24 You discover that each casket has a similar female with a wooden stake protruding out of her chest. You may pull a stake out of one of the female corpses' breasts. To do so, go to 152 now. Or, you may go to the large sarcophagus that is partially ajar if you have not yet, by going to 95 now. If, however, you have already been there and do not want to go back or do anything to the female corpses, you are done with this room. You may now leave after adding 2 to your Intelligence and if you are on a single adventure, go to paragraph 19. Or, if you are on the "Trip of Terror" you may move on to 9.



25 You may take the dagger of the priest for yourself (2+2) and the twisted serpent ring he wears (20 gold pieces). The ring allows the wearer to speak and understand the serpent tongue. If you are on the "Trip of Terror" go to 18. If you are on a single adventure go to 19.

26 The Vampire sucks your corpse dry, and because he does not want you to come back alive, he takes the wooden, gold hilted, and jewel encrusted dagger and stabs you in the heart with it, and then cuts your head off. He then burns your head and body separately. Go to 29.

27 The high priestess compliments you on your wise choice. She leads you to her private chambers while the priests finish the sacrificial ceremony. Go to 56.

28 You severed enough of the web strands to knock down the creature that constructed it. It lands unceremoniously with a *thud* onto the center of the floor. You see that it is some sort of giant spider, but not just any spider it is a spider centaur and has the hind parts of an arachnid and the upper torso of a man including humanlike arms covered in a coarse fur. It is appropriately called, an Arachnataur and stands over six feet tall on its six bristly furry legs. Its head and face are more like a spider's with pinching, hairy chelicerae in front of the mouth that is below large, protruding, black, glassy, multifaceted eyes. Poison drips from a stinger in the rear by its web spinnerets. If you turn to run you see that the open doorway is now covered by the web, and would take too long to cut through before you were attacked.



The Arachnataur has a Monster Rating of 90 and is still attempting to right itself. Make a Saving Roll on Speed to see if you can get to it before it gathers itself up to confront you. If you make your SR, strike now while it is unprotected and take the hits directly off its MR. Then continue fighting it normally. If you missed the Saving Roll you must fight it normally with its full MR.

If you win go to 55. If you die it punctured you with its venomous stinger and you are instantly paralyzed, then quickly wrapped in webbing, hung up and, after a week or two, sucked dry. Go to 29.

29 You are dead. Sorry. Close the book and tear apart your character sheet. Perhaps another character at another time will have more success in the Tower of Terror. Until then, adieu.

30 To fire a projectile weapon or cast a *Take That You Fiend* you may do so now. Pick your target and fire. You are 40 feet away from any priest or the priestess. There are now 15 priests with a Monster Rating of 15 each. The high priestess has a Monster Rating of 45. If you aim for her first go to 247. If you aim for a priest go to 155. If you can turn invisible, do so now and attack by going to 257. To attack normally, go to 140.



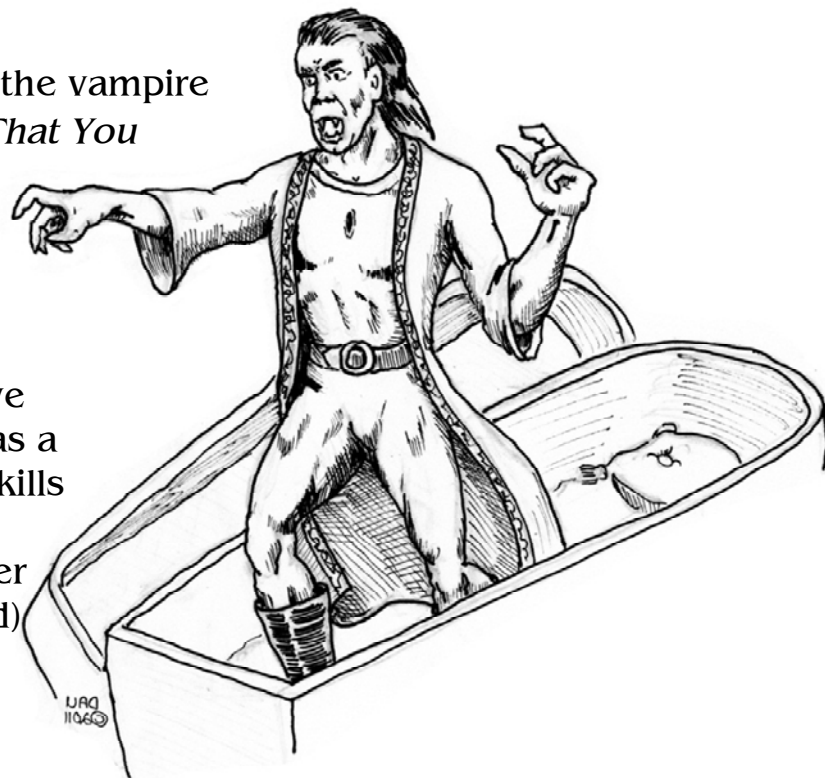
31 If you have a love potion you remember it, and pull it out to use on the high priestess. If you do not, you must go back to 275 and make another choice. After using the love potion the high priestess is now totally devoted to you and lusts after you. You may order her to do what you want. To order her to dismiss the priests and release the maiden go to 47. To go back to her apartments for some one-on-one time go to 56.

32 Ophion almost seems to smile and you hear in your mind it calling to someone outside the room. A door then opens and a priest steps in and motions you over to him. Once you are near, the priest waves you past him and for you to enter the room he just came from ahead of him. You then hear Ophion speak to the priest in your mind, "Give him the respect all adventurers receive who have chosen to follow me." Make a Saving Roll on Intelligence. If you make it go to 253. If you miss it, go to 276.

33 You have defeated the living ivy and reached the top of the tower. You have also found that the juice or sap of the ivy is poisonous. You may coat any or all of your weapons with it, and if you get one hit on an opponent with it, it will reduce their Monster Rating or Constitution by one quarter. This reduction will last for three combat turns and each additional combat turn that you get a hit reduces their Con or MR similarly. If you happen to have an extra vial or container on you, you may take up to ten doses of the poisonous ivy sap. Go to 3.

34 You detect powerful magic that is decidedly evil. Go back to 1 and make another selection.

35 You must quickly immobilize the vampire (MR 70) by either casting a *Take That You Fiend* or chopping it to pieces via a normal fight with a bladed weapon, and then you may use the wooden dagger or the female vampire's wooden stake that you still have in your hand. If you have some wood hafted weapon such as a spear or arrow you may try your skills with that. In the meantime the female is quickly opening the other two caskets (if not already opened) and successfully pulling the wooden stakes out of her two female counterparts. You will



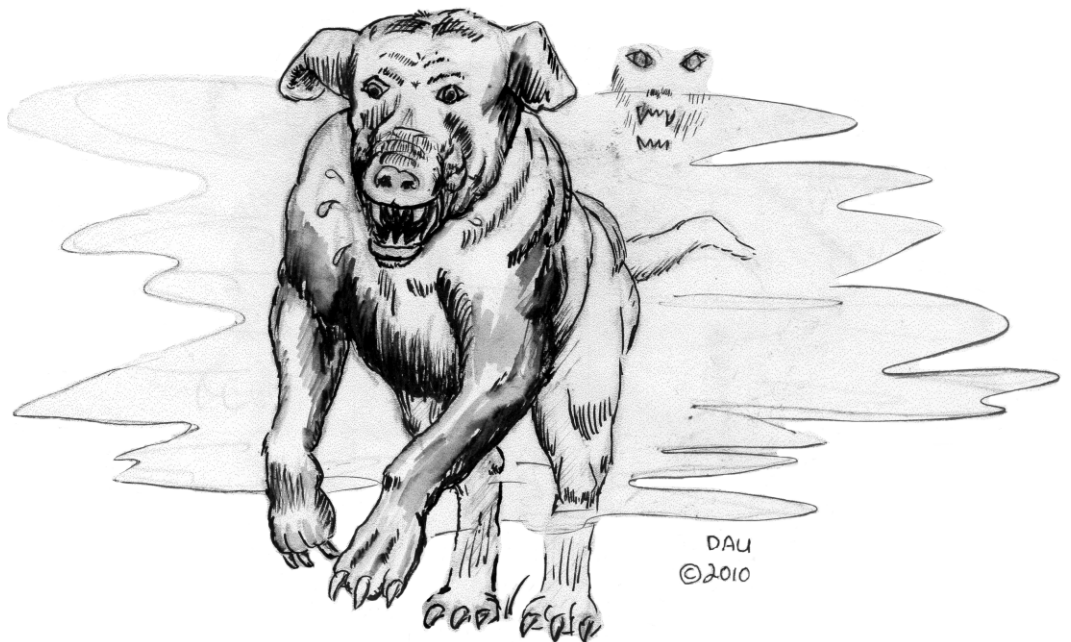
soon have three vampire women to contend with, but for now they watch their master fight you, confident he will win. To cast a *Take that you Fiend* at the male, go to 172. If you beat the male go to 117.

36 Your hand is replaced with a three-bladed metal claw. It gets 4+4 in combat. You are done with this room. If you are on the "Trip of Terror" go to number 5. If not go to 19.

37 She enjoyed the time together. Add 2 to your Charisma and she now wants you to be her personal escort permanently. To agree and then sneak out, go to 100 if you are on the Trip of Terror. If you are on a single adventure go to 19. To attack her with weapons go to 125. To use the love potion again go to 230.

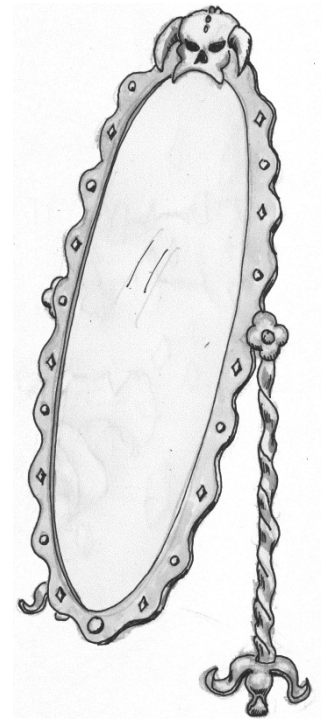
38 Snake Tooth: You grow snake fangs (2+4). If you are on the "Trip of Terror" go to paragraph 15. If you are on a single adventure go to 19.

39 Make a 2nd Level Saving Roll on Luck and Dexterity each. If you make them both you hooked your rope securely to the parapet and can begin scaling the wall of the tower. Go to 98. If you missed either you may try one more time. If you make it go to 98. If you missed both times a thick fog comes pouring around the perimeter of the tower again, and you see red glowing eyes creeping toward you out of the fog. It is the Magic Mastiffs and they brought reinforcements this time. Roll 2 dice to determine how many Magic Mastiffs are going to attack you. Remember they get a MR of 25 each and their slavering jaws are



poisoned so if they get a hit against you it counts double against you. Meaning if they get one hit on you it counts as two. If you win go back to 2 and try again. If you die go to 29.

40 You sense strong magic of a diabolical kind coming from the mirror. Make a 2nd Level Saving Roll on Intelligence one time. If you make it go to 83. If not you may look in the mirror by going to 101. Or you may leave this room and try another room instead, but first you must subtract 1 from your Luck and add it to your Intelligence. Then, if you are on a single adventure you may return to the introduction. If you are on the "Trip of Terror" move on to paragraph 6.

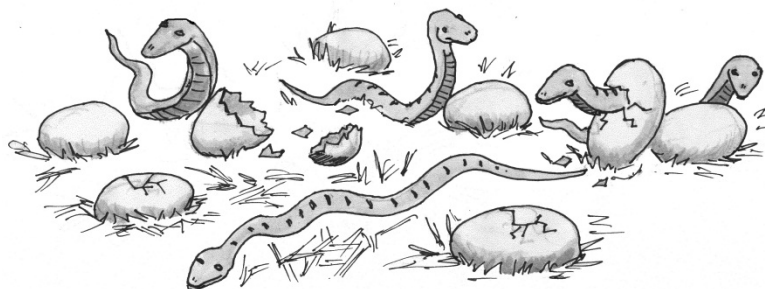


41 You may now leave the room by going to paragraph 16 if you are on the "Trip of Terror", or if you are on a single adventure, go to 19.

42 There are no rocks or any other loose thing around. If you stick in the lit end of your torch, it is immediately snuffed out. Your only option is to stick in a weapon. Choose a weapon and go to 66.

43 The 15 nearly naked priests have a Monster Rating of 15 each, but can only attack you 5 at a time. The high priestess has a Monster Rating of 45. You must kill all the priests before you can face her. If you kill all the priests go to 236. If you are defeated go to 268.

44 The vibrations of your hammering on the glass dome and the subsequent crashing down of broken glass caused more snakes to hatch from their eggs. Little baby serpents are squirming everywhere. Some are working their way out onto the floor. You now must run away like crazy, or jump in and start stomping snakes with your feet, or

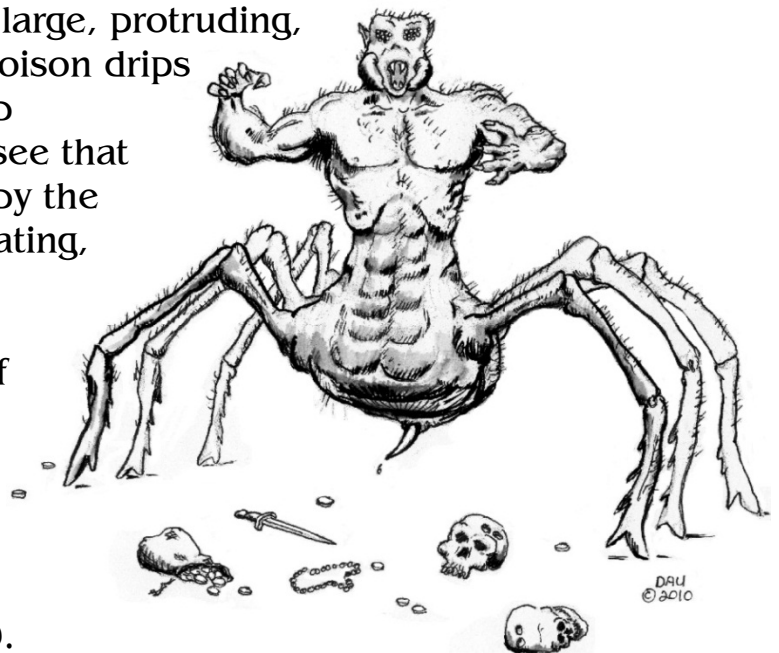


attempt to chop them up with a weapon, or set the straw on fire in the broken incubator. To run go to 261. To stomp and smash go to 214. To cut and slice go to 210. To use magic spells, go to 201. If you have a way to start a fire go to 220. Otherwise, if you happen to have a serpent ring from this dungeon or can speak the snake language for some other reason go to 178. Otherwise make a Saving Roll on Intelligence. If you make it go to 173.

45 You hear a chittering noise above you and look up and see a giant circular net that covers the whole ceiling. You notice that the chittering is coming from deep within the shadows above the net. Then the net begins to move and sag a bit, and you realize that the net is really a web.

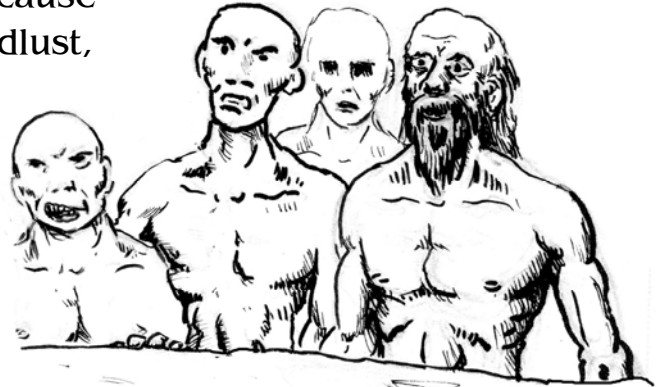
You then see a large bulky object suspended by a single strand of webbing descending out of shadows of the ceiling and coming to rest in the center of the room. Once on the floor the bulky thing turns toward you and expands, or rather unfolds, and you see that it is a giant spider. But not just any spider it is a spider centaur and has the hind parts of an arachnid and the upper torso of a man including humanlike arms covered in a coarse fur. It is called, appropriately, an Arachnataur and stands over six feet tall on its six bristly furry legs. Its head and face are more like a spider's with pinching, hairy chelicerae in front of the mouth that is below large, protruding, black, glassy, multifaceted eyes. Poison drips from a stinger in the rear by its web spinnerets. If you turn to run you see that the open doorway is now covered by the web. There is no escape or negotiating, you must fight the Arachnataur.

The Arachnataur has a MR of 90. If you kill it go to 55. If you die it stung you with its venomous stinger and you are instantly paralyzed, then quickly wrapped in webbing, hung up, and after a week or two, sucked dry. Go to 29.



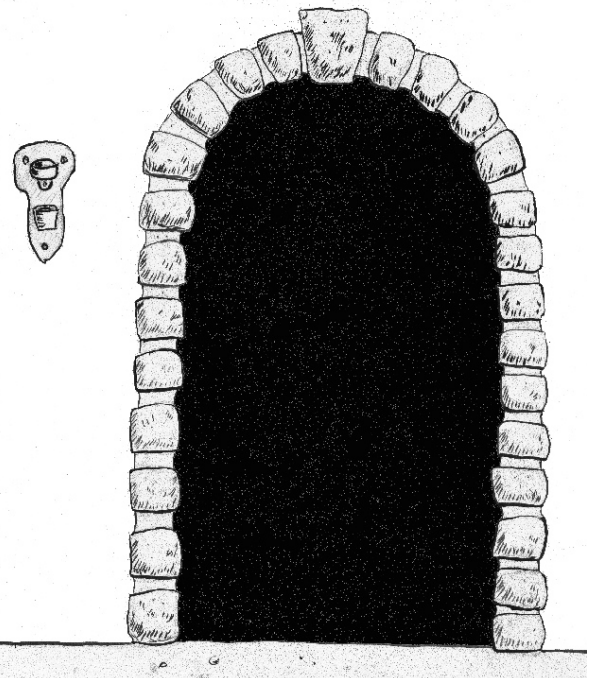
46 Last chance. Make a Saving Roll on Luck. If you miss it perhaps you should roll three dice and try one of the single adventures before attempting the "Trip of Terror". You are done here. Return home until you feel stronger, more dexterous, and luckier. If you make your SR, however, you find some large fallen branches nearby that you lean against the fence and crawl over to get inside the yard. Go to 79.

47 The priests grumble at this, and because they are hyped up in their zealous bloodlust, one of them shouts, "She is a false high priestess and he is an infidel! Kill them both!" and they attack you both. The priests have a Monster Rating of 15 each, but in the cramped quarters may only attack you five at a time. Remember to combine the priestess' 45 MR attack



with yours. Of course if the priests get any hits on you let her be the first one to take the hits and be killed. If you win and the priestess dies go to 133. If you both win she invites you back to her private apartments. Go to 56. If you die go to 268.

48 Your hand is replaced with a dead wizard's hand. It senses magic and if you are a magic user of any sort, you can now cast spells two levels higher. If you were not a magic user you may now cast all 1st and 2nd level spells, but may never increase levels. You are done with this room. If you are on the "Trip of Terror" go to number 5. If not go to 19.



49 Your incantation does nothing but reveal that the darkness is more like a wall of slowly writhing blackness that absorbs light instead of reflecting it. Return to 6 and try another option.

50 The other casket you opened contains a similar female with another wooden stake protruding from between her shriveled breasts. You surmise that all these caskets have a similar female body. You may now attempt to pull a stake out of one of the female corpses. To do so, go to 152. Or you may go to the large sarcophagus that is partially ajar by going to 95 now, even if you have already been there. Or you may leave this room after adding 1 to your Intelligence. Then return to the introduction if you are on a single adventure, but if you are on the Trip of Terror you may move on to 9.

51 There is evil magic at play here of a powerful sort. Return to 7 and make another choice.

52 The maiden is a little groggy, but she comes along. You find some robes left by the priests hanging on pegs and disguise yourselves with them. The maiden's name is Sharesa and is a 14 year old princess from a neighboring kingdom who was kidnapped by the priests of Ophion to be their sacrifice. You return her to her father and are rewarded with 6,000 gold pieces and either a full set of leather armor (cap, 4 hits; breastplate, 8 hits; pants, 2 hits) and a warhorse (MR 40)--
-Or three weapons of your choice from the Tunnels and Trolls weapon guide, and the warhorse. Now, if you are on the "Trip of Terror" go to 100, or if you are on a single adventure go to 19.



53 Subtle Serpent: You are invisible for 2 turns. Five doses. It takes one turn to put it on. If you are on the "Trip of Terror" go to paragraph 15. If you are on a single adventure go to 19.

54 You were not that far up the ivy, and when you fell you missed the spiked fence but broke an arm or leg. Roll one die. Odds mean you broke an arm, and evens mean it was your leg. Reduce your Constitution and Dexterity by half until healed. You may use any healing potions you have and attempt to climb again, or come back another day when you are healed. Whatever you decide you must do immediately because a new fog is slowly rolling toward you and you see the distant red eyes of more Mastiffs approaching. FYI: Touching

the ground triggers their magical appearance. They will be at you in one combat turn.

To try to climb the ivy again you must make your three Saving Rolls on Luck or Dexterity (or any combination of both). If you make them go to 33. If not, read the beginning of this section to determine what happens to you when you fall.

If both your arms or legs get broken and you do not have any healing enhancers or expeditors (spells, potions, ointments, balms, etc.) make a 3 Level SR on Strength to see if you can somehow get over the fence before the mastiffs get hold of you. If you missed it, consider yourself doggy food and go to 29.

To leave with just one broken appendage, make a Saving Roll on Luck to get over the fence before the Mastiffs attack you. Then simply close the book and try again by either rolling three dice for a single adventure or going back to 1 for the "Trip of Terror".

If you fight the Mastiffs roll one die to see how many you must fight again. They have a Monster Rating of 25 each. Their slavering jaws are poisoned and if they get a hit against you it counts double against you. Meaning if they get one hit on you it counts as two. If you win, go back to 2 and try again. If you die go to 29. If you have one broken arm and one broken leg you must make a SR on both Luck and Strength to get over the fence before you become a doggy treat. If you make them both, we'll see you again later after you heal. If not, go to 29.



55 You decide to gather up some treasure, but notice that the gold coins weigh less than you think they should. An attempt to bend a gold coin snaps it in half, and you realize that all this treasure is fake. It is a lure made out of clay, plaster and paint. It is totally worthless and simply the bait of the Arachnataur.

You may, however, take a vial that just happens to be there and gather some of the Arachantaur's venom. The largest vial you find holds enough for 20 coatings for your weapon of choice (one arrow accounts for one coating). If you inflict one hit with it the victim will be paralyzed for 1 combat turn.

You also decide to cut a length of the dusty web and coil it, because you found it only to be sticky on the freshly cut ends. This means you may toss it and whatever it hits it will stick to without a grappling hook or lasso. You may only take up to 100'. And the only way to get it unattached from the thing you stuck it to is to cut it free and expose a new sticky end. Which means every time you use it you lose one foot (12") after you cut it free. So, in other words, you get to use it 100 times before it is gone, and it gets a foot shorter each time you use it. Remember to keep track of it!

