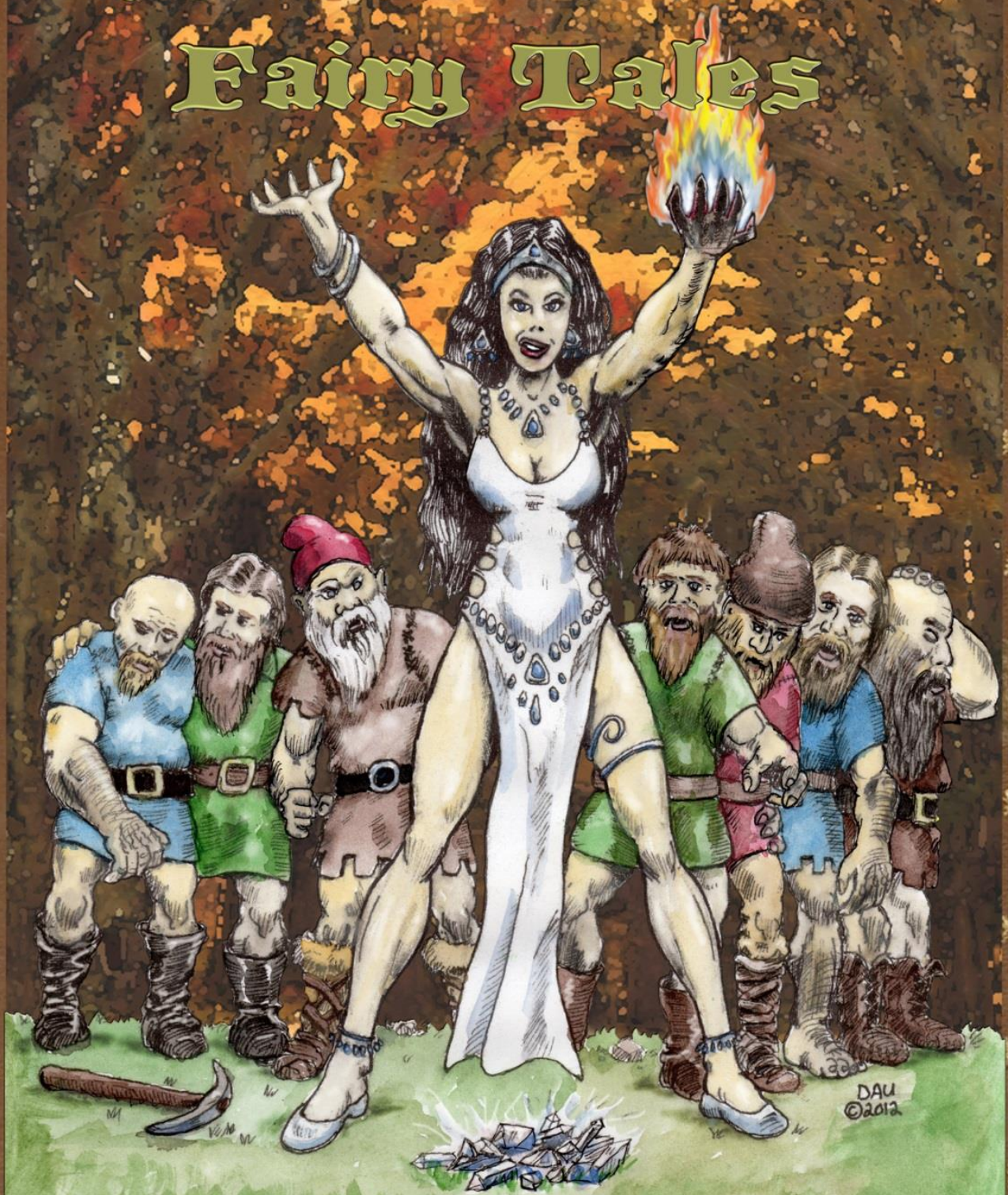


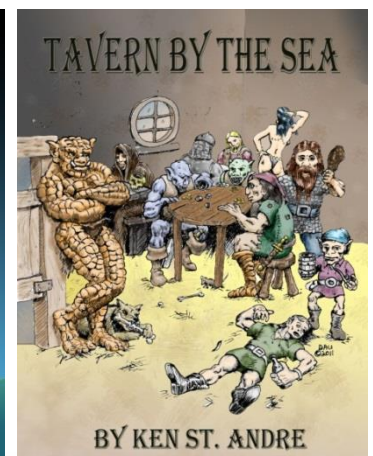
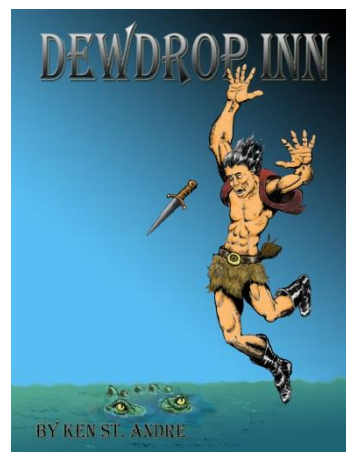
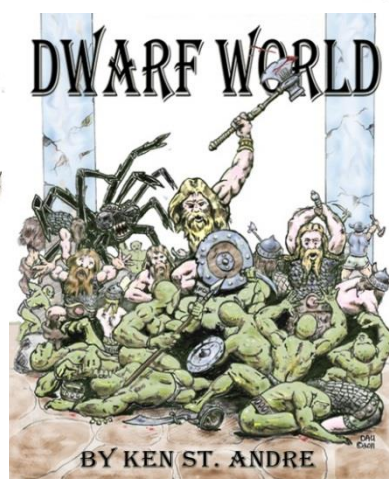
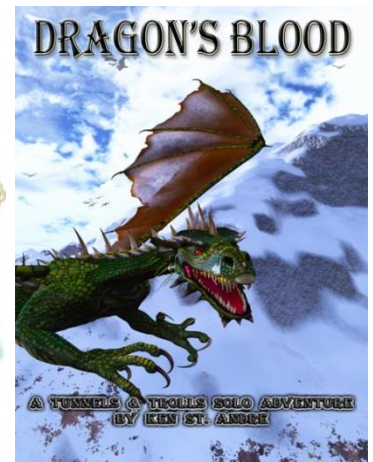
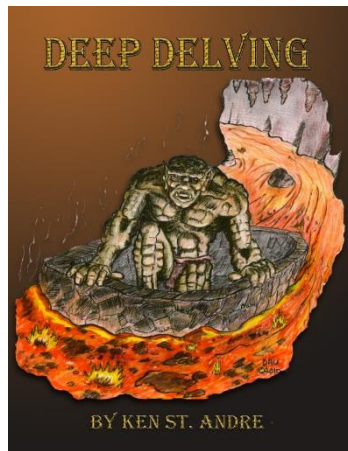
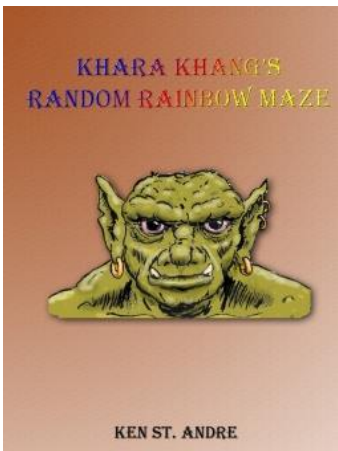
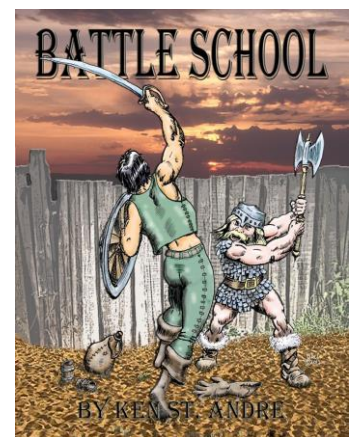
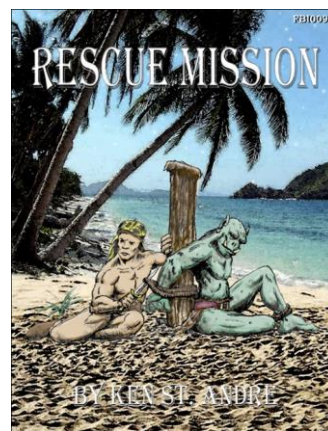
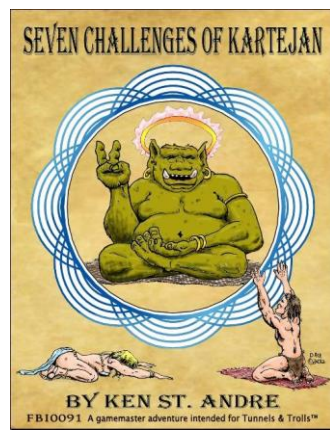
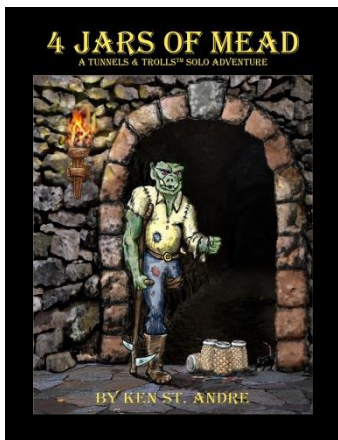
Fractured Fairy Tales



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A TUNNELS & TROLLS™ Adventure

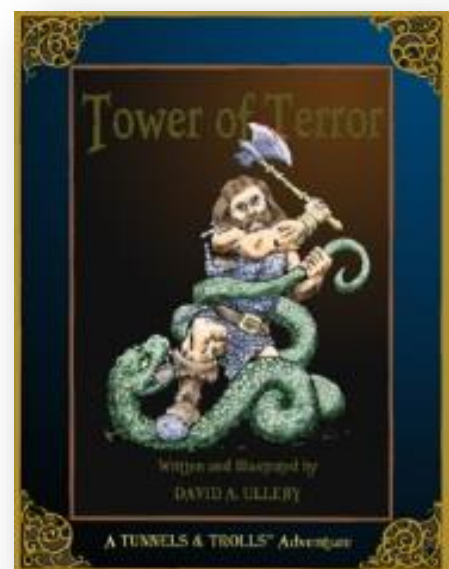
By David A. Ulery



Check out these other TUNNELS & TROLLS™ Adventures shown above, which were also illustrated by David A. Ullery, but written by the *Troll God* himself: Ken St. Andre.

Or for more adventures written and illustrated by David A. Ullery try his *Tower of Terror*.

Still not enough for you? Then check out all the issues of T& T's *Trollzine!*



Fractured Fairy Tales

A TUNNELS & TROLLS™

Mega Adventure

Written and Illustrated
By

David A. Ullery

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Fractured Fairy Tales



Written and Illustrated by
David A. Ullery

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FORWARD

All are welcome to try their luck and prowess within *Fractured Fairy Tales*. 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 1st-3rd level characters (or no more than about 20 Combat Adds) and was made mainly for warriors, but magic users are welcome to try their luck as well.

For those who have little time and want a quick “in-and-out” adventure simply roll three six-sided dice (3D6) and go to that paragraph number. Then follow the instructions. Those with more time and in need of some real tunnel trolling or dungeon delving adventures should start at *Paragraph 3* and follow the instructions until the end, or until they can’t take it any more (whichever comes first).

If you find the monsters and antagonists too easy, just “level them up” by adding increments of 10 to their Monster Rating (MR) until you get the right level of opposition for you.

To get started all you need is a copy of the Tunnels & Trolls™ 5.5 rules or higher. At least 3 six-sided dice (best), a pencil with an eraser and a character.

“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 or LK = 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 character has entered a fairy tale land in search of a witch's hut, because you heard she collects magical items. It is said that her hut, or cottage, is full of all sorts of enchanted artifacts, relics, talismans, amulets and other assorted magical tokens stolen from well-known people and places.

But this isn't your ordinary fairy tale land. Many situations, characters and scenarios tease you with their familiarity, but they have been twisted, broken or fractured. You are constantly having feelings and moments of *déjà vu* throughout. Don't get too caught up in what you think you know is supposed to happen, but take each situation as a new adventure that simply seems somehow familiar.

Editor's Note: One of the difficulties of using most fairy tales is that they contain a female victim, protagonist, and/or main character (Snow White, Cinderella, Sleeping Beauty, Rapunzel, Beauty & the Beast, Goldie Locks, Red Riding Hood, Princess and the Pea, Little Mermaid, etc.). This makes it very repetitive or same-ish when it comes to what to do with the overload of females. It would be boring, to say the least, if your male character saved them all and ran off and "lived happily ever after" with them after each rescue or meeting. So, I made some changes. I'll leave it at that.

Also, modern media is having a grand time twisting and changing these same classic fairy tales. Who am I to do less?

Despite all that I hope you enjoy this little adventure. And hopefully some of my ideas are fresh as well as familiar. I tried to have fun with it, even though there are many ways I could have taken the fairy tales, I like what I have decided upon. I tapped into and twisted ("fractured") at least part if not all of some 40 or so fairy stories and fables. Hopefully you will recognize each one.

Good Luck and have fun.

---David A. Ullery

Fractured Fairy Tales

3 You are simply strolling along when right before your eyes a strangely dressed older gentleman materializes in a glittery display of light. He is overweight, has on a black jacket that has thin vertical white stripes and matching slacks. He wears a rose boutonniere on his lapel. His shoes are a shiny black and he wears a long-sleeved white shirt. He carries no weapons that you can discern, but does hold a wand in his hand. But his most striking feature is a pair of shiny black wings (like a dragonfly's) between his shoulders.

He speaks slowly and calls you by name as he introduces himself in a voice that sounds as if he had cotton balls in his mouth, "Hello, (insert name) , I am your Fairy God Father."

"My what?" you asked dumbfounded.

"Your Fairy God Father."

"Oh, okay, what can I do for you?" you asked cautiously.

"It's not what you can do for me, but what can I do for you?"

"And, that is...?" you query.

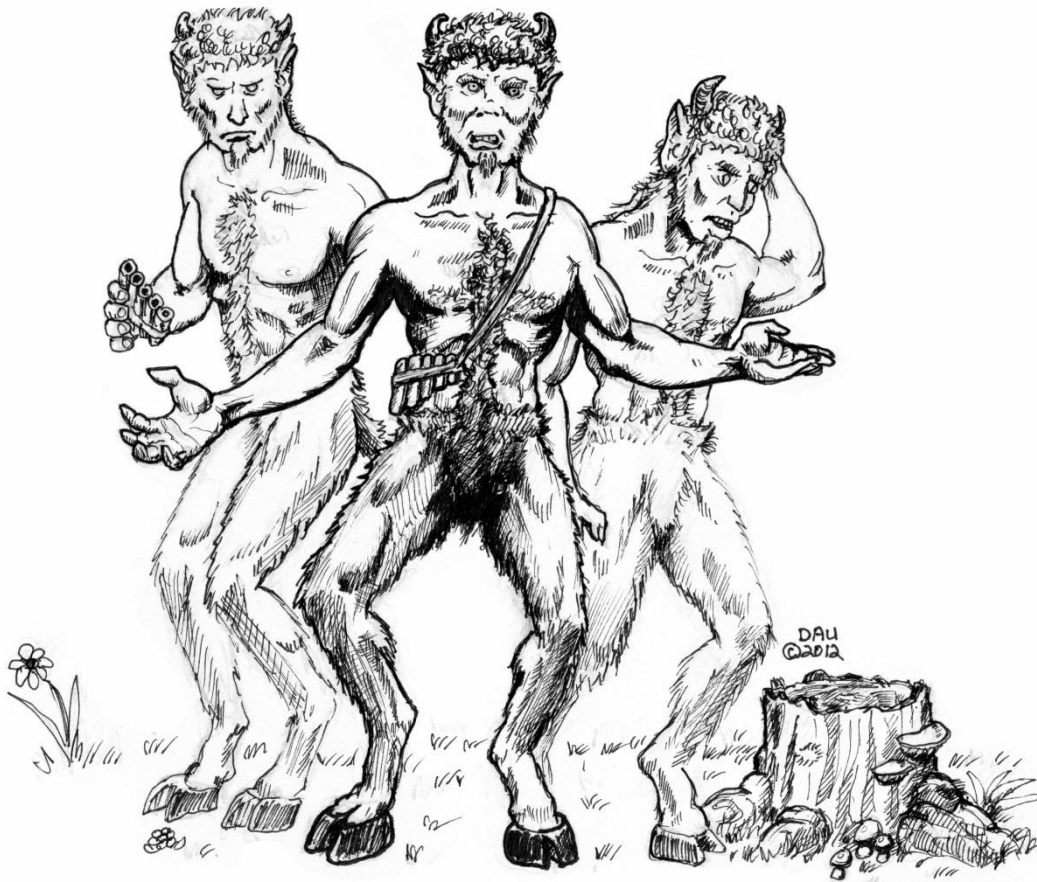
"With a wave my magic wand I will either change all your attributes to 15---including those over 15. Or, provide you with a nice chainmail and leather armor outfit that will take 9 hits. Your choice."

To choose to change all your attributes to 15 (including those over 15), go to 19. To choose the armor, go to 47. To refuse all his offers go to 111. To attack this fairy wizard draw a weapon and go to 211.



4 As you walk through a field of tall dry grass you hear a few deep grunts to one side not far in advance of you. Then the amber blades part and one of the largest boars you have ever seen steps onto the trail in front of you. It is fully 5 feet tall at the shoulder and its two large tusks are a curled meter long each. The restless beast's moist snout snuffles the air and quickly hones in on you. Then its close-set, poorly seeing, bloodshot eyes fix themselves upon you. The brute paws the ground with one hoof, swings its over large head from side to side, and then with a deafening squeal its tail snaps erect, and with lowered head it charges you. There is barely time to draw your weapon. It has a MR of 30. Make a SR on DEX. If you make it go to 228. If you miss go to 247.

5 You come around a bend in a wooded trail and see a stone bridge spanning a river. At the mouth of the bridge on your side are what you first assume are three men, but as you get closer and see their legs and other details, you realize that they are Satyrs or Fawns. They have curly hair and small horns, wooly hooved legs and no apparel or visible weapons (or clothes), although two have a pan pipe. They are conversing together in an agitated and stressed manner. They see you coming and turn toward you. If you attack them outright go to 20. If you decide to talk to them go to 39.



6 It is now evening. As you trudge along in the dark woods the clouds part for a moment and you see the trail a bit clearer in the moon light. It is then that you notice a pair of small, yellow/green eyes staring balefully at you just ahead and to the side about ankle level. You walk forward with drawn weapon, because you can never know what might be awaiting or stalking you in these thrice-cursed, enchanted woods. As you cautiously approach, the eyes blink once somewhat languidly and you see that what you thought was a fearsome beast is actually a feral housecat prowling in the woods. It licks its paws, and then turns and licks its side cleaning and grooming itself as naturally as can be. It is then that you also notice that it seems to be sitting on something manmade. Upon closer inspection you see



in the silvery moonlight that what the cat is sitting upon is a violin that is in disrepair.

Naturally this strikes you as odd, and with a sarcastic smile you joke to yourself that maybe the intestines of one of the cat's relatives was made into the instrument's strings, and the feline came to pay its last respects. It is then that you remember that indeed violins are made of cat gut and the instrument is considered accursed in many villages because of it. You make an anti-curse sign with your hands and mumble some religious mumbo-jumbo you hope wards off devil cats on violins, and hurry past the yellow-eyed demon spawn. Just when you get past the fur ball, the air is rent with a hideous cat yowl, and with your heart beating in your throat you turn back with drawn weapon. And there sits the cat as passive as can be still grooming itself, but with an air of sinister satisfaction about itself.

You curse the cat for the fright, and then sheathing your weapon you turn away just as the strangled bellow of a bull rolls through the woods. Looking up on a nearby knoll you see leaping down toward you some large-headed man-like thing, and by the angle of your view it looked like it had jumped over the moon itself as this lone satellite crested the hill. When in actuality the moon was just behind it at a low angle along the horizon. Not waiting to find out what is charging down on you, you turn to run, but instantly feel twenty tiny pinpricks become fixed in your back and shoulder accompanied by a wet hissing, spitting sound---it is the cat who has pounced upon you. You grab at the cat upon your back and in so doing trip on a tree root and tumble to the ground in a thrashing heap. Go to 92.

7 Your trail leads you along a coast that has patches of sandy beach as well as rock outcroppings. As you comb along the beach you round an outcropping of rock and suddenly hear the singing of a female over the sound of the surf. You creep forward and looking down at the beach you see in an alcove of water a very shapely girl splashing and enjoying the surf. She is submerged up to her waist most of the time, but sometimes she goes under up to her neck. She sings an entrancing song that pulls at you. Make a SR on CON. If you make it go to 168. If you miss it go to 187.

8 You pass a farm that has some of the largest pumpkins and squash you have ever seen growing in the fields. Some are as large as you. You do not want to attract attention to yourself so you steer clear of the main farm house and go past the out buildings, barns, and coops. You decide to pilfer some eggs and maybe a little milk for a snack and go over to a chicken coop. In so doing you pass the largest pumpkin you have ever seen. In fact it is taller than you and is carved like a giant jack-o-lantern with bars across the openings, much like a prison cell. This seems odd to you, but you decide to get on about your business and pass by. Just as you cross in front of the pumpkin you hear a female voice cry out to you from within the pumpkin.

“Oh, kind sir, please help me escape!”

You stop and look at the pumpkin’s carved face and see a very slender, yet fair maiden looking glumly at you through one barred eye of the great pumpkin. Her skin is like milk and her mussed up hair has a



slight green tint to it, yet her cheeks are rosy and her lips full and cherry red. Her eyes too are of an unnaturally light green color. Her only garment is a shift, and she wears no jewelry or footwear---rather pathetic looking despite her exotic colors.

“Are you a prisoner here or just gotten yourself accidentally stuck in this giant pumpkin?” you ask.

“I am indeed a prisoner of the unjust squash farmer. Oh, please release me and I will reward you generously.” To aid her, go to 192. To mind your own business and continue to look for a free snack go to 230.

9 As you enter the walled town you notice that just inside the main gate there is a crowd of people standing by the inner wall looking down at something on the ground. You notice several of the town’s guards and sentries in the crowd. To go over to the crowd and see what all the commotion is about go to 85. To continue on into the town without going over to investigate go to 66.

10 As you walk through the woods you notice patches of flowers of all colors and varieties. Stopping by a stream to get a drink you believe you hear the sound of someone moaning in a sort of sing-song way. You go to investigate and just a short distance away amidst some thick bushes and closely growing trees you find yourself in a small, natural amphitheater. The ground is covered in tall orange poppies and a black/purplish flower that is low to the ground. You instantly recognize the dark purple flowers as the dreaded black lotus. The smell that permeates the air is sweet and overpowering. You feel heady. Make a SR on your CON. If you make it go to 109. If you miss go to 128.

11 As you walk through the woods you hear a few deep grunts to one side not far in advance of you. Then the underbrush parts and a boar that is actually larger than the one you saw in the grass steps onto the trail in front of you. It is fully 6 feet tall at the shoulder and its two large, curled tusks are over a meter long each. The restless beast’s moist snout snuffles the air and quickly hones in on you and its close-set,



poorly seeing, bloodshot eyes fix themselves upon you. The brute paws the ground with one hoof, swings its over-large head from side to side, and then with a deafening squeal its tail snaps erect, and with lowered head it charges you. There is barely time to draw your weapon. It has a MR of 35. Make a SR on DEX. If you make it go to 281. If you miss go to 33.

12 While camping you hear chanting off in the woods that is not too far distant, although carried on the wind it sounds very close. You go and check it out and peeking through the foliage you see in a natural clearing three large brown bears shuffling around a large earthen drum in a rhythmic manner while growling and snuffling. As if on cue they rise up on their hind legs and start chanting in the common tongue. It is then that you realize that these are human men wearing bear skins. They also have bear claw tipped hand coverings and bear claw necklaces. You've heard about the local Bear Cult and decide to: walk into the open and greet them by going to 265, OR attack the three Bear Cultist by going to 284, OR continue to observe them in their unholy nocturnal rite by going to 36. Or sneak back to camp for the night and continuing on by going to 13.

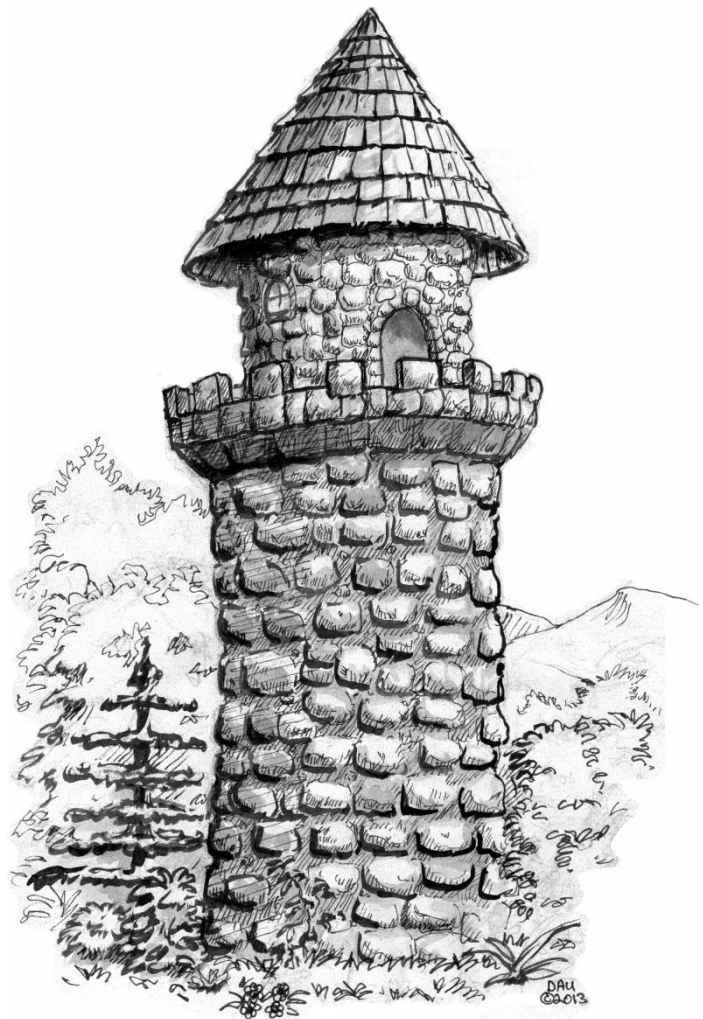
13 You see in the distance a lone tower. It is made of quaint cobble stones that are free from climbing ivy or other creepers. You look around and see no entrance. An "Oh, There it is" spell (if you were able to cast it) reveals nothing. Looking up you see a single window. You then hear a female voice calling out to you in distress from the tower top.

"Help me please!"

You look up and see no one looking down at you. So you call back, "How can I help you?"

"I'm being held captive and cannot escape this tower. I am tied to a bed post and cannot reach the window."

If you have a way to climb the tower go to 49. If not, go to 68.



14 It is night and you are camping. As you poke at your small campfire the full moon comes out, and you hear an anguished howl not as far away as you would like. A few moments later you hear rustling in the woods nearby. You stand and look into the dancing shadows caused by your flames and see nothing, but notice the grass parting and a branch being moved out of the way as if someone were pushing it aside and coming toward you, but you see no one. You pull out your weapon, and grab a burning brand from the fire and hold it high.