If you are on the "Trip of Terror" go to number 4. If not, go to 19

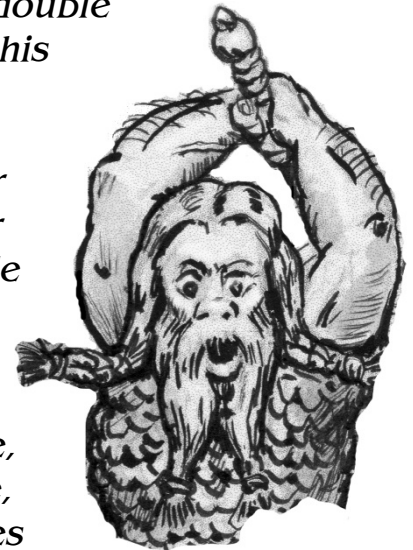
56 As you enter the high priestess' private apartments she turns toward you and smiles and says, "Please allow me to slip into something more comfortable." Then right before your eyes her head and face morph into a serpent's while her body from the neck down is human in shape, but sexless in features. You cannot tell whether it is male or female. It is also a little paler, and you could swear you see



some scales. Its tongue licks out quickly as it reclines on the bed seductively and invites you to sit next to it. If you used a love potion to get to this point you know you only have one or two turns left until it wears off. Either way, if you desire to spend the kind of quality time he/she/it/shim wants, go to 234. To attack, go to 125.

57 Your only option at winning might be to go berserk, but your reflection does not get to go Berserk. Decide to go Berserk and continue the fight by following the following instructions, or continue fighting normally.

Abbreviated and slightly modified Berserker instructions for this adventure: Roll your normal number of dice (2 or more) for non-projectile weapons that you are fighting with. Any double or triple you roll you may add and roll over during this same roll (even if you roll 10 dice for your weapon and just happen to roll three 4's in one roll, for example--add all the pips and then roll the 4's over and add that to the total), but you DO NOT get your weapon Adds. Continue to roll and add your double and triples (DARO and TARO) for that same roll until you stop rolling doubles and triples. Then add them all together. That was your first combat roll. As in a normal battle roll your reflection's dice, and do the normal math. Then, if you are still alive, make your second combat roll using the above rules and continue until one of you wins. HOWEVER: you expend 2 STR points per conflict turn while in your berserker rage and recoup them 1 point per turn. Remember your strength loss if you are on the Trip of Terror as you go on to other rooms!



If you win, and whether you went Berserk or not, and are on the "Trip of Terror" go to paragraph 6. If you are on a single adventure go to 19. If you die go to 29.

58 You may collect the mithril armor that is remaining and cut the other piece(s) out of the slimy slug's body. The mail shirt takes 40 hits, the helmet 20 and the shield 25. Multiply each one's hits by 100

to get its worth in gold pieces if you ever desire to sell any of them later. If you are on the "Trip of Terror" go to paragraph 16. If you are on a single adventure go to 19.

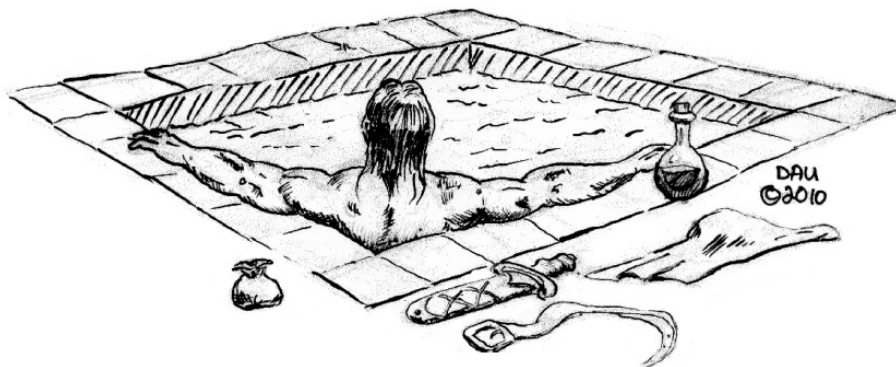
59 The room is completely devoid of any other objects except the well-lit throne upon the raised dais. You decide to give the throne a closer look by going to 250.

60 Roll two dice to find out what happens to your weapon. Take what you get on the first roll. NO CHEATING!

If you rolled a: 2 goto 209, 3 goto 215, 4 goto 176, 5 goto 251, 6 goto 205, 7 goto 232, 8 goto 265, 9 goto 274, 10 goto 116, 11 goto 141, 12 goto 122

61 There is a stunned silence in the altar room as all eyes turn toward you. Never has there been someone to speak in defense of a sacrifice since the controversial night of the lunar eclipse two centuries before during the spring solstice, when a priest and maiden confessed a forbidden love during a hedonistic moment like this. The problem was easily solved by sacrificing both of them...but you do not know that. With all eyes fixed on you, you notice that most of the priests have crazed, hunger-filled eyes induced by their narcotics and this bloodlust ceremony they are zealously caught up in. Make a Saving Roll on Charisma. If you make it go to 275. If you miss go to 241.

62 Roll one dice and add it to your Luck. Then make a Saving Roll on Luck. If you miss it you are done with this room, and if you are on a single adventure go to 19. If you are on the "Trip of Terror" go to a lower room via paragraph 11. If you made your Saving Roll after taking your bath go to 252.

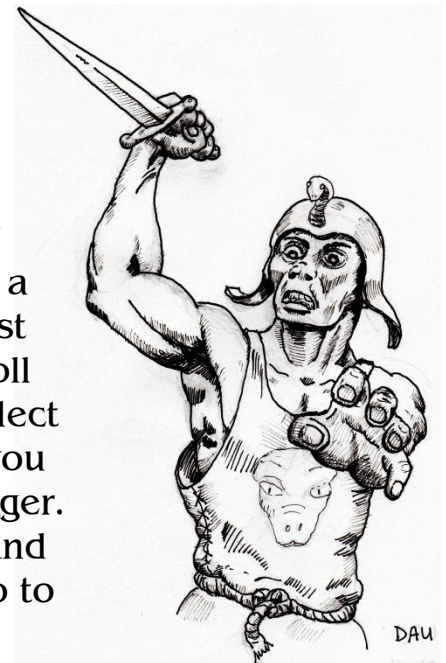


63 You hear the flapping of large wings and then the females jump out of the loft at you, and you see that they are not normal female humanoids, but harpies with the legs, tail and wings of birds and the upper torso and head of a human female. They snarl with pointed teeth as they flutter down toward you. They have a Monster Rating of 40 each. If your constitution reaches 4 or below go to 191. If you are killed outright go to 29. If you win you may take up to 400 gold pieces and any two weapons from the T&T weapons guide book. If you are on a single adventure go to 19. If you are on the "Trip of Terror" go down one more room via paragraph 10.



64 You decide to deceive Ophion by agreeing to be a servant and a priest. Go to 32. Or you may still take the second option and fight go to 110.

65 "I thank you for your kind offer, but I must politely decline. I ask your leave." As you turn to go you hear a pair of feet running after you. You turn to see the priest almost upon you with drawn dagger. Make a Saving Roll on Dexterity. If you make it you reacted in time to deflect his dagger. The priest has a Monster Rating of 20. If you did not make your SR on Dex, you were cut by the dagger. Subtract 1 from both your Dexterity and Constitution and continue your fight. If you win go to 85. If you lose go to 269.



66 As your weapon is poked into the blackness, the part actually in the blackness disappears from view except for the portion of it that is

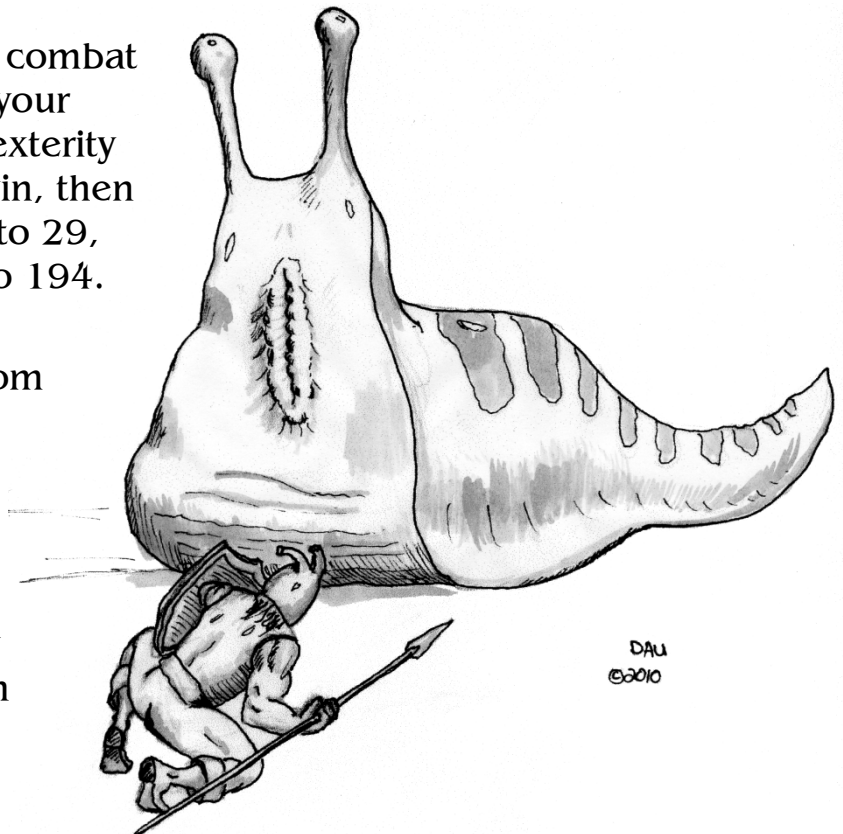
outside the doorframe and in your hand, looking for all the world as if it were cut off where it met the blackness. A feeling of intense cold creeps up the weapon from the blackness. To pull your weapon out go to 121. To let go of your weapon go to 136.

67 Roll one dice. Rolling 1 adds and rolls over. This is how many beautiful, but dirty faced females peek over the edge of the loft and look down at you. "Oh, look someone come to visit us!" exclaims one. If you are female go to 119. If you are male make a Saving Roll on Charisma. If you make it go to 160. If you miss it go to 119.

68 You catch the Puppet King on fire and reduce his MR by half, but must now fight a normal combat turn with that MR before casting another TTYF spell. If you win go to 123. If you lose go to 29.

69 You deduce that the best way to defeat the reflective image of you is to destroy the mirror from whence it came by breaking it. Make a SR on Speed, Strength and Dexterity. Speed to see if you are fast enough to get to the mirror before your reflection reaches you; Strength to determine if you have enough power to break it; and Dexterity to see if you do it correctly. If you make them all go to 194. If you missed any of your SR's, keep fighting until someone wins. But, after each combat turn you may attempt to make your SR's on Speed, Strength and Dexterity again. Keep this up until you win, then go to 143, or are killed and go to 29, or make all three SR's and go to 194.

70 As you turn to leave the room with the armor you hear a high pitch squeal and see bubbling out of the large sewer (between you and the only exit) a giant gelatinous-like slug. It moves very quickly and you are momentarily frozen



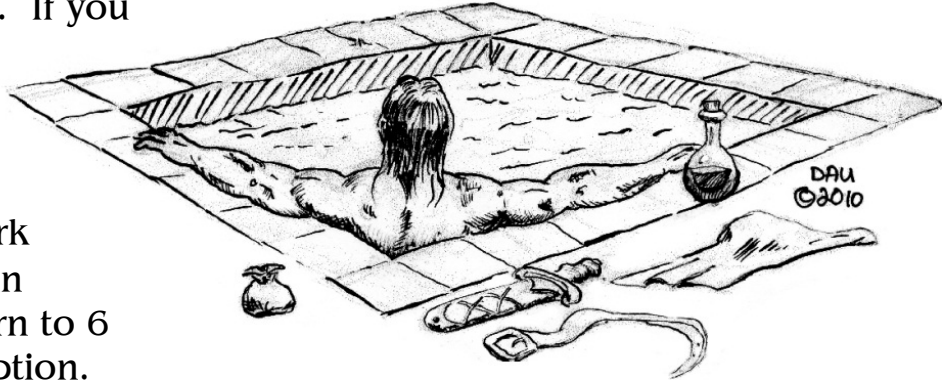
in fear and before you know it, the way out is blocked by the slimy rubbery mass. This slug has two antennae that are thick stalks that extend out from the top of its head, and have a ball on their ends. There appear to be no eyes and the only other recognizable feature is its large vertically slit mouth that quivers and opens randomly. The thing is 12 feet high and 40 feet long. The antennae shift about as if sniffing or sensing for something. They very quickly focus on your presence. Once they do, another high pitched squeal emits from the slug and it wriggles quickly toward you leaving a slimy trail on the floor behind it. It has a Monster Rating of 90. Make a Saving Roll on Intelligence. If you make it go to 23. If you miss it you must fight the slug normally. To turn invisible go to 179. If you win go to 131. If you lose go to 208.

71 The blackness feels tangible. It envelops you as you are absorbed by the darkness. All light disappears including all magical items that you may have activated that emit light. You also notice that you are no longer touching the floor, yet you are not falling or elevating, you are simply stationary. You realize you may have made a mistake by entering this way and start to panic a little. You struggle helplessly, swimming and grabbing at nothing in an attempt to turn back. You scream, but no sound can be heard (so no audible spells will work). You then feel the blackness begin to seep, and then finally pour into your mouth, nose and ears. An intense coldness penetrates you that numbs you to the core physically and mentally. You cannot breathe as the blackness actually drowns you. Go to 29.

72 As you reach down and grab some gold you hear a melodic female voice call down to you from above saying, "Oh, look, sisters, someone come to visit us." As you turn and look up you see the bare upper body of a very bosomy female with a beautiful face, but ratty, snaggly hair. Roll one die to determine how many more of her sisters join her in looking down at you, then read on. "It looks tasty," one of the others says. If you are a male go to 135. If you are female go to 119.



73 This was simply a normal bubble bath. You come out clean and refreshed. Add 1 to your Charisma. Make a Saving Roll on Luck. If you miss it you are done with this room, and if you are on a single adventure go to 19. If you are on the "Trip of Terror" go to a lower room via paragraph 11. If you made your Saving Roll after taking your bath go to 252.



74 You detect very dark and powerful black (pun intended) magic. Return to 6 and attempt another option.

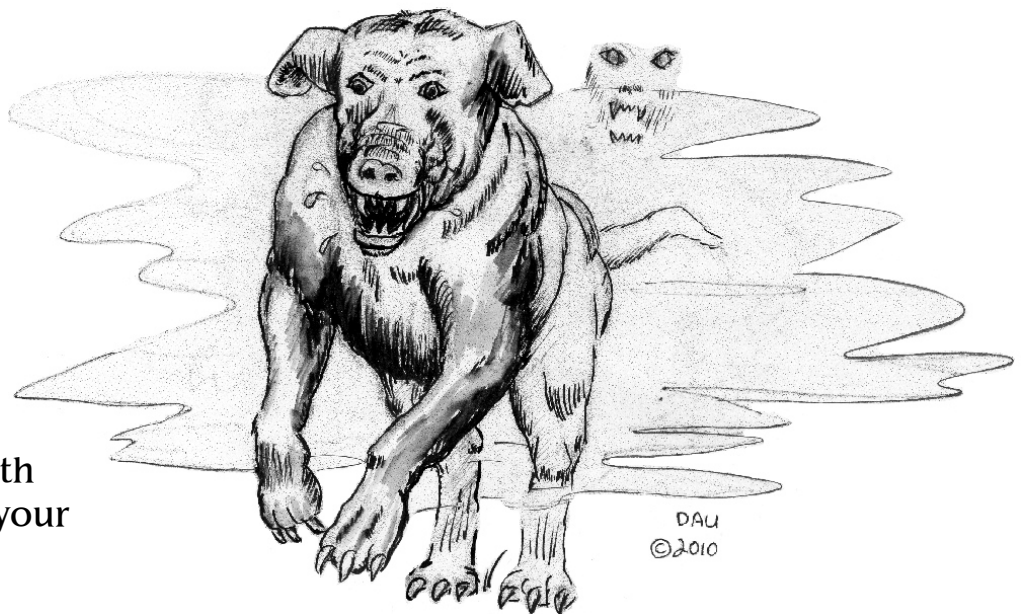
75 Your hand is replaced with a poisonous serpent. It gets 2+4 in combat and gives you the ability to talk with a forked tongue, I mean the snake language. If you inflict a hit with your serpent hand, the venom takes affect by reducing your enemy's Constitution or Monster Rating by one quarter. You may use the serpent like a normal hand and hold a weapon instead. However, if you do so the weapon's dice and adds take the place of the snake's with no venom involved. In other words, you get one or the other as a weapon and they cannot be combined. You are done with this room. If you are on the "Trip of Terror" go to number 5. If not go to 19.

76 The slug slurped you up into its maw and then finished eating the mithril armor which it then worked through its digestive system and deposited back in the room along with your digested and processed remains. Go to 29.

77 Berserker Balm: 4x Strength for 2 turns. 2 Doses. Leaves you unconscious for two turns afterward (hope you killed the monster by then). During that time adjust your Combat/Personal Adds accordingly. If you are on the "Trip of Terror" go to paragraph 15. If you are on a single adventure go to 19.

78 You tie a secure knot around the item you chose, and giving it some slack you fling it through the dark doorway into the abyss beyond while holding securely onto the other end of the rope. The item and the slack end of the rope are absorbed into the blackness framed by the doorway. The rope goes slack in your hand and the part that is outside the darkness falls to the floor and seems to end at the blackness of the doorframe, as if it had been severed. You then feel a coldness creeping up the rope from the blackness beyond. If you let go of the rope go to 130. If you pull out your rope go to 113.

79 You successfully make it over the fence and land on the ground inside the perimeter without spraining anything. The fog seems to reach out to you and thicken around you as it deepens to chest level. It seems unnatural, and indeed it is. Then you see deep in the mist the red glowing eyes of something steadily approaching you through the fog. The eyes are about waist high to you if you are human. The hair on the nape of your neck rises and you hear a low growl rolling out of the fog from the direction of the eyes. You fear you have aroused the interest of the fabled guard dogs, and unfortunately you have. Draw your weapon and roll one die to see how many of these beasts have come with the fog to challenge your trespass.



The guard dogs are magically enhanced (or steroided out---your choice) mastiffs with a Monster Rating of 25 each. Their slavering jaws are poisoned and if they get a hit against you it counts double against you unless you are wearing leather armor. Meaning if they get one hit on you it counts as two. If you win go to 243. If you die go to 29.

80 You have come up with the idea of either throwing something into the dark doorway, or poking something in. To throw, go to 162. To poke, go to 42.

81 The Lamia sees your serpent ring and becomes fearful. She releases her mental hold on you. You still feel drugged however and your Strength and Dexterity are both cut in half until you leave this room. The Lamia apologizes profusely to you in her native tongue, which you understand, because of the serpent ring you found. To attack her without warning go to 166, but remember your Str and Dex are reduced and you must adjust your Personal/Combat Adds accordingly. To leave this room now, and if you are on the "Trip of Terror", go to paragraph 12. If you are on a single adventure go to 19. As you are leaving the Lamia, however, gives you a suggestive and inviting look and invites you to rest in her bed chamber until you regain your strength and wits. To do so, go to 216. To politely refuse go to 184.



82 A magical panel slides open beside you with 11 replacement options for your amputated hand. They will become magically affixed to your cut wrist after you stick your stump into the container. Choose one by rolling 2 dice and take what you get on the first roll. NO CHEATING!

If you rolled a: 2 goto 139, 3 goto 158, 4 goto 48, 5 goto 86, 6 goto 218, 7 goto 239, 8 goto 190, 9 goto 108, 10 goto 75, 11 goto 94, 12 goto 36



83 You deduced that the mirror is magical, and that the only way to stop whatever magic it has is to destroy it by breaking it. To do so avert your eyes as you approach the mirror so that you do not look into its ghostly silvered pane. As you approach you feel it, rather than hear it, calling to you, yearning for you, and finally begging you to look into its reflective world. Make a Saving Roll on IQ to see if you overcome its tempting magical call and allure. If you make your SR go to 169. If not go to 192.

84 You detect evil magic from the direction of the sound of the heavy thing being drug across the floor. Return to 11 and make another choice.

85 As you stand over the dead body of the priest of Ophion you hear the sound of a large body sliding across the floor and coming closer. You know exactly what that sound means and turn to see the large serpent, Ophion, coming toward you with wide distended jaws and lashing tail. You must now fight the god Ophion. It has a Monster Rating of 90 and its skin takes 10 hits. If you win go to 25. If you lose go to 269.



86 Your hand is replaced with a dead sword master's hand. Increase your Dexterity by 5 and add 4 adds to any bladed weapon (sword/dagger/knife) you use in this hand. You are done with this room. If you are on the "Trip of Terror" go to number 5. If not go to 19.

87 Not all the drugs were harmful. Roll two dice to see what happens to you. You may only do this one time with this character on this visit. No cheating. Afterwards, you must leave this room. If you are on the "Trip of Terror" go to paragraph 15. If you are on a single adventure go to 19.

If you rolled a: 2 goto 118, 3 goto 195, 4 goto 111, 5 goto 151, 6 goto 242, 7 goto 206, 8 goto 221, 9 goto 258, 10 goto 38, 11 goto 53, 12 goto 77.

88 You realize that this is a large spider web. If you have a torch or some other way to make a fire and want to attempt to burn the web go to 134. If you want to step in and try and cut the web, make a Saving Roll on Strength and Dexterity. If you make them both go to 102. If you miss either one go to 109.

89 The ivy shrinks back burnt, releasing you, but you swear you heard it hissing in anger and pain. Continue up the tower but you must make three Saving Rolls on Luck or Dexterity (your choice or combination of both) to reach the top. This ensures that the ivy did not sneak up on you from another angle, or that you did not burn yourself, or that you did not kill the section of ivy you were holding onto and fall to your death, and that you were able to climb and cast spells or burn things with a torch at the same time, etc. If you make all three Saving Rolls go to 33. If you missed two in a row you slipped and must make another SR on Luck to see if you grabbed hold again and saved yourself. If you missed this last SR on Luck you fell screaming toward the earth below and impaled yourself on the spiked wrought iron fence. Go to 29. If you only missed one of your three SR's go to 54.

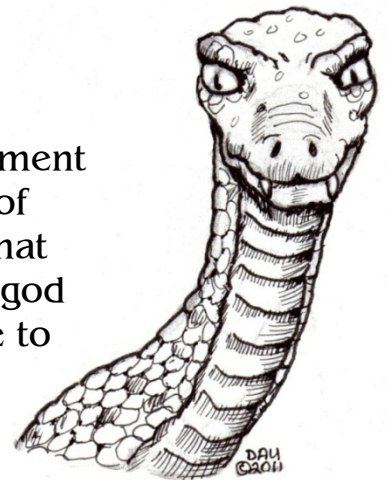


90 Remember, your reflective image chooses the same weapons you do. After each combat turn you may attempt to make a 2nd Level Saving Roll on IQ. If at any time you make it go to 69. If you miss your 2nd Level SR on IQ, but make a 1st Level SR go to 57. If not keep fighting until someone wins. If you missed every SR attempt on IQ, but you still won go to 143. If you lose go to 29. If for some reason you are in a stalemate situation due to some enchanted or powerful weapon or armor or something like that, make a SR on Luck and Dexterity. If you make one but not the other go to 129. If you miss

both, keep fighting and try these saving rolls again after two turns, or try to make your first of the 2nd level SR's on IQ as mentioned above. The mirror image does not tire but you will lose 1 from your Constitution after 10 combat turns. If your Con gets down to 1-4 go to 156. If this is your third time through this sequence of events on this same trip with this same character, consider yourself dead--go to 29.

91 Roll one dice and add it to your Strength. Make a Saving Roll on Luck. If you miss it you are done with this room, and if you are on a single adventure go to 19. If you are on the "Trip of Terror" go to a lower room via paragraph 11. If you made your Saving Roll after taking your bath go to 252.