“Who’s there?!” you call out, “Show yourself!”

To your astonishment a beautiful and healthily shaped, redheaded, huntress materializes before you as she pulls back her hood and uncovers her copper locks that shine like the fire at your feet and in your hand.



Her hooded cloak is like dark, crimson blood. The rest of her form-fitting leather ensemble is also of various shades of red, including her tall boots which go to mid-thigh and are of a darker red. She carries a short sword, a thick hunting knife, a quiver of arrows and a stout bow.

“Permission to enter you camp?” she asks with a grim smile.

“Who are you---a sorceress?”

“No, I am a hunter and traveler like you. My name is Scarlett Red Cloak.”

You let her enter and she explains that she is a werewolf hunter and that all her weapons are silver tipped including her arrows. She also carries wolf's bane. Her cloak is enchanted and makes her completely invisible when donned in the full moon. During the moon's other phases the invisibility is proportionate to the amount of the lit moon showing---makes it easier to hide in shadow. During the new moon (no moon) she is completely visible. But that is fine with her since what she hunts does not come out except during the full moon. Speaking of which, you hear that anguished howl again and this time it is uncomfortably close.

“We're about to have company,” she casually comments. “The were-beast is attracted to your camp.”

You grip your weapon tighter and look around into the surrounding dark and shadowy woods.

“Unless that is a silver tipped weapon it will do you no good,” she observes. “Here take my hunting knife. Its blade was forged in silver mixed with steal (*2D+4---hits on were-creatures are times 3*). It is all I can offer you. Now turn your back to the fire so your eyes will not be affected by the light and you can see better out into the darkness.”



She deftly strings her bow and nocks a silver barbed arrow. She no sooner does this when you hear something large crashing through the underbrush, but stops just short of the firelight. You hear heavy breathing and catch the glint of yellow eyes in the same place.

“There!” you point. “I see it,” she says and quickly draws back, aims and fires as if in one motion.

There is a snarl of pain and anger and in a few incredibly quick bounds a full-on, transformed werewolf pounces into camp.

Scarlett is quick and lets fly another arrow. This one embeds in the beast's chest. It staggers back and yowls in anguish. To join the attack go to 37. To wait and see what happens go to 56.

15 Skirting along the mountains you hear hammering and sad singing coming from around the bend. You sneak up and peer at the source of the sounds and see about seven dwarves all chipping and hammering at rocks that have been dumped out of a mining car. They are using a variety of pickaxes and hammers & chisels. The mining car itself sits on a mining track that leads to a small tunnel opening carved in the cliff face. The dwarves do not look too happy. In fact they are downright dejected. Their clothes are also worn and tattered. As you watch one of the dwarves busts open a rock and finds a jewel inside. A rather large one, but despite this they do not get excited, but simply pick up the rough gem and place it into a nearby partially full bag.

To come out and hail the dwarves and try to discover what is going on, go to 87. To avoid these depressing fellows and continue on your way go to 16. To continue watching and look for an opportunity to steal the bag of jewels go to 106.

16 As you walk along you come to some rocky outcroppings and boulders and hear a few deep grunts not far in advance of you. Then lumbering around a tall boulder a boar that is actually larger than the ones you saw in the grass and woods steps onto the trail in front of you. It is fully 7 feet tall at the shoulder and its two large, curled tusks are a meter and a half long each. The restless beast's moist snout snuffles the air and quickly hones in on you, and its close-set, poorly seeing, bloodshot eyes fix themselves upon you. The brute paws the rocky ground with one hoof, swings its over-large head from side to side, and then with a deafening squeal its tail snaps erect, and with lowered head it charges you. There is barely time to draw your weapon. It has a MR of 45. Make a SR on DEX. If you make it go to 136. If you miss go to 155.



17 As dusk sets in you go off the beaten trail to look for a suitable place to camp and wander into a small grotto in the woods. Flanked by an arch-shaped outcropping of rock that forms an overhang you see within the shadows of this shallow cave a raised glass coffin. Lying at state within this see-through coffin is a very striking young woman who is apparently dead. Her lips are as red as blood and her hair raven, while her alabaster skin craves to be touched. On one finger of her deathly pale hands you see a gold ring with a crimson stone set in it. Farther in the shallow cave is a wooden spinning wheel with a needle and some cotton still on it.

For some odd reason you fantasize that if you simply kissed this dead beauty's lips that she would come alive.

To open the coffin and try to test this fantasy notion and kiss her lips go to 260. To ignore the impulse and continue on your way go to 18. To open the coffin and take the ring go to 279. To use some "re-animate the dead" power, charm or ability go to 250.



18 Coming around a corner in the woods you see a slightly overgrown trail heading to the left. You decide to follow. After walking a short distance you see a rundown, colorful cottage before you with a short path leading up to it that is lined with large, colored rocks. The cottage seems to be designed to look as if it were entirely made of candy, however it also looks abandoned---or at least not lived in for some time.

You approach the weathered, broken down door. To walk right in, go to 22. To knock, go to 41. To call out, go to 27.



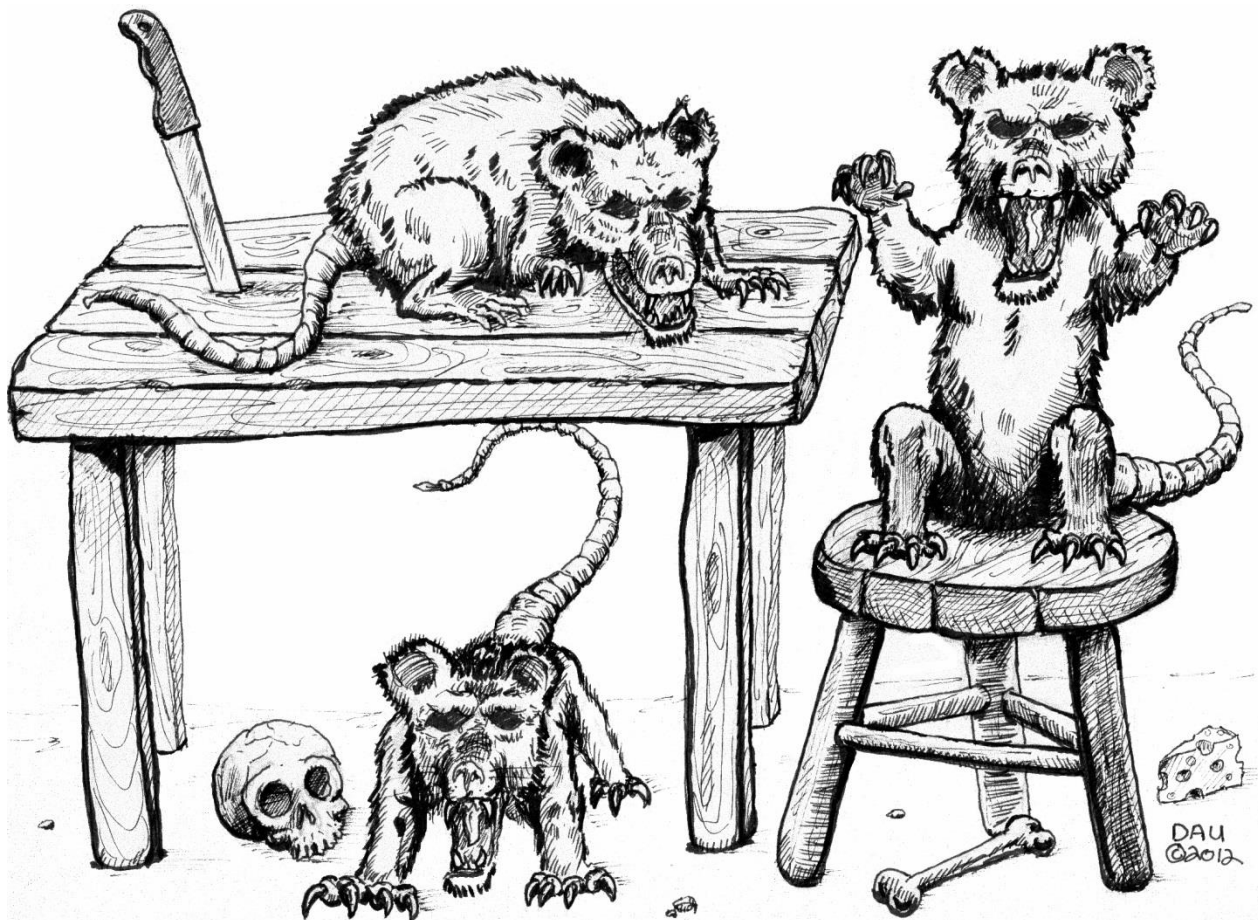
19 Your Fairy God Father waves his magic wand and a dazzling rain of glittery light swirls around you. You feel invigorated and invincible. Raise all of your attributes that were under 15 up to 15, and those over 15 down to 15. Don't forget to adjust your personal/combat Adds. Go to 4. Then with a glow of light your Fairy God Father vanishes.

20 The satyrs have a MR of 15 each. If you kill them all you may search them for valuables by going to 58. If you do not search them you may cross the bridge at 76.

21 You think she might be a Siren or Mermaid and say, "Sorry, miss, it isn't necessary, so I'll leave you alone if you'll just point me in the right direction."

She gives a very cute pout and says, "I understand, but a fine looking person like you must get lonely. Perhaps a kiss goodbye will be enough." She then begins to hum a little tune. Make a 2SR on CON. If you make it go to 225. If you miss it go to 244.

22 As you walk in the large, one-roomed cottage you see, as your eyes sweep around the dimly lit room, a large cast iron stove, a hutch full of dust-covered items, and then you hear a scurrying noise right next to you. You look down at an old dining table and find yourself confronted by three of the largest rats you have ever seen. They are each the size of a large raccoon. They sniff the air and look in your direction with bared sharp teeth and extended claws. They appear ready to pounce upon you! Make a SR on LUCK. If you make it go to 46. If you miss go to 65.



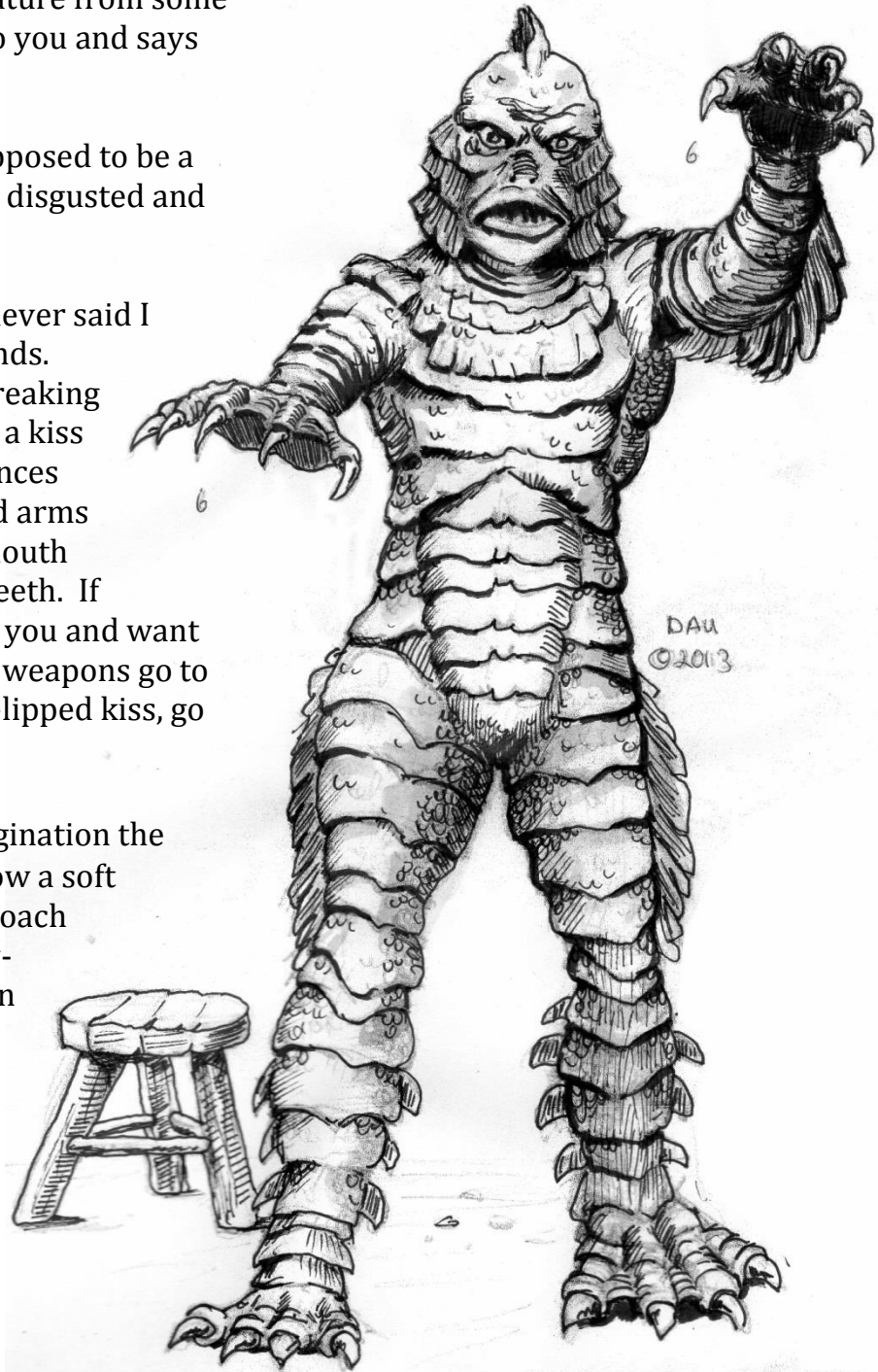
23 After you plant a kiss on the frog it does indeed begin to grow and morph, and as you watch it takes on a humanoid shape as it gets larger and taller. When it finally stops growing you see to your dismay, and disgust, that it is some sort of swamp woman (or man); a creature from some black lagoon. It turns to you and says sincerely: "Thank you."

"I thought you were supposed to be a princess?" you say both disgusted and annoyed.

"I am in my land, but I never said I was human," she responds. "Now as a reward for breaking the spell, I will give you a kiss in return." It then advances upon you with extended arms and a slightly opened mouth full of tiny needle-like teeth. If you think it is attacking you and want to defend yourself with weapons go to 289. To accept the fish-lipped kiss, go to 270.

24 It was not your imagination the girl's eyes do indeed glow a soft yellow, and as you approach her she turns her heavy-lidded, yellow orbs upon you again in a disinterested way, and you notice that her pupils are slit, much like a cat's. In fact with that realization you decide that this shapely and tawny girl reminds you of a feline in a few other

ways. The dusky skin you noticed from afar is in reality a covering of short soft fur, but this in no way distracts from her attractiveness, but actually adds to her exoticness.

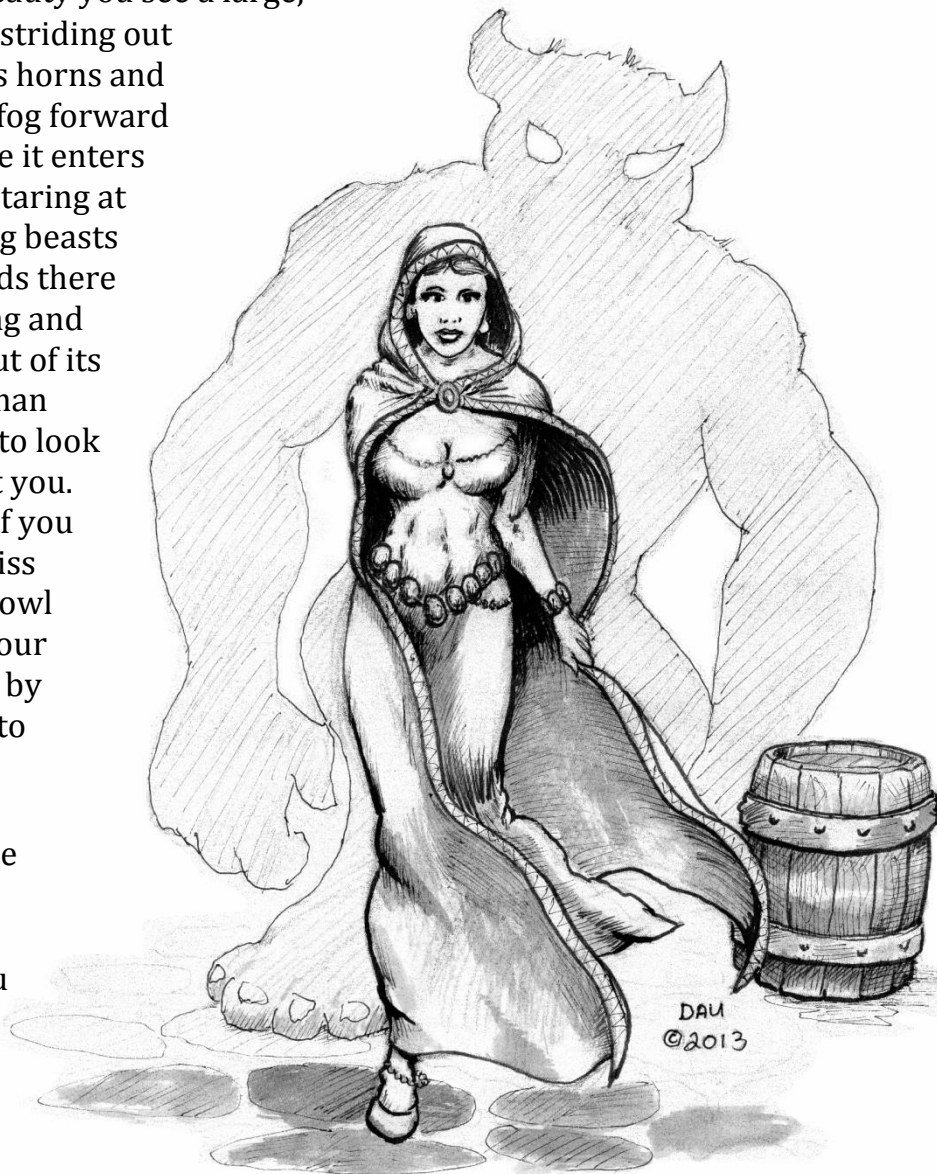


“Hello stranger,” she purrs---yes, she actually starts purring in a low seductive rumble and stepping up into your personal space with graceful ease, she leans into you and nudges your neck with her face and then somehow seems to slide her body all around you for a quick moment---again just like a cat as it curls its body around your calves and rubs against a leg looking for a petting. You are totally turned on. Make a SR on INTELLIGENCE. If you make it go to 119. If you miss it go to 138.

25 As you approach this beauty you see a large, bulky, manlike being come striding out of the fog behind her. It has horns and seems to actually push the fog forward with its massive body. Once it enters the light you find yourself staring at one of the most intimidating beasts you have ever seen. It stands there glaring down at you snarling and breathing gouts of steam out of its nostrils. The beautiful woman does not even turn around to look at it, but she smiles sadly at you. Make a SR on CHARISMA. If you make it go to 252. If you miss you hear a low rumbling growl come from the beast, and your only attempt is to run for it by going out of town to 10, or to attack by going to 290.

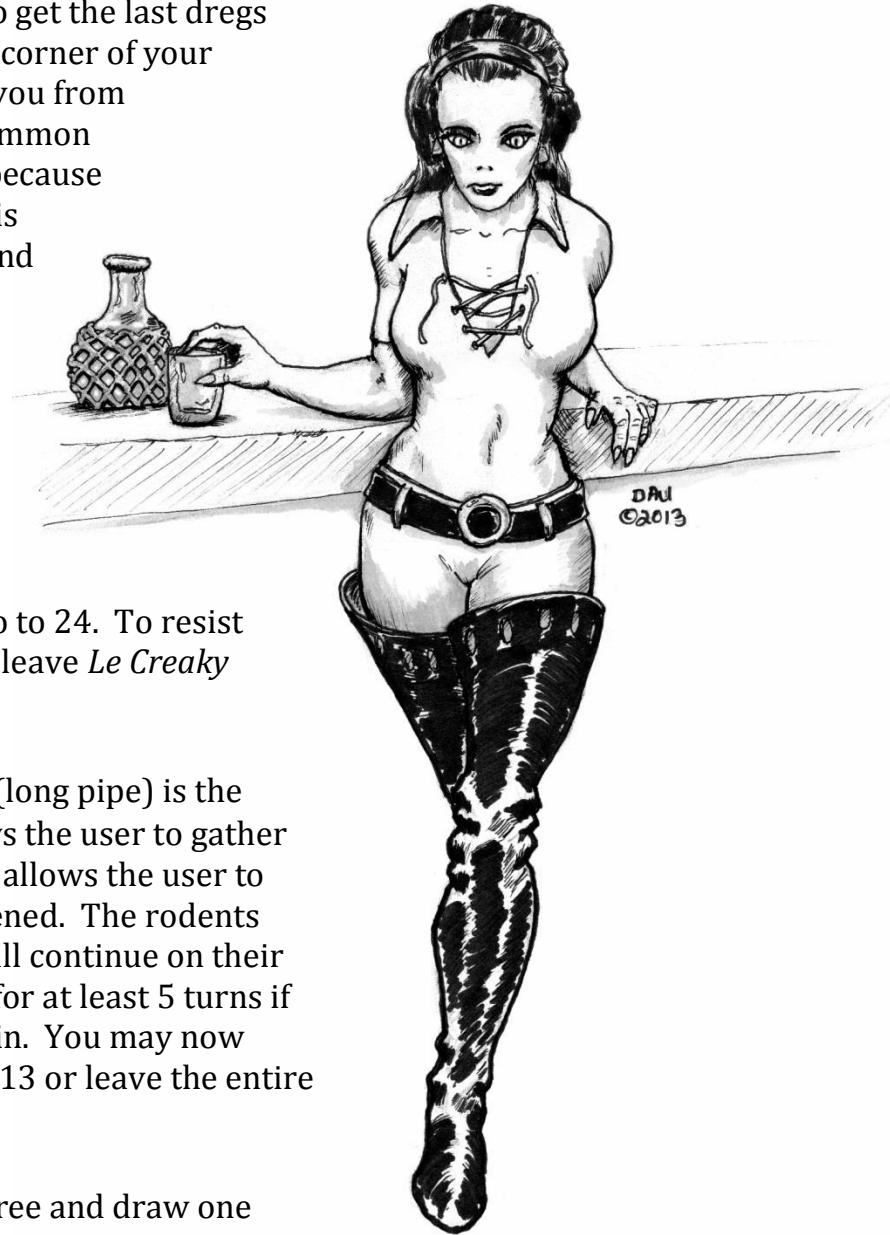
26 Your new boots increase your jumping ability by allowing you to jump 10 feet above your height. You thank the Cobbler & Brownies and leave by going to 66 and making another choice, but you cannot come back here.

27 Nothing and no one responds to your call, but you do hear some scurrying coming from within the cottage. To walk in, go to 22. To knock go to 41.



28 The omelet was pretty tasty. In fact you feel rather robust, and indeed you are because the omelet was enchanted. Add **either** 1 to your STRENGTH **or** 2 to your CONSTITUTION, but **not both**.

As you tip back your mug of brew to get the last dregs from the bottom, you see out of the corner of your eye a pair of yellow eyes staring at you from across the dimly lit, smoke-filled common room. You are a little taken aback because the eyes glowed in the low light. It is then that you look below the eyes and notice a very shapely, yet dusky female form wearing a tight, but opened blouse, tight leather breeches and some of the tallest shiny black boots you have ever seen. They start about mid-thigh and curvaceously end in high, spiky heels. This female is indeed exotic. To go over and talk to her go to 24. To resist the urge for feminine company and leave *Le Creaky Cauldron* go to 66.



29 Engraved on the reed recorder (long pipe) is the name "P. Pfeiffer." If played it allows the user to gather and lead rodents of all sizes. It also allows the user to calm said types of rodents if threatened. The rodents that have been becalmed and led will continue on their way and no longer molest the user for at least 5 turns if they happen to be encountered again. You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.

30 You are able to wrestle a hand free and draw one weapon. Continue to fight. Her MR is 35. If you win go to 221. If you die go to 100.

31 Make a SR on CON. If you make it go to 50, if you fail go to 241.

32 Make another SR on CON. If you make it draw a long-bladed weapon like a sword or spear and go to 89. If you miss it go to 108.

33 You barely dive out of the way, but get clipped by a cloven hoof. You tumble and take 1 hit of damage, but manage to get up in time to meet its next charge. Running would be fruitless. It is a fight to the death. It has a MR of 35. If you win go to 52. If you lose go to 100.

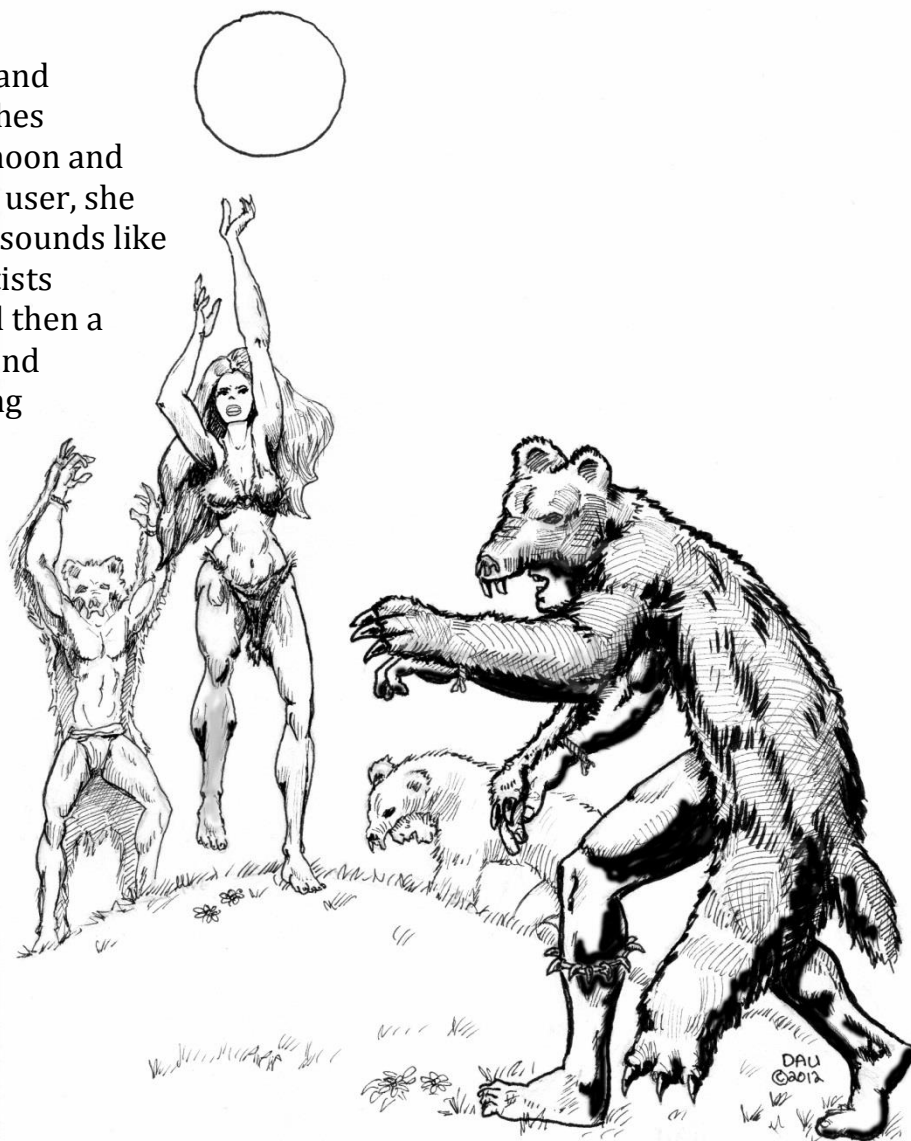
34 You barely shake off a strong desire to go to the girl in the water and jump in and join her. To run away go to 8. To cast chance to the wind and give those very desirable lips a solid kissing anyway, go to 186. Or to exit this adventure go to 77.