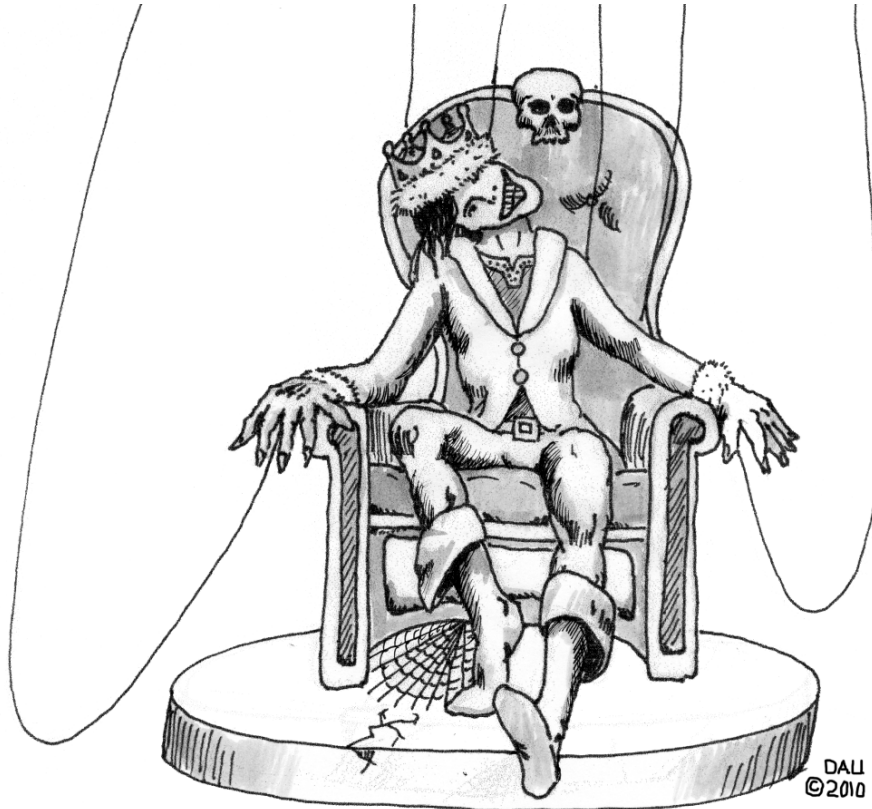
92 The snake raises its head up and hisses at you in a conversational way, so it seems. It looks angry for a moment and then turns to a side door, and momentarily a priest of Ophion comes shuffling obediently into the room from that door. The priest then acts as interpreter for the serpent god and says, "The Mighty Ophion asks, 'Why have you come to my chambers and desecrated my holy temple?'" Make a Saving Roll on Charisma to answer. If you make it go to 189. If you miss it by only 4 or less, go to 273. If you miss it by more than 4, go to 248. To attack the snake and the priest go to 255. To turn invisible (if you can) go to 227.



93 You have just stepped across a protective pentagram that was etched in the floor and that spread out from the dais. You did not see it because of the highly concentrated pool of light that stayed tight on the throne and dais and drew your attention away from the floor. But what did you trigger? As this thought crosses your mind you begin to hear music swelling up as if from the dusty dead throat of some ancient calliope being played by deranged demons. It sounds like happy, but demented carnival music which comes churning up from all directions.

You look about for the source of the music and see the strings hanging down from the light source suddenly rise upward and go taunt bringing the king who they were attached to, to animated life. The king is

jerked upright and off of the throne. He then capers about you and the dais for a few moments (more-or-less to the beat of the melody) with his head flopping unnaturally from side-to-side.

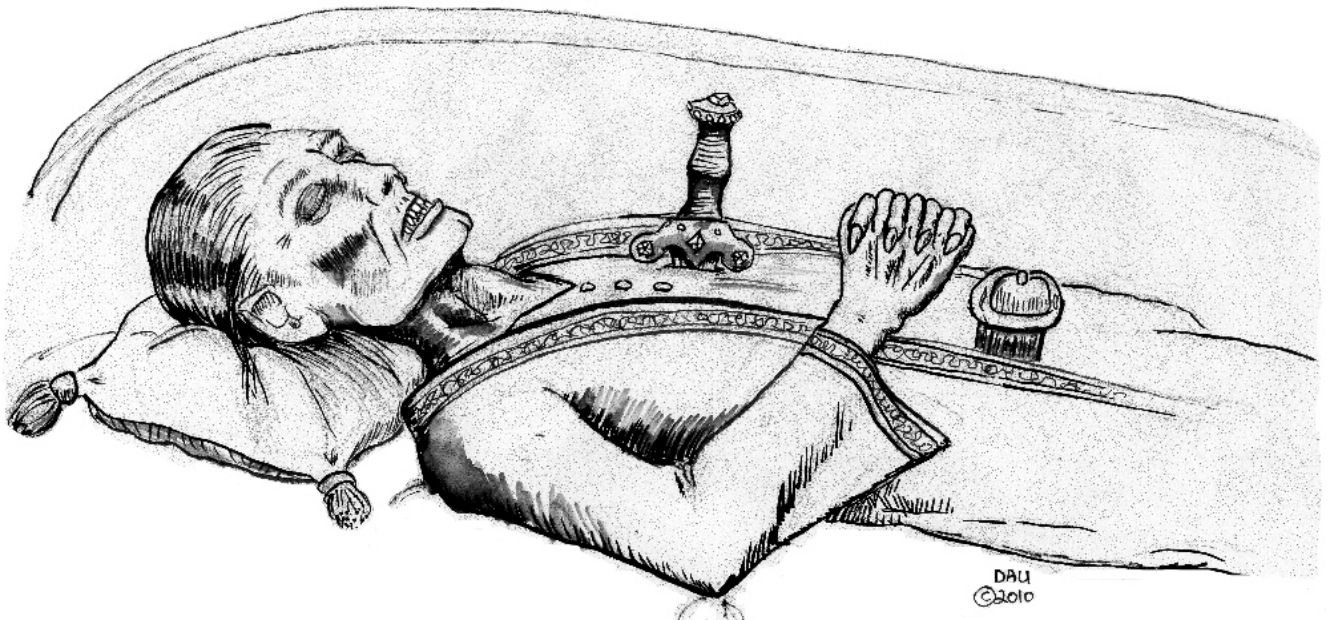


This is amusing at first, but then with a flourish he stops just beyond the throne and turns toward you. Its painted on, unblinking, lifeless eyes fix upon you. Then the painted smile on his face turns downward into a terrible grimace of hate and rage. His brows furrow in primal anger and passion. Unexpectedly, the king, pulled by the strings hanging from above, leaps unnaturally high into the air and over the throne and dais toward you. Its arms reach out for you with clawed hands, and his mouth is now a gaping maw of sharpened teeth and death. You must fight.

The Puppet King has a Monster Rating of 75. Make the highest level Saving Roll you can on Intelligence. If you only make a First Level SR go to 202. If you make a Second Level or higher go to 229. If you do not make your SR you must fight the Puppet King until either one of you is destroyed. By the way, the Puppet King is not an undead. If you win go to 123. If you die go to 29.

94 Your hand is replaced with a hook. It gets 2+4 in combat. You are done with this room. If you are on the "Trip of Terror" go to number 5. If not go to 19.

95 You easily push the lid off of the sarcophagus. Lying within it you see the emaciated corpse of a man with a nice shiny dagger sticking out of his chest. Upon closer inspection you notice much to your delight that the dagger is gold hilted (not silver) and studded with jewels. It is buried to the hilt in the man's chest. It looks very expensive. To take the dagger and then look around the room for more treasure go to 105. To do nothing, you may leave this room after subtracting 1 from your Luck and adding it to your Intelligence. Then return to the introduction if you are on a single adventure. If you are on the "Trip of Terror" you may then move on to 9. To go to the three caskets along the wall go to 149. If you have already been there and successfully opened one or more of them go to 182.

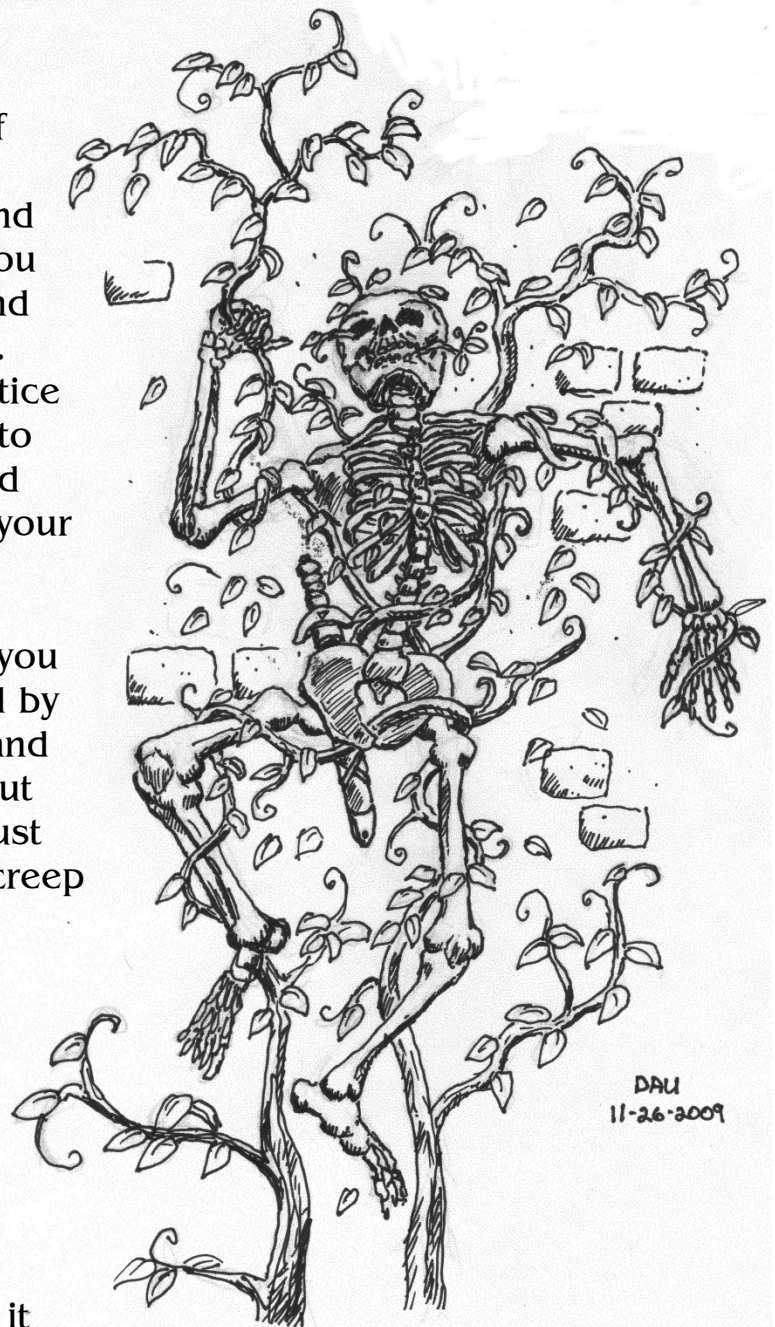


96 The light reveals nothing. In fact the darkness beyond the doorframe seems to trap the light and not reflect it back. Return to 6 and try another option.

97 The wiggly critters hesitate, undecided. You may now run from this room by making a SR on Speed. If you miss it go to 132. If you make it you are now done with this room and may add 1 to your Luck. If you are on the "Trip of Terror" go to paragraph 14. If you are on a single adventure go to 19.

98 As you climb you get close to one of the thicker grown portions of ivy and notice something out of the ordinary tangled amidst the vines and creepers. Upon closer inspection you see a skeleton pinned to the wall and totally entwined in the ivy branches. All of its flesh is gone. You then notice that the ivy close to you has begun to move and writhe. It reaches out and grabs at you attempting to encircle your limbs.

Make a Saving Roll on Dexterity. If you make it, only your feet are entwined by the ivy. If you miss your SR, one hand becomes entwined, and you must cut your Dexterity by one third. You must now fight the ivy as it continues to creep and reach at you attempting to get under your clothes and armor to touch your flesh. But first make a Saving Roll on Intelligence. If you make it go to 127. If you miss it, you must use conventional weapons or magic. It gets a new Monster Rating of 30 every 25 feet and the Tower is 75 feet tall (so, three times). Good luck. If you kill it enough times to reach the top go to 33. If you fail once it got an arm again. Cut your Dexterity by half for that encounter and keep fighting. If you fail twice go to 272.



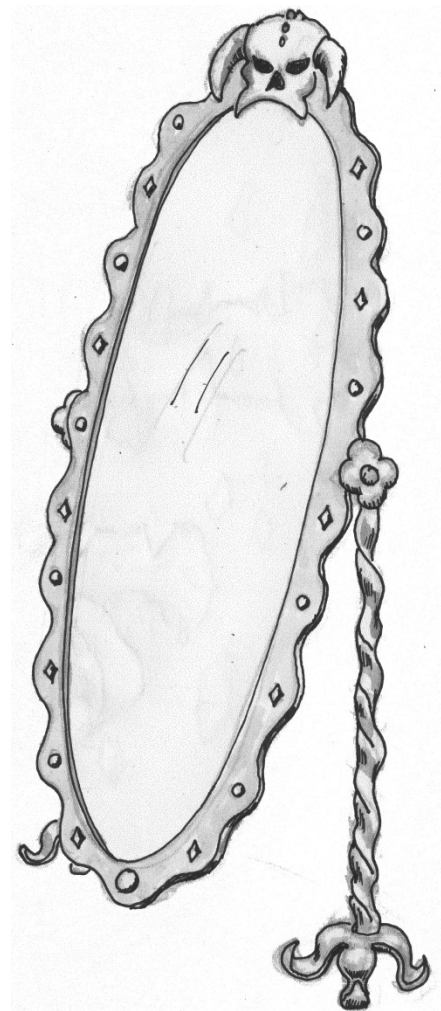
99 The blackness seems tangible. It envelops you as you are absorbed into the darkness. All light is snuffed out including all magical items that you activated that emit light. You also notice that you are no longer touching the floor, yet you are not falling or elevating, you are just stationary. You also feel an intense coldness begin to penetrate you that numbs you physically to the core and mentally. You panic and attempt to pull yourself out of the door using the rope. Make a Saving Roll on both Strength and Constitution. If you make them both go to 161 now. If you miss your Strength SR, go to 20. If you miss only your Con, go to 159.

100 Congratulations you have successfully completed the "Trip of Terror". Add 1 to each attribute. You have also earned 4,000 Adventure Points. If you left any room without completing it subtract 100 AP for each room you backed out of. You may also keep any item, weapon or treasure you have found or have been granted, tax free. Good luck with any other adventures you go on. Good job and goodbye!

101 As you gaze into the mirror your see yourself standing there looking back at you like a normal mirror at first. But then your reflective image winks at you, and you do not recall winking at it. It then smiles grimly and with a shimmer of movement steps out of the mirror. You have now met your equal (literally) and must fight yourself. It chooses the same weapons you do. Good luck.

After each combat turn you may attempt to make a 2nd Level Saving Roll on IQ. If at any time you make it go to 69. If you miss your 2nd Level SR on IQ, but make a 1st Level SR go to 57. If not keep fighting until someone wins.

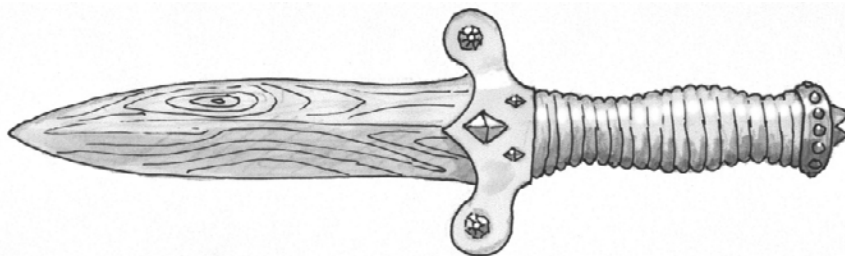
If you win by killing your reflection go to 143. If for some reason you are in a stalemate situation due to some enchanted or powerful weapon or armor or



something like that, make a SR on Luck and Dexterity. If you make one but not the other, go to 129. If you miss both, keep fighting and try these Saving Rolls again after another normal combat turn. Or try to make your 2nd level SR's on IQ as mentioned above. The mirror image does not tire but you will lose 1 from your Constitution after 10 combat turns. If your Constitution gets down to 1-4 go to 156. If the reflection kills you completely, go to 29.

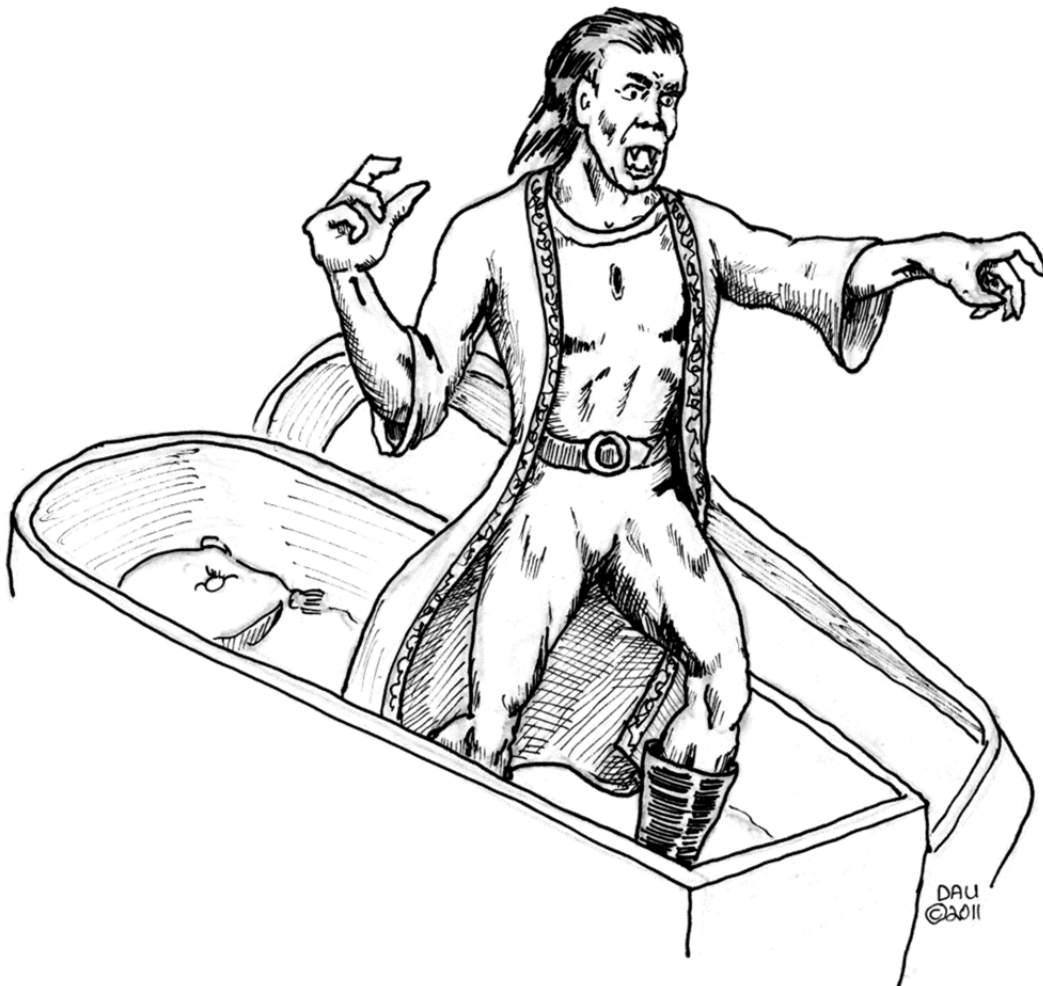
102 You slice through one of the strands of the net. It is tough, but doable. You then hear a chittering noise coming down toward you and the net above you begins to vibrate and sag a bit. If you have not figured it out already, you now realize that the net was really a web, so you continue to hack at it. Roll one die to see how many strands you cut before whatever it is that may be up there comes down to greet you. If you rolled 1-4, go to the second paragraph of 45. If you rolled a 5-6 go to 28.

103 You still have won and may keep the dagger as a future weapon or sell it for the 666 gold pieces. If you want to investigate the other caskets and have not done so yet, go to 149. If you have already opened one or more of the other caskets and want to investigate them further go to 233. Otherwise, you may now move on to paragraph 9 if you are on the "Trip of Terror", or if you are on a single adventure go to 19.



104 You slip on the slug's slimy trail. It senses your presence and turns and wiggles after you at an amazing rate. Make a Saving Roll on Dexterity. If you miss it go to 223. If you make it you got back to your feet and out of the door just before the slick blob nabs you. If you are on the "Trip of Terror" go to paragraph 16. If you are on a single adventure go to 19.

105 The blade sticks a little and you have to give a good heave on it which sends you backward a few steps, but it does come free. Once out you give the dagger a closer examination and you notice, much to your surprise, that the blade was made of wood. It gets only 1+1, but is worth 666 Gold Pieces. The sound of movement coming from inside the very sarcophagus you just pulled the dagger from draws your attention. As you look back over, you see rising out of its supposed final resting place the corpse, but it is no longer a corpse but a very animated fully fleshed man who appears to be regaining energy and mass as you stare wide-eyed watching it. You have just brought back to life a vampire. It stands fully erect in the coffin and after stretching it looks about the room, and upon seeing you it hisses, but instead of attacking you it leaps out of the sarcophagus and rushes over to the first of the three coffins along the wall. To attack with conventional weapons make a Saving Roll on Speed. If you make it go to 212. To cast a *Take That You Fiend* go to 164.



106 This perfume cleansed your sinuses and now allows you to scent monsters one turn before you see them. Make a Saving Roll on Luck. If you miss it you are done with this room, and if you are on a single adventure go to 19. If you are on the "Trip of Terror" go to a lower room via paragraph 11. If you made your Saving Roll after taking your bath go to 252.

107 The priest then says to follow him. You fall in step behind him and he opens a side door and waves you inside and past him. Make a Saving Roll on Luck. If you make it go to 253, now. If you miss it go to 276.

108 Your hand is replaced with a tentacle. It gets 2+2 in combat and increases your Strength by 2. You may use it like a normal hand and hold a weapon instead. If you do so the weapon's dice and adds take the place of the tentacle's. In other words, you get one or the other as a weapon and they cannot be combined. You are done with this room. If you are on the "Trip of Terror" go to number 5. If not go to 19.



109 The net is extremely tough and while cutting you vibrate a few strands. Go to 165.

110 The Serpent God, Ophion has a Monster Rating of 90 and its skin takes 10 hits. If you win and are on the "Trip of Terror", go to 18. If you are on a single adventure, go to 19. If you die go to 269.

111 Love Potion: Lets you control the person you sprinkle it on for three turns. They will do what you say as long as you can keep them from kissing and hugging you all the time (hope it is someone you like or a least of the right gender for you!). If you are on the "Trip of Terror" go to paragraph 15. If you are on a single adventure go to 19.

112 Roll one dice and add it to your Intelligence. Make a Saving Roll on Luck. If you miss it you are done with this room, and if you are on a single adventure go to 19. If you are on the "Trip of Terror" go to a lower room via paragraph 11. If you made your Saving Roll after taking your bath go to 252.

113 After you pull your item out, both it and the rope remain cold to the touch but not unbearable. You then notice that the entire rope and your weapon have become entirely changed to a black burnished color. Both the rope and the item are now invisible to others except you (lost in shadow, so to speak). If the item you tied to the rope is a weapon it will now numb your living opponent if you score a hit on them, thereby reducing their Dexterity and Constitution, or Monster Rating by a quarter. If this rope is used by another person it will numb them and they will be unable to climb. If you tie someone up in it they will become as if paralyzed and unable to move. You may now attempt a Saving Roll on Intelligence or leave this room. If you make your SR go to 222, if not you are done with this room. If you are on the "Trip of Terror" go to 7. If you are on a single adventure, go to 19.