35 Nicely done. The cat which was watching the whole thing turns with a hiss and bounds into the dark woods. Sorry you do not get to kill it. If you'd like to take the Minotaur's things the heavy tulwar gets 3+5, the targe 3 hits. You may also cut off the Minotaur's horns and make some nice drinking horns out of them later, or sell them for 15 GP each. The violin is worthless as a musical instrument even with the touch of a master's hand. Make a SR on IQ. If you make it go to 73. If not go to 7.

36 After watching the uncoordinated shuffling and chanting the Bear Cultists finally stop moving around the earthen drum, and while staying in place their chanting reaches new heights of gibberish and volume as the full moon floods the enclosed natural amphitheater. As if on signal a very pale, yet shapely female enters the arena through the trees. She has long golden, wavy hair and is wearing a bear skin thong and bra-like top (a bear skin bikini). She is the Bear Cult's high priestess, and she shambles forward bear like and leaps on top of the earthen drum.

After some more chanting and swaying the Priestess reaches outstretched arms to the moon and even if you are not a magic user, she growls out something that sounds like a spell. The three bear cultists crumple to the ground, and then a swirl of dust, leaves and wind circles all around embracing them. Then the three men rise up like marionettes and are slammed together in front of the priestess. They then twirl and writhe in the air before her and blend into one larger form. To your disbelief and before your very eyes the body of a giant brown bear is created out of the three cultists—even Oksi, the bear god. You are frozen in stunned immobility as it settles down to the earth with a grunt.



The huge brute rolls its head and red, glowing eyes about, and then emits a thunderous roar that smites your ears until they ring and the earth shakes. Despite the warm season its breath still can be seen in a cloud of condensation. The beast then sniffs the air and fixes its beady, bloodshot, red glowing eyes on your position and growls out actual words in the common tongue.

“We have an interloper,” it rumbles.

The Bear Priestess spins about and, looking in your general direction, commands: “Show yourself, heretic!”

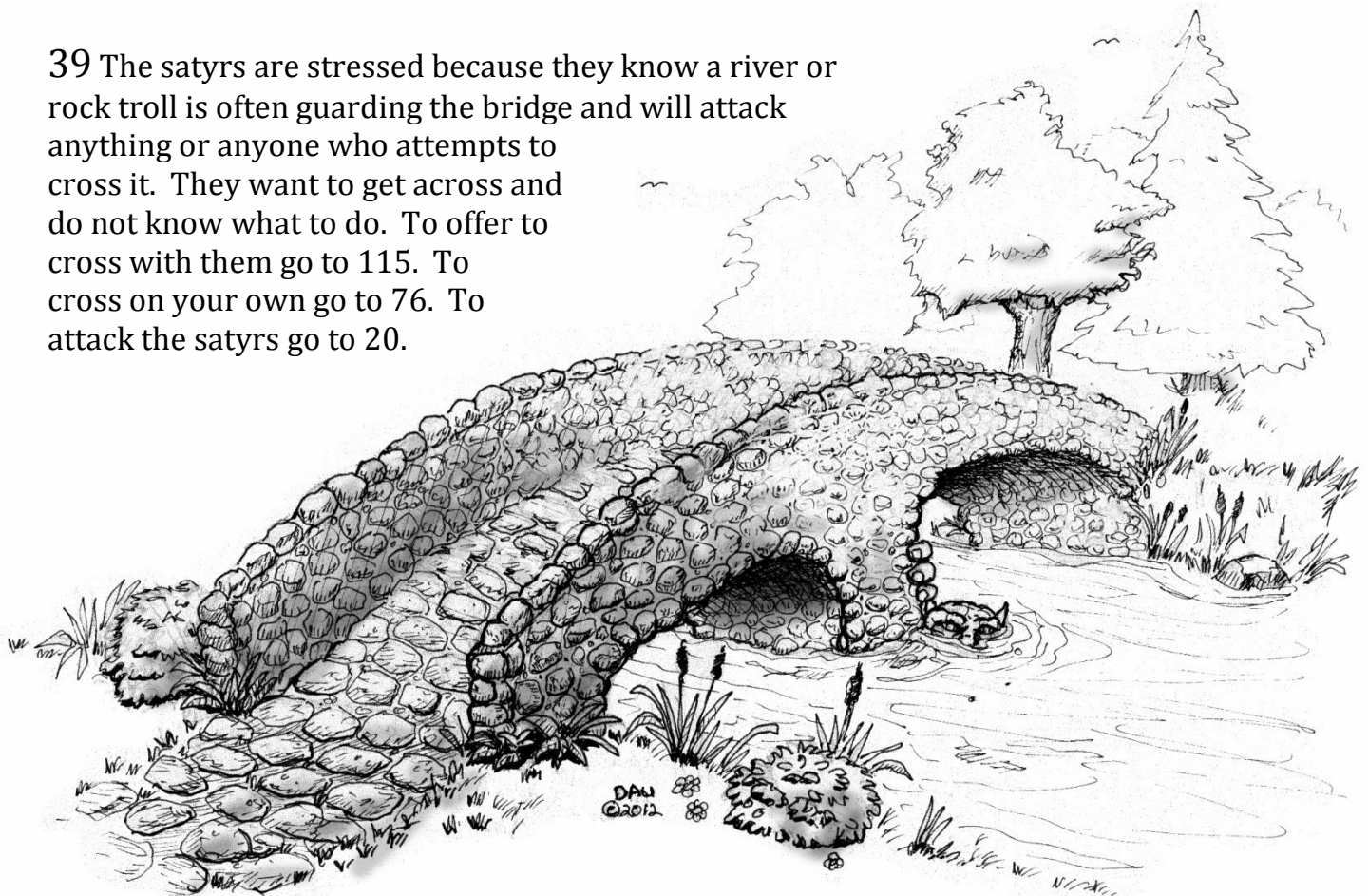
To come out into the open go to 277. To turn and flee for your life go to 150. To attack without warning go to 169.

37 The wounded werewolf now has only 25 MR left. Only the silver forged hunting knife Scarlett gave you will do any real damage. Scarlett joins you with her silver forged short sword (3+4 ---hits on were-creatures are times 3). Her CON is 14. Fight to the death. If you kill it without taking a hit go to 75. If you kill it, but take a hit go to 94. If you die go to 100.

38 The satyrs explain that if you have musical abilities or training the pipe has the power to make plants grow instantly to larger than normal size, but you cannot control, manipulate or animate the plant to your will---in other words it is just a larger plant. However, if you do not have musical abilities or training, attempting to blow through the pan pipe will wither plant life, or cut a plant monster's MR in half while you play. When you stop playing your lousy music the effect wears off in one combat round. Even if you do have musical abilities you may play poorly on purpose to get the above negative results.

You thank the satyrs and bid them farewell and after getting directions to the village you take your leave of them. They wave goodbye and continue their celebration. Go to 6. Or to exit go to 77.

39 The satyrs are stressed because they know a river or rock troll is often guarding the bridge and will attack anything or anyone who attempts to cross it. They want to get across and do not know what to do. To offer to cross with them go to 115. To cross on your own go to 76. To attack the satyrs go to 20.



40 You take off running and do not get very far when you feel a devastatingly cold blast hit you right between the shoulders. You fall to the ground shivering uncontrollably. This is a Level 2 *Yassa-Massa* spell mixed with a Level 3 *Freeze Pleeze*. If you can deflect or ward off up to Level 3 magic you may get up and continue running and go to 16. If not she sends her 7 dwarves over to fight you before you can recover and continue running. They are sluggish and only get 15 MR each, and can only fight you three at a time. If you win you may continue running by going to 16 or attack the Ice Enchantress herself by going to 78.

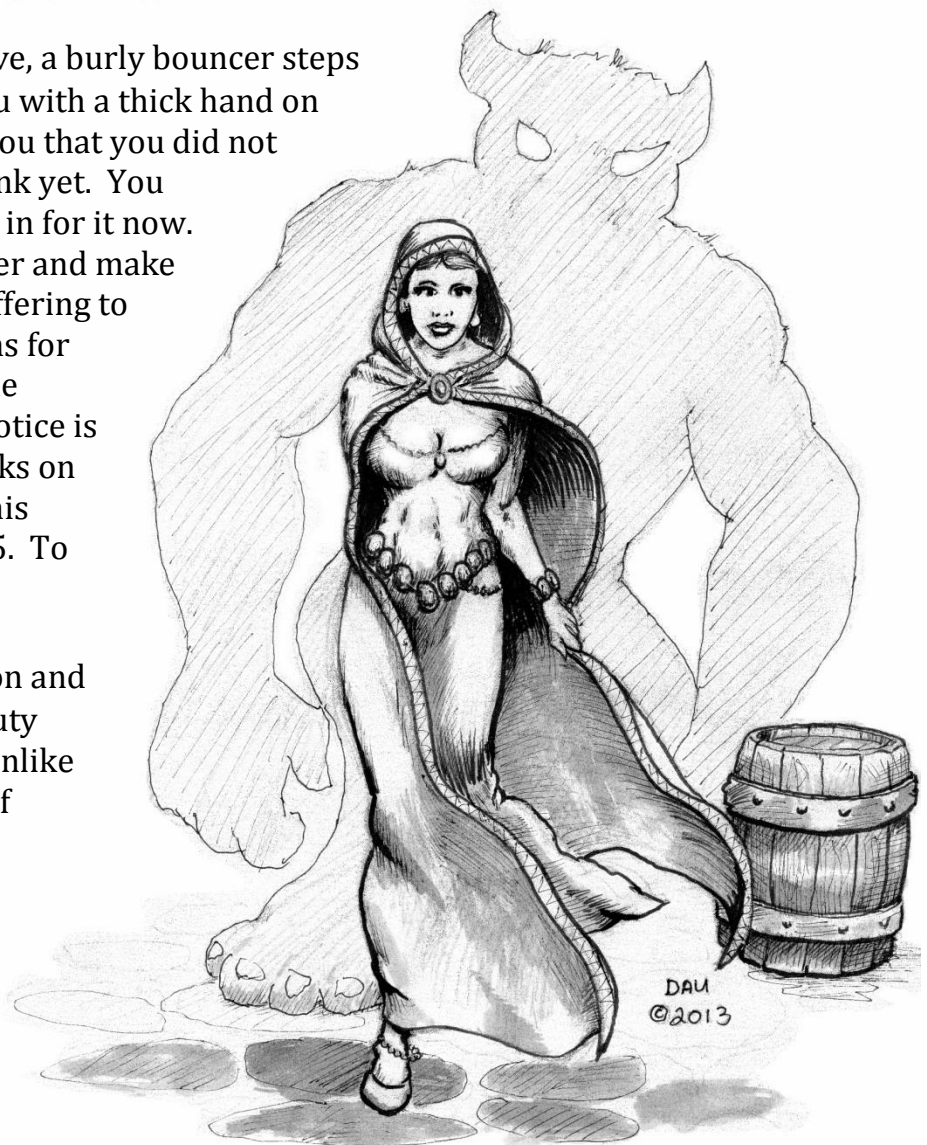


41 Dust falls off the old door from you knocks, and it sags inward with a dull creaking sound, but remains attached to the house by the rusted hinges. You hear some scurrying coming from within. To walk in, go to 22.

42 To your surprise the frog actually speaks to you in a language you understand. It says that it was the witch's familiar, but before that it was a beautiful princess (or handsome prince---your choice). The witch, however, captured it and turned it into the pathetic amphibian you see before you. The frog then informs you that the only way for the spell to be broken is for you to kiss it. To do so, go to 23. If you chose not to kiss the frog, then you **MAY NOT TAKE** another enchanted item, but must instead move on out of the cottage by going to 13 or leave the adventure entirely by going to 77.

43 As you attempt to leave, a burly bouncer steps in your way and stops you with a thick hand on your chest. He reminds you that you did not pay for your food and drink yet. You realize he is right and are in for it now. You can attack the bouncer and make a run for it or barter by offering to trade one of your weapons for your meal and drinks. The bouncer (who you now notice is half troll) expectantly looks on with folded arms across his chest. To attack go to 105. To barter go to 86.

44 You draw your weapon and as you approach this beauty you see a large, bulky, manlike being come striding out of the fog behind her. It has horns and seems to actually push the fog forward with its massive body. Once it enters the light you find yourself staring at one of the most

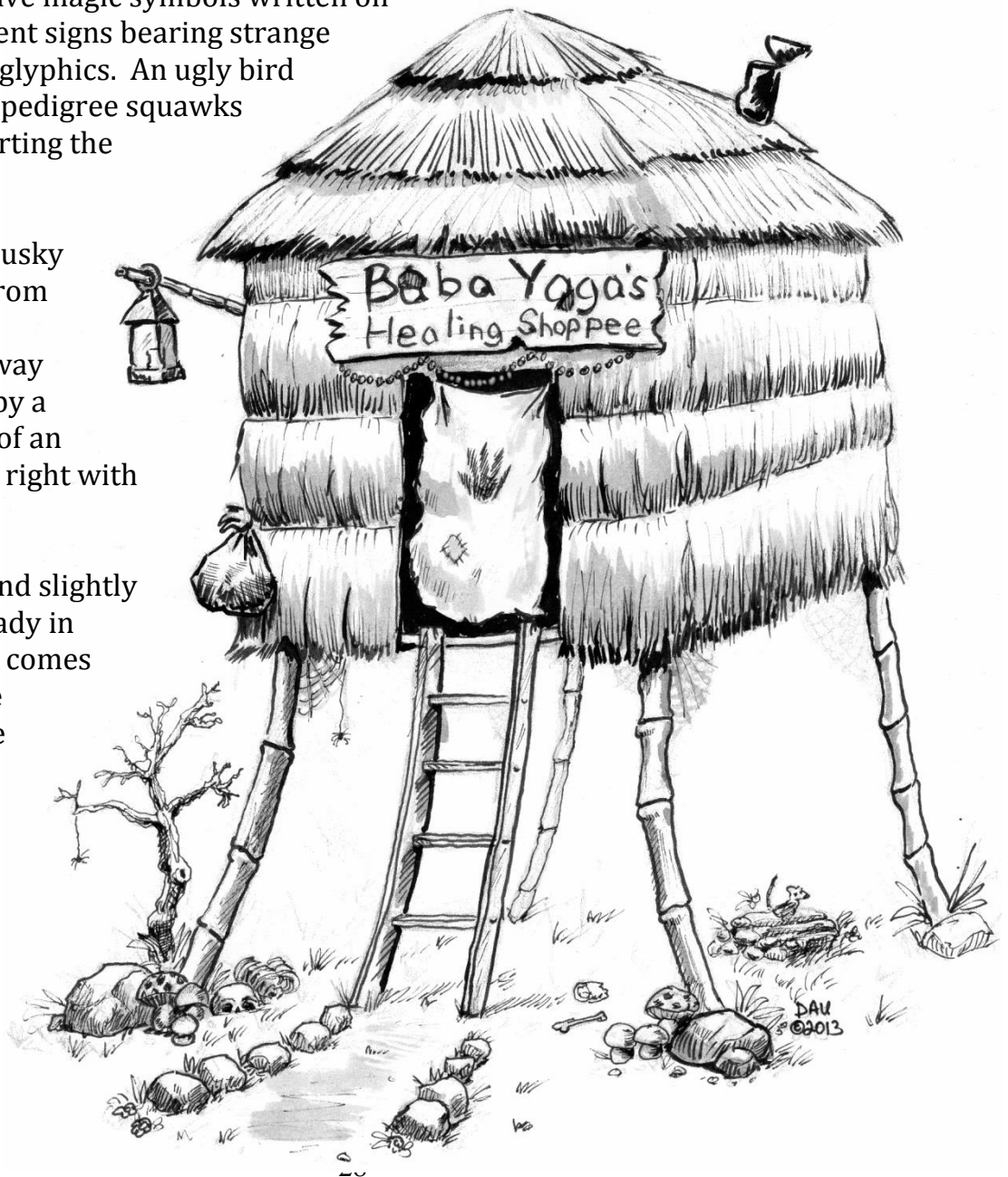


intimidating beasts you have ever seen. It stands there glaring down at you snarling and breathing gouts of steam out of its nostrils. The beautiful woman does not even turn around to look at it, but she smiles sadly at you. To attack anyway go to 290. To attempt to sweet talk your way out make a SR on CHARISMA. If you make it go to 252. If you miss you hear a low rumbling growl come from the beast and your only attempt is to run for it by going out of town to 10.

45 You climb the ladder leading to the front door and enter. Inside, the hut is an odorous, small, two room affair. The front room has a counter and shelves of various lengths stocked with bottles, pouches and canisters. Hanging from the ceiling are dried plants and flowers of all sorts. The walls that are free from shelves and hangings have magic symbols written on them and different signs bearing strange runes and hieroglyphics. An ugly bird of questionable pedigree squawks as you enter alerting the proprietor.

A cracked and husky voice calls out from the back room through a doorway that is covered by a tapestry in lieu of an actual door, "Be right with ya!"

Finally an old, and slightly hunched over, lady in shabby clothing comes dashing into the room with more vigor than her ancient looking physique seems to merit. She may have been attractive once, but not now. She looks the worse for wear, but still she



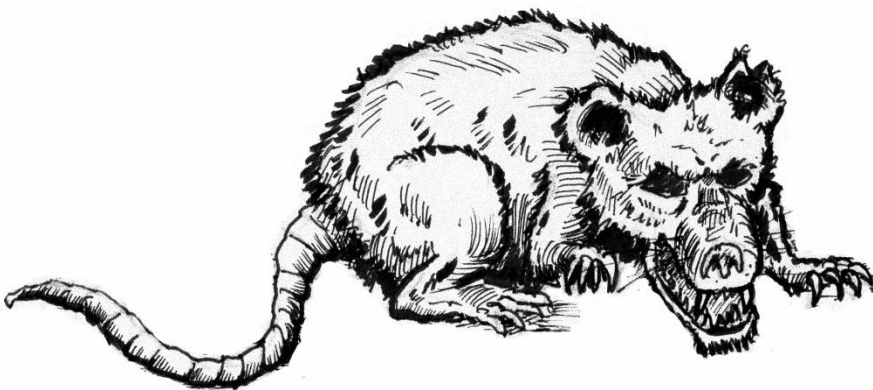
smiles brightly, if that is possible with only three brown teeth in her head, and asks what she can do for you.

“Are you Buba Yoga?” you ask.

“What?---Oh, that’s right, the sign out front is in need of repair,” she grumps dismissively. “My name is Baba Yaga not Buba Yoga---have you heard of me?”

Indeed you have. Baba Yaga is an infamous witch of mixed repute. To politely excuse yourself you may do so by going to 66 and making another choice. To still try to get some healing done, go to 83.

46 Just as the large rats pounce upon you, you notice that all three mice have empty eye sockets and, therefore, must be blind. Make a SR on DEXTERITY. If you make it go to 122. If you miss by 1 or 2 points go to 141. If you miss by 3 or more go to 65.



47 Your Fairy God Father waves his magic wand and a dazzling rain of glittery light swirls in the air before you. You shield your eyes and when you look back your Fairy God Father is gone and in his place is a perfectly fitted chainmail and leather outfit. It includes a mail hauberk (long shirt)--5 hits; padded, leather studded gambeson--2 hits; and nice leather gauntlets---1/2 hits per hand; long knee-high leather boots---1 hit each. Go to 4.

48 You wake up face down in an alley. You are bruised and battered, but your CONSTITUTION is back up to at least a 5. Your face is puffy from your beating, so your CHARISMA is temporarily reduced by 4 until your CON is fully restored. You also notice that all your possessions are gone except for the clothes on your body. Go to 66 to find something to do.

49 You easily climb up the tower and squeeze through the window. The room is dimly lit inside. "Where are you?" you ask.

"Over here by the bed."

As you step away from the window that you were blocking, more light enters the room and you are able to discern a pretty young woman standing by the bed. She is indeed shackled to the bed post. As you approach you see something moving by her feet. And you realize that it is the rope moving back in and being unbraided as it goes. The oddity of that suddenly strikes you. Make a SR on INT. If you make it go to 183. If you miss go to 202.

50 You successfully get the old-man and yourself out of the toxic flower grove and make it to the stream. Go to 165.

51 Use your torch or magic spell and burn as you go if you can. Make a 2nd Level SR on LUCK and DEX each to make sure you do not burn up the old man. If you make them both go to 50. If you miss either, you end up torching the already weakened old man and he dies. Go on to 11.

52 Nicely done! To search the boar's den go to 71 if not go to 90.

53 You are pulled in so quickly you are unable to pull free a weapon. You will have to fight her with your bare hands. To do this take one dice for each of your hands, and add your Combat Adds (Personal Adds), but your Combat Adds are halved because of the water. She has a MR of 22. If you kill her go to 110. If you lose go to 100.



54 Good job, you made a bow string. To make a bow (if necessary) make a SR on Intelligence to pick the right wood for both a bow and arrows and to have the knowledge to create such a weapon. If you missed the Saving Roll, you were unable to make the bow and arrows. Continue on to 7. If you did make the SR go to 149.

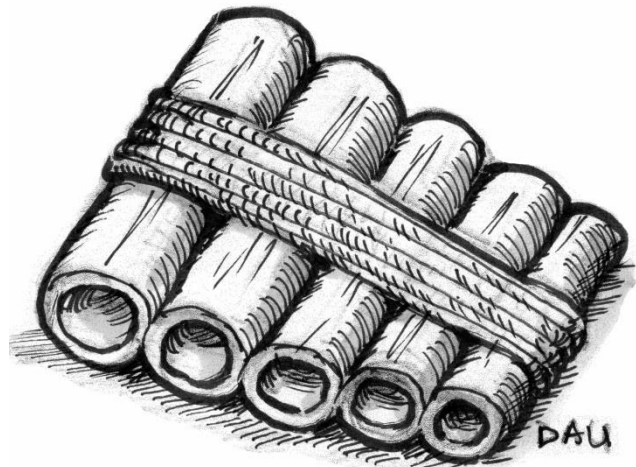
55 As you finish pillaging the corpses of the 3 bear cultists and wiping your blade on their bear skin cloaks you hear a female voice chanting the same animalistic mumbo-jumbo the three bear cultist were, and you turn and see debauching out of the trail and into the clearing an almost naked blond-haired female. In the moon light she is striking in appearance with her flowing golden locks and fur (for lack of a better word) bikini. You put on your best smoldering and disarming smile to greet her, but it does not work despite your Charisma. And, then the lovely features of the golden-haired mystery woman contort in bestial rage as she shouts, "My votaries! You've killed them!" With bare hands she throws herself at you scratching, kicking, hitting and biting. She has a MR of 20. If you kill her go to 93. If you die go to 100.

56 The werewolf staggers back into the woods. Scarlett throws down her bow and arrows and gives chase with drawn short sword.

"Arrows are no good in the thick woods," she explains. "Come on! He won't get far like that," and without looking to see if you follow she disappears among the dark boles of trees and underbrush in pursuit of the wounded lycanthroper. To follow go to 113. To stay put in your camp go to 132.

57 Nicely done! You've killed the troll under the bridge. The satyrs come back to you on the bridge and begin dancing about singing your praises for freeing them of the rock troll. To attack the satyrs go to 95. To demand some sort of payment, go to 114. To leave the satyrs and continue on your way go to 6. Or to exit go to 77.

58 You only find some scraps of tin that they eat and which they obtained from a blacksmith, and the one good pan pipe worth 2 GP (the other was destroyed in the fight). If you or someone with you can *Detect Magic* go to 96. Otherwise you may either toss the pan pipe aside or carry it with you until you find someone who can *Detect Magic*. When you do, and only when you do go to 96 to find out if it has any magical properties. To cross the bridge go to 76.



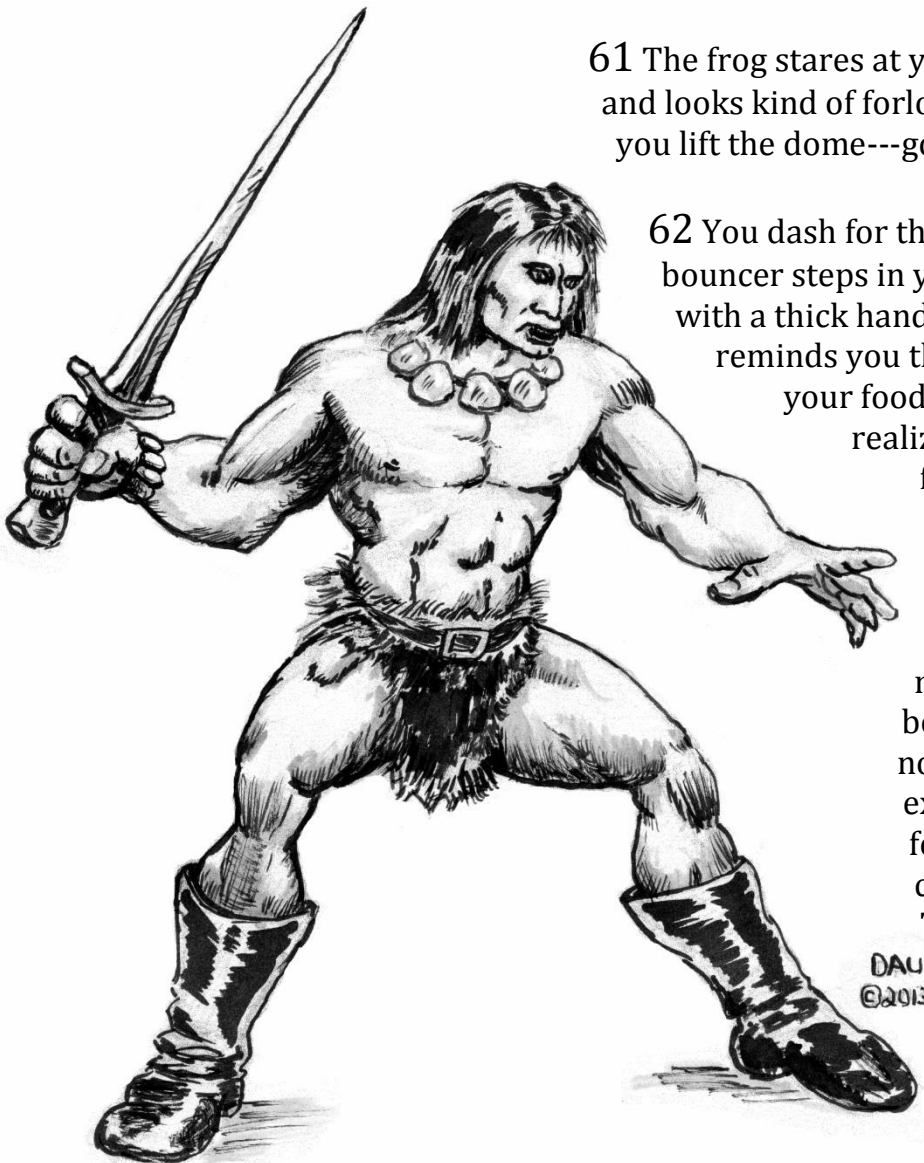
59 With a hideous scream the Ice Enchantress bursts into an explosion of snow that splatters everywhere with a shock wave of bitter cold. You shiver involuntarily and shake yourself, then while brushing the snow dust off of your clothes you look at the dwarves. They are completely shocked at their taskmistress' death and their expressions show it.

"We're free!" they finally exclaim and then shout for joy and hug each other with wide grins on their faces and some tears. They then come up to you and thank you by offering you the bag of jewels. You accept and they scamper off into the woods leaving you alone. The jewels in the bag are worth 2451 gp. Continue on to 16.

60 The farmer looks shifty-eyed, but says, "Oh her, that is my daughter. She is always getting in trouble so we lock her in there until she comes to her senses. She is touched in the brain. Pay her no mind." He quickly grabs you some eggs and leads out another door and sends you on your way. Go to 9.

61 The frog stares at you with its bulging eyes, and looks kind of forlorn and pathetic. Curious you lift the dome---go to 42.

62 You dash for the door, but a burly bouncer steps in your way and stops you with a thick hand on your chest. He reminds you that you did not pay for your food and drink yet. You realize he is right, and are in for it now. You can attack the bouncer and make a run for it, or barter by offering to trade one of your weapons for your meal and drinks. The bouncer (who you now notice is half troll) expectantly waits with folded arms across his chest. To attack go to 105. To barter go to 86.



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63 “Oh, good---I knew it,” she says happily. “I need your help. A local witch stole a hand mirror of mine and I’d like it back. It is a family heirloom. If you find it would you return it to me?”

“Why don’t you and your large friend here go after it?” you ask.

“There is an enchantment on us and we cannot leave the town. Oh, won’t you help us please?! I’d pay you handsomely.” To agree simply go on your way out of town to 10. If you decide not to help go to 82.

64 Baba Yaga doesn’t let you leave just yet and makes small talk with you. She asks you if you have any children, because, she says, “I just love children!” and gives a slightly hysterical laugh. This reminds you of the fact that you have not seen many children around town. You ask her about this. Baba Yaga gets a little sullen and shifty-eyed, but answers your question.

“That is probably because there is a witch that lives in the woods who lures children to her cabin, which is supposed to be made out of candy and other sweetnesses.”

“What does she do with the children once she gets them?” you ask.

“It is said that she cooks and eats them” Baba Yaga actually sounded jealous, and you could swear she just licked her lips.

“Has anyone seen her lately,” you ask conversationally.

“Why, no, now that I think of it, and there haven’t been any missing children reported either for some time,” Baba Yaga says perking up.

“Could you point me in the direction of that child-eating witch’s hut?”



“Absolutely, and I hope you can rid us of her---hate the competition,” Baba Yaga cackles.

You raise an eyebrow at her and she thinks quickly while fidgeting, “Can’t have too many witches around here, takes away from my business.”

“Say,” she says as a thought strikes her, “if you do find the witch’s candy cottage could you bring something back that she stole?”

“What is it?” you ask.

“Oh, just an old rug,” she says with shifty eyes. “It was my mothers, and that old hag stole it from me.”

“You’re a pretty powerful magic-user---why don’t you go get it yourself?” you ask wonderingly.

“I would but she put a very powerful protection spell on her cottage that I cannot penetrate.”

“What would you give me in return?” you ask.

She answers a little irritatedly, “Oh, I suppose any charm I have.”

You agree just to get out of her hut, and Baba Yaga gives you directions to the witch’s candy cottage. To follow them immediately go to 10 now, otherwise go back to 66 and make another choice if you’d like, but not to Baba Yaga’s again.

65 These rodents of unusual size pounce upon you simultaneously. One clings to your chest, another to your sword arm, and the third to your thigh. Take 1 hit of damage instantly. Also, you are unable to use your sword arm to draw a weapon, but may use your other hand, but must take away one dice unless you are somehow blessed with ambidexterity. Since it is close quarters you must use a small weapon such as a knife, and you may not use a sword, or any projectile weapon unless it is a throwing dagger, which you must now use as a regular dagger. Also, if you did not notice before, you see that the rat on your chest, which is clawing and chewing his way up your front has no eyeballs, but empty sockets. If you do not grab a weapon at first but attempt to dislodge the vile beasts with brute strength, make a SR on STRENGTH. If you make it go to 269. If you miss, go to 288. If you use a weapon go to 240.



66 Strolling the main street you see several shops of interest. To go to *Olga's Outfitters and Magik Shoppe* go to 214. To go to the *Cobbler and Brownies* shop for some desert, go to 233. To go to the *Buba Yoga's Healing Hut* for some healing go to 121. To continue wandering around the streets go to 101. To leave town go to 10.

67 You now have to make a run for it, and luckily are able to lose yourself in the crowd before any guards show up. Add 1 to your LUCK. You do not, however, see the cat-girl in tall boots anywhere---chalk it up to experience and give yourself 100 Adventure Points, but your money is now at 0. Go to 66 to find something else to do.

68 Slightly perplexed you ask, "I can find no entrance, so how can I get up to you to aid you?"

"The window is the only entrance. I will attempt to throw you a rope that you may climb up to me. Oh, please hurry."

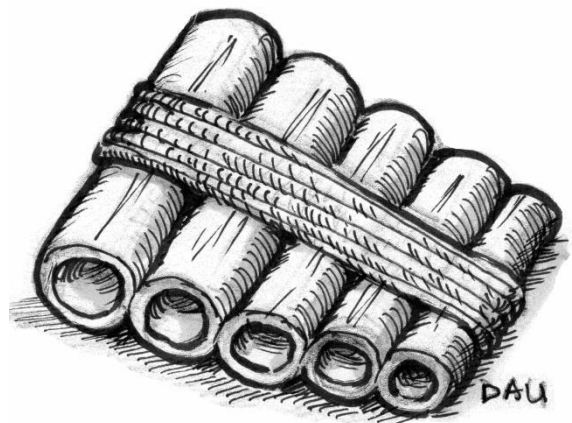
The end of a braided hemp-like rope drops down to you from the window. It is just long enough.

You easily climb up the rope and squeeze through the window. The room is dimly lit inside. "Where are you?" you ask.

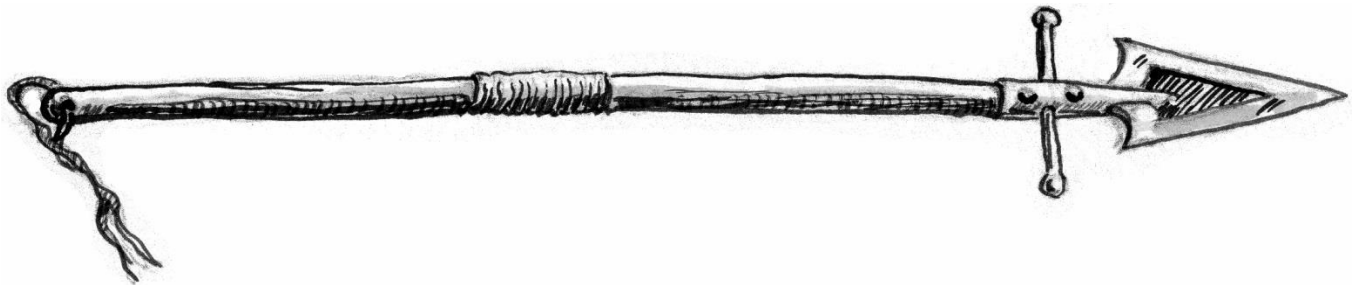
"Over here by the bed."

As you step away from the window that you were blocking, more light enters the room and you are able to discern a pretty young woman standing by the bed. She is indeed shackled to the bed post. As you approach you see something moving by her feet. And you realize that it is the rope moving back in and being unbraided as it goes. The oddity of that suddenly strikes you. Make a SR on INT. If you make it go to 183. If you miss go to 202.

69 Through the fog in your mind you remember the pan pipe you got from the satyrs, and recall that it controls plants. You fumble for it and just barely succeed in pulling it out and putting it to your mouth. Make a SR on LUCK. If you make it go to 126. If you fail go to 107.



71 The boar's den is basically a cluster of fallen trees and branches, and it stinks! It is littered with bones, but you do find some weapons and armor. There is a double edged dagger 2+2, a broad-headed boar spear 3+3 that takes 11+ Strength to use and 10+ Dexterity (if you can't use it you can't take it! Otherwise you must leave it). Also a brass breastplate (4 hits) and a dart shield (2 hits). Go to 90.



72 You realize that this is a mermaid and before you are completely submerged you were able to pull free a bladed weapon to fight her, but your Combat Adds (Personal Adds) are halved because of the water. She has a MR of 22. If you kill her go to 110. If you lose go to 100.

73 You think of attempting to put the violin strings together to make a decent bow string. Make a SR on DEX to accomplish this. If you make it go to 54. If you miss the SR you are unable to use the strings for anything. Your choices now are either to exit this adventure by going to 77, or to continue on by going to 7.

74 "What sacrilege is this!?" you hear a shrill female voice call out behind you, and turning you see debauching out of the trail and into the clearing an almost naked, blond-haired female. In the moon light she is striking in appearance with her flowing golden locks and fur bikini (for lack of a better word). You put on your best smoldering and disarming smile, but it does not work despite your Charisma. And, then the lovely features of the golden-haired mystery woman contort into bestial rage as she shouts, "My votaries! You've killed them!" Then with bare hands she throws herself at you---scratching, kicking, hitting and biting. She has a MR of 20. If you kill her go to 93. If you die go to 100.

75 Right before your eyes the were-beast turns back into a human male, and with its last dying breath says, "Thank you for setting me free..." Then it is dead. As unnerving as that was you manage a wane smile of victory and turn toward Scarlett. Her chest heaving with heavy breaths, she catches your eye and smiles weakly. She

then lifts her hand that you did not notice holding her waist and turns it out toward you. It is covered in blood.

“Yes, that is right---I was wounded by that devil beast, and now I will become one shortly. So, please do me a favor and kill me now.” She then looks up to the full, uncaring moon. She twists her head and pops her neck and then with a howl of pain doubles over.

“Hurry! For your own sake, hurry!!” she cries---the last few words came out as more of a growl, and you see her beautiful body starting to morph, and reddish hair begin to sprout out all over her. Make a SR on INT. If you make it got to 151. If you miss it go to 170.

76 As you stroll unconcerned across the bridge *SPLOOSH!* a large 10 foot (3 meter) rock-skinned troll surges up from the river, and lunging over the side wall of the bridge reaches for you. Make a SR on DEX. If you make it go to 190. If you miss it go to 209.



77 You may roll again for another quick adventure. Take 250 *Adventure Points* for each separate short adventure you have been on. Hope to see you soon.

78 Luckily for you the Ice Enchantress only knows a few spells, and you notice that every time she begins vocalizing the incantation that the central (and largest) light blue stone in her tiara glows slightly. This you decide must be a source or amplifier of her magical power. Make a SR on both DEX and LUCK to attempt to knock it off her head. If you make it go to 97. Fight another round and then try again if you are still alive. Continue this until either you do knock the tiara off of her head or your CON goes below 3. If you finally knock it off go to 97. If your CON goes below 3 go to 116.



79 The farmer thanks you and leads you up the road to the edge of his property. Go to 9.

80 You are healed of all lost CON **OR** any severed limb you've lost is replaced (not both). If you do not need either, then simply add 4 to your CONSTITUTION.

81 You have been given the ability to teleport short distances (20 feet to be exact). It is draining and you may only do it every three turns at the cost of 3 CON each time. But if your CON ever gets below 5 you will be rendered unconscious. If your CON is less than 5, you will be unable to teleport at all. You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.

82 "Well," Belle says, "I hope you find who you are looking for. Good evening to you, sir (or madam)" she says in farewell and walks away down the dark and foggy street, disappearing around the corner, and followed by the massive Beast. You can either go back to 66 or continue out of town to 10.

83 Baba Yaga is in an amicable mood and agrees to heal you. To be healed of normal external injuries that will raise your Constitution back up to normal will cost you 10 gp for each point. You cannot raise your CON any higher than what it was by using Baba Yaga. To accept, simply pay the price and go to 102. If you can't pay go to 64.

84 You accidentally stab yourself in the leg, but did dislodge the rat. It has a MR of 12 and takes half the hits you rolled, and you take 1 hit from your self-inflicted wound. Now continue the fight with all three rats (unless you killed the one that you knocked off your leg). They were guided to you by the noise you made and your smell. They also have MR's of 12 each. If you win go to 259. If you lose go to 100.

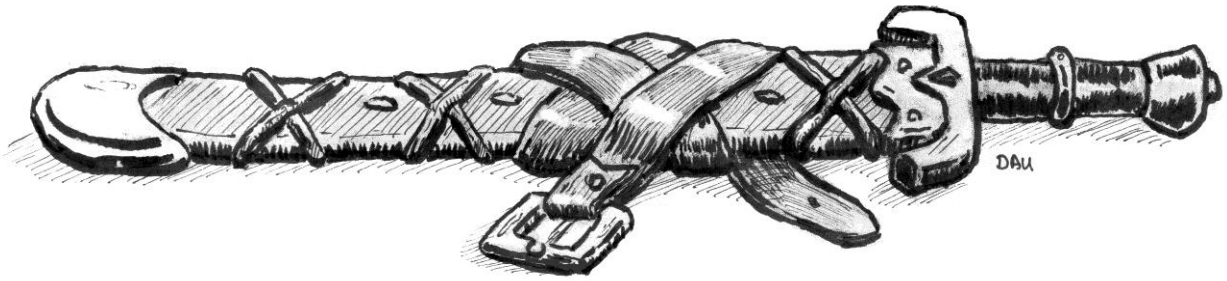
85 You shoulder your way through the crowd and hear words such as "murder," "what a shame," "I think he was pushed," and "suicide". When you get to the front of the crowd and look down at the ground you see a large puddle of a yellow, shiny, slimy mess that looks a lot like uncooked scrambled eggs. It is then that you notice large, cracked ivory shell pieces. You wonder if it is a broken dragon egg, and nervously look to the sky for any upset and overprotective dragon mothers swooping down on you. Nothing appears in the late afternoon sky and you turn back to the golden goo at your feet when another man muscles his way through the crowd. It is a chef in a white apron and puffy hat carrying a large spatula.

In a heavy French accent he announces, while twirling his skinny handlebar mustache, "Eet looks like someone's loss is our gain, no? Zee omelets are now on sale at my tavern *Le Creaky Cauldron!*" He then starts scooping up the yolk and slopping it into a large bucket.

To go to *Le Creaky Cauldron* and enjoy a discounted omelet go to 28. To skip the afternoon breakfast and head into town in search of other possibilities go to 66.



86 Choose a weapon to trade and remove it from your arsenal. You then leave, but do not see the cat-girl in tall boots anywhere. Go to 66.



87 You walk out boldly and greet the dwarves with the common salutation. They look a little concerned and after glancing around furtively, one of them says, "Traveler, you should hurry away from this place, before the Ice Enchantress finds you here. She has no patience with strangers or interlopers. If she catches you she may enslave you as she has us."

"How are you slaves?" you ask, "I see no guards, or chains or jail."

"She has us all under a spell of compulsion," the lead dwarf explains. "Although we desire to leave we can make no effort to do so. It is as good as having shackles around our ankles."

"Well, what can break the spell?" you ask.

"Only the death of the Ice Enchantress."

To offer to help go to 125. To try to leave before you get caught go to 144.

88 You hear someone approaching from the grove and turn to see a very old and long-bearded man wearing only a breech cloth staggering out of the toxic flower grove.

He sees you and asks, "Did you cause these flowers to close their petals and stop them from sending forth their toxic fumes?" You say yes.

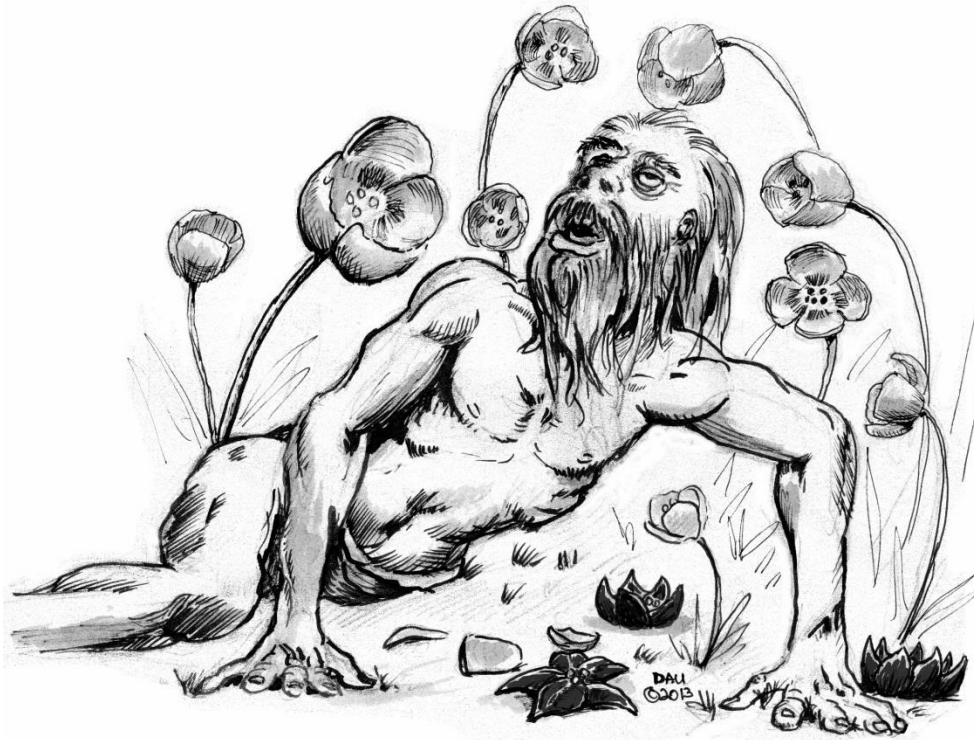
"Please allow me to introduce myself...my name is Rip Van Winkle," he says dusting himself off, "sorry if I appear a bit ruffled, but it can't be avoided, I suppose." Looking back at the flower grove he says, "You have saved my life from those devil flowers. The combination of the two was apparently too much for me." He then turns back to you. "What date is it if you don't mind me asking?"

You tell him and to his astonishment he announces, “By Set, Crom, Issus and Ishtar! I have been trapped in that drug-induced half-slumber for over a hundred years! Alas, the opportunities lost,” he laments, “But, at least it extended my life,” he considers.

He looks you over and says, “I would like to reward you for rescuing me, and even though I do not have any gold or silver I am a wizard, and will give you a potion to reanimate the dead just enough to ask it questions.” So saying he reaches into his breechcloth undergarment, his only piece of clothing, and pulls out a small glass vial.

“I was collecting nectar and pollen from those twice-cursed flowers to make more, but here you may have the last of it. I can always make more when I get my strength and full wits back.”

He hands you the vial and bids you farewell, but then stops and turns and says, “There are only about 6 doses in that one vial. Use them well, and wisely.” He then turns and disappears around a bend along the forest trail. Go to 11.



89 You go crashing and stomping through the flowers, slashing with your bladed weapon like a farmer whacking weeds with his scythe, cutting a path to the old-man. Congratulations! you make it to the recumbent old-timer. Now make a SR on STR. If you make it go to 127. If you miss go to 146.

90 Night is approaching and you decide to make camp and grill up some freshly killed pork steaks. Regain up to 2 CON if you lost any, or add 1 to your CON if you did not lose any. To continue with this adventure go to 12. Or to exit go to 77.

91 You realize that this is a mermaid and are pulled in so quickly you are unable to pull free a weapon. You will have to fight her with your bare hands. To do this take one dice for each of your hands, and add your Combat Adds (Personal Adds). She has a MR of 22, but your Combat Adds are halved because of the water. If you kill her go to 110. If you lose go to 100.

92 Subtract 1 from your CON. However, your fall dislodged the cat which takes off running into the dark underbrush.

Unfortunately, it slowed you down enough that the big-headed, man-like thing is right there bearing down on you with head lowered. In a flash you see it is a Minotaur---a dark-furred, bull-headed beast with thick horns, a man's torso and arms, and cloven hooves. This one wears a kilt, and wields a thick tulwar and carries a targe (a small round shield---3 hits). It has a MR of 41. If you kill it go to 35. If you die go to 100.





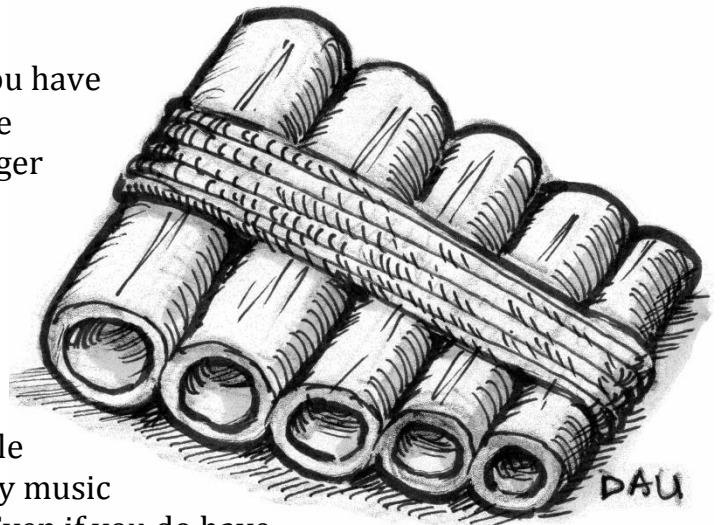
93 With her last breath and before the light forever dims her eyes the golden-haired bear priestess casts a spell. Then she gags and as her body goes limp her eyes go to a fathomless black. You give her a puzzled look and shake off an uneasy feeling for having killed a female, especially one so beautiful, and check your accouterments. Then you see movement coming from the three dead male bear votaries and realize that the golden haired bear priestess must have brought them back to life. You take a firmer grip on your weapon and gather your wits about you for this supposed fight with the undead, when instead of attacking the three corpses slide together in a swirl of wind and debris. In an eye-bulging metamorphosis the three blend together and turn into a giant bear...no, more than a bear, but a god—even Oksi, the bear god. You are literally spellbound by the transformation, and before you can make a run for it the gigantic, fur-covered behemoth attacks. The bear god has a MR of 75. If you die go to 100. If you kill the bear god go to 112.

94 You were wounded by a werewolf and will now become one. However, if you want to live you must first get through Scarlett Red Cloak. Who sees your wound and turns toward you with drawn sword.

“Sorry, stranger, but you are now one of them, and it is my duty to kill you.” With that she attacks. She has a MR of 22 (adjusted from her CON, weapon’s dice + adds, and personal combat adds). If you die go to 100. If you live go to 246.

95 The satyrs have a MR of 15 each. If you kill them all you may search them for valuables by going to 133. If you do not search them you may continue on your way by going to 6. Or to exit go to 77.

96 The *Detect Magic* spell reveals that if you have musical abilities or training the pipe has the power to make plants grow instantly to larger than normal size, but you cannot control, manipulate or animate the plant to your will---in other words it is just a plant. However, if you do not have musical abilities or training, attempting to blow through the pan pipe will wither plant life, or cut a plant monster’s MR in half while you play. When you stop playing your lousy music the effect wears off in one combat round. Even if you do have musical abilities you may play poorly on purpose to get the above negative results. To cross the bridge, go to 76.



97 The Ice Enchantress screams in alarm and rage and bends down to grab the talisman. This is your best opportunity to slay her. Make a SR on DEXTERITY. If you make it go to 154. If you miss go to 173.

98 The farmer has a MR of 20. If you kill him go to 117. If you die go to 100.

99 Add +10 to your CHARISMA (you are now handsome or pretty, and a smooth talker). You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.

100 Sorry, but the *Troll Gods* did not favor you tonight, and you have died. Thank you for playing and come back again with another character as soon as you can.



101 Dusk settles in as you wander the streets, and a thin fog accompanies it and stealthily probes down the alleyways. You decide you had better be on your way so you turn around and come to a cross road in the town center. You are now slightly disoriented. The lamplighter has already been through and the street corner is dimly lit.

As you stand there wondering what to do you get a whiff of a sweet perfume and hear a tinkling sound that you recognize as that of jewelry and not the accouterments of an armed person. Looking up you see coming out of a dark and fog-shrouded street a petite, yet shapely, cloaked, female figure. As she steps into the light you see that the cloak that shrouds her face is laced and expensive.

Upon seeing you she stops and pulls her hood back slightly revealing her exquisite features. She is indeed a beauty. There is no one around but you two---to attempt to rob her go to 44. To attempt to ask for a date go to 25.

102 While concocting a potion for you Baba Yaga makes small talk. She asks you if you have any children, because, she says, "I just love children!" and gives a slightly hysterical laugh. This reminds you of the fact that you have not seen many children around town. You ask her about this. Baba Yaga gets a little sullen and shifty-eyed, but answers your question.

"That is probably because there is a witch that lives in the woods who lures children to her cabin, which is supposed to be made out of candy and other sweetnesses."

"What does she do with the children once she gets them?" you ask.

"It is said that she cooks and eats them," Baba Yaga says sounding jealous, and you could swear she just licked her lips.

“Has anyone seen her lately,” you ask conversationally.

“Why, no, now that I think of it, and there haven’t been any missing children reported either for some time,” Baba Yaga says perking up.

She finishes mixing your drink and hands it to you. “Here you go young man (or woman) choke this down if you can.”

You do so, and your head swims for a moment or two, but you come out of it feeling great. Restore your CONSTITUTION back to normal.

“There, you look better already,” Baba Yaga beams at you. “Anything else I can do for you?”

“Could you point me in the direction of that child-eating witch’s hut?”

“Absolutely, and I hope you can rid us of her---hate the competition,” Baba Yaga cackles.