114 One of the harpies sees your attempt to escape after stealing from them. "Look, it's trying to get away!" They then stop fighting each other and attack you. They have a Monster Rating of 40 each. If your Constitution reaches 4 or below go to 191. If you are killed outright go to 29. If you win you may take up to 400 gold pieces and two more weapons from the T&T weapons guide book. If you are on a single adventure go to 19. If you are on the "Trip of Terror" go down one more room via paragraph 10.



115 The only thing available to tie an end of the rope to is the empty iron scone next to the doorway. You test it and it seems strong enough, so you tie a good double half-hitch knot around the scone and a bowline around your waist, and edge your way into the blackness beyond the doorframe. Go to 99

116 Your weapon will magically take 10 hits like armor. If you are on the "Trip of Terror" go to number 5. If not go to 19.

117 The three females attack you. They have a Monster Rating of 45 each. If you beat them all, good job! If you did not use the dagger against the male or the females keep it as a weapon or as a prize worth 666 gold pieces. If you used it and have some other wooden stake-like object, you may replace it for the dagger, but first impale the one with the dagger in its chest with your new wooden stake before removing the dagger. Then, if you are on the "Trip of Terror" go to paragraph 9. If you are on a single adventure go to 19. If the females beat you by reducing your Constitution to a -10, go to 29 now. If they reduce your Con to 5 or less, but not -10, however, the ones that are still "alive" decide that you would make a better master than the wimp you just killed, and they drink your blood and make you a vampire. Go to 22.



118 "Snake Eyes" your pupils become slits and you can now see in the Dark. If you are on the "Trip of Terror" go to paragraph 15. If you are on a single adventure go to 19.

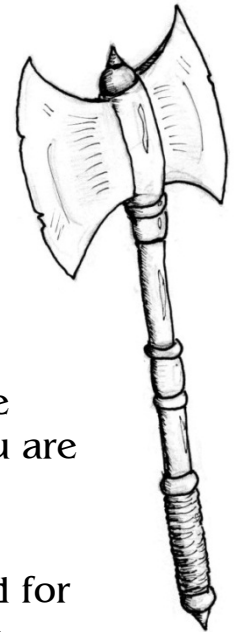
119 You hear the fluttering of large wings and the females jump out of the loft at you, and then you see that they are not simply females, but are harpies with the legs, tail and wings of birds and the upper torso and head of a human female. They snarl with pointed teeth as

they flutter down toward you. They have a Monster Rating of 40 each. If your constitution reaches 4 or below and you are a male, go to 191. If you are a female, go to 224. If you are killed outright go to 29. If you win you may take up to 400 gold pieces and any two weapons from the T&T weapons guide book. Then if you are on a single adventure go to 19. If you are on the "Trip of Terror" move down to the room via paragraph 10.



120 You were only able to pick up 100 pieces of gold and one weapon from the harpies' floor as you sneak out. Choose any weapon from the T&T rulebook that you can handle. If you are on a single adventure go to 19. If you are on the "Trip of Terror" move down a room via paragraph 10.

121 As you pull your weapon out it remains cold to the touch but not unbearable. You then notice that the entire weapon has become completely changed to a black burnished color. It is now invisible to others except you (lost in shadow, so to speak). It also numbs your opponent if you score a hit on them, thereby reducing their Dexterity and Constitution, or Monster Rating by a quarter. You are now done with this room. If you are on the "Trip of Terror" go to 7. If you are on a single adventure go to 19.



122 Your weapon is now made of silver and can be either sold for 400 GP or still used as a regular weapon (comes in handy when werewolves are about). If you are on the "Trip of Terror" go to number 5. If not, go to 19.

123 The crown the Puppet King wore was indeed real and is worth 1,200 Gold Pieces. There were also three rings, each worth 100 GP. If you are on the "Trip of Terror" move down to the next room by going to 8. If you are on a single adventure go to 19.

124 Roll one dice and add it to your Dexterity. Make a Saving Roll on Luck. If you miss it you are done with this room, and if you are on a

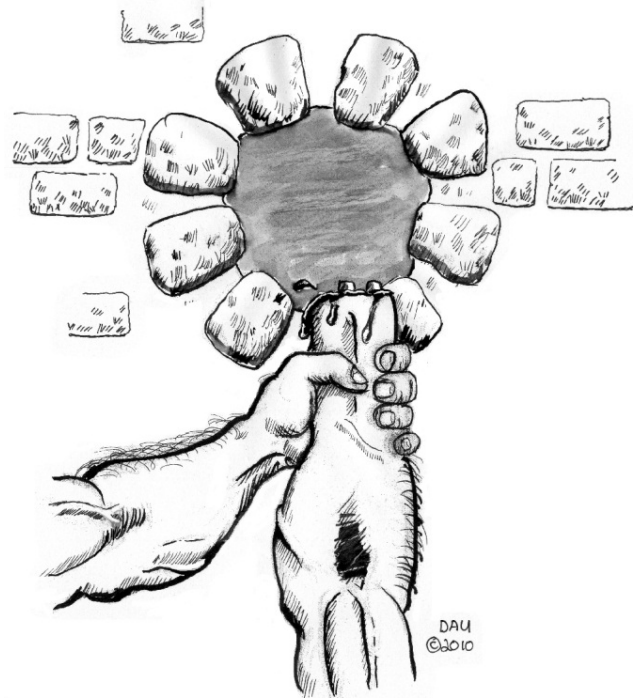
single adventure go to 19. If you are on the "Trip of Terror" go to a lower room via paragraph 11. If you made your Saving Roll after taking your bath go to 252.

125 Because she is unprepared to fight, roll your first attack and take it off her Monster Rating of 45. Then fight until one of you wins. If you win go to 279. If you are killed go to 29.

126 The mirror shatters in an explosion of glass and smoke. You've destroyed the source of compelling magic. Subtract 2 from your Constitution because you were showered and cut with shards of glass as it exploded, but add 2 to your Intelligence and Luck each. If you are on the "Trip of Terror", go to paragraph 6. If you are on a single adventure, go to 19.

127 You realize that your best way to kill this living ivy is to use fire. If you have a torch or can cast a *Take That You Fiend* spell go to 89. If not go back to 98 and fight the ivy with conventional weapons or other magic.

128 At first you feel nothing and then a sharp searing pain as your hand is cut off at the wrist. If you already were missing a hand and only inserted your stump then the end was cut freshly open again. Either way, go to 82.



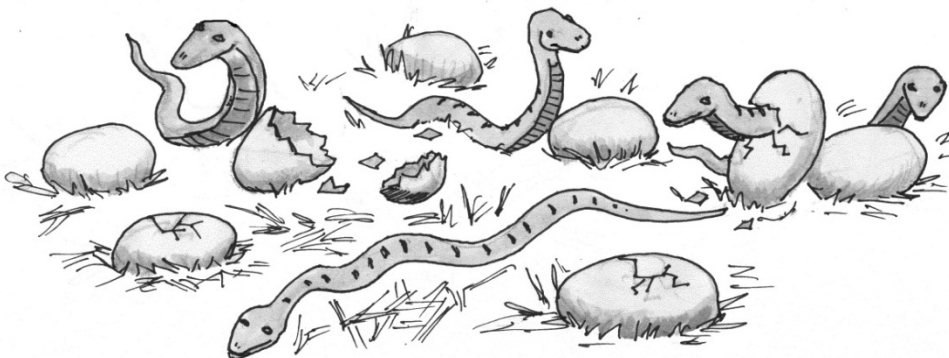
129 In your sparring and flailing about you accidentally hit the mirror. It cracks but doesn't shatter completely, and your reflective image does the same with a roar of pain and rage. Reduce its Con and PA by half and continue fighting. To attack the mirror itself with the hope of destroying it completely go to 200. Otherwise continue fighting normally. If you win by killing yourself, so to speak, go to 143. If the real you dies, the reflective you dissipates. Go to 29.

130 The rope falls to the ground and shatters like an icicle. Consequently, you no longer have a rope---it is gone. Go back to paragraph 6 and make another choice.

131 You may collect all the mithril armor for your reward although you may have to cut open the slug to get it all. The armor fits perfectly. The mail shirt takes 40 hits, the helmet 20 and the shield 25. Multiply each one's hits by 100 to get its worth in gold pieces if you ever desire to sell any of them later. Then if you are on the "Trip of Terror" go to paragraph 16. If you are on a single adventure go to 19. If you lose go to 208.

132 The baby snakes were a special magic cross breed and you were bitten several times. Make a Saving Roll on Constitution. If you miss it and do not have any way to stop the poison (i.e. antivenin, magic salve or balm, or other healing stuff) you have died. Go to 29. If you make your SR then roll one dice and take what you get below. No cheating.

If you rolled a: 1 goto 187, 2 goto 254, 3 goto 237, 4 goto 267, 5 goto 246, 6 goto 147.



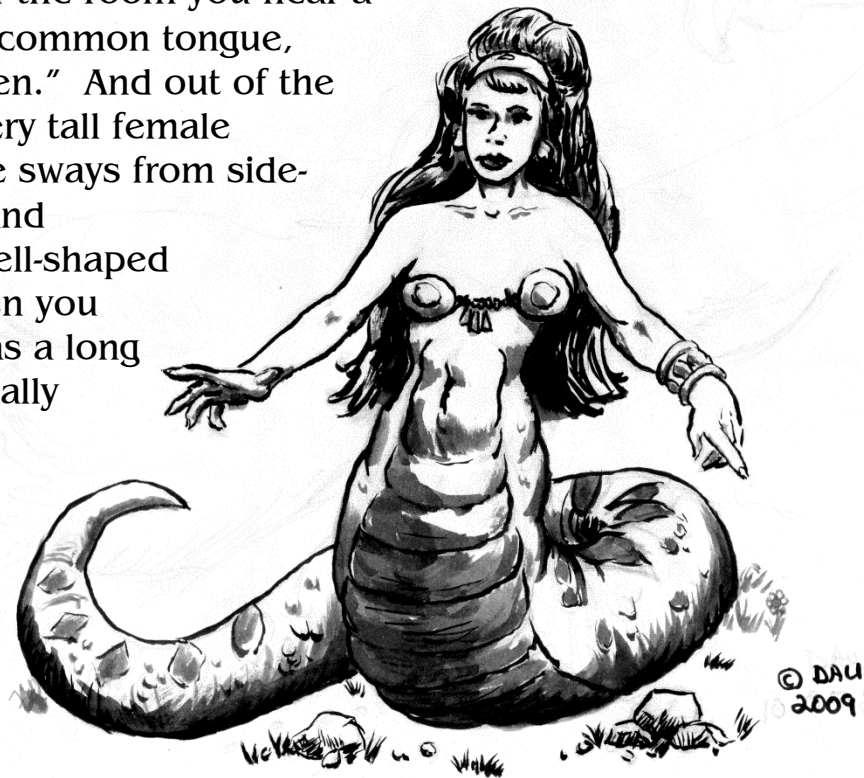
133 You may take the high priestess' jeweled sacrificial dagger (2+4, worth 440 gold pieces), and her jeweled headdress worth 850 gold pieces. You also find 15 golden saucers the priests were going to use during the sacrifice worth 45 gold pieces each. You may then awaken the sacrificial maiden on the altar, if you would like, by going to 52. If you would rather just leave without waking her go to 197.

134 Roll one die to see how many strands you burn before whatever it is that may be up there comes down to greet you. If you rolled, 1-4 go to the second paragraph of 45. If you rolled a 5-6 go to 28.

135 Make a Saving Roll on Charisma. If you make it go to 160. If you miss it go to 63.

136 You have lost that weapon for good. To dip another weapon in but this time hang on to it go to 121. Otherwise go back to 6 and attempt another option.

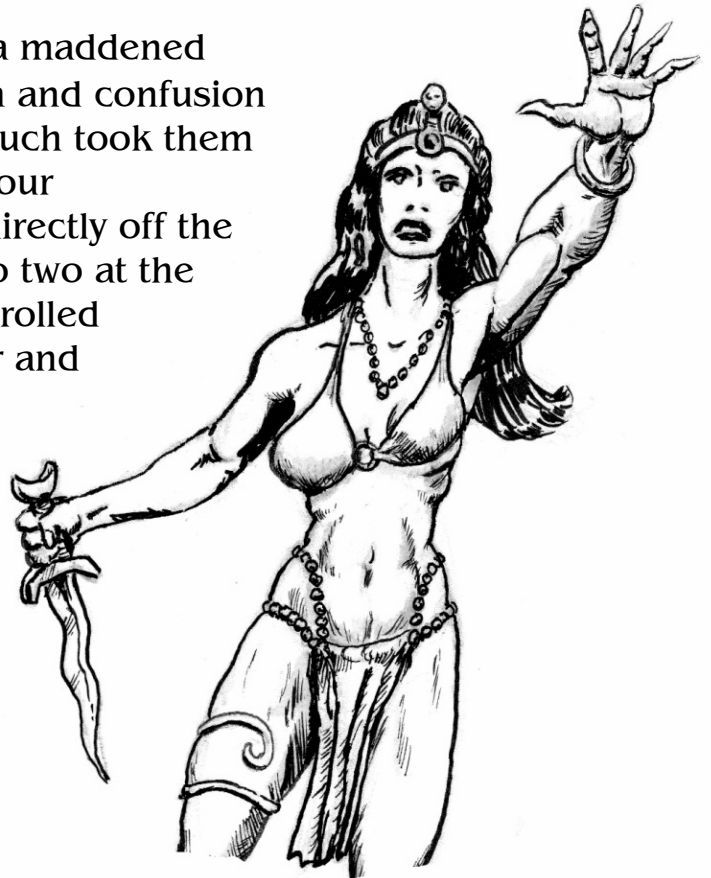
137 As you reach the center of the room you hear a sibilant female voice say in the common tongue, "Welcome, legged one, to my den." And out of the shadowed archway you see a very tall female emerge and enter the light. She sways from side-to-side somewhat hypnotically and provocatively. You notice her well-shaped face, arms and upper body. Then you notice that what you thought was a long horizontally pleated skirt is actually the underbelly of a snake and realize that you are facing a Lamia or Nagini (a female Naga). Lamia have the upper body of a human, in this case a female, and instead of legs they have the lower body of a thick snake. Make a Saving Roll on Intelligence. If you make it go to 240. If you miss it go to 256.



138 You tell them all to slither into the nearest fire pit, and being young and impressionable, they obey. Add 1 to both your Charisma and Luck. You are now done with this room. If you are on the "Trip of Terror" go to paragraph 13. If you are on a single adventure go to 19.

139 Your hand is replaced with a 10 inch dragon claw. It gets 6+6 as a weapon and is armor piercing. Meaning if you use it as a weapon it negates the hits absorbed by your enemy's armor. You are done with this room. If you are on the "Trip of Terror" go to number 5. If not go to 19.

140 You rush down the aisle with a maddened scream, which causes consternation and confusion among the priests, but you pretty much took them unawares. Roll your dice and add your Combat/Personal Adds and take it directly off the high priests. You may only kill up to two at the most in this first attack, even if you rolled enough to kill them all (it is only fair and they were spread around the altar out of reach). You must kill all the priests to get to the high priestess with your bladed weapon. However, after your initial attack you may make a Saving Roll on Intelligence. If you make it go to 31. If you miss it keep on fighting normally. Once you kill the priests and are ready to face the high priestess, go to 180.



141 Your weapon can nullify magic up to 4th level. If you are on the "Trip of Terror" go to number 5. If not go to 19.

142 You have just permanently lost that weapon or supply item. Erase it from your list of weapons and supplies. To poke a weapon in while you hang onto the other end of it, go to 66. To do nothing else and leave this room, add one to your Intelligence, and if you are on the "Trip of Terror" go to 7. If you are on a single adventure go to 19.

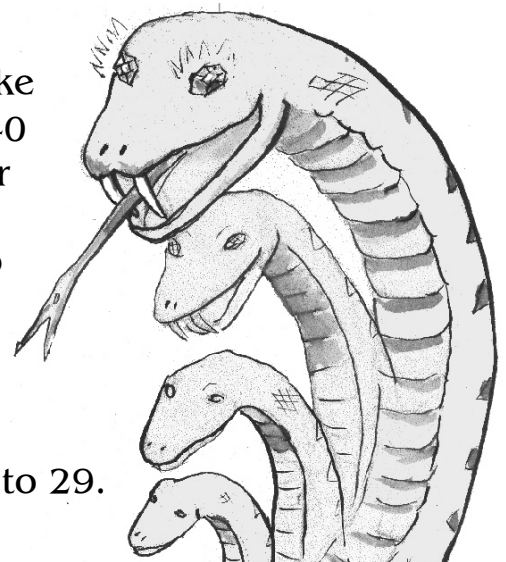
143 Your reflective image's body bursts into tiny shards of glass with a soul wrenching howl of agony and frustration. Subtract 2 from your Constitution because you were showered and cut by the shards, but add 2 to your Intelligence and Luck each. If you are on the "Trip of Terror", go to paragraph 6. If you are on a single adventure, go to 19.



144 This ointment healed all wounds and injuries not already healed or scarred over. Meaning your Constitution has been restored. If no healing needed to take place, then add 6 to your Constitution, but you may not do both. Make a Saving Roll on Luck. If you miss it you are done with this room, and if you are on a single adventure go to 19. If you are on the "Trip of Terror" go to a lower room via paragraph 11. If you made your Saving Roll after taking your bath go to 252.

145 The eucalyptus in this potion made you sleepy and you fell asleep. You wake up with no clothes or weapons. All your belongings are gone. Make a Saving Roll on Luck. If you miss it you are done with this room, and if you are on a single adventure go to 19. If you are on the "Trip of Terror" go to a lower room via paragraph 11. If you made your Saving Roll after taking your bath go to 252.

146 You were able to pop one eye out. The snake shrinks to half its size and now only has a MR of 40 but still takes 40 hits (hey, gold is gold). To go for the other eye make the two Second Level SR's on Luck and Dexterity again. If you make them go to 231. If you miss any you must continue fighting it normally. If you win go to 150. If you lose you were coiled in the gold snakes embrace until you died and then eaten. Afterwards the enchanted serpent returned to its normal size and state. Go to 29.



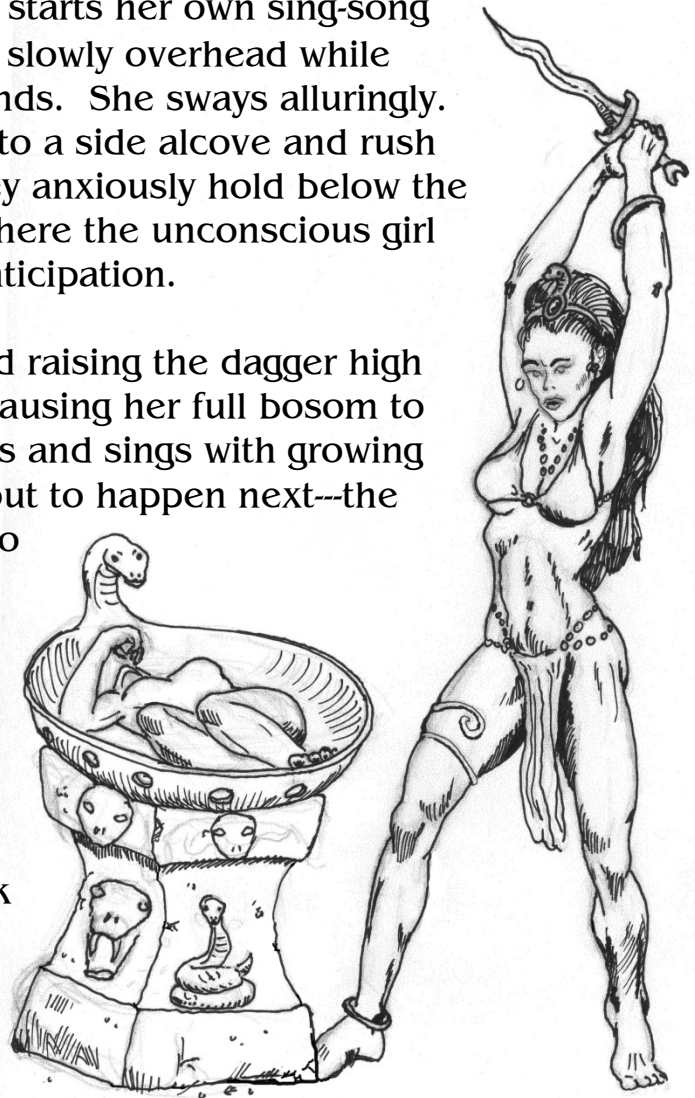
147 You have venomous saliva. If you bite an opponent roll one dice and take that directly off the opponent's Constitution or Monster Rating. You are now done with this room. If you are on the "Trip of Terror" go to paragraph 14. If you are on a single adventure go to 19.

148 The high priestess of Ophion starts her own sing-song chant and begins lifting the dagger slowly overhead while grasping its hilt in both shapely hands. She sways alluringly. At this signal the priests scurry off to a side alcove and rush back carrying gold saucers that they anxiously hold below the holes in the bottom of the basin where the unconscious girl slumbers. They lick their lips in anticipation.

The priestess continues singing and raising the dagger high overhead. Her volume increases causing her full bosom to rise and fall heavily as she breathes and sings with growing excitement. You know what is about to happen next--the priestess will plunge the dagger into the upturned breast of the sacrificial maiden and kill her while the priests hungrily fill their saucers with her blood and drink it.

If you can turn invisible and attack go to 257. If you have Shadowjack capabilities it is useless because there are too many fires near the altar for you to go unseen. If you just want to charge and attack them, go to 140. To fire a

projectile weapon at the priestess go to 247. Your only other option is to leave this room and try another room instead. To do so you must first subtract 1 from your Luck and add it to your Intelligence. If you are on the "Trip of Terror" go to paragraph 100. If you are on a single adventure return to the introduction.



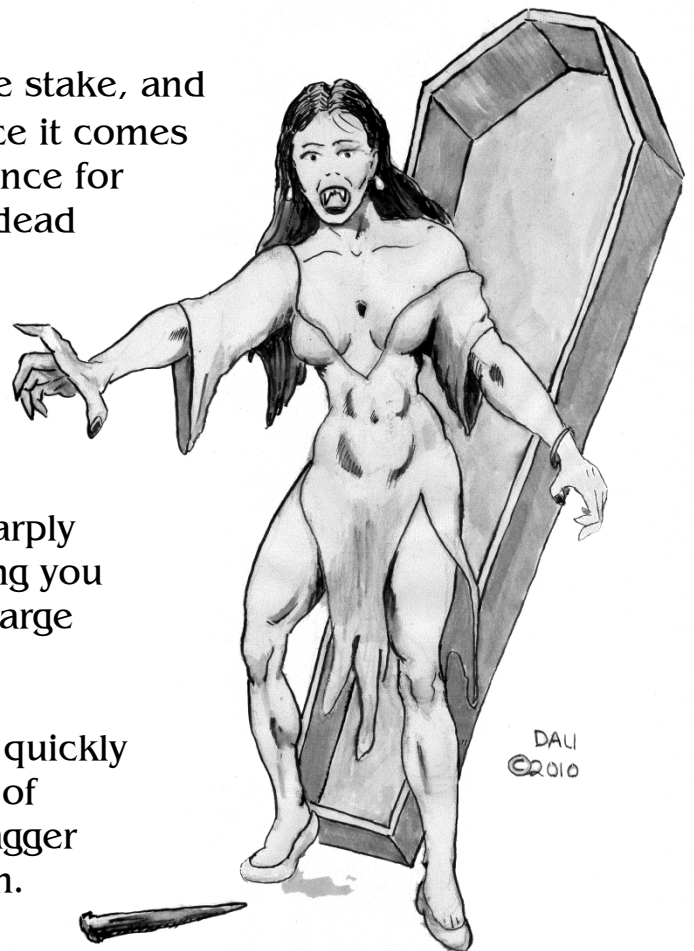
149 The caskets are rather plain. To pry one open make a Saving Roll on Strength. If you make it go to 238. If you missed it, and haven't gone there yet, you may go to the large partially open sarcophagus by going to 95. If you have already visited it, you are now done with this room. If you are on the "Trip of Terror" go to paragraph 9. If you are on a single adventure go to 19.