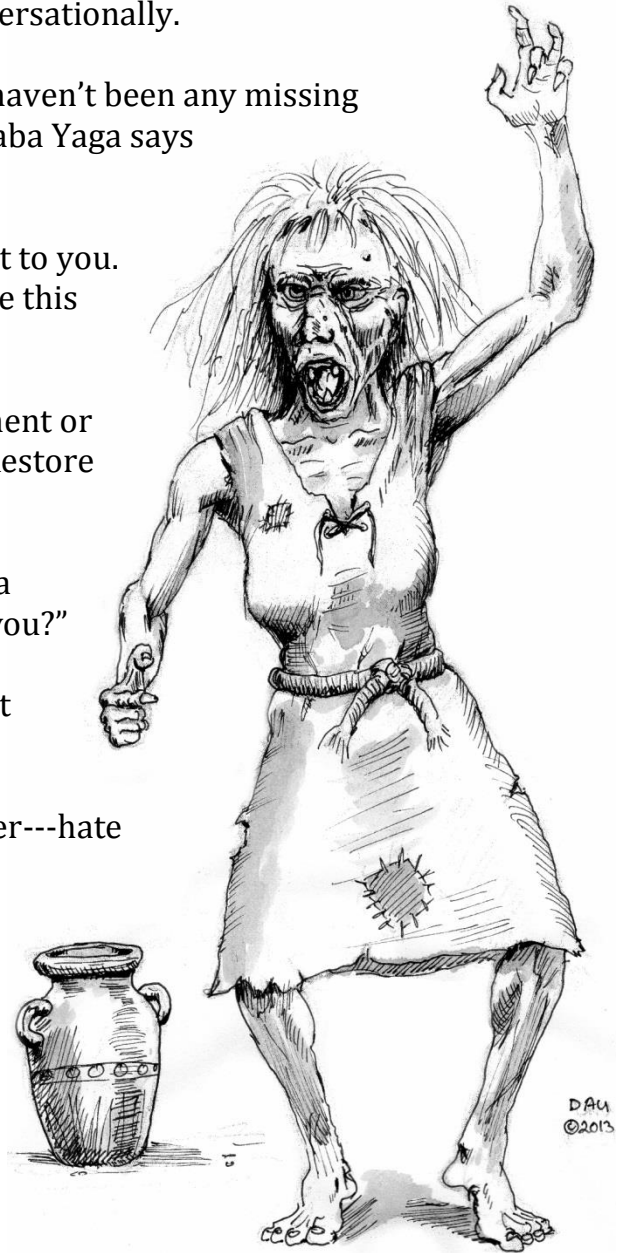
You raise an eyebrow at her and she thinks quickly while fidgeting, “Can’t have too many witches around here, takes away from my business.”

“Say,” she says as a thought strikes her, “if you do find the witch’s candy cottage could you bring something back of mine that she stole?”

“What is it?” you ask.

“Oh, just an old rug,” she says with shifty eyes. “It was my mothers, and that old hag stole it from me.”

“You’re a pretty powerful magic-user---why don’t you go get it yourself?” you wonder.



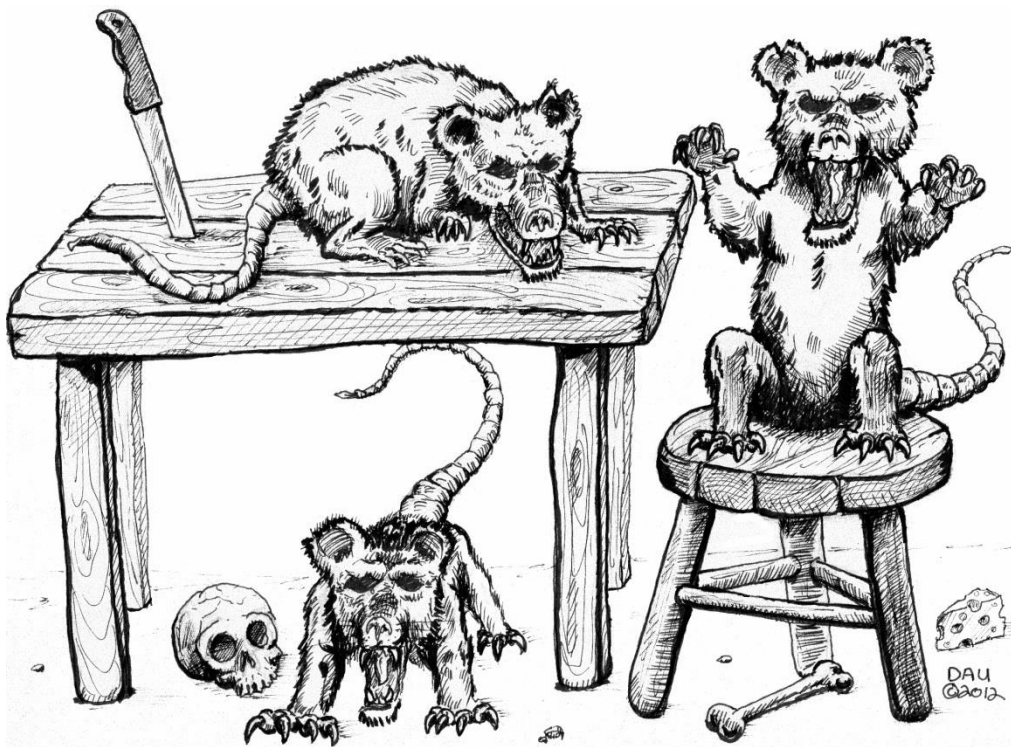
“I would but she put a very powerful protection spell on her cottage that I cannot penetrate.”

“What would you give me in return?” you ask.

She answers a little irritatedly, “Oh, I suppose any charm I have.”

You agree just to get out of her hut, and Baba Yaga gives you directions to the witch’s candy cottage. To follow them immediately go to 10 now, otherwise go back to 66 and make another choice if you’d like, but not to Baba Yaga’s again.

103 You hit the rat(s) without wounding yourself. Take a full combat round of hits off of the blind rat(s). The rats have a MR of 12. If you kill any, you now must face the other(s) who are guided to you by the noise you made, and your smell. If you win go to 259. If you lose go to 100.



104 Add +5 to your STRENGTH. You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.

105 The half-troll bouncer has a Monster Rating of 45. If you beat him go to 67. If your CONSTITUTION is reduced to 3 or below, but you are not killed, go to 48. If you are killed go to 100.

106 You watch for a little while when suddenly a coldness grips your skin and you shiver as a shimmer of light blurs into existence between you and the dwarves to be materialized into one of the most strikingly beautiful women you have ever seen. She is dark haired and very shapely in her clinging white dress. But her beauty is only slightly ruined by the cruel lines of her face. The dwarves keep their eyes averted and continue chopping and hammering.

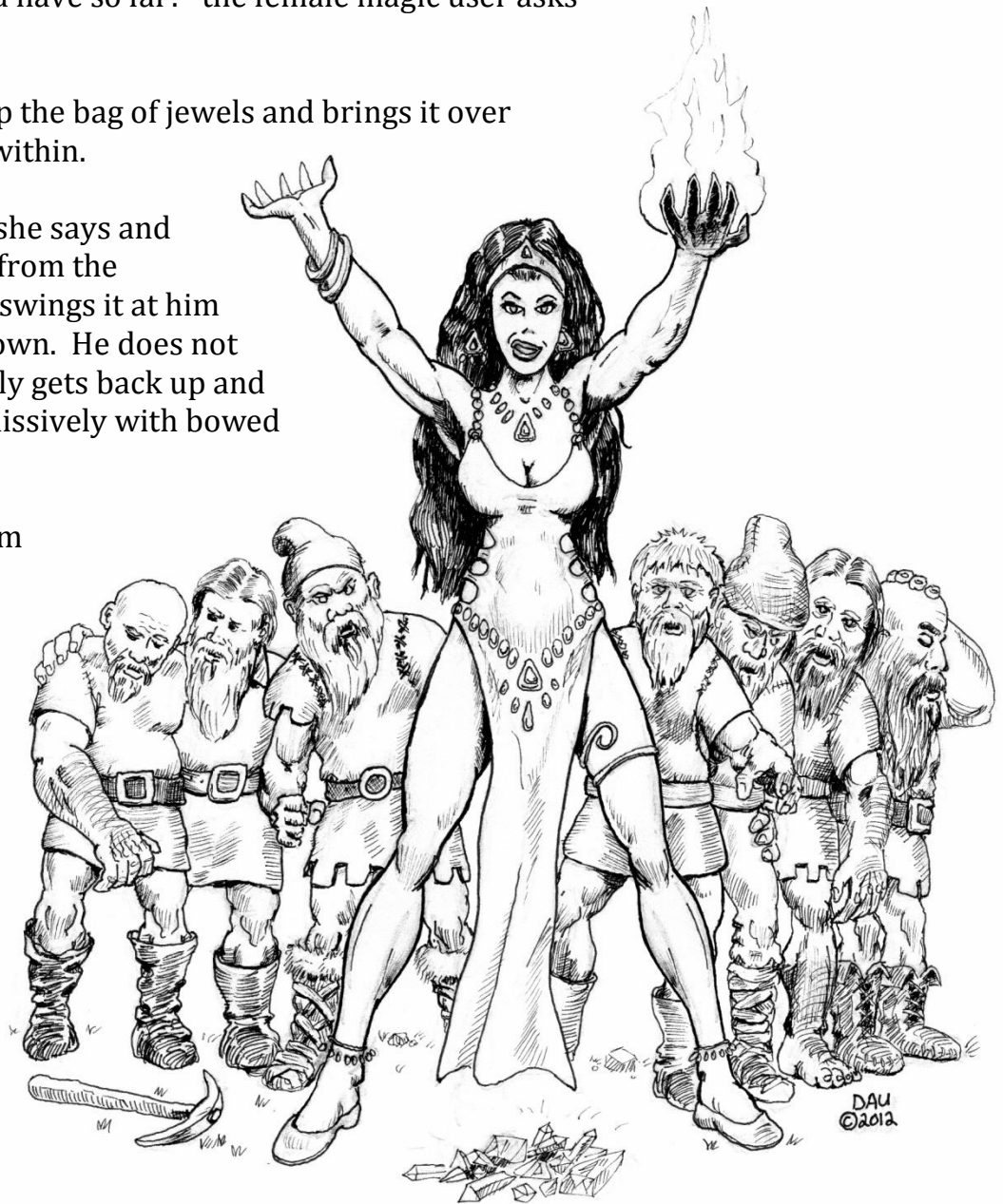
“How many do you have so far?” the female magic user asks the dwarves.

One dwarf picks up the bag of jewels and brings it over to her. She looks within.

“Hmm, that’s it!?” she says and snatching the bag from the dwarf she quickly swings it at him and knocks him down. He does not retaliate, but simply gets back up and stands there submissively with bowed head.

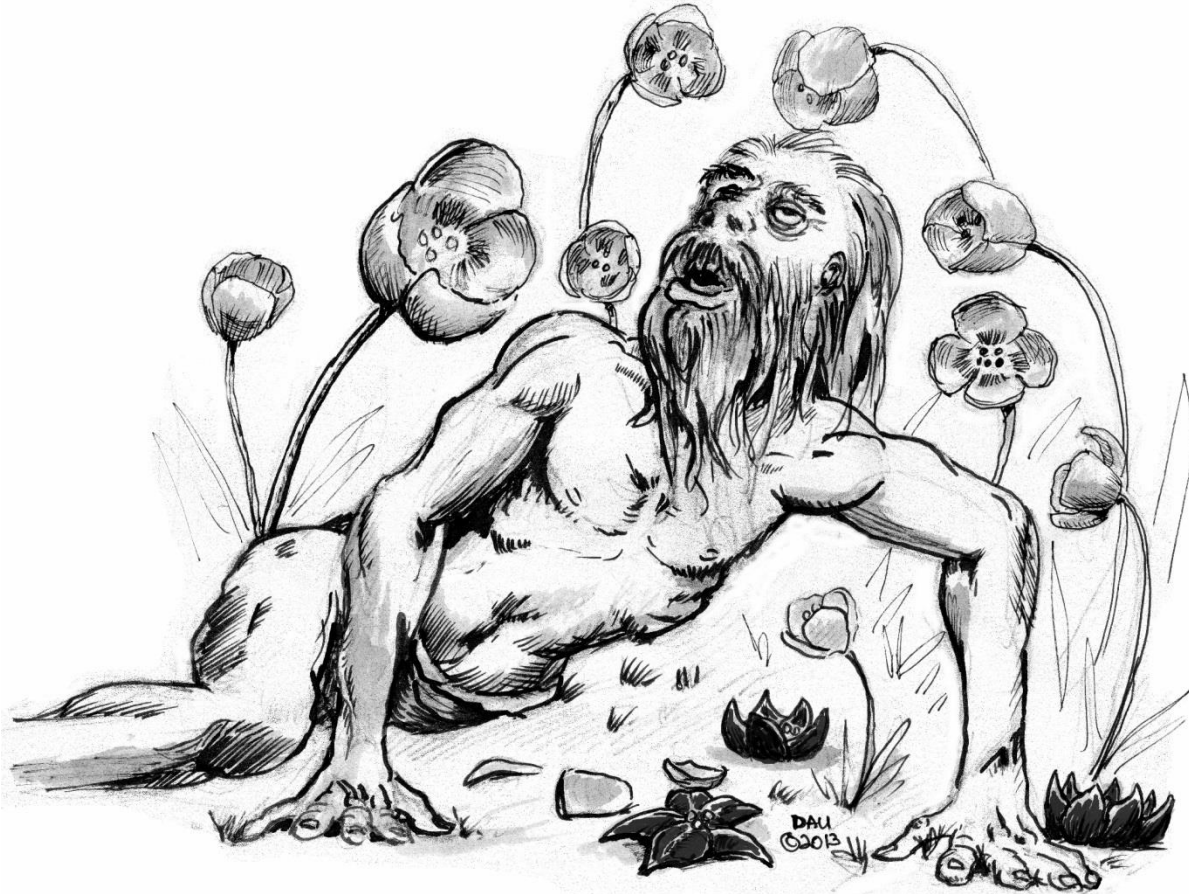
“I expect more from you tomorrow!” she announces and then in a shimmer of light that shrinks into a small dot she disappears with the bag of jewels.

So, you missed out on the bag of jewels. To continue on your way go to 16. To wait until the next day go to 135.



107 You have slipped into a black lotus and poppy induced coma, and if there is no one with you to save you, consider your character dead. Go to 100. If you have someone here to save you they must make a SR on STR, LUCK, SPEED & CON each to get you out. If they fail any you are both in the evil flower induced coma. Go to 100.

108 You feel too weak to go to the rescue. In fact your head is swimming. You must go on your way and, sadly, leave the old man for some other adventurer with more stamina. Go to 11.



109 You were able to withstand the potent and toxic aroma of the deadly flowers for now. Just as you turn to leave you hear the sing-song moaning as well as the rustling of plants coming from the center of the bed of flowers. You turn back and see slowly struggling up onto his shaking arms the reclining figure of an old, frail, extremely long-bearded man who is almost naked. His eyes are heavy-lidded and tend to roll back often, but you think he sees you. He tries to speak and you hear him say, "Help me, pleasssseeeee..." He then slumps back down amidst the flower bed as if in defeat.

You surmise that he is trapped in a drug induced stupor. To attempt to rescue him go to 147. To continue on your merry way go to 11.

110 You survived and drag yourself to shore where you lay gasping for breath. The mermaid's corpse floats nearby. The only treasure is her seashell bikini worth 1GP. To take the seashell bra go to 205. To exit this adventure go to 77, or to continue on go to 8.

111 "That makes me sad," your Fairy God Father states, "but that is your choice. Farewell, and good luck." And with a puff of glittery light he disappears, and as you look down you see in his place small wrapped package. You reach down and open it and discover lumpy chocolate bar. To eat it go to 171. To leave it behind and continue on your way go to 4.

112 The bear crumples to the ground in a undignified heap and with another swirl of wind and dust turns back into the three bear cultists. Go to 296.

113 You lag behind, but hear fighting ahead of you (snarling, thrashing, yelling, etc). You emerge into an open patch of moon bathed ground and see Scarlett and the werewolf squared off facing each other. Scarlett Red Cloak has her silver forged short sword drawn. The wounded wolf snarls and has claws at the ready. They close with each other, neither showing fear. Scarlett is quick and skilled, but the werewolf is animal fast. Some quick slashes from both sides and then they tumble to the grassy sward with the wolf on top.



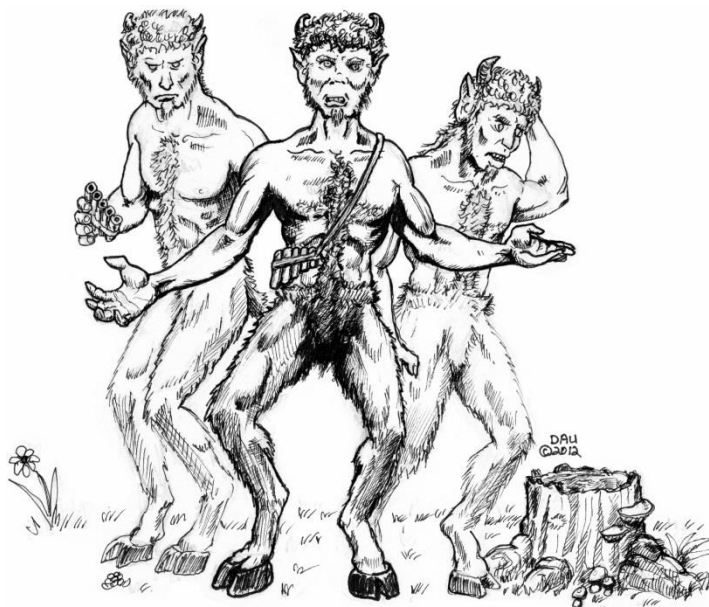
Then as you stare in amazement the werewolf morphs back into a human male, stone dead. You then hear Scarlett moan. You go over and roll the dead man off of her. She looks up at you.

“You did it!” you exclaim. She smiles wanly and lifts a bloody hand from her waist.

“Yes, that is right---I was wounded by that devil beast, and now I will become one shortly. So, please do me a favor and kill me now.” She then looks up to the full, uncaring moon. She twists her head and pops her neck and then with a howl of pain doubles over.

“Hurry! For your own sake, hurry!!” she cries---the last few words came out as more of a growl, and you see her beautiful body starting to morph, and reddish hair begin to sprout out all over her. Make a SR on INT. If you make it got to 151. If you miss it go to 170.

114 The satyrs are so happy they beg your forgiveness for abandoning you, but they have been in fear of this bridge troll for generations. They gladly offer you the only real possession they have, which is one of their pan pipes. To accept it go to 38. To politely refuse and continue on your way go to 6. Or to exit go to 77.



115 The satyrs whimper, but reluctantly go with you. They stay close behind you in a tight knot murmuring and occasionally bleating nervously. You stay near the center of the bridge as you go, with your favorite weapon drawn. You get just past half way without incident. Make a SR on LUCK. If you make it go to 134. If you miss it go to 153.

116 Her combined STR, IQ, and CHR is 36. If yours is less than this you are now one of the obedient drones of the Ice Enchantress, and can consider yourself dead by going to paragraph 100, unless someone can free you. If so you will get your character back, so tuck your character sheet in this page until then. Then once you are rescued move on to 16. If your combined STR, IQ, and CHR are greater than this she cannot enslave you, and are of no use to her, so she kills you with one of your weapons. Go to 100.

117 You realize that since you killed the farmer you cannot leave the girl imprisoned here alone so you go back out to the giant pumpkin prison. You easily break a few bars loose and let the girl out.

“Oh, thank you, kind sir,” she says brightly.

“Now where is my reward?” you demand.

“Oh, yes, here,” and before you can do anything she steps in and gives you a very nice, moist and warm kiss full on the mouth.

“There,” she says with satisfaction.

“What! That was it?” you say annoyed. “How about some money?”

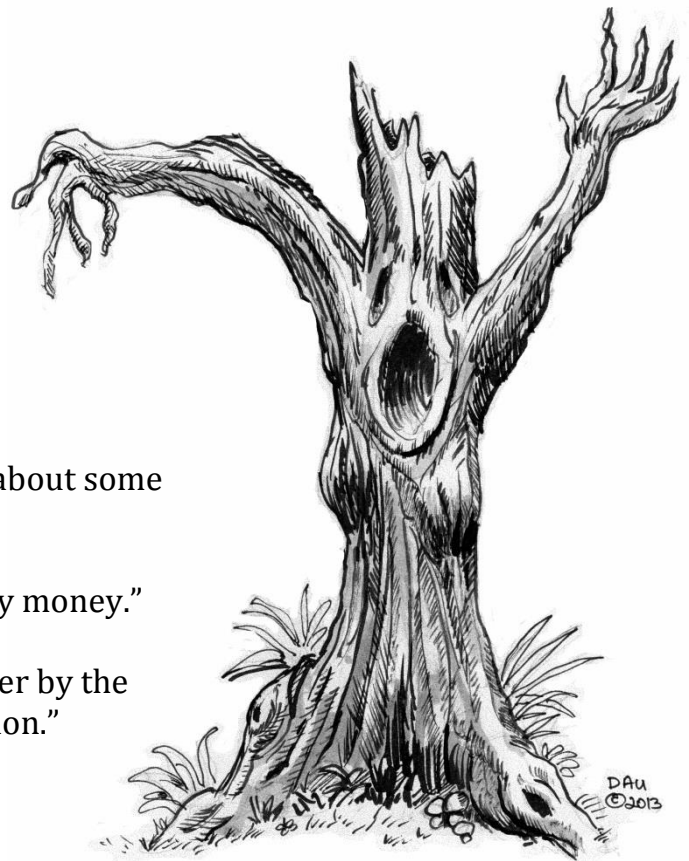
“That kiss was special, besides I don’t have any money.”

“Well then,” you say mischievously and take her by the wrist, “I want more than a kiss from you---c’mon.” And, you attempt to lead her to a hay bail.

“NO!” she squeals, “You are as bad as the farmer.” She squirms and breaks free and takes off running. You give chase and just before you grab her again she transforms into a tree---she was a tree nymph.

It is then that you realize that her kiss was special, indeed. It gives you the ability to speak the fairy tongue which includes elfish and dwarfish. You apologize to the tree and thank her. As you turn to leave she swats you on the backside with a branch.

Take one hit. Go to 9.



118 You have the ability to see in the dark. You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.

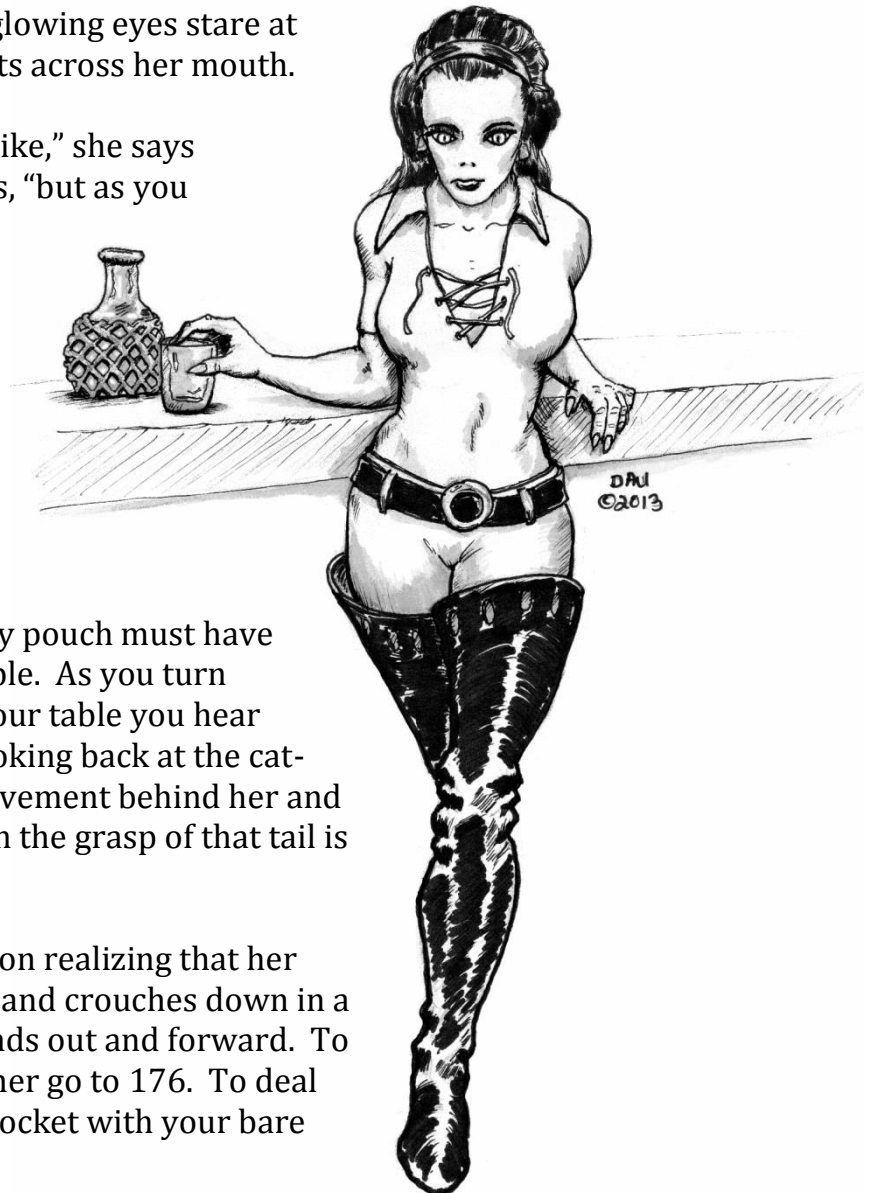
119 You realize you just had a perfect (although exotic) stranger feel all over your body. You impulsively reach for your bag of gold (wallet, purse, money belt, pocket full of change---whatever). It is missing. You confront the cat-girl wearing tall boots and accuse her of filching your loot.

Her bored-looking yellow, glowing eyes stare at you while a playful smile flits across her mouth.