150 The snake shrinks to its original statue size and state, and the energy leaves the emerald eyes and they no longer glow. You are done with this room and may take the golden serpent statue with you for a reward (2,200 GP). If you are on the "Trip of Terror" go to paragraph 14. If you are on a single adventure go to 19.

151 Serpent Spine: Your movements become very snake-like, add 6 to your dexterity. If you are on the "Trip of Terror" go to paragraph 15. If you are on a single adventure go to 19.

152 You have to give a good tug on the stake, and are sent stumbling back a few steps once it comes free. Now subtract 1 from your intelligence for deliberately removing the stake from a dead vampiress (a female vampire). What happens next is what you would expect. The vampiress' body quickly fleshes out and she is indeed beautiful, although rather pale. She looks about and seeing you smiles hungrily exposing her elongated and sharply pointed canines. But instead of attacking you she pushes past you and rushes to the large sarcophagus.

If the lid is already removed by you she quickly reaches down and with a musical laugh of delight, rips the gold and jewel-hilted dagger from the chest of the male corpse within.



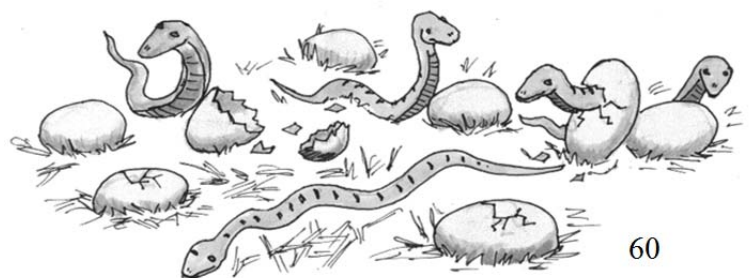
--- Or ---

If the lid is not completely removed she easily tosses it aside and does the same. You look at the dagger in her triumphantly raised hand and see that it has a wooden blade.

What happens next is now not unexpected. You hear the sound of movement coming from inside the sarcophagus and you then see rising out of its supposed final resting place the male corpse, but it is no longer a corpse but a very animated, fully fleshed man who appears to be regaining energy and mass as you stare wide-eyed watching. It stands fully erect in the coffin and after stretching it looks about and hisses upon seeing you. To attack him first, go to 186. To attack the female first, go to 167. To stand there frozen in place and watch stupidly, go to 193.

153 The blackness seems tangible. It envelops you as you are absorbed into the darkness. All light is snuffed out including all magical items you have activated that emit light. You also notice that you are no longer touching the floor, yet you are neither falling nor elevating, you are just stationary. An intense coldness begins to penetrate you that numbs you physically to the core and mentally. You panic and attempt to pull yourself out of the door using your companion's arm. Have your companion make a Saving Roll on Strength while you must make one on Constitution. If you both make them go to 159. If you both miss them your companion could not hang on to you and let you go, and you struggle helplessly, but you cannot make the outer doorway. You must go to 20. However, your companion feels guilty and may attempt to go in after you without a rope tied to himself by going to 71. Or he may leave this room by going to 19. Or he may jump in after you with a rope tied onto something by going to 115. After he decides you must still go to 20. However, if only you missed your SR, go to 277. If only he missed his, you go to 20.

154 Roll three dice and multiply by 10, this is the number of snakes you are facing. The



slithery devils have a Monster Rating of 10 each. Use your spell properly and as many times as you can. If you survive and are on the "Trip of Terror" go to 14, or if you are on a single adventure go to 19. Otherwise the snakes are angry and come at you. If you can speak the snake tongue go to 178. Make a Saving Roll on IQ. If you make it go to 173. If you miss and want to run away, go to 261. If not, go to 132.

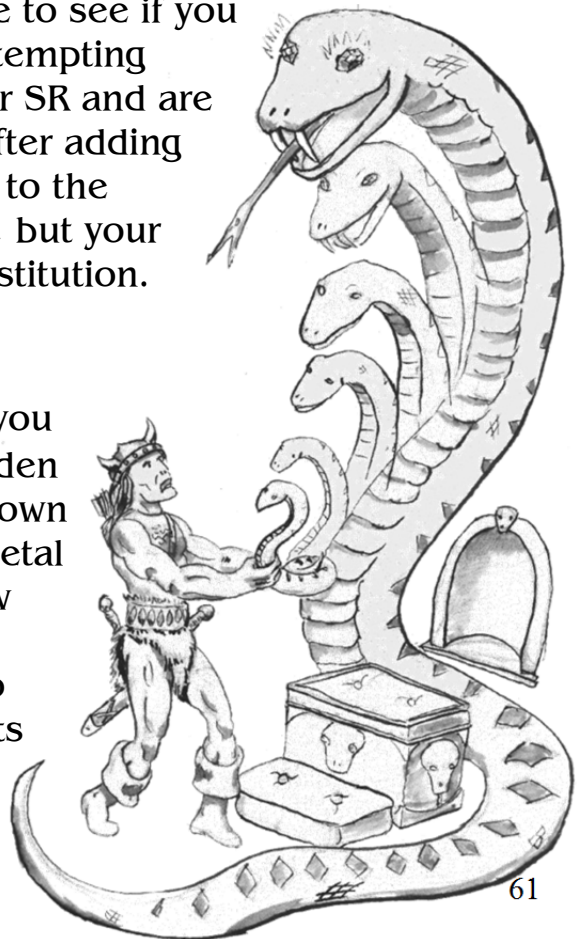
155 Whether you kill the priest or not, all eyes now turn and look at you. Go to 241.



156 You wake up in the mirror room feeling very weak. Your Constitution is only a 6. Your reflective image is gone because it lost animation when you passed out. As you get up to leave you feel, rather than hear, the mirror calling to you, yearning for you, and finally begging you to look into its reflective world again. Make a Saving Roll on Intelligence to see if you

overcome its tempting magical call and allure. If you make your SR and are on the "Trip of Terror" go to number 6 after adding 1 to your IQ. If not your eyes are pulled to the mirror and you must again fight yourself, but your reflective image is at full power and Constitution. Go to 90.

157 The gold snake is heavy and after you grab it and turn to leave you feel the golden serpent writhe in your hand. You look down and to your horror you see the golden metal snake not only twist and wiggle, but grow larger as well. The emerald eyes glow fiercely as the scaled serpent expands to the size of a giant anaconda and attempts to wrap you up in its coils. Its mouth gapes open for you as it thrashes about.



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It has a MR of 50 and can take 20 hits on its gold scales (hey, gold is kind of hard!). Make a Saving Roll on Intelligence. If you make it go to 185. If not, you must fight. If you win, go to 150. If you lose, go to 29.

158 Your hand is replaced by a lizard hand. It does not add to any attribute, but if any part of you gets cut off that part will grow back after three turns. However, if your lizard hand ever gets amputated it will not grow back and you lose the regenerative power. If you are on the "Trip of Terror" go to number 5. If not go to 19.

159 You fall out of the dark doorway gasping for breath, but alive, and lay there on the floor for a while resting. Cut your Constitution in half (regain it normally). Once you have the energy to look around and inspect yourself you notice that your skin has a slightly gray pallor to it. You now have the ability to seemingly disappear in the dark or shadow, much like a Shadowjack. This will definitely come in handy for surprise attacks. You are now done with this room. If you are on the "Trip of Terror" go to 7. If you are on a single adventure go to 19.

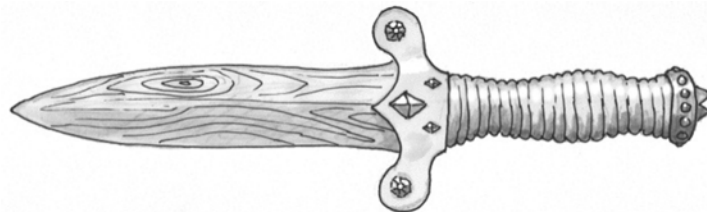
160 You flatter the women with your suave pickup lines. "Oh, what a sweet talker. I want this one first," one female says. "No you don't. I saw him first. He's mine!" another spouts. "No, mine!" At this juncture the women start physically fighting amongst themselves. You hear the thrashing of bodies and what sounds like large wings flapping in the loft above. As you look up feathers start fluttering down and then two of the females tumble unceremoniously to the floor before you locked in combat. You see that they are harpies with the legs, tail and wings of birds and the upper torso and head of a human female. They slap, scratch and bite at each other as they roll around on the floor in front of you. You also notice that they have pointed teeth. To try and sneak out unawares, make a Saving Roll on Luck. If you make it go to 120. If you miss it go to 114.



161 You fall out of the dark doorway gasping for breath, but alive, and lay there on the floor for a while resting. Temporarily subtract one from your Constitution. Once you have the energy to look around and inspect yourself you notice that your skin has a slightly gray pallor to it. You now have the ability to seemingly disappear in the dark or shadow, much like a Shadowjack (lost in shadow, so to speak). This will definitely come in handy for surprise attacks. You are now done with this room. If you are on the "Trip of Terror" go to 7. If you are on a single adventure go to 19.

162 There are no rocks or any other loose thing available. If you stick the lit end of your torch into the blackness it is immediately snuffed out. Your only option is to throw a weapon or some other supply item into the doorway. Pick an item and throw it into the dark doorway. Then go to 142.

163 The priestess pauses only for a moment after glancing around mechanically, as if this were an all too familiar and oft repeated, dull routine to her, which it is. Make a Saving Roll on Luck. If you make it the priestess did not see you, go to 148. If you miss it go to 183.



164 You immobilized the vampire and may now approach and impale its heart with something wooden. If you have the dagger and want to use it you may do so now. You have won. If you used some other wooden item instead of the dagger go to 103. If you want to investigate the other caskets and have not done so yet, go to 149. If you have already opened one or more of the other caskets and want to investigate them further go to 233. Otherwise you may add 1 to your Luck if you are on the "Trip of Terror," and move on to paragraph 9, or if you are on a single adventure go to 19.

165 You hear a chittering noise coming down toward you from above. If you haven't already done so, you look up and see what looks like a large net stretching from wall to wall and taking up the whole ceiling. The chittering gets closer and the net above you begins to vibrate and sag a bit. You realize that the net was really a web. You then see a large body suspended by a strand of the web descending out of shadows of the ceiling and coming to rest in the center of the room. Once on the floor it expands, or rather unfolds and turns toward you.

It is a giant spider, but not just any spider it has the hind parts of an arachnid and the upper torso of a man including humanlike arms covered in a coarse fur. It is a spider centaur and is appropriately called an Arachnataur, and stands over six feet tall on its six bristly furry legs. Its head and face are more like a spider's with pinching, hairy mandibles in front of the mouth. It also has large, protruding, black, glassy eyes. Poison drips from a stinger in the rear by its web spinnerets. If you turn to run you see that the open doorway is now covered by the web and would take too long to cut through. There is no escape you must fight the Arachnataur.



The Arachnataur has a MR of 90. If you kill it go to 55. If you die it stung you with its venomous stinger and you are instantly paralyzed, then quickly wrapped in webbing, hung up, and, after a week or two, sucked dry. Go to 29.

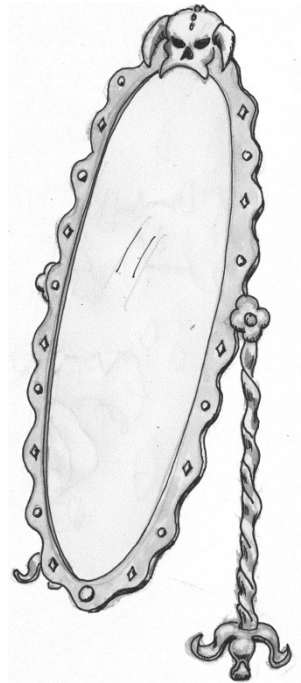
166 Snakes are quick, so only take half your hits off of the Lamia's Monster Rating of 65 with your initial undefended attack. You must now continue fighting without making eye contact. To do so you must make a Saving Roll on Luck every two combat turns. If you miss your SR on Luck you lose 25% of your Personal/Combat Adds because you cannot see accurately to make a good hit against her. If you miss two SR's on Luck you accidentally made contact with her eyes and the affect was like being drugged---everything becomes heavy and murky. Reduce your Strength and Dexterity by half (adjust your Personal/Combat Adds accordingly) and continue fighting. If you die you were coiled up by the Lamia's snake portion and crushed---go to 29. If you win you may take the Lamia's gold jewelry worth 85 gold pieces. And if you are on the "Trip of Terror" go to paragraph 12. If you are on a single adventure go to 19.



167 As you attack the female the male vampire rushes you. You must now fight them both at the same time. The male has a Monster Rating of 70 and the female 45. You may immobilize them by chopping them up quickly in three combat turns or less, or by casting a *Take That You Fiend*, but to properly stop them you must impale their heart with a wooden item such as a stake, arrow, spear or that spiffy wooden dagger. Otherwise he begins to reassemble himself by 25 % each consecutive turn after that, starting with that fourth turn. If you win and did not use the wooden dagger keep it as a weapon (1+1) or sell it for 666 gold pieces. Then, if you are on the "Trip of Terror" go to paragraph 9. If you are on a single adventure go to 19.

168 You hear the serpent god, Ophion, chuckle in your mind, "I can still sense your presence as if you were plainly visible to the naked eye, warm blood. I admire your determination, and will still give you the two choices, but do not toy with me further." You relent and become visible again. Make a Saving Roll on Intelligence. If you make it go to 64. If you miss you may choose to be its servant and a priest and go to 32. Or take the second option and fight go to 110.

169 You miraculously resist the mirror's cloying call. To attempt to break the mirror, make a SR on Strength and Dexterity each. Strength to determine if you have enough power to break it, and Dexterity to see if you do it correctly. You may attempt these SR's twice. If you made your SR's go to 126. If you miss either on both attempts you must make a SR on Luck. If you miss it you accidentally look into the mirror. Go to 101. If you make your SR on Luck, you may attempt your SR's on Str and Dex again to break the mirror. If you miss either one this third time you must make another SR on Luck. If you make it you may leave this room now by adding 1 to your Intelligence, and if you are on the "Trip of Terror" go to 6. But if you are on a single adventure go to 19. If you miss your second SR on Luck you accidentally look into the mirror. Go to 101.

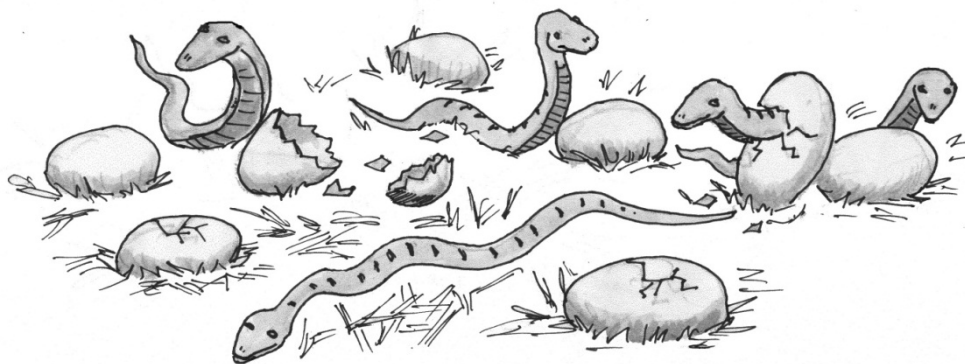


170 Something glints at the bottom of the bath. To fish it out go to 252. To ignore it and take a bath, go to 196. To not take a bath and not fish around for the shiny thing at the bottom of the bath you must now leave this room by first subtracting 1 from your Luck and adding it to your Intelligence. Then if you are on a single adventure return to the introduction and roll another room. If you are on the "Trip of Terror" go to paragraph 11.

171 You sense a strange yet powerful magic here. It is good. Go back to 16 and make another choice.

172 You immobilized the vampire and may now approach and impale its heart with something wooden. If you use the dagger or the stake from the female vampire you may do so now. Go to 117.

173 You remember the four bonfire pits all around the incubator and decide to grab a flaming brand from the fire and throw it into the incubator. The dry straw catches fire quickly. Tiny snakes come racing out trying to escape the flames faster than you can kill them by any means. They are angry and very poisonous. Make a Saving Roll on Luck to see if you can get away. If you make it and are on the "Trip of Terror" go to 14, or if you are on a single adventure go to 19. If you do not make your SR go to 132.



174 Ophion immediately joins the fight with its Monster Rating of 90, and its snake skin that takes 10 hits. If you win go to 25. If you lose go to 269.

175 You think of the idea of tying a rope to something and throwing it into the darkened doorway while hanging onto the other end of the rope. To do so, go to 78. If you do not have a rope you may throw or poke something in instead by going to 80. If you have a companion with you, you may hold onto their arm and enter the blackness by going to 153.

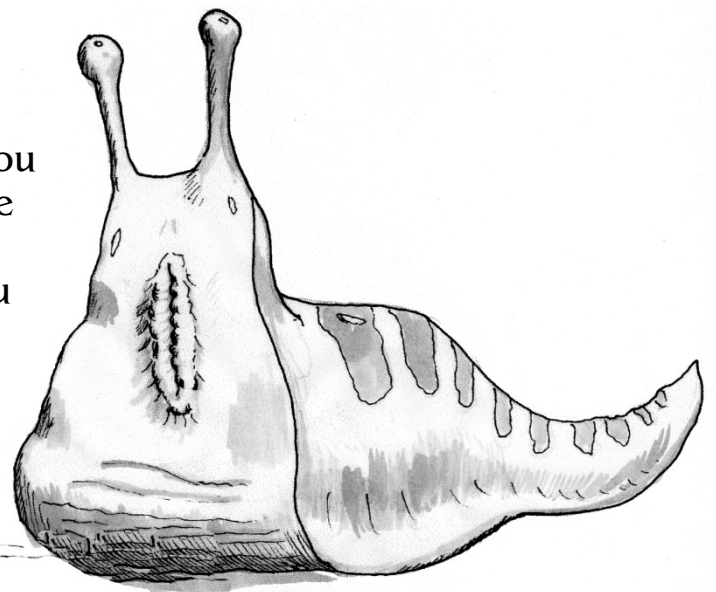
176 Add 2 dice to your weapon. If you are on the "Trip of Terror" go to number 5. If not go to 19.

177 This salve turns you invisible by simply thinking about being invisible. Make a Saving Roll on Luck. If you miss it you are done with this room, and if you are on a single adventure go to 19. If you are on the "Trip of Terror" go to a lower room via paragraph 11. If you made your Saving Roll after taking your bath go to 252.

178 You speak to the snakes, and although newborn they understand you. Make a Second Level Saving Roll on Charisma. If you make it go to 138. If you miss by more than three go to 97. If you miss by 1-3 you tell the new born vipers to go feed on the dead guards. They comply and you may leave this room after adding 1 to your Charisma. If you are on the "Trip of Terror" go to paragraph 14. If you are on a single adventure go to 19.

179 Once invisible you jump to the side, but the giant slug turns toward you and continues its charge as if you were still visible! It must sense you, you decide, and since you are so close you are forced to fight it normally. If you win go to 131. If you lose go to 208.

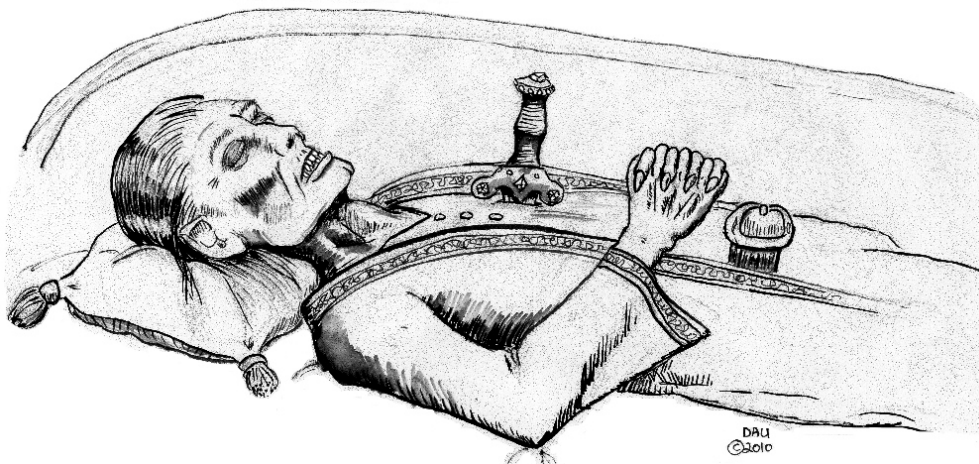
180 The priestess is impressed with your victory and tells you she is aroused by your animalistic, natural raw power and courage.



She invites you back to her private chambers for a little “get to know you time.” To go with her back to her chambers go to 56. To attack her, go to 125.

181 You remember that the best way to kill a vampire is to impale it through the heart with a wooden stake or some similar item like the nice and shiny, wood-bladed, gold hilted dagger you just pulled from his chest. You may attempt to throw the wooden dagger, shoot one of your wooden arrows or stab the bloodsucker with your wood-hafted spear. The wooden dagger requires 15 Dexterity to throw and because it is made out of wood it has a range of 5 yards. You are 4 yards from the vampire. Refer to your weapons guide for marksmanship ratings.

If you kill the vampire (MR 70) with something other than the dagger you may keep the wooden dagger as a weapon or sell it for its 666 gold pieces if you get out alive. But, that also means you must leave the weapon you used to kill it if it was not the dagger. If you kill the vampire it manages to fall back into the sarcophagus. If you want to go to the other caskets and have not already done so, go to 149. If you have already gone to the other caskets and opened at least one of them go to 233. If you won and are on the “Trip of Terror” and want to forget about the other caskets, go to paragraph 9. If you are on a single adventure and want to forget about the other caskets, go to 19. If you lose to this vampire, go to 26.

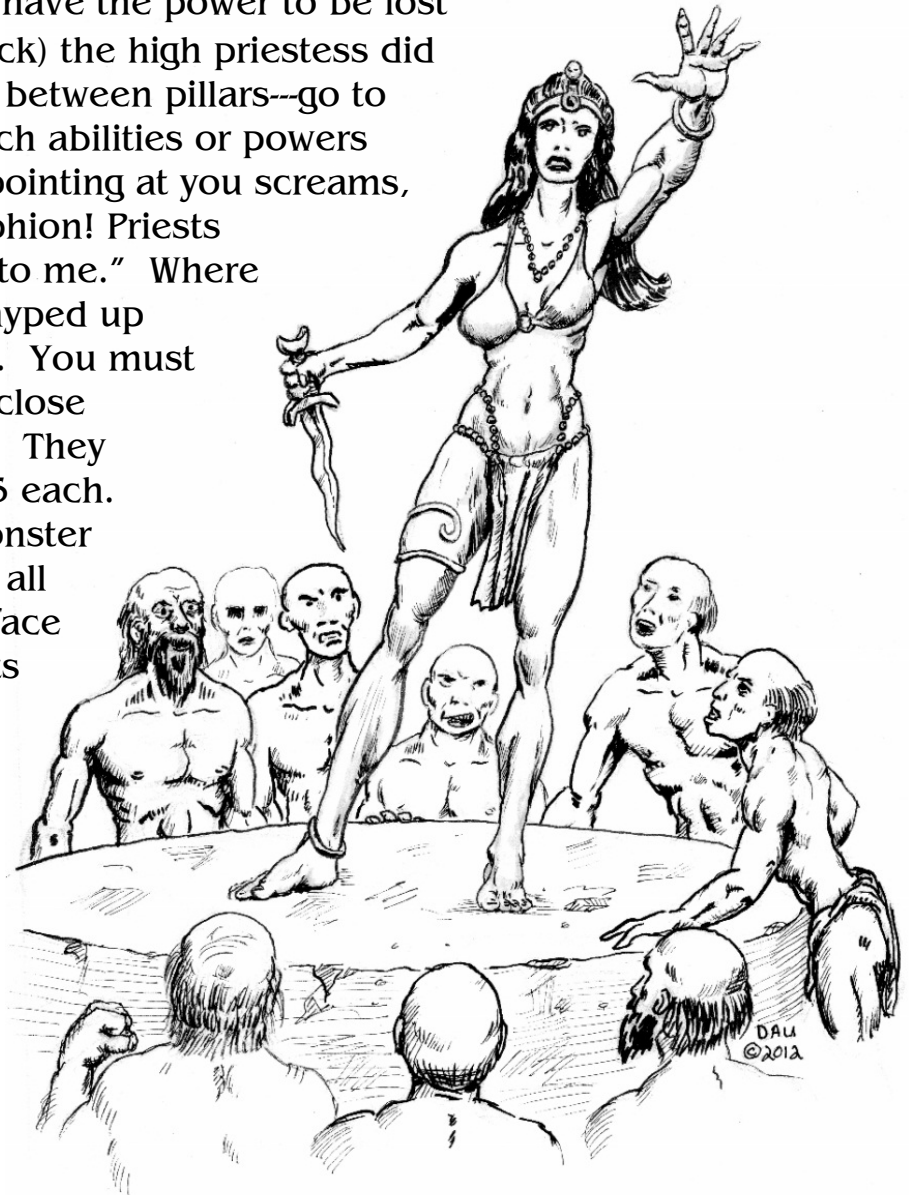


182 You have three options. Pull a stake out of one of the dead female’s chests by going to 152; going back to the sarcophagus and

pulling the golden jeweled dagger out of the male corpse's chest by going to 105; or leaving this room after subtracting 1 from your Luck and adding it to your Intelligence. If you are on a single adventure you may return to the introduction and roll for a different room. Or if you are on the "Trip of Terror" you may move down to a lower room by going to paragraph 9.

183 If you are invisible or have the power to be lost in shadow (like a Shadowjack) the high priestess did not see you in the doorway between pillars--go to 148. If you do not have such abilities or powers the priestess saw you and pointing at you screams, "Defiler of the temple of Ophion! Priests capture him and bring him to me." Where upon the scandalized and hyped up priests charge you en mass. You must now fight all 15, but in the close quarters only five at a time. They have a Monster Rating of 15 each. The high priestess has a Monster Rating of 45. You must kill all the priests before you can face her. If you kill all the priests go to 236. If you are defeated go to 268.

184 The Lamia respects your refusal and allows you to leave the room. Add one to your Charisma and Intelligence each. If you are on the "Trip of Terror" go to paragraph 12. If you are on a single adventure go to 19.



185 The thought crosses your mind that the glowing emerald eyes might be the source of the snake's magical animating power. To try

and flick them out with a bladed weapon make a Second Level Saving Roll on both Luck and Dexterity. If you make them both go to 146. If you miss either one or both you must fight it normally for two turns and then try both SR's again. You may repeat this pattern as stated until one of you is defeated. If you win without popping out the eyes go to 150. If you lose you were coiled in the gold snakes embrace until you died, and then eaten. Afterwards the enchanted serpent returned to its normal size and state. Go to 29.

186 You must quickly immobilize the vampire by chopping it to pieces via a normal fight with a bladed weapon, and then you must use the wooden dagger, the female vampire's wooden stake that you still have in your hand, or some other wood-hafted weapon (that weapon is now lost to you).

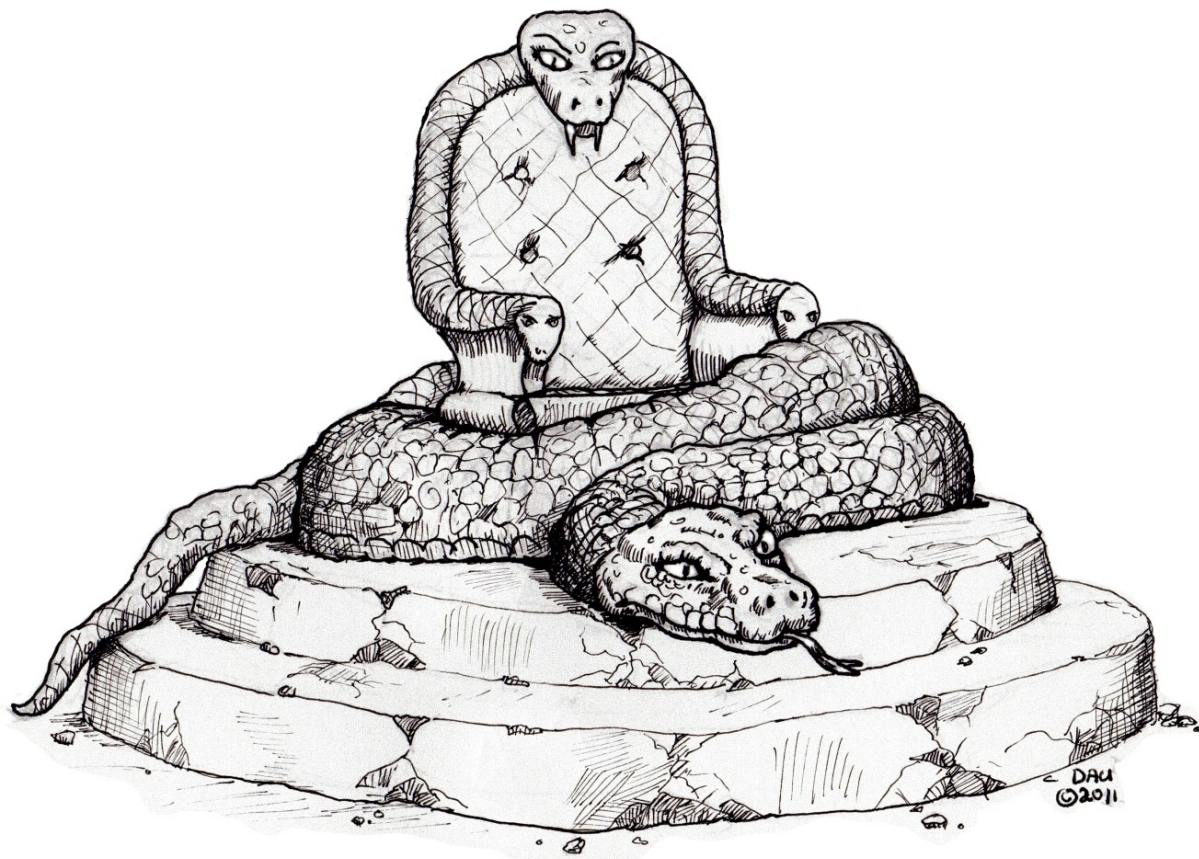
In the meantime the female is quickly opening the other two caskets (if not already opened) and successfully pulling the wooden stakes out of their contents which were two more female vampires. You will soon have three vampire women to contend with, but for now they watch their master fight you, confident he will win. If you beat the male, the three females attack you. They have a Monster Rating of 45 each. If you beat them all, good job! Keep the dagger as a weapon or as a prize worth 666 gold pieces. Then, if you are on the "Trip of Terror" go to paragraph 9. If you are on a single adventure go to 19. If you killed the male, but not the females--the ones that are still "alive" decide that you would make a better master than the wimp you just killed, and they drink your blood and make you a vampire. Goto 22.



187 Add 2 to your Strength. You are done with this room. If you are on the "Trip of Terror" go to paragraph 14. If you are on a single adventure go to 19.

188 The snakes do not see you and slither around erratically. You may kill them at your leisure. Roll 5 dice and multiply by 10. This is how many you have to kill. It takes you one game turn to kill ten snakes. Make sure you can remain invisible long enough to kill them all. If so and you succeed add one to your Luck. If you make it and are on the "Trip of Terror" go to 14, or if you are on a single adventure go to 19. If you cannot stay invisible long enough you get bitten before you know you are visible. Go to 132.

189 You say that the reason you came was that you have heard such great things about the magnificent god Ophion that you had to see for yourself if the tales were true. At this the snake seems to look pleased. This boosts your confidence and you continue your sweet-talking lies by saying that the rumors you heard fell short of describing his true grandness. Ophion looks very flattered and you ask to step closer to get a better look. The giant snake nods to the priest who responds, "The intruder may approach the Great God, Ophion." You



are now within striking distance and may attack either one now. Take your initial Attack Roll directly off their Monster Rating. The priest has a Monster Rating of 20. If you kill him with this first attack go to 85. If not, go to 174. To attack Ophion first go to 204.

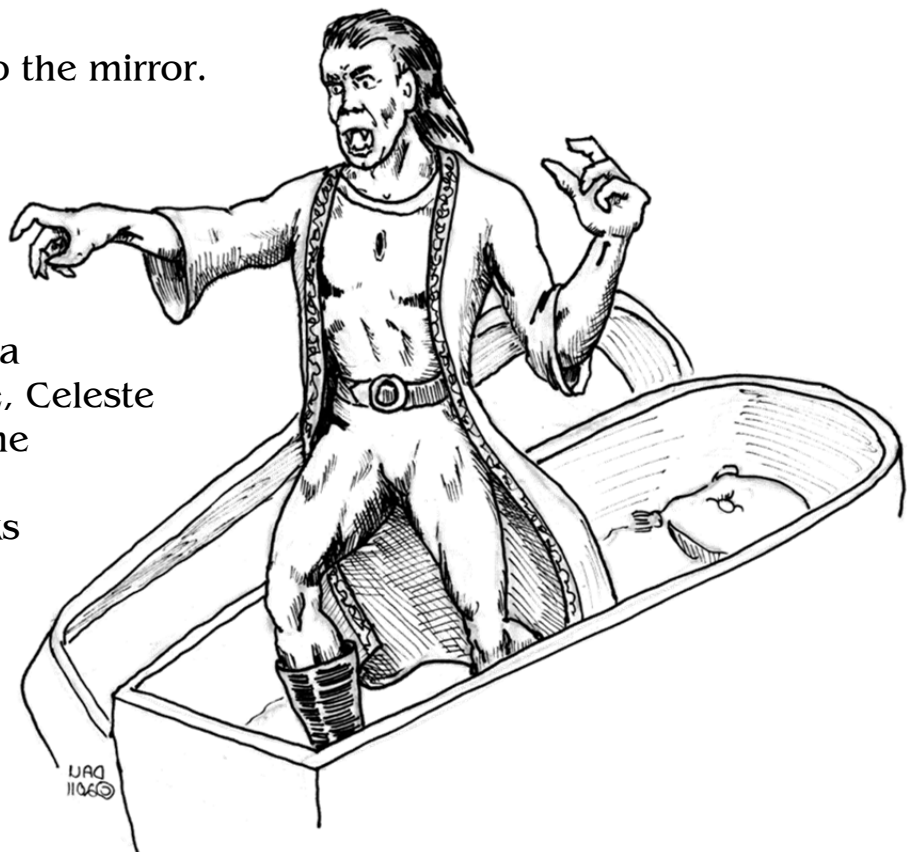
If you do not attack right now, Ophion hisses pleasantly to the priest who then says to you, "Ophion, the all-powerful, has decided that you would make a worthy servant and asks that you join the ranks of the temple guard. What is your choice?" To agree to join the temple guard, go to 107. To refuse, go to 65.

190 Your hand was replaced with that of a master thief. It gives you the ability to detect hidden treasure in the room you are in and sense it beyond one doorway. It also allows you to pick locks unless the lock is magically sealed. Increase Dexterity by 2. You are done with this room. If you are on the "Trip of Terror" go to 5. If not, go to 19.

191 The harpies take you captive, then mate with you, and then eat you...in that order. Go to 29.

192 Your eyes are pulled to the mirror. Go to 101.

193 As you stand there like a statue in cowardly immobility the vampire says to his female cohort in a sepulchral voice, "Well done, Celeste my sweet, now go awaken the others while I prepare our evening meal." He then looks at you with a hungry gleam in his eye after licking his lips which reveals his fangs. The bloodsucker then leaps out of the sarcophagus and stands

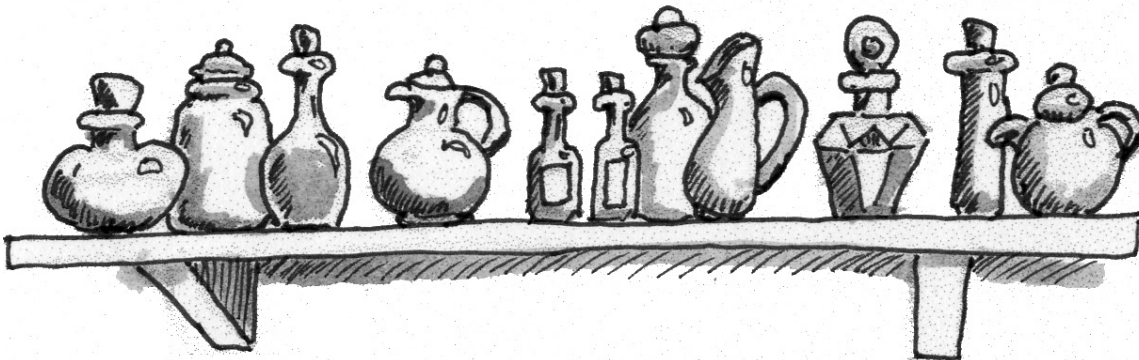


facing you while the female rushes over to the last two coffins along the wall to awaken her undead sisters. The Vampire has a Monster Rating of 70. The lone female has a MR 45. Choose which one you will attack first and do so. The male vampire by going to 186, or the female vampire by going to 167.

194 The mirror shatters in an explosion of glass and smoke. You've destroyed the source of magic. Subtract 2 from your Constitution because you were showered and cut with shards of glass as it exploded. Your reflective image's body also bursts into pieces with a soul wrenching howl of agony and frustration. But his clothes, supplies and weapons remain (duplicates of yours), because you destroyed the mirror. You may take anything of your reflective image's that you want, and that you can carry. **HOWEVER**, his magical weapons will not work except as a normal weapon. If you are on the "Trip of Terror", go to paragraph 6. If you are on a single adventure, go to 19.



195 Snake Smarts: Roll 2 dice and add that number to your Intelligence. Remember DARO. If you are on the "Trip of Terror" go to paragraph 15. If you are on a single adventure go to 19.



196 Roll 2 dice to pick your bath additive and enjoy your bath. Read only your number and accept only your number. If you Rolled a: 2 goto 225, 3 goto 177, 4 goto 260, 5 goto 106, 6 goto 144, 7 goto 112, 8 goto 91, 9 goto 62, 10 goto 124, 11 goto 73, 12 goto 145.

197 Unchivalrous coward! Subtract 2 from you Charisma and if you are on the "Trip of Terror" go to 100. If you are on a single adventure go to 19.

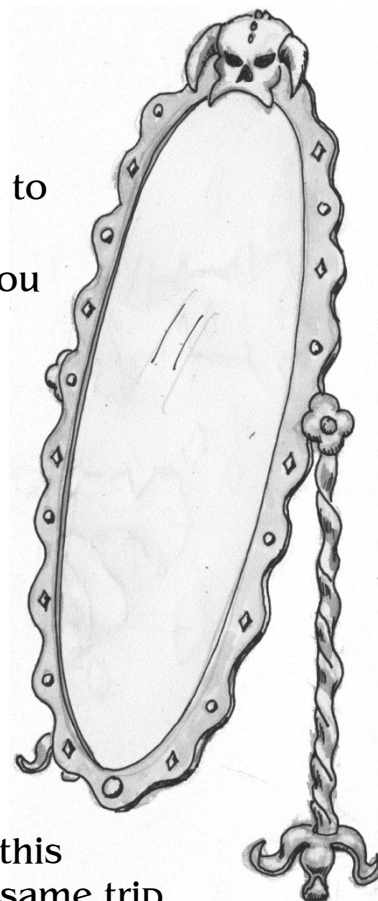
198 You remember that, because of the twisted snake ring, you now have the ability to talk the serpent tongue (snake language, forked tongue or parsel mouth--whatever term you prefer). You hold up the ring and look at it and the Lamia sees it. She shies back at sight of the ring and speaks to you in her native snake tongue, which you now understand.



"I did not know you were one of our god's priests," she hisses, "Forgive me master." Make a Saving Roll on Charisma to respond. If you make your SR go to 207. If you miss it you say something ignorant like, "Duh, hello, who'd you think I was, rat breath." And the Lamia becomes suspicious and attacks. Go to 264.

199 Continue on to 93.

200 Make a SR on Speed, Strength and Dexterity. Speed to see if you are fast enough to break the mirror before your crippled reflection reaches you; Strength to determine if you have enough power to break it more; and Dexterity to see if you do it correctly. If you make them all go to 194. If you missed any of your Saving Rolls you must continue to fight. If you won by killing your reflection go to 143. If for some reason you are in a stalemate situation due to some enchanted or powerful weapon or armor or something like that, make a SR on Luck and Dexterity. If you make one but not the other go to 129. If you miss both, keep fighting and try these saving rolls again later, or try to make your first of second level SR's on IQ as mentioned above. The mirror image does not tire but you will lose 1 from your Constitution after 10 combat turns. If your Constitution gets down to 1-4 go to 156. If this is your third time through this sequence of events on this same trip with this same character, consider yourself dead and go to 29.



201 There are too many snakes to kill with a *Take That You Fiend* without depleting your IQ. To use an *Oh-Go-Away* go to 154. If you are able to become invisible go to 188. To use a *Rock-a-Bye* go to 219. To use another option go back to 44 and choose one. Otherwise make a Saving Roll on IQ. If you make it go to 173. If you miss and want to run make a SR on Luck to see if you get away without being bitten. If you make it and are on the "Trip of Terror" go to 14, or if you are on a single adventure go to 19. If not, go to 132.

202 You realize that this Puppet King is made out of wood, granted it is ensorcelled evil wood, but you decide that attempting to burn it might be your best way to defeat it. If you can cast a *Take That You Fiend* spell go to 68. If you were already holding a torch you may use it as a weapon. Make a Saving Roll on Dexterity and Luck. If you make them both you have set the Puppet King on fire. Reduce its MR by one third and fight a combat round based on that with a normal weapon in your other hand. If you are still alive make a second set of Saving Rolls on Luck and Dexterity again. Do the same math with his remaining MR until he is destroyed and go to 123. If you die go to 29. If you missed either Saving Roll at any time take only one quarter off his current MR each time, and fight a normal combat turn with a regular weapon held in your other hand.



If you were not holding a lit torch or have no other way of making an instant fire you must fight the Puppet King normally. If you win go to 123. If you lose go to 29.

203 The vampire has a Monster Rating of 70. If you are able to cast a *Take That You Fiend* do so now by going to 164. Otherwise make a Saving Roll on Intelligence. If you make it go to 181. If not you must kill the vampire with conventional weapons, and the only way to do that is to either chop him up quickly in three combat turns or less

(otherwise he reassembles 25 % of himself starting with that fourth turn), or impale his heart with wood-hafted weapon. If you were able to defeat him or reduce his MR to 5 or less, go to 164. If you win and are on the "Trip of Terror" and want to forget about the other caskets, go to paragraph 9. If you are on a single adventure and want to forget about the other caskets, go to 19. If you lose to this vampire go to 26. If you want to go to the other caskets along the wall and have not done so yet go to 149. If you have opened any of the coffins along the wall and want to go back to them go to 233.

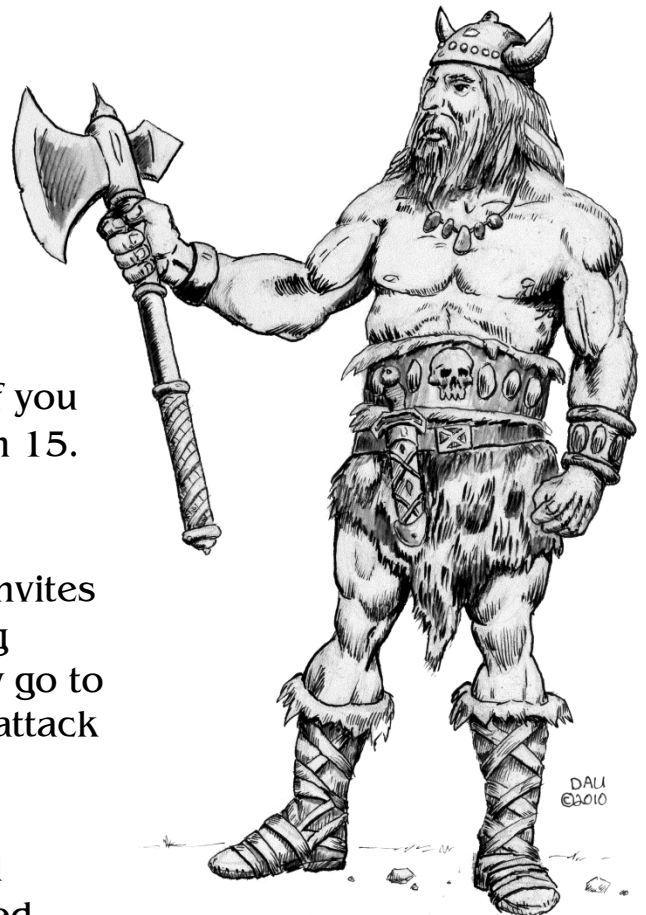
204 Ophion has a Monster Rating of 90 and its skin takes 10 hits. After this surprise attack the priest (MR 20) immediately joins the fray in defense of its god. If you win go to 25. If you die go to 269.

205 Your weapon is now an undead killer. Any hits put on an undead thing with this weapon (zombie, mummy, vampire, ghoul, ghost, gaunt, banshee, etc) is killed instantly. If you are on the "Trip of Terror" go to number 5. If not go to 19.

206 Lucky Seven: Increase Luck by 7. If you are on the "Trip of Terror" go to paragraph 15. If you are on a single adventure go to 19.

207 You sweet talk the Lamia, and she invites you to come back with her to her sleeping chambers for a little romance. To comply go to 216. To politely back out go to 184. To attack her without warning go to 166.

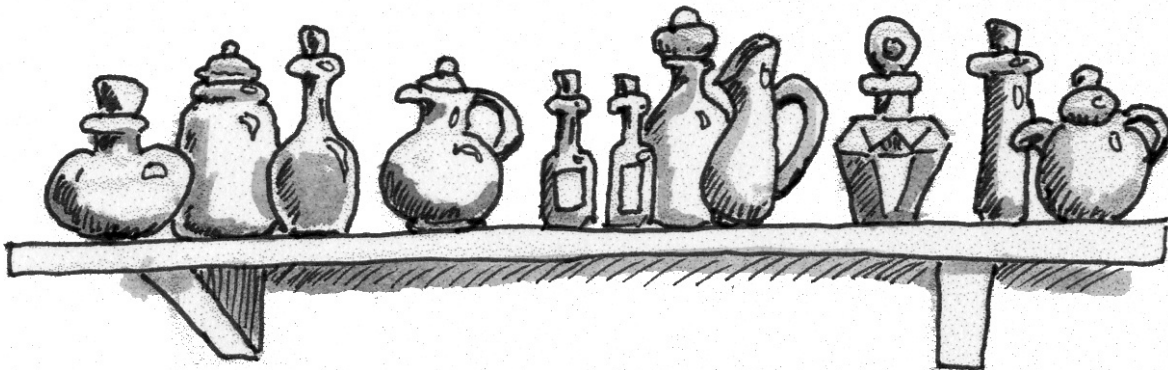
208 The slug slurped you and the mithril armor up into its maw which it then worked through its digestive system and deposited back in the room along with your processed remains. Go to 29.



209 Your weapon is broken and now worthless, yes, even if it was magical. After all the sign warned you not to stick anything in the hole. If you are on the "Trip of Terror" go to number 5. If not go to 19.