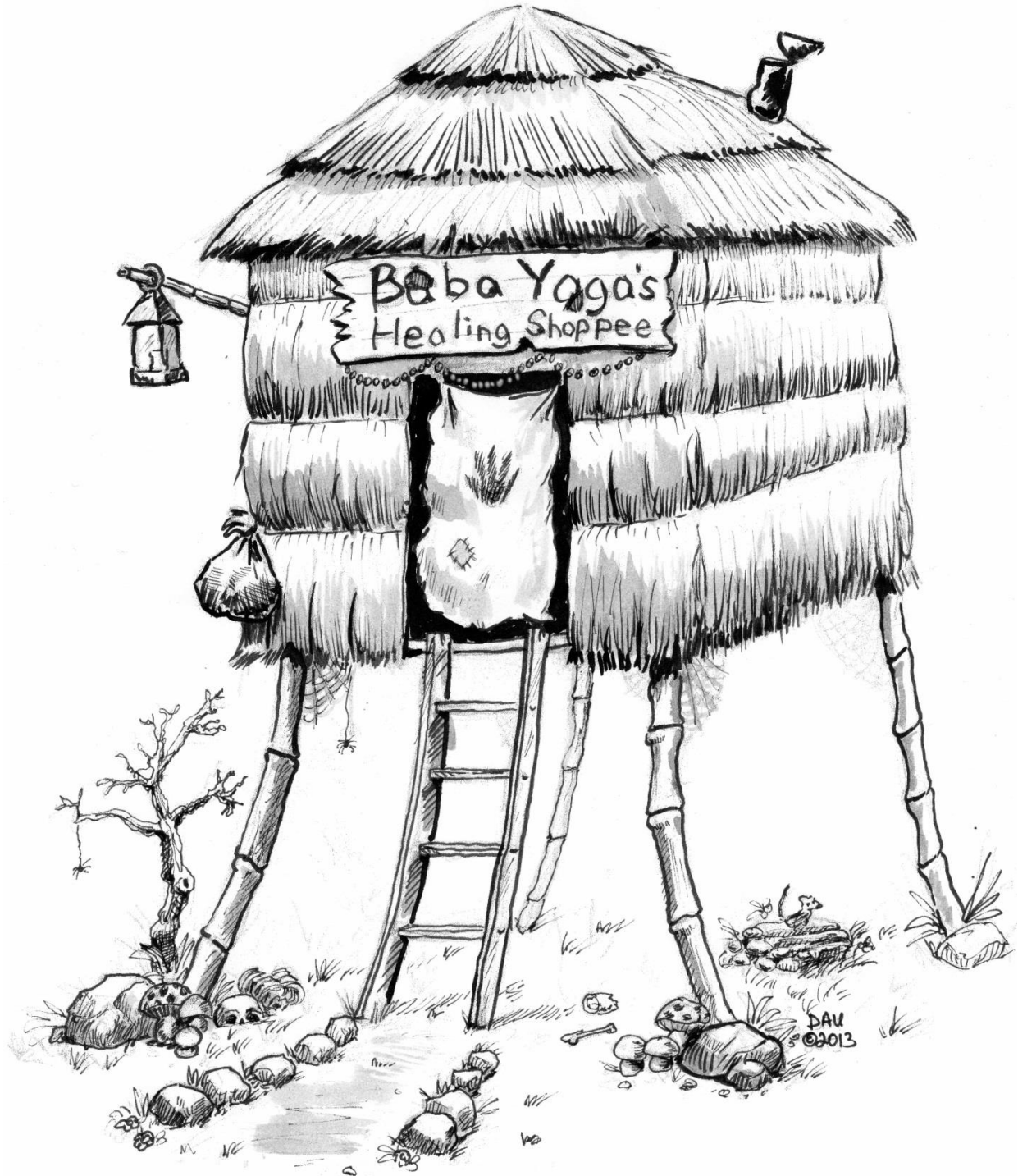
“You may search me if you like,” she says holding up her empty hands, “but as you can see I do not have your money.” You look her over as she stands there before you, and notice she is also carrying no weapons. And, as tempting and interesting as the prospect of searching her may sound you resist and turn away angrily thinking your money pouch must have fallen out at your dinner table. As you turn away from her to head to your table you hear the tinkling of coins, and looking back at the cat-girl in tall boots you see movement behind her and realize she has a tail! And in the grasp of that tail is your money bag!

The cat-girl in tall boots, upon realizing that her ploy is up, purrs mockingly and crouches down in a fighting stance with her hands out and forward. To draw a weapon and attack her go to 176. To deal with this lone, female pickpocket with your bare hands go to 195.

120 Make a SR on Dexterity. If you make it go to 139. If you miss go to 158.



121 The sign for *Buba Yoga's Healing Hut* is kind of beat up and it is hard to read, but this is the place. You get an odd feeling about the name, because it seems familiar to you. The hut is raised off of the ground on slender bamboo poles that place the doorway about shoulder height. They kind of remind you of chicken legs. To change your mind and leave, go back to 66 and make another choice. To enter the hut, go to 45.



122 You dodge two of the rats, but the third fastens itself to your leg and starts gnawing. Draw a weapon and start fighting. You get a free shot at the one on your leg. Make a SR on Dexterity. If you make it go to 103. If you miss go to 84.

123 You just received 2,000 pieces of GOLD. You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.

124 Not only do your new boots leave no trace (footprint---even in dust), but they mask your scent. In other words you are virtually untrackable unless you make noise. You thank the Cobbler & Brownies and leave by going to 66 and making another choice, but you cannot come back here.



125 “Well, maybe I can help you escape,” you offer.

“You will get your chance presently,” the dwarf says dejectedly, “behold she comes!”

A coldness grips your skin and you shiver as a shimmer of light blurs into existence between you and the dwarves to be materialized into one of the most strikingly beautiful women you have ever seen. She is dark haired and very shapely in her clinging white dress, while her beauty is only slightly ruined by the cruel lines of her face. The dwarves keep their eyes averted and continue chopping and hammering.

“Ah, my pets out socializing instead of working,” the Ice Enchantress declares, “Another hour taken from your sleep schedule,” she says...um...icily. A low groan of despair comes from all the dwarves as they continue working without looking at their taskmistress. While you, on the other hand, cannot take your eyes from her.



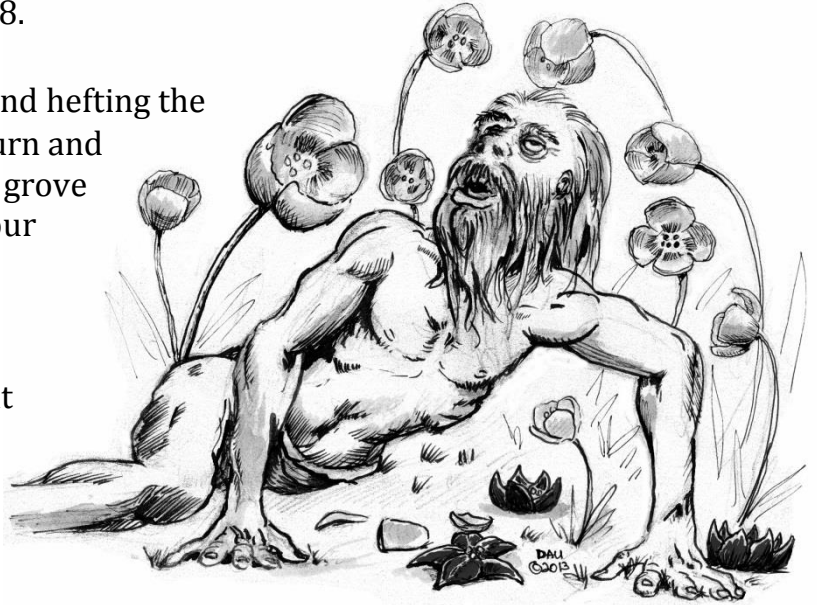
She finally turns her icy blue eyes upon you and smiles sardonically.

“Well, what do we have here---a lost traveler perhaps---or a *thief* more likely?” To try to talk go to 285. To simply attack, go to 201.

126 You are able to blow a discordant note on the pipes. This causes the flowers to close their petals and bow down their blossom heads. A gentle breeze floats through the grove and dissipates the toxic flowers’ aroma. Your head clears somewhat, and your strength returns enough for you to get the rest of the way out of the grove and to the stream where you revive yourself with a splash in the face and a long drink of water. Go to 88.

127 You put your weapon away and hefting the old man onto your shoulder you turn and tromp back out of the toxic flower grove and get back to the stream with your live burden. Go to 165.

128 Your eyes become heavy and your head nods, and you know that you must get away from these toxic flowers fast. Make a SR on STR. If you make it go to 166. If you miss go to 185.



129 By kissing you she is unable to continue her song. This causes you to realize that this is a mermaid and snap out of her siren trance, and draw a weapon just as she pulls you into the water. She has a MR of 22, but your Combat Adds (Personal Adds) are halved because of the water. If you kill her go to 167. If you lose go to 100.

130 You have now made a primitive 2+2 projectile weapon. To exit this adventure go to 77, or to continue on go to 7.

132 You hear some distant fighting and then silence. After a few minutes you hear someone, or something approaching. The footsteps are not regular, but halting and lumbering. You look into the woods and see a red cloak approaching and breathe a sigh of relief, but feel a twinge of guilt for your show of cowardice. As she draws closer Scarlett appears wounded. Make a SR on IQ. If you make it go to 189. If you miss it go to 208.

133 You only find some scraps of tin that they eat and which they obtained from a blacksmith, and only one pan pipe worth 2 GP. The other was irreparably broken in the fight. If you or someone with you can *Detect Magic* go to 152. Otherwise you may continue on your way by going to 6. Or to exit go to 77.

134 *SPLOOSH!* a large 10 foot (3 meter) rock-skinned troll surges up from the river, and lunging over the side wall of the bridge reaches for the satyrs. The terrified fawns squeal and bray in fear as the troll seizes one about the waist and another by the ankle. To stay and fight for the satyrs go to 172. To save yourself by running the rest of the way across the bridge go to 191.



135 The dwarves sleep where they work with no bedding, but simply lie on the ground next to the rocks and their tools. In the morning they begin their work again after a meager breakfast. They discover a few more jewels and throw them into another bag. You realize that the dwarves will never leave the bag alone. You do not trust your fighting skills against 7 armed, although dejected looking, dwarves. To leave go to 16. To walk down and talk to them go to 87.

136 You barely sidestep the lumbering charge of the boar and slash out with your weapon as it passes. It squeals in pain, and with a skidding turn rushes back toward you. You inflicted 2 damage, however, to its 55 MR. Running would be fruitless. It is a fight to the death. If you win go to 174. If you lose go to 100.

137 Add +5 to your DEXTERITY. You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.

138 You ask her to go with you to someplace more private and her eyes glint, but still look bored, but she smiles as she brushes past you and heads out the front door. As you watch her go she turns back to you and motions you to follow her. You smile with anticipation and head for the door. Just then a burly bouncer steps in your way

and stopping you with a thick hand on your chest, reminds you that you did not pay for your food and drink yet. You realize he is correct and reach for your money bag, but it is gone! You head back to your table thinking that you lost it there, but find nothing as the bouncer, who you now notice is half troll, looks on with folded arms across his chest.

It is then that you realize that the cat-girl in tall boots must have picked your pocket when she seductively rubbed up against your body. You are in for it now. You can attack the bouncer and make a run for it or barter by offering to trade one of your weapons for your meal and drinks. To attack go to 105. To barter go to 86.

139 Since the interior was dark and Baba Yaga was so close she was taken by surprise as you charged out of the cottage doorway. Go to 236.

140 At your hailing of the proprietor the brownies look up at you slightly disinterested, and then over to their snoozing boss. One of them hops up on the table and walks over to the shoemaker and tugs at his ear. At this he wakes up a little startled, and after fixing his glasses looks around and sees you.

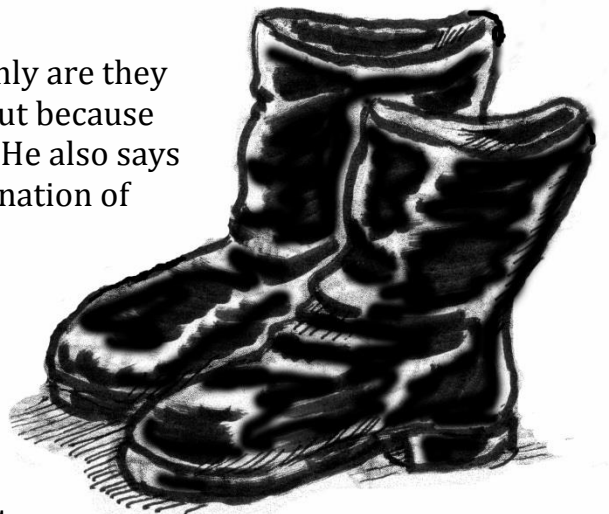
“Ach, my gootness gracious,” he says. “I must have dozed off, ja.”

He stands up and attempts to smooth out his leather apron and then says, “Hello, I am Herr Schumacher, how may I help you goot sir (or madam)?”

You state your desire for new boots and he finds you the most comfortable pair you have ever worn. They are exactly the right color and everything. You just have to have them!

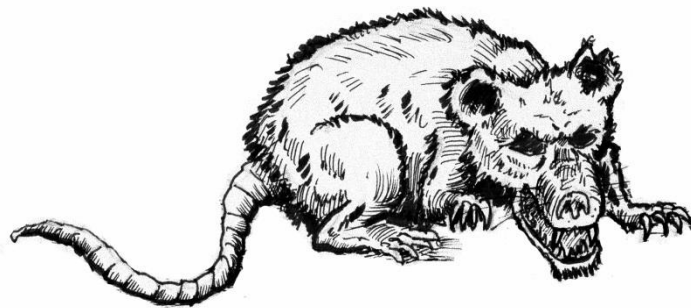
He tells you they will cost 150 gp, and that not only are they the most comfortable boots you will ever own, but because they are made by brownies they are enchanted. He also says you may trade the equivalent price in any combination of your weapons to acquire them.

When you ask about the enchantment he says he does not even know, and that it cannot be revealed until the purchase is made, but he assures you that it is always wonderful. To pay the gold, or trade the equivalent price in weapons---do so, and then go to 254. To attempt



to steal the boots by drawing a weapon and threatening Herr Schumacher and the brownies, and forcing them into the back room, and then quickly running out of the store go to 273.

141 You were only able to dodge one rat, but the other two fastened themselves upon you and began gnawing and clawing you---one on the chest and one on the leg. **Take one hit** unless you have armor in both those areas. Since it is close quarters you must use a small weapon such as a knife, and you may not use a sword, or any projectile weapon unless it is a throwing dagger, which you must now use as a regular dagger. Also, if you did not notice before, you see that the rat on your chest, which is clawing and chewing his way up your front, has no eyeballs, but empty sockets. If you do not grab a weapon at first but attempt to dislodge the vile beasts with brute strength, make a SR on STRENGTH. If you make it go to 269. If you miss, go to 288. If you chose to use a weapon, make a SR on Dexterity. If you make it go to 103. If you miss go to 84.



142 Acquire any weapon in the weapons guide---STRENGTH and DEXTERITY are not a factor. You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.

143 Your new boots walk on water, but only placid surfaces (like a lake, pond or puddle), but no moving rivers or waves. And you **cannot** carry anyone, if you do you will sink like normal. You thank the Cobbler & Brownies and leave by going to 66 and making another choice, but you cannot come back here.

144 You make your get away and continue on to 16.

145 You manage to get clear of the toxic poppy/lotus patch and back to the stream where you splash water on your face to fully revive yourself. Go to 109.

146 You are unable to pick up the old man, but you believe you can drag him. But you had better hurry. Make a SR on SPEED. If you make it go to 184. If you miss go to 203.

147 Make another saving roll on your CON. If you make it go to 223. If you miss go to 128.

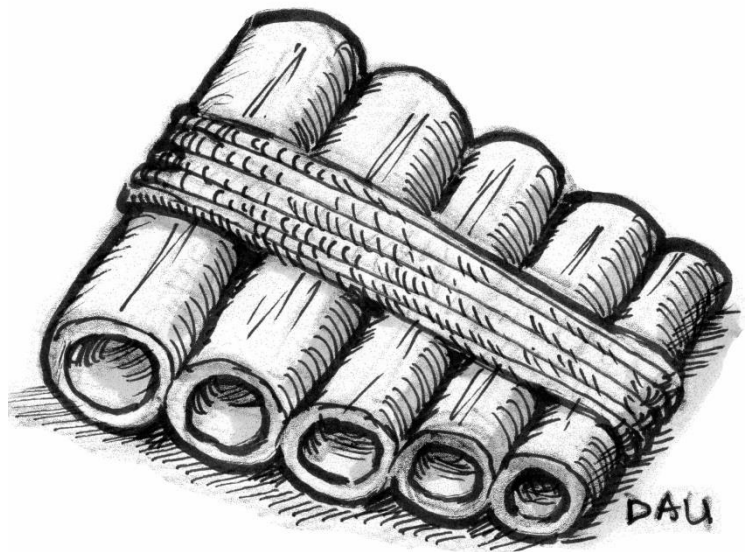
148 Because you chose to help the satyrs cross the bridge they like you and get control of their fear and join the fray by fighting the troll (MR 45) with you. Add their 15 MR each to your attack. If you kill the troll go to 286. If you die go to 100.

149 Now make a 2SR on DEX again to shape the bow and/or whittle the arrows (only 12 arrows). If you make it go to 130. If you missed the SR, you are unable to make a working bow. Leave it behind and go on to 7.

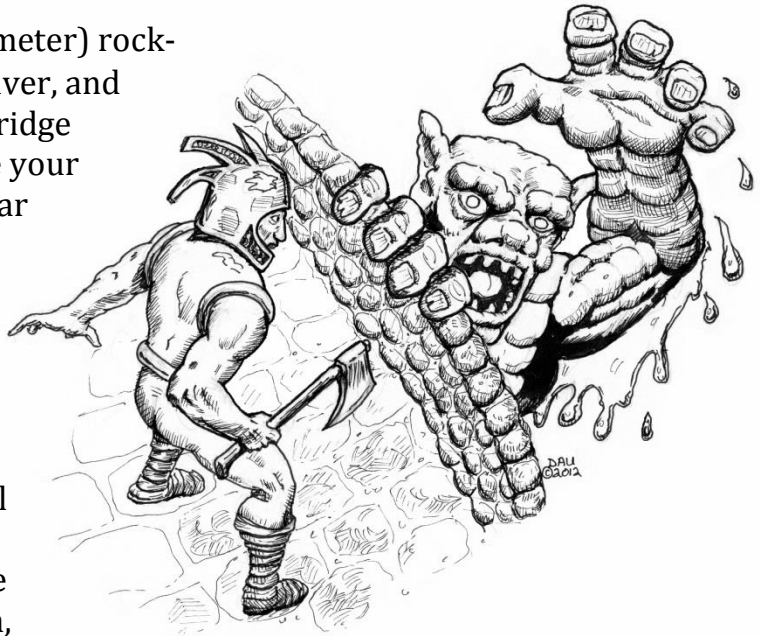
150 Make a 2SR on Speed. If you make it go to 226. If you miss it go to 245.

151 You have enough sense to quickly take the silver forged knife she gave you and stab her in the chest and kill her. She thrashes and dies as her half formed wolf body quickly morphs back into her human self. With her dying breath she says, "Thank you, stranger..." Go to 227.

152 The *Detect Magic* spell reveals that if you have musical abilities or training the pipe has the power to make plants grow instantly to larger than normal size, but you cannot control, manipulate or animate the plant to your will---in other words it is just a plant. However, if you do not have musical abilities or training, attempting to blow through the pan pipe will wither plant life, or cut a plant monster's MR in half while you play. When you stop playing your lousy music the effect wears off in one combat round. Even if you do have musical abilities you may play poorly on purpose to get the above negative results. Continue on your way by going to 6. Or to exit go to 77.



153 *SPLOOSH!* a large 10 foot (3 meter) rock-skinned troll surges up from the river, and lunging over the side wall of the bridge reaches for you. Luckily, you have your weapon drawn and ready. You hear the goat-men squeal and bray in fear. Make a SR on DEX. If you make it go to 210. If you miss it go to 229.



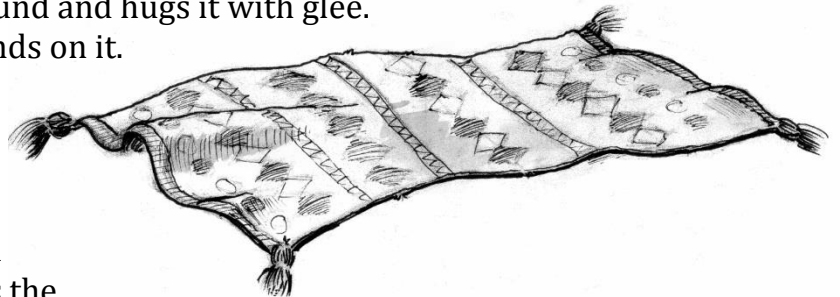
154 Take a full set of combat hits off of her remaining MR. If you kill her go to 59. If not, continue fighting---but without the tiara the Ice Enchantress is simply a human, so divide her remaining MR by 3 and continue fighting without her magic. If you kill her go to 59. If your CON gets below 3 go to 116.

155 You barely dive out of the way, but get clipped by a cloven hoof. You tumble and take 1 hit damage, but manage to get up in time to meet its next charge. Running would be fruitless. It is a fight to the death. It has a MR of 55. If you win go to 174. If you lose go to 100.

156 Add +5 to your LUCK. You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.

157 You can collect your money pouch and leave after paying 5 gp. Go to 66.

158 You slip and fall as you come off the low porch. You land sprawling at Baba Yaga's feet. She skips back and hits you with a *Freeze Pleeze* and *Glue You* combined spell (her own invention). You are unable to move. She then ignores you and snatches the rolled rug from the ground and hugs it with glee. She then unrolls the rug she and stands on it.



"Up, up and away!" she commands, and to your surprise the carpet rises in the air with her on it. Looking down at you she smirks and casts another spell. This one undoes the *Freeze Pleeze* and *Glue You* combo spell, but reduces your IQ by 5. Baba Yaga then zips off over the forest on her magic flying carpet. Go to 77.

159 Make a Saving Roll on INTELLIGENCE. If you make it go to 178. If you miss it go to 197.

160 “Why you evil person!” Baba Yaga exclaims. “Take that!” she says and quickly gesticulates at you as if casting a spell, but nothing happens.

“Oh-eww!” she says angrily, “Curse that candy witch and her magic-negating spell on this house. I cannot use magic against you while you are inside.”

You protectively take a few steps back into the house into the shadows, but leave the door open.

“You can’t stay in there forever,” she says mockingly, “so why don’t you be a good boy (or girl) and toss me the rug, and I won’t wait around to turn you into something unnatural.”

If you have a throwing or shooting weapon and decide to use it on her go to 198. To simply toss her the rug and get it over with go to 217. To draw a weapon and charge out swing and stabbing go to 120.



161 You may permanently double the Dice + Adds of your favorite weapon. You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.

162 You selected the *Singing Sword* of a certain valiant prince. The sword is sister of Excalibur---forged from same meta, and gets 4 dice + 12 adds (2,400 gp if sold). The enchanted sword hums in battle---and can consequently calm berserkers. Also, if pointed at someone it can tell if they are lying or an enemy by not singing at that moment. You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.

163 “I like you,” she declares, “so I won’t kill you.” You sigh somewhat relieved.

“Instead I will make you one of my slave minions,” she states, and begins to raise her hands to cast a spell with her fingers as she mumbles some sort of incantation. A cold blue fire grows in her upraised hand as she continues speaking the spell. To attack go to 201. To run go to 40.

164 You remember that the pan pipe you got from the satyrs controls plants. So you pull it out of your pack and blow a discordant note on the pipes. This causes the flowers to close their petals and bow down their blossomed heads. A gentle breeze floats through the grove and dissipates the toxic flowers’ aroma. Your head clears somewhat, and your strength returns enough for you to rush in and rouse the old man. He comes to slowly, but with your help he stumbles out of the deadly flower grove with you and to the stream. Go to 165.



165 Splashing water in his face you fully revive the old man. He takes a moment to get his bearings and fogged up senses back. He then takes a long drought from the stream by bending his face down into it and slurping it up as an animal would.

Finally refreshed he turns to you and frankly thanks you and introduces himself.

“My name is Rip Van Winkle,” he says dusting himself off, “sorry if I appear a bit rumpled, but it can’t be avoided, I suppose.” Looking back at the flower grove he says, “You have saved my life from those devil flowers. The combination of the two was apparently too much for me.” He then turns back to you. “What date is it if you don’t mind me asking?”

You tell him and to his astonishment he announces, “By Set, Crom, Issus and Ishtar! I have been trapped in that drug-induced half-slumber for over a hundred years! Alas, the opportunities lost,” he laments, “But, at least it extended my life,” he considers.

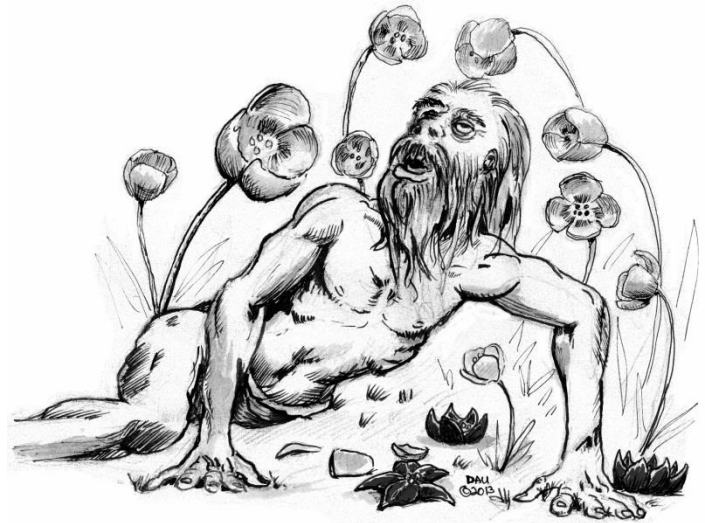
He looks you over and says, "I would like to reward you for rescuing me, and even though I do not have any gold or silver I am a wizard, and will give you a potion to reanimate the dead just enough to ask it questions." So saying he reaches into his breechcloth undergarment, his only piece of clothing, and pulls out a small glass vial.

"I was collecting nectar and pollen from those twice-cursed flowers to make more, but here you may have the last of it. I can always make more when I get my strength and full wits back."

He hands you the vial and bids you farewell, but then stops and turns and says, "There are only about 6 doses in that one vial. Use them well, and wisely." He then turns and disappears around a bend along the forest trail. Go to 11.

166 You are able to stumble and stagger, and then flop clear of the grove of poppies and lotus. Congratulate yourself for a narrow escape and take 100 Adventure Points. As you shake your head you hear that sing-song moaning again and then the words, "Help me, pleasssseeee..."

To go back to the toxic, poppy/lotus, flower trap and investigate go to 204. To not take any more chances and move on, go to 11.



167 You survived and drag yourself to shore where you lay gasping for breath. Because of the mermaid's kiss you now have the ability to breath under water or any liquid. The mermaid's corpse floats nearby. The only treasure is her seashell bikini worth 1GP. To take the seashell bra go to 205. To exit this adventure go to 77, or to continue on go to 8.

168 You shake off the seeming pull of the song, but curiosity, or hormones, get the better of you and you advance toward the girl in the water. She turns and sees you and seems frightened at first as she pushes out a little way from shore, and submerges up to her neck in the water.

"Greetings, young lady," you say, "It's not safe to be swimming alone."

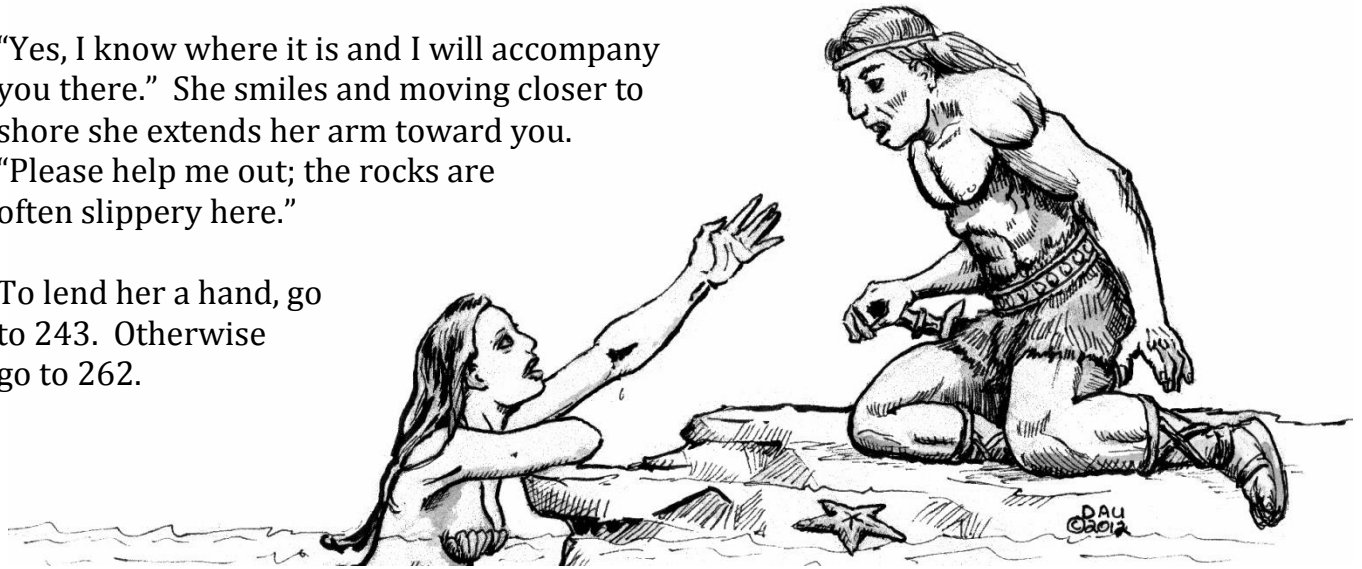
"I always come to this spot to bathe," she answers, and then asks, "Who might you be, stranger, and what would you of me?"