210 The snakes are too many to slash and chop, and they begin to swarm toward you. Make a Saving Roll on Intelligence. If you make it go to 173. If not, attempt another Saving Roll on Luck to see if you can get away. If you make it and are on the "Trip of Terror" go to 14, or if you are on a single adventure go to 19. If you do not make your SR go to 132.

211 You sense potent neutral magic from the shelves of vials and bottles, and something magical and slightly evil in the water. To take a bath using one of the vials go to 196. To search the tub, go to 170. To leave this room and try another adventure you must first subtract 1 from your Luck and add it to your Intelligence. Then, if you are on the "Trip of Terror" go to paragraph 11, but if you are on a single adventure go to the introduction and roll another room.



212 You head off the vampire, who has a Monster Rating of 70, and must fight him by either casting a *Take That You Fiend* and going to 164 now, or make a Saving Roll on Intelligence. If you make the SR, go to 181. If not, go to 203.

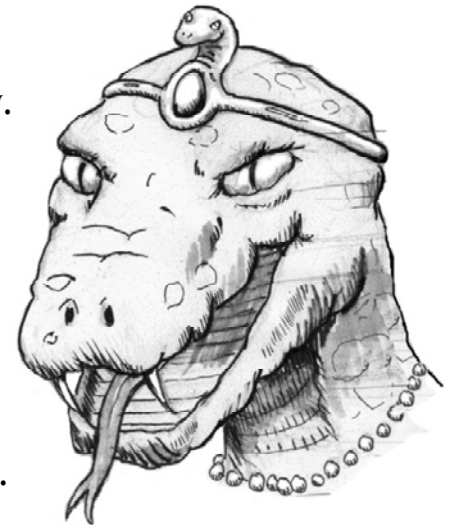
213 This spell only lets you fly over the fence and no higher. It will not take you to the top of the tower due to the many protective warding spells upon the tower by a wizard of a higher level than you. Go to 79.

214 There are too many snakes to stomp and kill completely, and they begin to attack you. Make a Saving Roll on Intelligence. If you make it go to 173. If not make another Saving Roll on Luck to see if you can get away. If you make it and are on the "Trip of Terror" go to 14, or if you are on a single adventure go to 19. If you do not make your SR go to 132.

215 Your weapon is duplicated. You now have two of them even if it was magically enchanted. That means all the spells and special properties it had are with both weapons. You may sell it to the highest bidder, trade it, or keep it for yourself. If you are on the "Trip of Terror" go to number 5. If not go to 19.

216 Way to go, snake lover. Add 2 to your Dexterity. If you are on the "Trip of Terror" go to paragraph 12. If you are on a single adventure go to 19.

217 You decide to place something inside the hole such as a gold piece, weapon or supply item and let go of the item. You then place your hand back into the hole and grope around for the item. Only when you think about the item do your fingers bump into it.

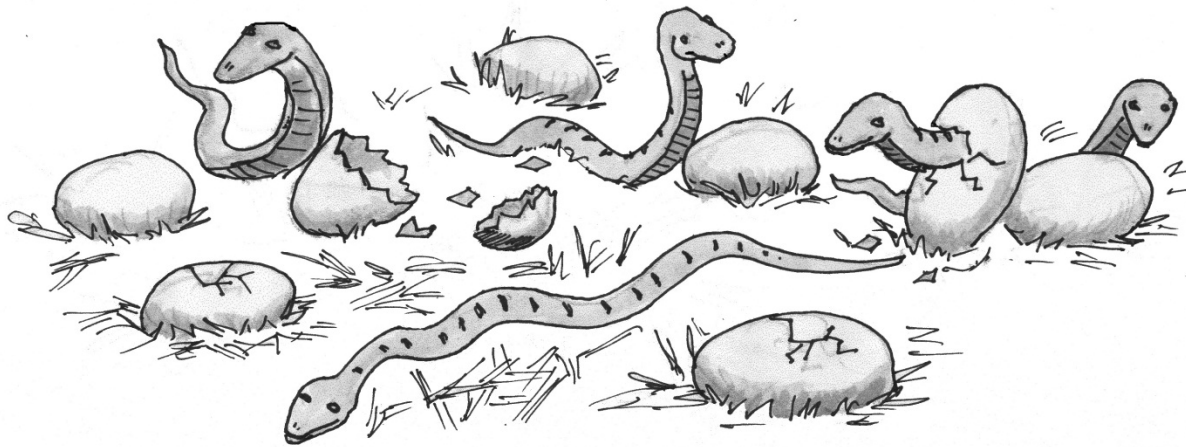


Congratulations! you have come into possession of a Bottomless Magical Portable Hole (BoMPH). It will hold any, and everything, you have that is not living, and the hole will not gain weight. You may retrieve anything you place into it by simply reaching in and thinking about the item you want.

You may now fold the hole up and put it in your pocket. You now have a hole in your pocket. However, if your clothing is ever stolen or lost you will lose the hole and all its contents. Also, it takes one combat turn to pull your hole out of your pocket and reach in to grab a weapon. My advice is to keep some weapons on you or to plan ahead and take something out before you stumble into a fight. You may only take one hole with you. If you are on the "Trip of Terror" go to 17. If not, go to 19.

218 Your hand is replaced with a saber tooth tiger paw. It gets 5+5 as a weapon. Also add 1 to your Strength. It cannot, however, hold a weapon. You are done with this room. If you are on the "Trip of Terror" go to number 5. If not, go to 19.

219 Roll 4 dice and multiply by 10. This is how many silly, slithering serpents you are facing. They have a Monster Rating of 10 each. Do the spell correctly and if you are able to defeat them add 1 to your Intelligence and you are done with this room. If you are on the "Trip of Terror" go to paragraph 14. If you are on a single adventure go to 19. Otherwise make a Saving Roll on Intelligence. If you make it go to 173. If not, attempt another Saving Roll on Luck to see if you can get away. If you make it and are on the "Trip of Terror" go to 14, or if you are on a single adventure go to 19. If you do not make your SR go to 132.



220 The dry straw catches fire quickly. Tiny snakes come racing out faster than you can kill. They are angry and very poisonous. Make a Saving Roll on Luck to see if you can get away. If you make it and are on the "Trip of Terror" go to 14, or if you are on a single adventure go to 19. If you do not make your SR go to 132.

221 Snake Antivenin: Cures all snakebites, but only has 5 doses. If you are on the "Trip of Terror" go to paragraph 15. If you are on a single adventure go to 19.

222 You come up with the idea of tying one end of the rope around your waist and the other end around something solid in the room you are in and then walking into the blackness beyond the doorway. To do just that, go to 115.

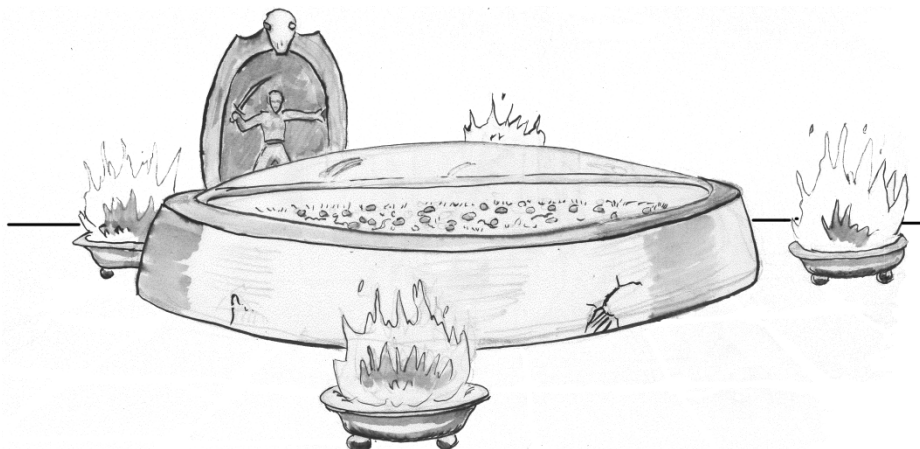
223 You must now fight the slug normally. It has a Monster Rating of 90. If you win go to 131. If you lose go to 208.

224 The harpies have either knocked you out or killed you. Regardless they eat you for supper. Go to 29.

225 This lotion hardened your skin to take up to 6 hits. Make a Saving Roll on Luck. If you miss it you are done with this room, and if you are on a single adventure go to 19. If you are on the "Trip of Terror" go to a lower room via paragraph 11. If you made your Saving Roll after taking your bath go to 252.

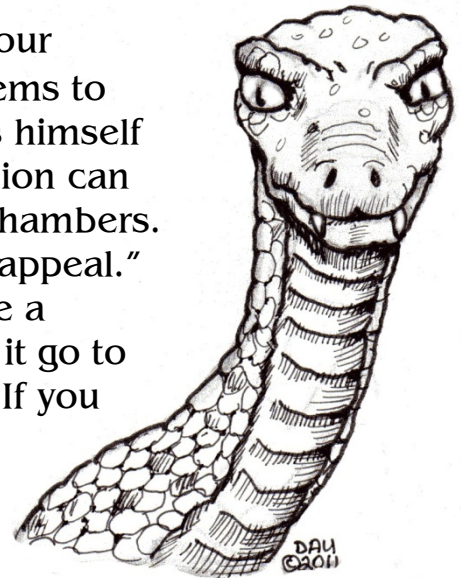
226 You may keep the gold-plated serpent staffs as a weapon or sell them. The staffs are non-magical and worth 200 Gold Pieces each, and are used like quarterstaves that take two hands to use and are 2+4 in combat.

You then walk over to investigate the glass-domed, circular container. The stone base rises three feet from the floor. As you peer into the glass you see that it is full of large snake eggs nestled in straw and sand. Some of the eggs have hatched and tiny snakes are writhing and slithering about amongst the other eggs. Other eggs you see are bulging with movement as unborn snakes try to bust out of their leathery shells.



You realize that you are in the hatchery for the Temple of Ophion and that each one of these eggs represents religious evil, and tyrannical dominion, as well as the suffering of the common citizen. You become enraged and want to destroy the little beasties in the incubator before they are born or get too big. To break the glass with one of your weapons or the eunuch's staffs you must first make a Saving Roll on Strength. If you make it go to 44. If you miss it the glass-dome makes a nice gong-like ringing noise. Try to break it again by making another SR on Str. If you make it go to 44. If not, go to 21.

227 The priest looks startled for a moment at your disappearance, but then Ophion, who almost seems to smile, communicates with him and he composes himself and continues to interpret: "The Omniscient Ophion can still sense your presence, oh defiler of His holy chambers. But His Magnanimousness will still listen to your appeal." You decide to relent and turn visible again. Make a Saving Roll on Charisma to answer. If you make it go to 189. If you miss it by only 4 or less, go to 273. If you miss it by more than 4, go to 248. To attack the snake and the priest go to 255.



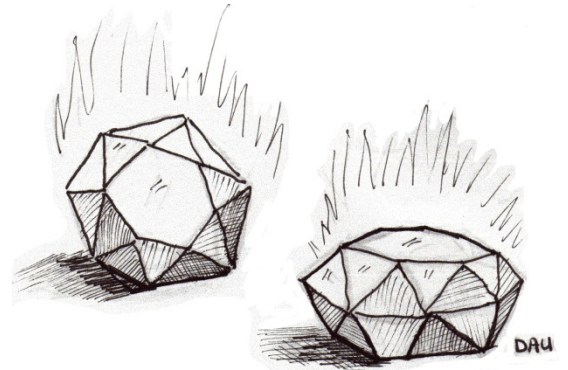
228 There is strong evil magic coming from the gold snake. Return to 13 and make another choice.

229 You realize that the king might be like a real marionette and that cutting the five strings controlling it could be your best chance of winning quickly. Make a Saving Roll on Dexterity and Luck. If you missed both you must fight the first combat turn normally, and then try again. If at any time you make the SR on Dex, but not Luck you only cut two strings. Reduce the puppet king's Monster Rating of 75, by a third and fight one combat round normally. Then try your SR's again on Luck and Dexterity. If, however, you made the SR on Luck but not Dex you only cut one string. Reduce the Puppet King's MR by one quarter. If you made both Saving Rolls the first time, you successfully cut three strings. Nice job! (Hey, c'mon, it would be next to impossible to get all five at once...deal with it.) Reduce the Puppet King's MR by half and fight one combat turn normally.

Now try to make your SR's again. Use the above formulas to determine the Puppet King's MR and fight another Combat Turn normally. Then continue the above routine until one of you is destroyed. If you are killed go to 29. If you win but did not cut all the strings go to 123. If you cut all the strings go to 278.

230 You command her to give you the jeweled sacrificial dagger (2+4, worth 440 gold pieces), and her jeweled headdress worth 850 gold pieces. You are now done with this room. If you are on the "Trip of Terror" go to paragraph 100. If you are on a single adventure go to 19.

231 You have undone the golden serpent. The snake shrinks to its original size and stops moving completely as it falls rattling to the floor of the room. You are done with this room and may take the golden serpent and emeralds with you for a reward (2,200 GP). If you are on the "Trip of Terror" go to paragraph 14. If you are on a single adventure go to 19.



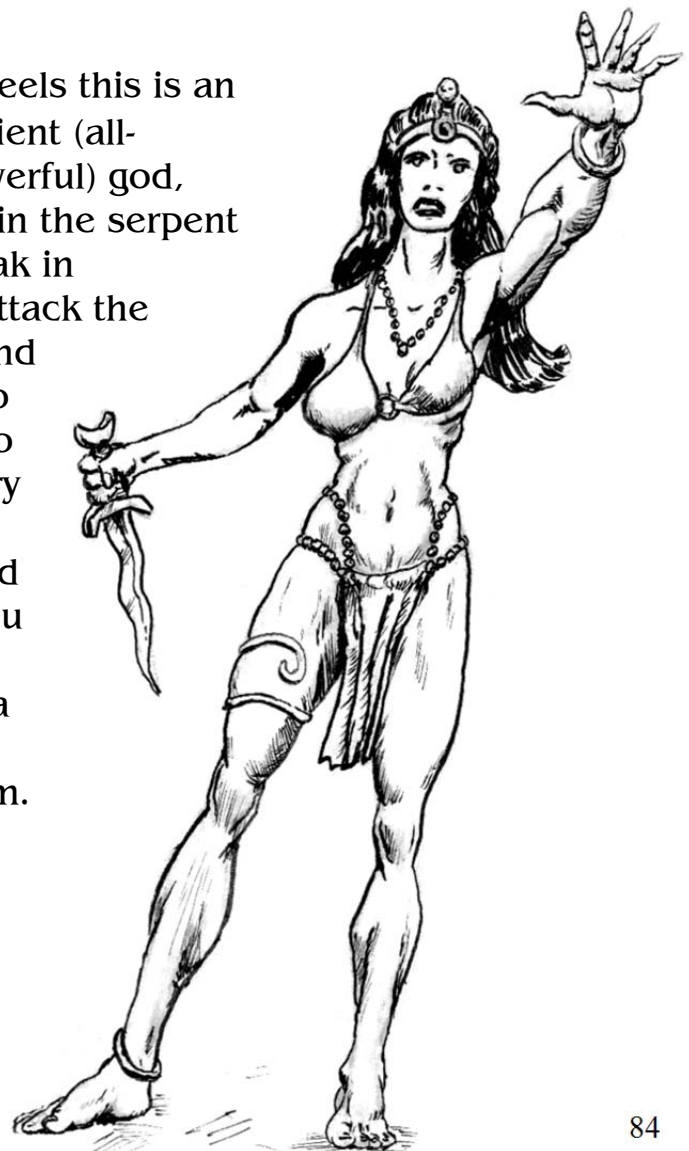
232 Your weapon now glows in the dark with enough light to see six feet in front of you. If you are on the "Trip of Terror" go to number 5. If not, go to 19.



233 To pull a stake out of a female's chest, go to 271. If not, your only other option is to leave even if you have only opened one casket, because you surmise that the others contain more impaled female vampires. To leave, add 1 to your Intelligence, and if you are on the "Trip of Terror", go to paragraph 9. If you are on a single adventure go to 19.

234 You have odd taste in lovers. Oh, well. She comes out of her love potion trance, if she was in one, sometime in the middle of your amorous romp. Make a Saving Roll on Charisma. If you make it go to 37. If you missed your Saving Roll your only choice is to attack her by going to 125. Or use your love potion again, if you have any, by going to 230.

235 "Is there anyone here who feels this is an unworthy sacrifice for the omniscient (all-knowing) and omnipotent (all-powerful) god, Ophion?" the high priestess asks in the serpent tongue. To step forward and speak in defense of the girl go to 61. To attack the ring of unarmed, sweaty priests and their beautiful high priestess go to 30. To sit back and do nothing go to 163. To leave this room and try another adventure you must first subtract 1 from your Luck and add it to your Intelligence. Then, if you are on the "Trip of Terror" go to paragraph 100. Or if you are on a single adventure go to the introduction and roll another room.





236 The priestess is enraged. She loses her composure and suddenly you see her head morph from the beautiful human one she had into a serpent head with fangs and a forked tongue that flicks in and out quickly. The rest of her body from the neck down is human in shape, but sexless in features. You cannot tell if it is male or female. It is also a little paler, and you could swear you see some scales. She attacks, but still only has a Monster Rating of 45. If you lose go to 268. If you win you may take the priestess' jeweled sacrificial dagger (2+4, worth 440 gold pieces), and her jeweled headdress worth 850 gold pieces. You also search the altar room and find the priests' 15 golden, sacrificial saucers worth 45 gold pieces each. To awaken the sacrificial maiden, go to 52. To leave without awakening the maiden go to 197.

237 Add 2 to your Dexterity. You are done with this room. If you are on the "Trip of Terror" go to paragraph 14. If you are on a single adventure go to 19.

238 The first casket opens with a loud creaking noise. The lid falls away and within the casket you see the remains of a female. She is wearing a silk gown, and may have been very beautiful when she was alive. Then you notice that sticking out of her chest is a thick wooden stake. To open the other two caskets you must make a SR on Strength for each. If you make all your SR's go to 24. If you missed only one SR

go to 50 now. If you missed your SR for all of them, or if you have already opened them earlier, you may go to the large sarcophagus that is partially ajar by going to 95 now. If, however, you have already been there and do not want to go back, you may leave this room by adding 1 to your Intelligence and going on to paragraph 19. If you are on the "Trip of Terror" you may move on to 9. Your only other option is to pull a stake out of one of the female corpse's breasts. To do so, go to 152 now.

239 Your hand was replaced with a webbed fish hand. This gives you the ability to swim well and never drown. You are done with this room. If you are on the "Trip of Terror" go to number 5. If not go to 19.



240 You remember hearing somewhere that you should not make direct eye contact with a Lamia because they can entrance you or even turn you to stone. If you have one of the serpent rings of Ophion or can speak the snake language make another SR on IQ. If you make it go to 198. If you did not make it the Lamia attacks, go to 264.

241 The high priestess is completely offended and enraged. She orders the priests to attack you. Go to 43.

242 Snake Venom to put on a weapon (5 Doses only). The number of hits you get on an opponent are doubled. Each dose lasts two combat turns. It takes 1 combat turn to add another coating to your weapon. Also you may add 1 to your Luck. If you are on the "Trip of Terror" go to paragraph 15. If you are on a single adventure go to 19.

243 You noticed that a few drops of the mastiff's drool got onto the metal of your weapon and burned pock marks in it. This means that the saliva of the mastiffs can eat through metal. It will not burn wood, leather, glass, ceramic, or fabric, only metal of all sorts and flesh of all sorts (except tanned leather). If you have a glass vial or canteen made out of any material but metal (like leather) you may take up to ten doses of this acid spit with you. If not you may coat a wooden weapon with it which will double your hits if you get any on an opponent. After gathering some metal burning spittle, or not, move on to the ivy covered tower wall by going to 2.



244 As you grab at a hole and attempt to pull yourself up, the hole slides down along the rock wall as you pull down on it as if it were floating on the surface, yet it is still a bottomless hole in the wall. As you pull your hand away the hole accidentally comes with you. It is shaped like a large, round, flat, black dot or circle, and it goes limp in your hand like a fresh tortilla shell (which is also its average size). You hold it up between two fingers so that it hangs down, and look into it and see only blackness. You reach your hand in and feel nothing. You look around on the other side of the hole where your hand should be and do not see your hand. It looks as if your hand got cut off at the black circle's surface. You pull your hand out and it is entirely intact and unharmed.



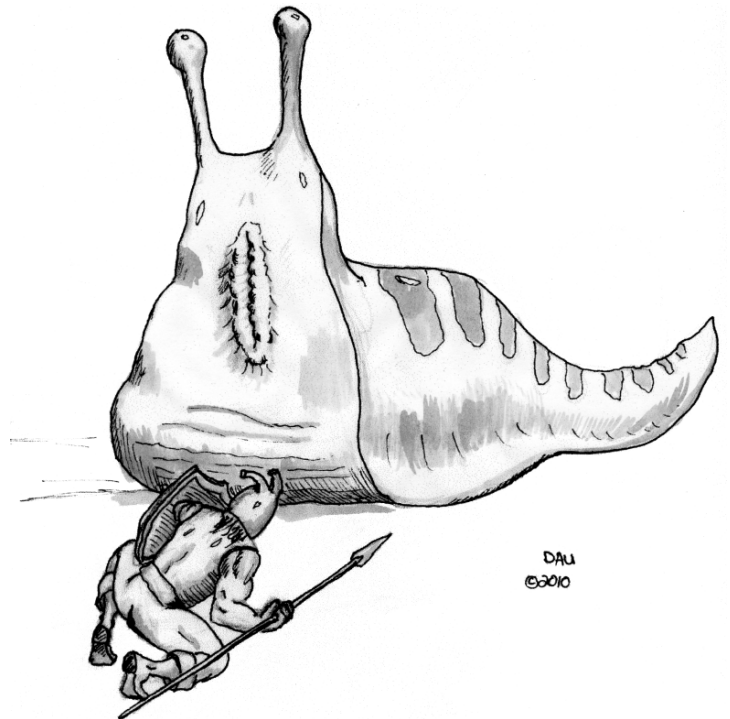
Make a Saving Roll on Intelligence. If you make it go to 217. If you miss it you may throw the hole back on the wall and leave this room by subtracting 1 from your Luck and if you would like to go on another adventure return to the introduction. If you are on the "Trip of Terror" and decide to leave, go to 17.

245 The armor fits perfectly. The mail shirt takes 40 hits, the helmet 20 and the shield 25. Multiply each one's hits by 100 to get its worth in gold pieces if you ever desire to sell any of them later. As you turn to leave the room, however, you hear a high pitched squeal and see bubbling out of the large sewer (between you and the only exit) a giant gelatinous-like slug. It moves very quickly and you are frozen in fear momentarily, and before you know it, the way out is blocked by the slimy rubbery mass.

This slug has two antennae that are thick stalks which extend out from the top of its "head," and have a ball on their ends. There appear to be no eyes and the only other recognizable feature is its large slit mouth that quivers and opens randomly. The thick thing is 12 feet high and 40 feet long. The antennae shift about as if sniffing or sensing for something. They very quickly focus on your presence. Once they do, another high pitched squeal emits from the slug and it wriggles quickly toward you leaving a slimy trail behind it.

It has a Monster Rating of 90. Make a Saving Roll on Intelligence. If you make it go to 23. If you miss it you must fight the slug normally. Or, if you can turn invisible and want to do so now, go to 179. If you win and are on the "Trip of Terror" go to paragraph 16. If you are on a single adventure go to 19. If you lose go to 208.

246 Your saliva is like blinding Cobra spit. You must consider your spit to be a missile/projectile weapon and be in pointblank range. If you hit an opponent with your spittle their vision is obscured for two combat turns. They only get 20% of their attack roll and hit protection during those two turns. Unless they are already blind or can sense you some other way. It does not work under water. They can also make a



4th Level Saving Roll on Dexterity to see if they ducked your spit. You are done with this room. If you are on the "Trip of Terror" go to paragraph 14. If you are on a single adventure go to 19.

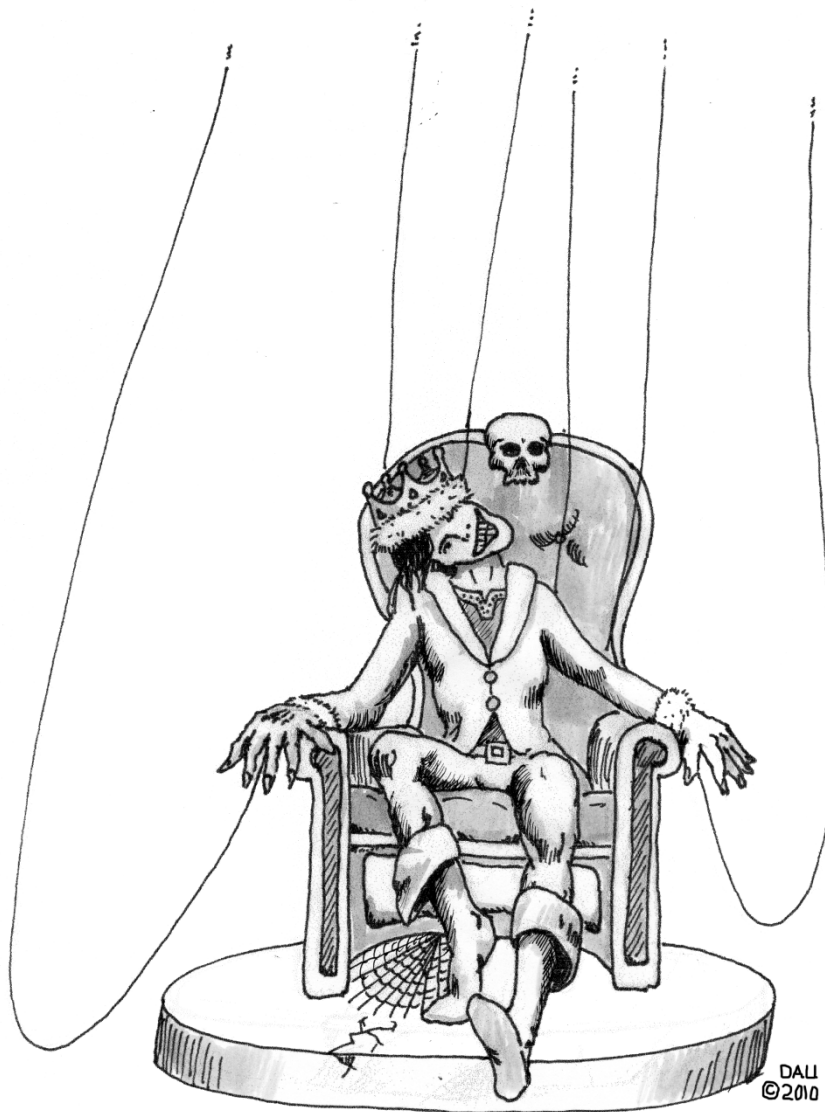
247 The high priestess of Ophion is 40 feet away. If you miss or only wound her go to 241. If you kill her, the priests turn and attack you. There are 15 priests with a Monster Rating of 15 each, but only five can reach you at a time due to the cramped quarters. If you kill them all go to 133.

248 You answer, "Oh, I apologize, I thought this was a bathroom. Sorry to bother you." And you turn to leave, and as you reach for the door you hear a pair of feet running after you. You turn to see the priest almost upon you with drawn dagger. Make a Saving Roll on Dexterity. If you make it you reacted in time to deflect his dagger. He has a Monster Rating of 20. If you did not make your SR on Dex, you were cut by the dagger. Subtract 1 from both your Dexterity and Constitution and continue your fight. If you win go to 85. If you lose go to 269.



249 You detect powerful magic. It is neutral, however, being both good and evil depending on your outlook and on the outcome of your choices. Return to paragraph 4 and make another choice.

250 As you get near the throne you notice coming down out of the mysterious source of light are five thick strings that reach the ground and sprawl loosely about the throne. Seated on the throne is what looks like the local king, but his head is tilted unnaturally to the side and he seems dead. Upon closer examination you see that the king is just a life size mannequin or effigy, if you will, with a frozen grin painted on his wooden face. However, the crown and the rings on his fingers look very real. If you remove the jewel encrusted, gold crown or the rings to examine them closer in an attempt to determine if they are real go to 199. To just step closer to get a better look go to 93.



To cast a *Detect Magic* spell go to 51. Your only other option is to leave this room and try another room instead. To do so you must first subtract 1 from your Luck and add it to your Intelligence. Then, if you are on the "Trip of Terror" move on to paragraph 8. If you are on a single adventure return to the introduction.

251 Your weapon now acts like a divining rod for treasure. In other words it can sense and point to treasure up to two rooms away. If you are on the "Trip of Terror" go to number 5. If not go to 19.

252 You discover a silver ring at the bottom of the bath worth 20 gold pieces. The interesting thing about this ring is that it is in the shape of a twisted snake that is biting its own tail. It allows you to speak the serpent

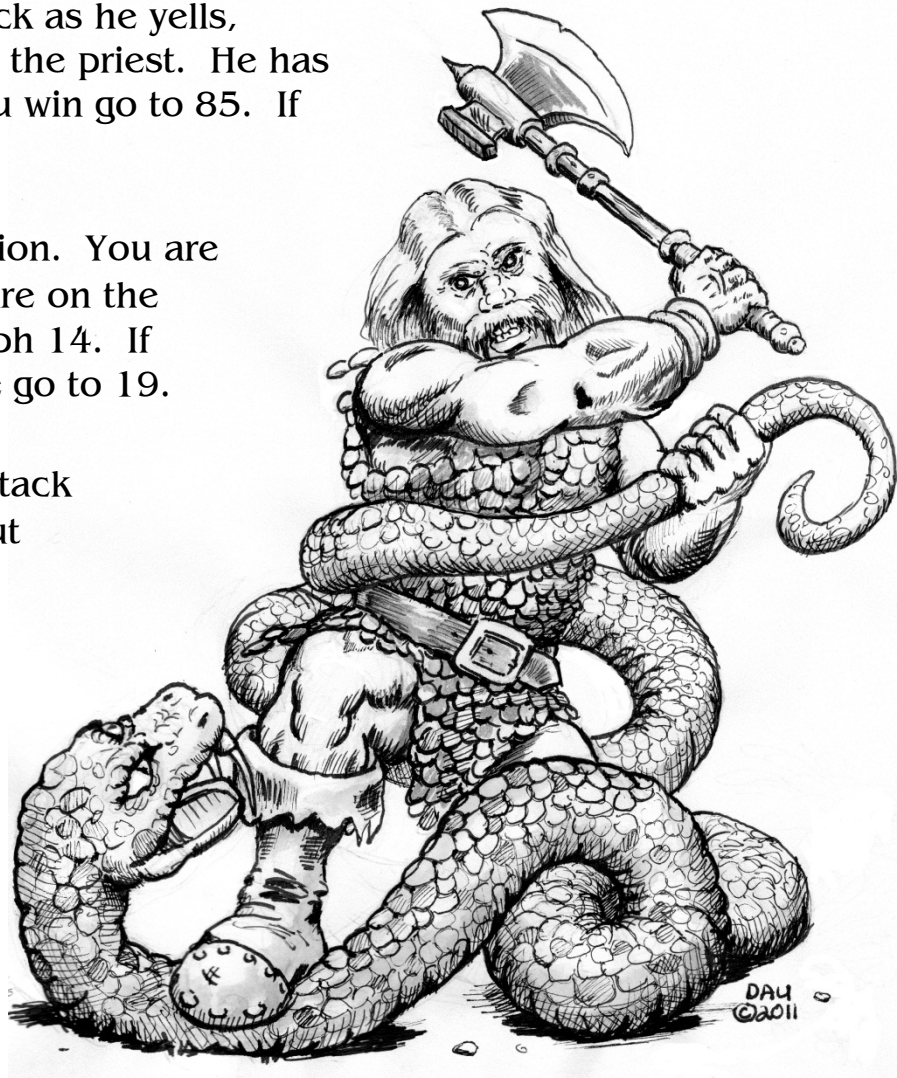


tongue. You realize that one of the priests of Ophion, the snake god, must have lost it in the bath. If you have not already taken a bath you may do so now by going to 196. If you do not want a bath or already had one you must now leave this room. If you have already discovered the ring in the bath from earlier, you only get one and must now leave the room. If you are on a single adventure go to 19. If you are on the "Trip of Terror" go down to a lower room by going to paragraph 11.

253 You turn in time to see the priest pull a dagger out of his belt and attempt to stab you in the back as he yells, "Infidel!" You must now fight the priest. He has a Monster Rating of 20. If you win go to 85. If you lose go to 269.

254 Add 2 to your Constitution. You are done with this room. If you are on the "Trip of Terror" go to paragraph 14. If you are on a single adventure go to 19.

255 The boldness of your attack takes them both off guard, but because they are a short distance from you they had time to put up some defense. Therefore, you may only take a quarter of your first attack roll off of one of them. The priest has a Monster Rating of 20 and Ophion has a Monster Rating of 90 and its skin takes 10 hits. If you win go to 25. If you die go to 269.



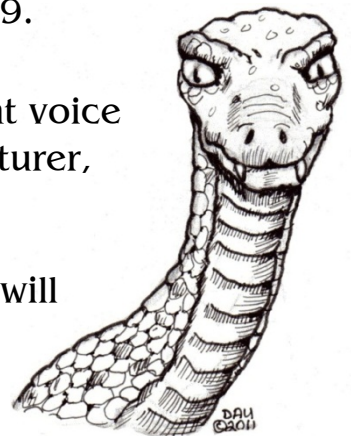
256 You did not know, or forgot, that you should never make direct eye contact with a Lamia because they can entrance you or even turn

you to stone. Unfortunately, you just looked into her eyes. Make a Saving Roll on Constitution to see if you have the will power to resist and look away. If you did not make your SR on Con, the affect is like being drugged--everything becomes heavy and murky. Reduce your Strength and Dexterity by half (adjust your Personal/Combat Adds accordingly). If you happen to have a serpent ring on your finger from the followers of Ophion go to 81. Otherwise you must now fight her. She has a Monster Rating of 65. If you die you were given a nice cold (blooded) hug by the Lamia's lower snake portion and crushed--go to 29. If you win you may take the Lamia's gold jewelry worth 85 gold pieces. And if you are on the "Trip of Terror" go to paragraph 12. If you are on a single adventure go to 19.

257 Your initial attack kills three high priests. Everyone including the high priestess is spooked by this invisible killer and they scatter, fleeing the altar room in alarm. However, the priestess dropped her jeweled dagger (2+4, worth 440 gold pieces). You may take it with you. You are now left alone with the sacrificial maiden. To awaken her and take her with you go to 52. To leave her and escape on your own, go to 197.

258 Serpent Strength: Add 5 to your Strength. If you are on the "Trip of Terror" go to 15. If you are on a single adventure go to 19.

259 The snake casually lifts its head and you hear a sibilant voice speaking clearly inside your mind saying, "Well done, adventurer, you have had much success and have come at last to my chambers where I shall decide your fate." You shift uncomfortably at this situation and the snake continues. "I will give you two choices. First, you may stay here and serve me in my temple as a priest. Or you may die know in this very room and have your body crushed and eaten by me. As a priest you will receive immortality. Taking the second choice will only gain you a miserable death in my coils and belly, and eventually the sewers as I discard you from my body as waste."



The snake almost seems to smile at this last comment and its tongue flicks out in a manner that seems like it was licking its lips hungrily.

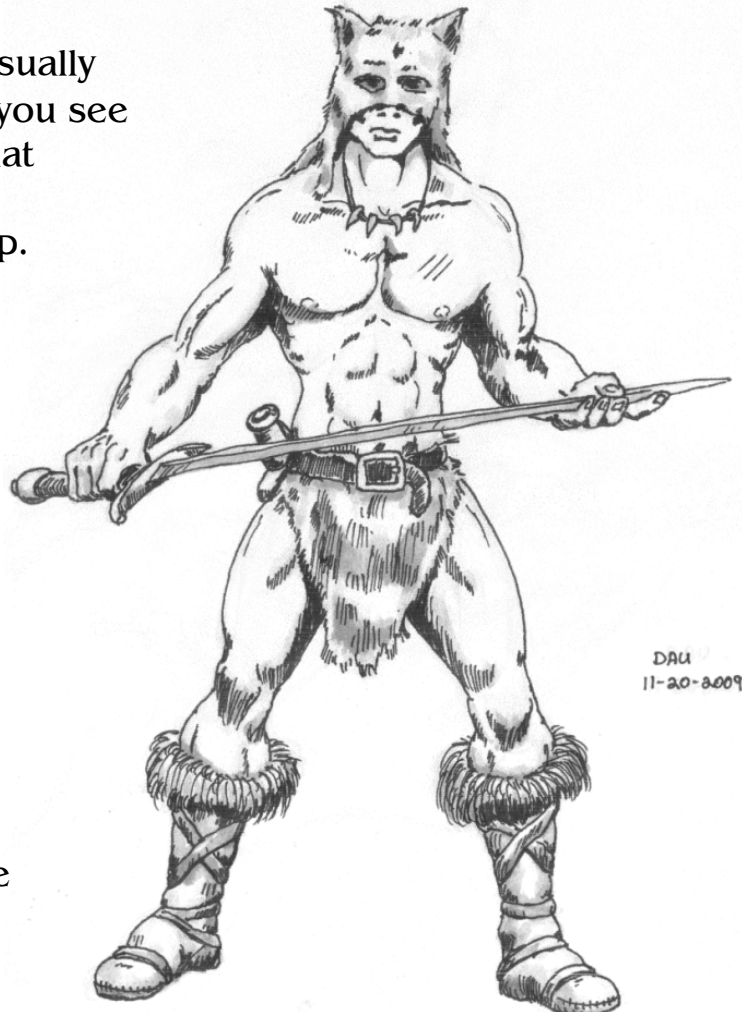
Finally it says, "Choose now." To choose to be its servant and a priest go to 32. To take the second option and fight go to 110. To turn invisible (if you have the ability) go to 168.

260 This soap causes your skin to glow and illuminate space up to 6 feet around you just by simply thinking it. Make a Saving Roll on Luck. If you miss it you are done with this room, and if you are on a single adventure go to 19. If you are on the "Trip of Terror" go to a lower room via paragraph 11. If you made your Saving Roll after taking your bath go to 252.

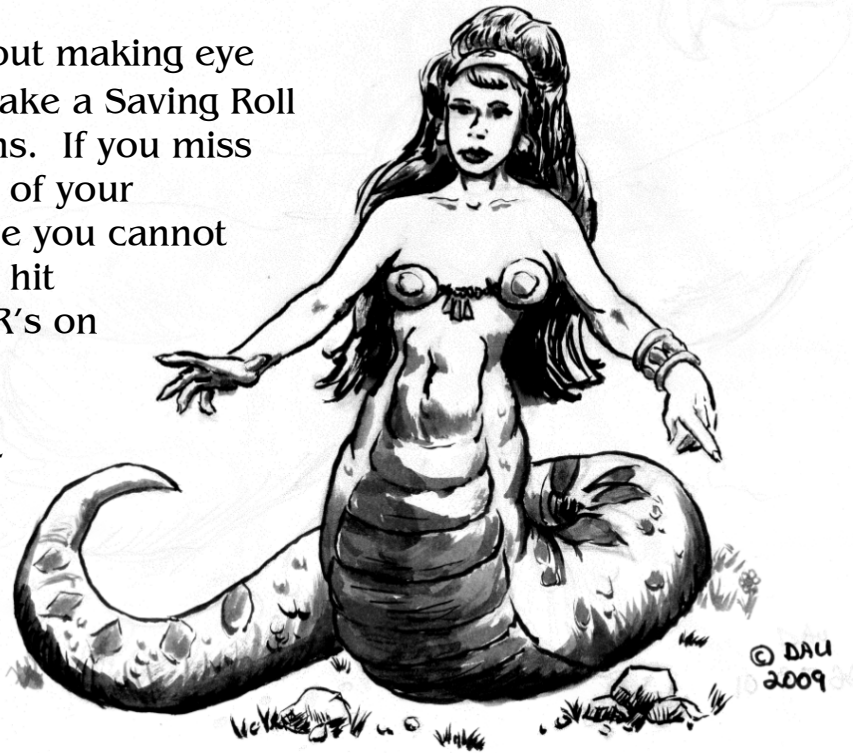
261 Make a Saving Roll on Luck and Speed to see if you can get away. If you do not make your SR's go to 132. If you make them and are on the "Trip of Terror" go to 14, or if you are on a single adventure go to 19.

262 You remember that people usually forget to look up. So, you do and you see spanning the entire ceiling area what looks like a huge circular net. You decide that this room may be a trap. Make a 2nd Level Saving Roll on Intelligence. If you make it go to 88. If not you must decide if you want to enter the room with a weapon drawn and ready. If so go to 165. If you want to step in and try and cut the net make a Saving Roll on Strength and Dexterity. If you make them both go to 102. If you miss either one go to 109.

263 Your weapon, no matter how long, does not touch anything. The hole seems endless. Return to 16 and make another choice.



264 You now must fight without making eye contact. To do so you must make a Saving Roll on Luck every two combat turns. If you miss your SR on Luck you lose 25% of your Personal/Combat Adds because you cannot see accurately to make a good hit against her. If you miss two SR's on Luck you accidentally made contact with her eyes and the affect was like being drugged---everything becomes heavy and murky. Reduce your Strength and Dexterity by half (adjust your Personal/Combat Adds accordingly). If you die you were coiled up by the Lamia's snake portion and crushed--go to 29. If you win you may take the Lamia's gold jewelry worth 85 gold pieces. And if you are on the "Trip of Terror" go to paragraph 12. If you are on a single adventure go to 19.



265 Increase this weapon's Adds by 10. If you are on the "Trip of Terror" go to number 5. If not go to 19.

266 The slug turns away from you and rushes over to the armor. It begins to slurp it up and swallow it down. If you attack now you may take direct hits off of its Monster Rating (90) while it is eating, and then continue fighting it normally until one of you is defeated. Or to run for the door make a Saving Roll on Luck. If you make it go to 41. If you miss go to 104. If you attacked and won go to 58. If you attacked and lost go to 76.

267 You have serpent speed--Add 4 to your Speed. You are done with this room. If you are on the "Trip of Terror" go to paragraph 14. If you are on a single adventure go to 19.

268 You are sacrificed to the idol god Ophion and your blood drunk by the remaining priests. Your weapons and treasures were put in the treasury and your clothes given to the poor. Then your body was offered upon another altar as a burnt offering. Go to 29.

269 The Magnificent God, Ophion coils its sinewy body around you and crushes you to a pulp, breaking bones and everything to make you more of a pulpy mass that easily slides between its jaws. You are then swallowed whole, digested and discarded from his body as waste into the sewers. Go to 29.

270 Nothing happens, it acts just like a hole, except as you feel around there are no sides, back or bottom to this hole that you can reach. Go back to 16 and choose another option.

271 You have to give a good tug on the stake, and are sent stumbling back a few steps once it comes free. Now subtract 1 from your intelligence for deliberately removing the stake from a dead vampiress (a female vampire). What happens next is what you would expect--the vampiress' body quickly fleshes out and she is indeed beautiful, although rather pale. She looks about and seeing you smiles hungrily exposing her elongated and sharply pointed canines. But instead of attacking you she pushes past you and rushes to the male vampire where she quickly reaches down, and with a musical laugh of delight, rips the weapon you used to kill him out of his chest. The vampire rises up and while standing in the coffin looks about and hisses upon seeing you again. To attack the male first go to 35. To attack the female first go to 167. To stand there frozen in place and watch helplessly go to 193.

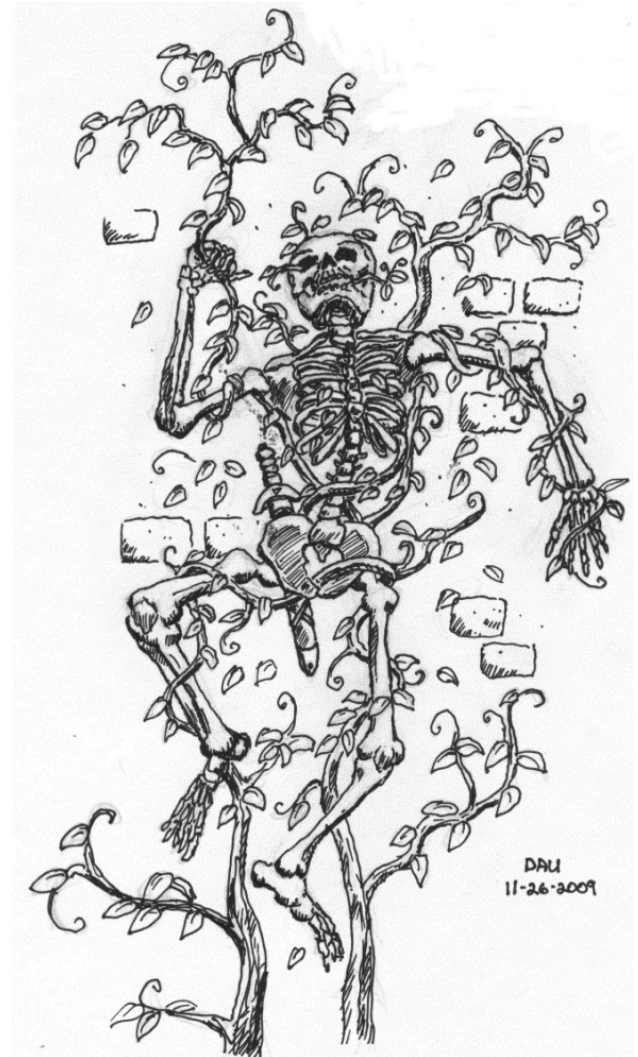


272 The ivy got a firm hold on you, crept under your cloths and entwined your face and arms and sucked the life juices out of you. It then slowly digested the rest of your flesh over a week's time. That part of the ivy became greener for a month after. Go to 29.

273 You answer that you are a simple worshipper in the temple of Ophion and that you took a wrong turn and entered this room by mistake. Where upon Ophion responds through the priest, "You lie!" The priest then whips out a dagger and advances on you. He has a Monster Rating of 20. If you kill him go to 85. If you die go to 269.

274 Your weapon has perfect defense. Which means when you use it against non-magical weapons, no hits can be inflicted on you. It must be drawn and used in combat to work. Spells, poisons, enchanted weapons, etc. may get through to you normally, though. If you are on the "Trip of Terror" go to number 5. If not go to 19.

275 The priests and high priestess listen to what you have to say. The high priestess is intrigued by you and wants to get romantic with you even if you are a female. She comes close to you and gives you the opportunity to choose between her or the maiden. To choose the maiden go to 241. To choose the high priestess, go to 27. To attack them all, go to 43. Otherwise make a Saving Roll on Intelligence. If you make it go to 31.



276 The priest stabbed you in the back with a dagger after yelling, "Smooth talking Infidel!" Roll two dice and subtract the total from your Constitution. If you die go to 269. If you live you must fight the priest. He has a Monster Rating of 20. If you win go to 85.



277 Your companion pulled you out, but just barely. Go to 159.

278 The puppet kings shrieks demonically and crumples to the floor an inanimate pile of wood. Go to 123.

279 You may take her jeweled sacrificial dagger (2+4, worth 440 gold pieces), and her serpent headdress worth 850 gold pieces. Then, if you are on the "Trip of Terror" go to paragraph 100. If you are on a single adventure go to 19.

Tower of Terror



**Written and Illustrated by
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