"I seek the hag's hut, and perhaps a little company for the evening," you say with a meaningful look in your eye. "Could you perhaps help me with both?"

"Yes, I know where it is and I will accompany you there." She smiles and moving closer to shore she extends her arm toward you.

"Please help me out; the rocks are often slippery here."

To lend her a hand, go to 243. Otherwise go to 262.



169 The priestess steps back and lets the bear do her fighting. It has a MR of 75. If you kill it go to 264. If you die go to 100.

170 *What a waste of a beautiful young woman*, you think to yourself, and you wonder for a moment whether she could control her curse, or live a normal life during the non-full moon nights. It might not be that bad. Your hesitation, however, was too long. Scarlett stands up as a half transformed she-werewolf and attacks you. Her MR is 30. If you win go to 227. If you die go to 100. If you kill her, but are wounded go to 246.

171 This chocolate bar is very nutritious and tasty, and looks like it is full of nuts, dried fruit and grains. Add 2 to your CON and continue on to 4.

172 The troll has a MR 45 and rock skin that takes 5 hits, however it did not see you initially and you may take a direct hit upon it (don't forget its skin gets 5 hits). Now you have its attention and you may continue the fight by adding the satyrs MR of 15 each to your attack. If you kill the troll go to 286. If you die go to 100.

173 Take half of your next combat hits off of her remaining MR. If you kill her go to 59. If not, she replaces the tiara on her head and continues fighting. If you kill her go to 59. If your CON gets below 3 go to 116.

174 Nicely done! To search the boar's den go to 280 if not go to 295.

175 Add +5 to your INTELLIGENCE. You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.

176 The cat-girl in tall boots is very agile and has, well...cat-like reflexes. As you advance upon her you see retractable claws extend out of her hands. She has a MR of 40. If you win go to 157. If your CON goes below 5 you lose consciousness---go to 48. If you die go to 100.

177 You chose *Fairy Dust*: 3 pinches (doses). Allows you to fly 100 feet horizontally or 30 feet up, but only if you name a "Happy Thought" out loud. You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.

178 You remember that brownies are highly magical beings, and since there are so many of them you had better not do anything (like stealing) to anger them. To leave, go to 66 and make another choice in town. To call out to the shoemaker and awaken him and do some legitimate business go to 140.

179 As you open the door to leave the candy cottage you come face to face with Baba Yaga standing on the front porch!

"Ah, you found my magic carpet! Wonderful!" she exclaims. "Now, hand it over," she demands with her hand outstretched. To simply hand it over go to 276. To refuse go to 160.

180 Your new boots cause you to run faster by adding 6 to your SPEED when worn. You thank the Cobbler & Brownies and leave by going to 66 and making another choice, but you cannot come back here.



181 As you work your way out of the witch's cottage you see near the stove a large spice cupboard that you had overlooked. It reminds you that you are hungry. To look in the cupboard for food go to 237. To leave the cottage go to 13a, or to leave the entire adventure by going to 77.

182 “You are as simple-minded and uninteresting as these dwarves,” the Ice Enchantress declares. “Therefore I will make you one of my slaves.” She raises her hands and begins to recite an incantation. To attack go to 201. To run go to 40.

183 There is no natural way for that to be possible so you decide to draw your weapon just when the stuff, or thing, moving at her feet, and that used to be a rope, reaches out to you. You realize in a flash that it is her hair and it is alive---and she is attacking you with it! Because you were smart enough to draw your weapon you get first strike and take $\frac{1}{4}$ of your first roll of hits off her MR of 35. Continue to fight. If you win go to 221. If you lose go to 100.



184 You make it out of the toxic flower grove in time and stumble to the stream dragging your living burden. Go to 165.

185 If you have a pan pipe from the Satyrs/fauns go to 69. If not, you fall to your hands and knees. Your head swims as you attempt to crawl out of the grove. Make a SR on STR again. If you make it go to 145. If you miss go to 107.

186 By kissing you she is unable to continue her song. This causes you to realize she still was controlling you somewhat, but you snap out of her siren trance and draw a weapon just as she pulls you into the water. She has a MR of 22, but your Combat Adds (Personal Adds) are halved because of the water. If you kill her go to 167. If you lose go to 100.

187 You discover that despite your best efforts you find yourself being drawn toward the glistening girl in the water. But you no longer care, and stupidly smile at the beautiful female as she turns half-lidded eyes upon you and continues to sing. You reach toward her and she toward you. Make a SR on IQ. If you make it go to 263. If you miss go to 282.

188 As you lower your head the priestess calls out, "Oksi, here is your sacrifice!" The great bear attacks, but because it has to come around or over the earthen drum you have time to draw a weapon. The bear has a MR of 75. If you kill it go to 264. If you die go to 100.

189 You realize that if she were wounded by the werewolf, she will become one too. You tuck her silver-forged knife into your belt, and quickly pick up her bow and nock a silver-

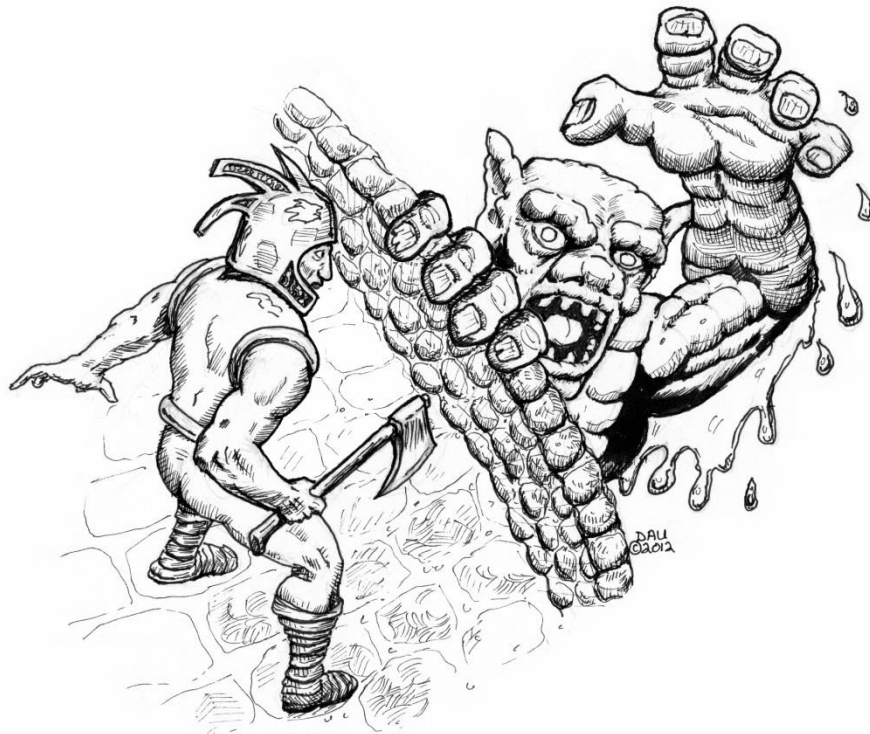


tipped arrow, and aim it at her.

“Halt!” you cry. She stops at the edge of the camp, and leans against a tree, but is still in the shadows. “Did that were-beast hurt you?” you ask.

“Yes,” she answers in a rather gravelly voice, “all because you did not come to help me!” the last part comes out as an angry growl that was barely understandable. She then stands erect and lunges into the campsite as a half transformed she-werewolf. Her MR is 30. She attacks. You fire your arrow at point blank range (missile weapon rules). If you win go to 227. If you die go to 100. If you kill her, but are wounded go to 246.

190 You barely sidestep the outreaching arms of the rock troll and pull out your weapon of choice. The troll glares spitefully at you and your drawn weapon. Then with a growl it attacks you again. The rock troll has a MR of 45 and its skin takes 5 hits. If you defeat it you may continue on your way by going to 6 or exit the adventure by going to 77. If you lose go to 100.



191 You run across the rest of the bridge and make it onto land. You hear the satyrs wailing and braying and then turn to see them drug over the side of the bridge by the rock troll. You hear some *thrashing* and *sloshing* in the water along with the *crunching* of both rocks and bones, and then the terrified braying ceases rather abruptly. Subtract 1 from your CHR and continue on your way by going to 6.



192 You easily break loose a few bars and let the girl out.

“Oh, thank you kind sir,” she says brightly.

“Now where is my reward?” you demand.

“Oh, yes, here,” and before you can do anything she steps in and gives you a very nice, moist and warm kiss full on the mouth.

“There” she says with satisfaction.

“What! That was it?” you say annoyed. “How about some money?”

“That kiss was special, besides I don’t have any money.”

“Well then,” you say mischievously and grab her by the wrist, “I want more than a kiss from you then---c’mon.” And, you attempt to lead her to a hay bail.

“NO!” she squeals, “You are as bad as the farmer.” She squirms and breaks free and takes off running. You give chase and just before you grab her again she transforms into a tree---she was a tree nymph.

It is then that you realize that her kiss was special, indeed. It gives you the ability to speak the fairy tongue, which includes elfish and dwarfish. You apologize to the tree and thank her. As you turn to leave she swats you on the backside with a branch. **Take one hit.** Go to 9.



193 To take the ring go to 231. To ignore it and get out before any of her friends or family show up go to 18.

194 There are engravings on the old oil lamp, so you attempt to dust it off in order to read them. The rubbing brings forth a minor djin from within the lamp. Because he is only a minor djin, and therefore not very powerful, he can only grant you one little wish, and then you must leave the lamp in the cottage. Roll 2 dice to get your wish of his choosing.

If you rolled a:

- 2 go to 81
- 3 go to 161
- 4 go to 142
- 5 go to 123
- 6 go to 104
- 7 go to 175
- 8 go to 156
- 9 go to 137
- 10 go to 118
- 11 go to 99
- 12 go to 80



195 You give a sardonic laugh and advance upon her without drawing a weapon, figuring you can easily overpower her. Just as you are about to close with her she, with amazing agility and...um, well, cat-like reflexes, dodges your outstretched hands and swiftly brushing past you slashes at you with her hands. You feel a searing pain and looking down see deep scratch marks upon your exposed flesh. You look to her as she springs out the door and see that she had retractable claws on her fingers. **Take 2 hits.** **Note:** *unless you are wearing full armor including over your face you were scratched and must take the hits. She was quick and smart and clawed any exposed portion of your body (leg, chest, forearm---whatever). If the only exposed spot was your face, then that is where she scratched you. It was deep enough to leave a scar. If it was your face you must take 2 from your CHARISMA as well as the 2 hits.*

To chase after her to seek revenge go to 62. To forget about her, and after cleaning your wound, get on with your adventure go to 43.

196 If you chose the rug so that you could return it to Baba Yaga go to 238. If you were not asked to take this to Baba Yaga go to 257. If you were asked by Baba Yaga, but simply decide to keep it for yourself go to 179.

197 You sidle over to a pair of nice boots your size and after ascertaining that the brownies are not watching, you gently grab the boots and walk out the door as bold as can be. You then go a few buildings down the street and toss aside your old footwear and put on these new ones. You have just rebooted, and find that they are the best fitting boots you have ever worn! You stand up very satisfied with yourself and turn to go further down the street. Then amazingly the new boots you have stolen turn you about and march you right back to the *Cobbler and Brownie* shop. Nothing you do can alter their course. Attempts to take your feet out of them fail. All attempts at magic and counter-spells do nothing. Helplessly you find yourself back inside the shop.

Standing on the counter facing you with looks of amusement on their tiny faces are a half dozen brownies (fairy folk---not the fudge-chocolate nut type).

“Excuse me sir,” he says in a high-pitched brownie voice, “but you must have forgotten to pay for those fine boots” one of the brownies say with some slight sarcasm, and then continues with, “All our footwear have enchantments on them. You just experienced one of them. To make the boots your own and remove that particular enchantment will cost 200 gold pieces.”



To pay the gold, go to 216. If you do not have the gold they will trade you for one of your weapons---or a combination of weapons---of equal or greater value---go to 216. If you cannot pay or trade the required weapons go to 235.

198 Make a 2nd level SR on DEX. If you make it go to 236. If you miss go to 255.

199 Your new boots are silent---they give you the ability to sneak up on anything (even a wolf) without being heard---even in dry leaves or grass. You thank the Cobbler & Brownies and leave by going to 66 and making another choice, but you cannot come back here.

200 Seeing the oven makes you realize that you could start a fire to not only warm you up, but give you some light. You look to the side of the oven and see a small wood pile. As you bend down to grab a few logs you see an oddly shaped, circular piece of wood. Grabbing it and turning it around you see that it is a wooden head and that it is attached to some other pieces of wood. It is then that it seems like the entire wood pile springs to life and stands before you. You realize that you are facing an automaton or limber jack made of wood and jointed with eye-bolts. It seems very much like a giant marionette about the size of a youth. As you draw your weapon to defend yourself you notice that its nose is disproportionately longer than it should be. The wooden boy attacks without provocation and has a MR of 25. If you kill it go to 219. If you die go 100.



201 The suddenness of your attack takes her by surprise, because she is so used to her sluggish and obedient dwarf slaves. Consequently, she is unable to deflect your weapon and takes hits directly off her MR of 75. Fight to the death by keeping her off balance and unable to recite an incantation---if you win go to 59. If you lose you become one of her slave drones, and can consider yourself dead by going to paragraph 100 unless someone can free you. If so, you will get your character back, so tuck it in this page until then. Then once you are rescued move on to 16.

202 Before you can react, that thing that you saw moving by her feet reaches out and grabs hold of your arms and legs. Too late you realize that it was her hair and that it is alive. Make a SR on STR. If you make it go to 30. If not you must fight with your bare hands. This living-haired girl has a MR of 35. If you win go to 221. If you lose go to 100.



203 Your eyes become heavy and your head nods, and you know that you must get away from these toxic flowers fast. Make a SR on STR. If you make it go to 222. If you miss go to 241.

204 You turn back and peeking through the trees at the flower bed you see slowly struggling up onto his shaking arms the recumbent figure of an old, frail, extremely long-bearded man who is almost naked. His eyes are heavy-lidded and tend to roll back often, but you think he sees you. He tries to speak and you hear him say again, "Help meeeee..." He then slumps back down amidst the flower bed as if in defeat.

You surmise that he is trapped in a drug induced stupor. To attempt to rescue him go to 147. To not take any chances and continue on your merry way go to 11.



205 As you wade in the water to pull the seashell bikini top from her body the water around you starts to churn and rise a bit. You draw a weapon just as a triton (male merperson) rises from the depths holding a trident.

“You’ve killed one of our people and now dare to desecrate her body, landwalker?!” he announces, “Now, I’ll kill you.”

He has a MR of 39 and uses a trident. It is a fight to the death. If you win go to 224. If you lose go to 100.



206 “Sorry, miss,” you say, “it isn’t necessary to get out, so I’ll leave you alone if you’ll just point me in the right direction.”

She gives a very cute pout and says, “I understand, but a fine looking person like you must get lonely. Perhaps a kiss goodbye will be enough.” She then begins to hum a little tune. Make a 2SR on CON. If you make it go to 225. If you miss it go to 244.

207 You attack Oksi, the bear god, first since he seems to be the biggest threat. The bear has a MR of 75. If you kill it go to 264. If you die go to 100.



208 You go to her to help her while still holding the silver-forged knife she loaned you, but stay a few paces away. “Did that were-beast hurt you?” you ask.

“Yes,” she answers in a rather gravelly voice, “all because you did not come to help me!” the last part comes out as an angry growl that was barely understandable. She then stands erect and lunges into the campsite as a half transformed she-werewolf.

Her MR is 30. She attacks. Luckily you have the silver-forged knife (2D+4---hits on were-creatures are times 3). If you win go to 227. If you die go to 100. If you kill her, but are wounded go to 246.

209 You do not dodge quickly enough and get knocked down, but quickly get back up with weapon drawn, however **subtract 1 from your CON**. The troll continues his attack with his MR 45 and rock skin that takes 5 hits. If you defeat it you may continue on your way by going to 6 or exit the adventure by going to 77. If you lose go to 100.

210 You quickly sidestep the outreaching arms of the rock troll and stab it in the forearm. Despite its stony skin that takes 5 hits, your blow took 2 hits off of its MR of 45. The troll flinches back, and snarls as it glares at you and your drawn weapon. Then with a growl it attacks you again, ignoring the satyrs. Make a SR on CHR. If you make it go to 148. If you miss it go to 267.

211 Your attack is impotent and has no affect. Your Fairy God Father frowns and with a wave of his magic wand he disappears in a splash of light. You look down at the weapon you used against him and watch as it instantly becomes cankered with rust and dissolves to dust right there in your hand. Remove it from your personal arsenal. Go on to 4.



212 Bending down you place your lips against hers for a moment and then step back. The beautiful raven beauty flinches and then coughs and sitting up she hacks out a piece of food. You notice that the food item is a clove of garlic. This seemed odd to you and you look back at the girl's face. She sees you and smiles as the light fades and you notice that she has fangs and realize that you just brought a vampiress back to life. The garlic clove she had lodged in her throat had put her in a sort of suspended animation.

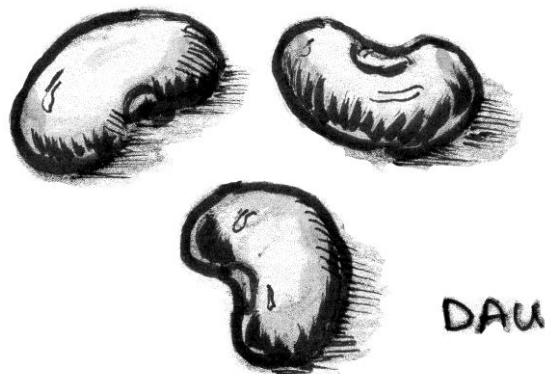


“Looks like breakfast has been delivered to me,” she declares happily, and leaping out of the coffin she comes toward you. She then cringes and looks down at her finger and seeing the ring missing she looks over at your finger and sees it there. She hisses savagely in anger.

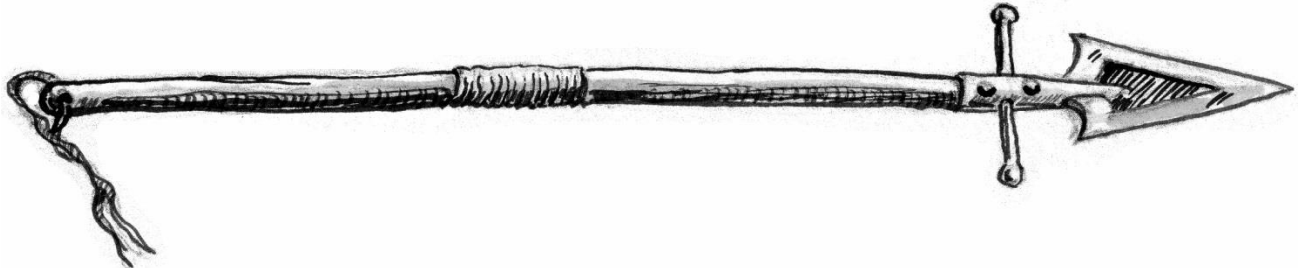
“You took my ring!” she howls. “It prevents me from attacking you despite my hunger for blood. All vampires and succubae will be repulsed by that ring.” Then in a puff of smoke she turns into a bat and flutters off.

The ring is worth 222 gp if sold, and has the ability to ward off vampires from attacking you personally, but will not protect anyone with you unless they are actually wearing the ring. Vampires will simply not attack you and/or let you pass. There is nothing else of real value here go on to 18.

213 Inside the small pouch are three magic beans. If placed on the ground, each bean will instantly grow a 50' vine large enough for you to scale regardless of the terrain, or your size and weight. You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.



214 *Olga's Outfitters and Magik Shoppe* is decorated with many mounted heads of beasts including one of the largest and ferocious boar heads you have ever seen. It also has most of what is available in your copy of the T&T Rules weapons and provisions guide for the listed prices**. But they also have:



Boar spears: Broad-headed leaf point with a cross guard, on a thick 6' shaft.
120 gp, Required 12+ STR and 8+ DEX to use.

Wolf's Bane 20 gp,

Wooden Stakes (set of 3 & mallet) 10 gp,

Garlic Wreath 15 gp,

They also have the **ability to tip** (or coat the point or blade of) **any of your weapons in silver** as follows:

6 Arrows = 30 gp

Dagger = 20 gp

Short Sword = 30 gp

Sword = 40 gp

Axe = 25 gp.

Spear = 15 gp

OR any odd weapon you have that can realistically fit into one of the above categories for the same price.



***If you do not have the money to purchase anything here, you may trade some of your supplies or weapons by subtracting ½ of the original price of your item (it is now used and has lost value), and exchanging it. If you do so, you must get rid of that item that you traded from you supply/weapon/armor list.*

After making your purchases (if any) you may leave *Olga's Outfitters and Magik Shoppe* by going to 66 and making another choice.

215 If you chose this hand mirror to take back to Belle go to 258. If you do not know anything about Belle go to 293.

216 The brownies allow you ownership of the boots and remove the *Return To Me* enchantment on them. Go to 254.

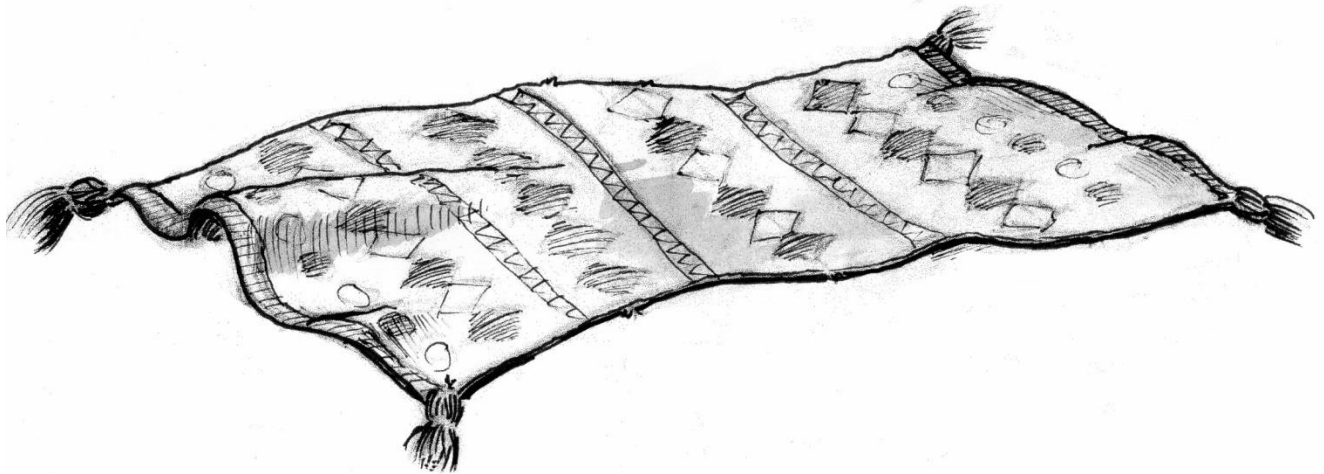
217 Baba Yaga snatches the rolled rug from the ground and hugs it with glee. She then steps off the porch and unrolling the rug she stands on it.

“Up, up and away!” she commands, and to your surprise the carpet rises in the air with her on it.

Realizing that she is about to leave without rewarding you you ask, “Hey, where is my reward?”

Baba Yaga looks back at you with a annoyed look on her face. “Ha, I shouldn’t give you anything, but oh, alright,” she says and gesticulating she flings a spell at you. It takes effect when you leave.

Choose any Attribute and add 1 to it. Baba Yaga then zips off into the forest on her magic flying carpet. Go to 77.



218 You chose the *Drink Me* potion and the *Eat This Up* cake.

Drink Me (2,200 gp) The juice inside the *Drink Me* flask tastes quite fruity (like pineapple and cherry pie at the same time). **There are 3 doses.** 1st Dose shrinks you to half your height (1/2 your Strength, Speed and Constitution). 2nd Dose shrinks you to half again or 1/4 your original size (reduce Strength, Speed, and Constitution by half again). Drinking the whole box results in your being shrunk to 1 inch. To grow back to your original size the *Eat This Up* cake is needed.

Eat This Up : (2,000 gp) is a small wrapped cake that could make the eater double in size (twice normal height), as well as their clothes and everything they're holding. If you use it to double your height then your **Strength, Speed and Constitution** attributes are also doubled. It ALSO reverses *Drink Me*. **One Dose.**

You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.

219 To leave instead of investigating the hutch go to 13. To continue on to the hutch go to 291.

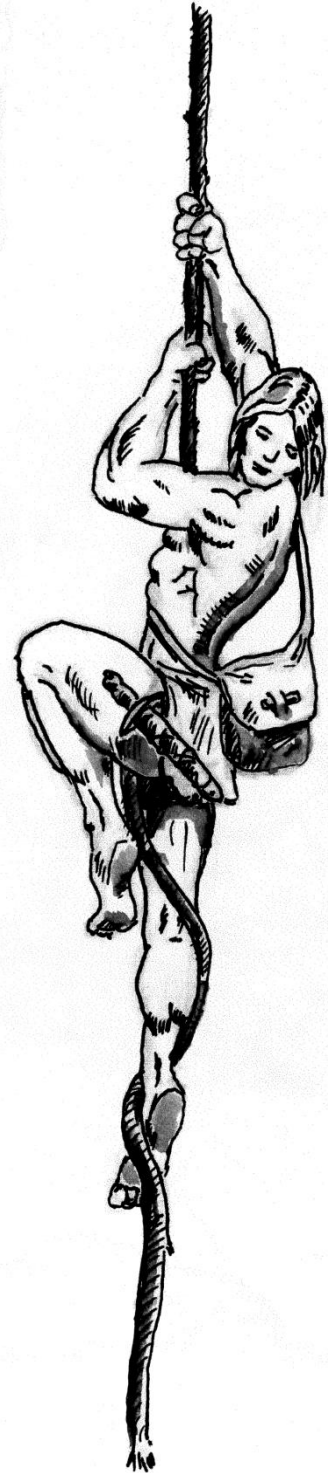
220 The gingerbread cookie man does not taste too badly. Roll one dice. If you rolled an odd number go to 294. If you rolled an even number go to 239.

221 You have killed the girl with the living hair. She was indeed fair to look upon, but good riddance. You look around the room for treasure and find 10 golden combs worth 25 gp each. You also decide to braid a rope out of her hair that is 50' long that you keep, and another to let you down from the tower again. Before you leave you have a meal from her larder and take a nap. Feeling refreshed you exit through the window and get on your way. Recoup your CON if need be and go to 14.

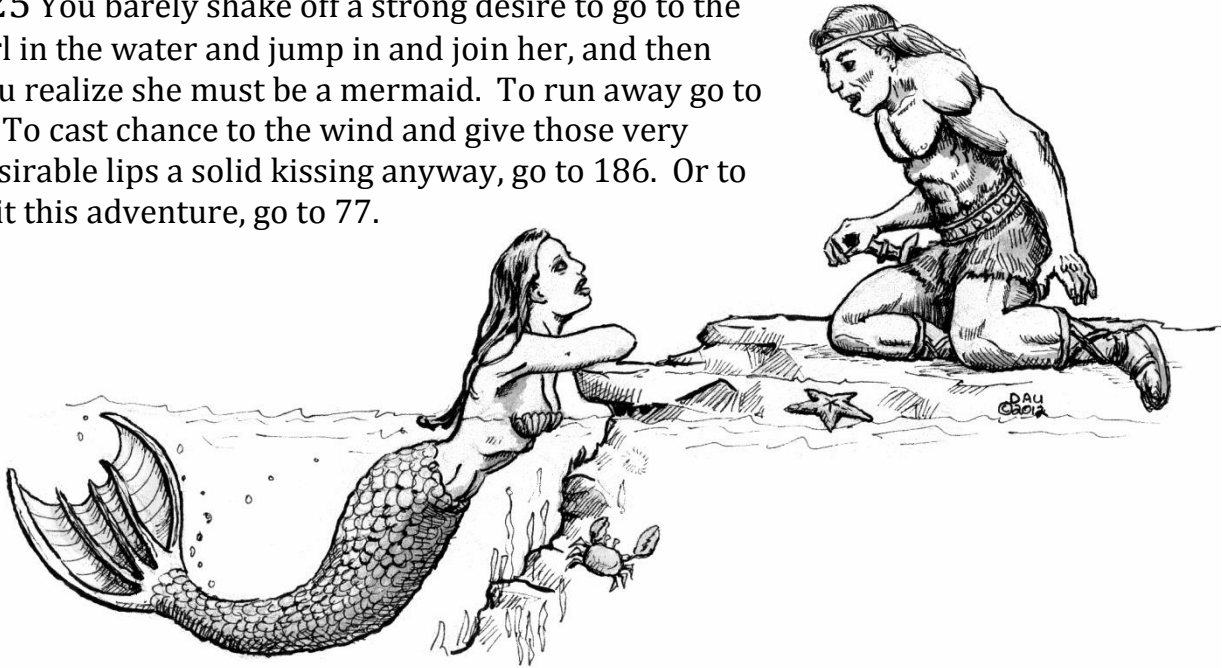
222 You make a last desperate surge still dragging your burden, and make it out of the toxic flower grove and on to the stream. Go to 165.

223 Now make a SR on INT. If you make it go to 242. If you miss go to 261.

224 Again, congratulations. You may take the shell bikini top from the mermaid worth 1gp and the trident (3+3) from the triton. To exit this adventure go to 77, or to continue on go to 8.



225 You barely shake off a strong desire to go to the girl in the water and jump in and join her, and then you realize she must be a mermaid. To run away go to 8. To cast chance to the wind and give those very desirable lips a solid kissing anyway, go to 186. Or to exit this adventure, go to 77.



226 You have a head start, but you hear the great body of the bear crashing through the underbrush not far behind you. Bears are not good at long distance running and you outrun it. To leave this adventure, go to 77. To continue on to another, go to 13.

227 You now may take possession of Scarlett's enchanted cloak and weapons.

Hooded Red Cloak (400 GP): is enchanted and makes wearer completely invisible when hood is donned in the full moon. During the moon's other phases the invisibility is proportionate to the amount of the lit moon showing. So, you may be able to hide in shadows better and be somewhat obscure (up to GM). During the new moon (no moon) you are completely visible.

Hunting knife, thick, silver-forged ---100 GP: 2D+4---hits on were-creatures are times 3

Short Sword, silver forged (200 GP) 3D+4: hits on were-creatures are times 3

Short Bow and 20 silver-tipped arrows---25 GP: 2D+5---hits on were-creatures are times 3

Wolfs Bane: wards off werewolves.

To continue the adventure go to 15, or to exit go to 77.

228 You barely sidestep the lumbering charge of the boar and slash out with your weapon as it passes. It squeals in pain and with a skidding turn the furrows up dirt and grass, it rushes back toward you. You inflicted 2 damage, however, to its 30 MR. Running would be fruitless. It is a fight to the death. If you win go to 266. If you lose go to 100.



229 You do not dodge quickly enough and get knocked down, but instantly spring back up poised and ready, however subtract 1 from your CON. The troll continues his attack with his MR 45 and rock skin that takes 5 hits. But first make a SR on CHR. If you make it go to 148. If you miss go to 267.

230 Once in the chicken coop the chickens start clucking and the rooster attacks you, raising a ruckus. The rooster has a Monster Rating of 12. To stay and fight go to 249. To run out go to 268.

231 The ring is worth 222 gp and has the ability to ward of vampires from attacking you personally, but will not protect anyone with you unless they are actually wearing the ring. Vampires will simply not attack you and/or let you pass. There is nothing else of real value here go on to 18.

232 The small golden lyre is worth 2432 GP on the open market because it is enchanted. This lyre soothes all mammal beasts (furry) including were-creatures, but not lizard, serpentine, or undead. So, if played the attacking mammals will calm down, lose interest and wander off. It is Level 5 magic, and counter enchantments will work against it. You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.

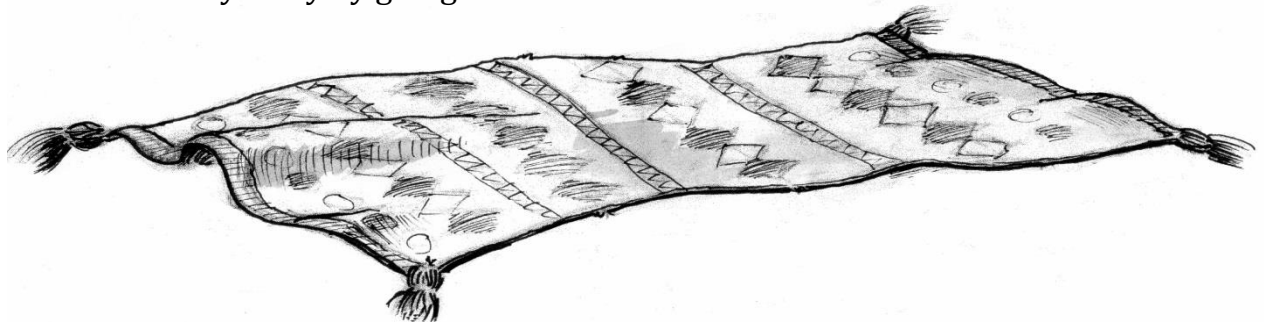
233 You enter the *Cobbler & Brownie* shop looking for some sweets, but instead find that you are in a boot and shoe shop. You see that the master shoemaker, or cobbler, is snoozing at his work bench. He is a human. You then hear some working noises and look down and around and see several small (8" tall and slender) humanoid beings making boots and shoes. They are not dwarves, sprites, or elves, but can be classified in that fay folk category, because they are brownies.

Somewhat disappointed, you may leave and continue around town by going to 66 and making another choice, or, if after looking down at your footwear, you decide you could use some new boots, you may call out to awaken the shoemaker and do some business by going to 140. Lastly, to attempt to steal a pair of boots despite the presence of the diminutive brownies, go to 159.

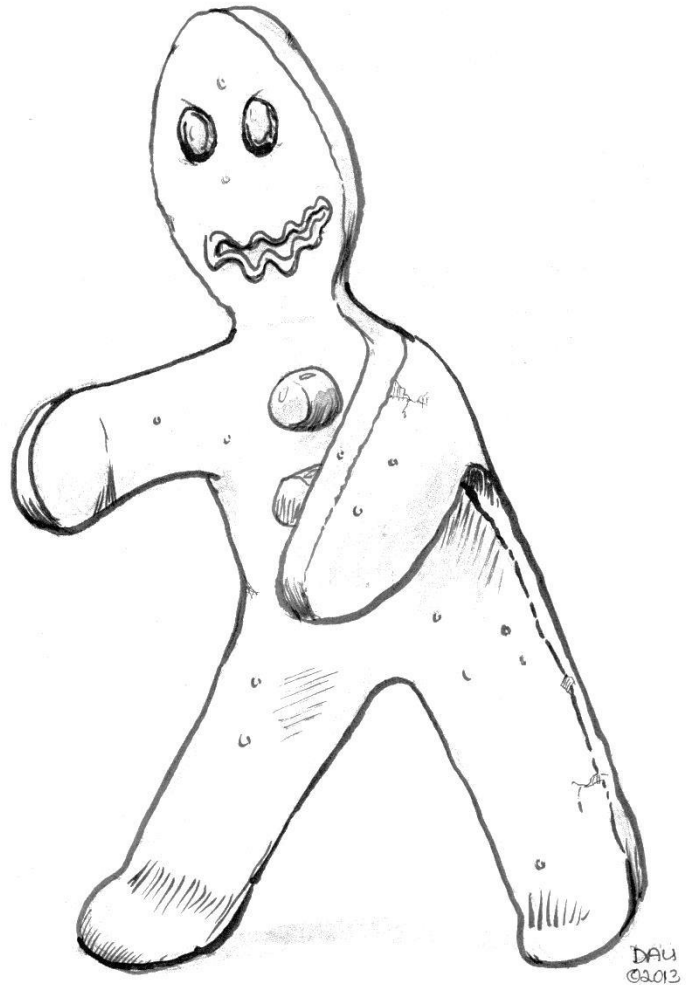
234 You chose the *Magic Mirror* from the kingdom of someone called Snow White (1,000 GP). The mirror will reveal liars, or falsehoods spoken to it, so have someone who you think is lying speak to it, and it will reveal their perfidy. You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.

235 The boots kick up into the air, causing you to fall flat on your backside, and then they slip easily from your feet. When you bend over to stand up they kick you solidly in the rump and out the door. You feel stupid for what you did, no really, you literally do---**subtract 2 from your intelligence**---that is the curse from the brownies for trying to steal from them. You walk back to where you tossed your old boots (at least you think you do), but cannot find them. You are now barefoot. Go to 66 and make another choice.

236 You make a direct hit on Baba Yaga. She screams and contorts in rage and pain. Stunned and in shock she staggers off into the forest yowling like a wounded banshee. It is then that you notice a note on the rolled up rug---it is instructions. You decipher it and find out that you have in your possession Aladdin's *Magic Flying Carpet*: (5,000 gp if sold). It will hold two people and fly them as fast as a horse to their destination. Like any normal rug it can be stolen, shot through, or burned. You decide to fly away by going to 77.



237 You open the large cupboard and are immediately pounced upon by a very large, but flat looking, brown golem. TALE 1 HIT. The golem has no fingers or toes, but does have a hideous painted-on face. It swings its arms at you and snarls voicelessly. A peculiar, but not unfamiliar, smell accompanies it---very macabre. It has a MR of 18. You must defend yourself. If you get a hit on it go to 256. If you die go to 100.



238 As you open the door to leave the candy cottage you come face to face with Baba Yaga standing on the front porch! You are still in the doorway.

“Ah, you found my magic carpet! Wonderful!” she exclaims. “Now hand it over!” she demands with her hand outstretched. To simply hand it over go to 276. To refuse go to 160.

239 Because it was made with an animation spell you get to add 2 to your IQ. You may now either leave the cottage by going to 13a or leave the entire adventure by going to 77.

240 These blind rats only have a MR of 12 each. Once you dislodge/kill the one on your sword arm you may use that arm to wield a weapon, **unless** they got 2 more hits on you. If so, then consider your sword arm damaged or maimed, and lose half your ADDS until your COSTITUTION is regained. If you win go to 259. If you lose go to 100.

241 You have to let go of your human burden to escape your own drug induced entrapment. You leave the old man near the edge of the flower bed and stagger out of the grove, and fall to the ground gasping for cleaner air. After your head clears you may leave the old timer where he is by going to 11, or go back in and try again to rescue the unfortunate fellow by going to 31.

242 You rack your slightly addled brain for ideas to rescue this old-timer. To charge right in and pull him out by main strength go to 32. To attempt to burn the plants go to 51. If you happen to have a pan pipe from the Satyrs/Fawns you can attempt to use that by going to 164. To not try anything because this guy means nothing to you go to 11.

243 As she takes your hand she smiles and you see that her teeth seem awfully pointy. This alarms you and you try to break free of her grip. But you can't get loose, and with a strong thrash of her lower body she surges out from shore and pulls you in with her. Make a SR on LUCK. If you make it go to 72. If you miss go to 91.

244 Being this close to her was too much for you and her siren song locks you in. It is then that you realize she is a mermaid. You kneel

down before her on the shore, and with puckered lips lean forward for the promised kiss. She circles an arm about your neck and kisses you soundly. Make a SR on CON. If you make it go to 129. If you miss it go to 297.

245 You have a head start, but you hear the great body of the bear crashing through the underbrush not far behind you. And, to your horror you hear it gaining on you. You must turn and fight. You pick a small clearing and drawing your weapon you prepare for the attack. It comes quickly. The great bear god, Oksi, lumbers into the clearing unaware that you were waiting for it. You strike out before it sees you. Your initial attack gets taken off its MR of 75. Now you must continue the fight. If you kill it go to 283. If you die go to 100.



246 You are now a werewolf. Adjust your attributes thusly when a werewolf: STR 5/2, IQ ½, LUCK 2/3, Con 3---but only reduced by sliver weapons, DEX not a factor, SPEED = Fast, CHR = 1. During the day you are normal, but during a full moon you become the werewolf. You wander off in a delirium and wake up naked in the woods. To continue the adventure go to 15, or to exit go to 77.

247 You barely dive out of the way, but get clipped by a cloven hoof. You tumble and take 1 hit, but manage to get up in time to meet its next charge. Running would be fruitless. It is a fight to the death. It has a MR of 30. If you win go to 266. If you lose go to 100.

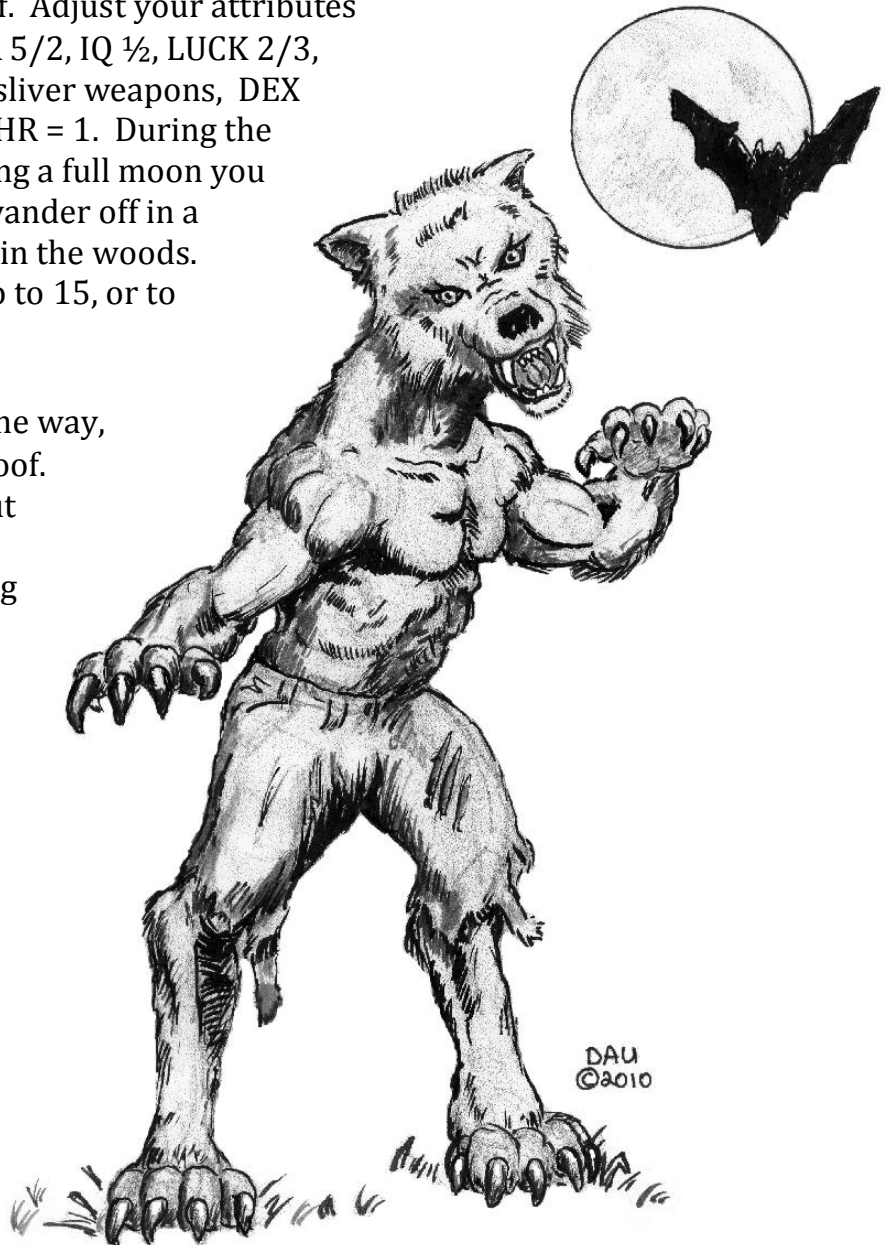
249 In the time it took you to kill the rooster the farmer came running because of the noise. He has a pitchfork in hand because he thinks a fox or weasel has gotten into his chicken coop again. When he sees you he looks suspicious.

“What are you doing here, thief?” he demands.

“Just looking for a few eggs to make a quick meal with,” you answer.

“Is that all? You haven’t seen anything else?”

To lie about seeing the girl go to 287. To tell him you saw the girl imprisoned in the giant pumpkin go to 60.



250 After activating the re-animating ability the beautiful corpse sits up and attempts to speak. She then gags and hacks out a piece of food. You notice that the food item is a clove of garlic. This seems odd to you and you look back at the girl's face. She sees you and smiles as the light fades and you notice that she has fangs, and realize that you just brought a vampiress back to life. The garlic clove she had lodged in her throat had put her in a sort of suspended animation.



“Looks like breakfast has been delivered to me,” she declares happily, and leaping out of the coffin she attacks. She has a MR of 45. Silver-tipped weapons do double damage. To kill her by beheading make a 3rd level SR on DEX after you get a hit on her. To kill her with a wooden stake or silver-tipped weapon through the heart you will have to leave the weapon you used in her body. If you kill her go to 193. If you die go to 100.

251 You open the egg carton. It contains 2D6 golden eggs within it (DON'T CHEAT!). They are worth 50 GP each. You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.

252 “Oh, um, I thought you were someone else...my apologies, uh, Miss..um...?”

“Belle,” she says in a musical voice, “my name is Belle.” A low, dissatisfied, rolling growl comes rumbling from deep within the chest of the beast behind her. “Its okay, Bête, he is obviously a stranger here,” she says as she turns back to you and looks you over.

“You look like a treasure hunter or adventurer,” she states matter-of-factly, “am I right?” To agree go to 63. To deny it and go on your way go to 82.

253 You chose the *Ruby Slippers*: (2,000 gp) from a land called Oz. **One Use.** Will teleport the user one level, room, or distance that can be seen. The slippers will change size to fit the wearer. Must tap heels three times and say, “There’s no place like Fill in the blank.” Of course this takes one combat round to say and do, so be careful you are not attacked during that time. May be used once and then they disappear. You may take companions along if they hold on to you. You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.

254 Roll one die---if you rolled a:

- 1 go to 292
- 2 go to 180
- 3 go to 199
- 4 go to 26
- 5 go to 143
- 6 go to 124

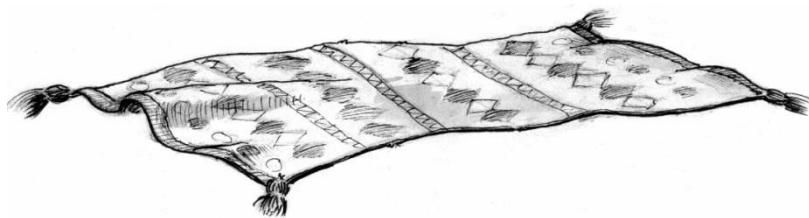


255 You missed. “Ha, you little puke!” she taunts, “I’ll do something really nasty to you when this is all over for that. So, why don’t you toss out the rug while I’m still in an equitable mood.”

You get one more chance to use a different projectile or throwing weapon (but only if you have another---a regular sword will work). After this attempt she moves out of range. Make the same 2nd level SR on DEX if you have another weapon to throw. If you make the SR go to 236. If you do not have anything to throw you can either attempt to charge out at her with drawn weapon by going to 139, or simple toss the rug out to her by going to 217.

256 Your first hit on it takes off an arm that seems to crumble to dust or gravel or something similar as it hits the floor. The loss of the arm does not faze it, and it presses its attack. You assume then that it must be some sort of earth elemental. If you bring its MR to zero go to 275. If you die go to 100.

257 You chose Aladdin’s *Magic Flying Carpet*: (5,000 gp) It will hold two people and fly them as fast as a horse to their destination. Like any normal rug it can be stolen, shot through, or burned . You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.



258 You arrive back in town and go back to the same dark and foggy street corner around the same time you first met that beautiful girl and her beast guardian. As if on cue you see her enter the street again followed by the dark and ominous shape of the beast behind her. You approach them.

“Oh, you are back,” she says recognizing you. “By your presence here I assume you acquired my mirror. Is it true?”

You pull out the mirror and she reaches for it. You pull it back.

“First my reward,” you demand nervously looking up into the glowering eyes of the hulking beast.

“Ah, yes, of course,” Belle says and reaches into her handbag. She pulls out a small pouch and hands it to you. “This should be more than enough.”

You exchange items and look into the pouch. It is full of jewels. In fact 5,600 gp worth. The candle light glints off of the multi-faceted gem stones. Your mouth drops open and you look up to thank her, but she has silently disappeared into the foggy night. Go to 77.

259 You look for something to clean the blood off of yourself and/or your weapon(s), and look over at the kitchen table. There you notice stabbed into the table is a thick carving knife (1+2). Next to it you see the skeletal remains of what look like rat tails. This strikes you as odd, but you shrug your shoulders as you grab a bit of worn curtain and use it to clean the blood off of yourself and your weapon(s). You may take the knife as a weapon.

You then look around the interior of the cabin and see just past the cast iron stove, the hutch which has various dusty items on its shelves and decide to investigate. Go to 278.

260 You easily lift the glass lid and set it aside. Bending down you place your lips against hers for a moment and then step back. The beautiful raven beauty flinches and then coughs and sitting up she hacks out a piece of food. You notice that the food item is a clove of garlic. This seems odd to you and you look back at the girl’s face. She seems confused at first, but then her eyes focus on you. She smiles as the sun’s final rays dip below the horizon. It is then that you notice that she has fangs and realize that you just brought a vampiress back to life. The garlic clove she had lodged in her throat had put her in a sort of suspended animation.



“Looks like breakfast has been delivered to me,” she declares happily, and leaping out of the coffin she attacks. She has a MR of 45. Silver-tipped weapons do double damage. To kill her by beheading make a 3rd level SR on DEX after you get a hit on her. To kill her with a wooden stake or silver-tipped weapon through the heart you will have to leave the weapon you used in her body. If you kill her go to 193. If you die go to 100.

261 All you can think of doing is to stomp right through the flowers whacking at them with one of your weapons, and drag or carry the old guy out before you pass out yourself. To attempt just that go to 89. To give up and go on your way go to 11.

262 Make a SR on IQ. If you make it go to 21. If you miss it go to 206.

263 You realize through the thick fog of your thinking that this is a mermaid and that you are trapped by her siren song. Make a SR on STR. If you make it go to 34. If you miss it go to 53.



264 The bear crumples to the ground in a undignified heap and with another swirl of wind and dust turns back into the three bear cultists. You turn to look at the high priestess who, with mouth agape in stunned disbelief, looks at her dead bear god. Then coming back to herself she snarls and with bared fingernails attacks you. She has a MR of 20. If you die go to 100. If you kill her go to 296.

265 The Bear Cultists are in a drug-induced state of zealot euphoria and when you disturb their religious rite they freak out and attack. Go to 284.

266 Nicely done! Night is approaching and you decide to make camp and grill up some freshly killed pork steaks. Regain up to 2 CON if you lost any, or add 1 to your CON if you did not lose any. To continue this adventure, go to 5. Or to exit go to 77.

267 Even though you chose to assist them, the satyrs turn and flee back across the bridge leaving you to fight the rock troll alone (MR 45). If you win go to 57. If you die go to 100.

268 You dash out of the coop just in time to see the farmer coming with his pitchfork. "Stop, thief!" he yells. You take off running up the road and outdistance the farmer. Go to 9.

269 You are able to shake the varmints off of you. They fall to the floor and begin to search around with their noses and ears. You may now draw a weapon and attack, but the noise you make attracts them to you again and they scurry over toward you. You must fight. These three blind rats only have a MR of 12 each. If you win go to 259. If you lose go to 100.

270 The kiss is moist and slightly cold, but not too bad, and when finished the swamp creature pulls back and announces, "You now have the ability to breath under water (for 5 turns at a time) without taking a breath, and the ability to jump like a frog [10 feet above your height and/or 40 feet horizontally (long jump)]. Thank you again." And with that it shambles and waddles out of the cottage and heads for the swamp. You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.



271 Congratulations! That was no mean feat. Belle stands to the side aghast, clutching her cloak to her chest. As you stare down at your dead opponent his hulking body seems to shimmer and distort. It then shrinks and transforms into a tall and athletic human male. Belle, weeping, brushes past you and kneels down beside the dead man. She brushes the hair from his eyes and pulls a dead rose from her cloak and places it on his chest. Then Bête's eyes flutter and open and he sits up and smiles at Belle.

Belle turns to you and says, "Thank you sir for breaking the curse that was upon him." Then reaching into her cloak she pulls out an ornate hand mirror and hands it to you.

"Here, take this enchanted mirror as reward. I do not need it any longer."

"Um, what's it do?" you ask.

"It will allow you to see anyone you want to." Then the two get up and arm-in-arm disappear into the fog shrouded city, leaving you speechless and alone.

The mirror is 6th level magic---so a higher spell, or magic user can temporarily neutralize it. It is worth 800 gold pieces if sold. Continue on to 10.

272 Golden Cap: (1,200 gp). This cap allows wearer to summon 10 flying monkeys to his/her aid (10MR each in combat or can carry one person in the air for 50 feet, but they must weigh less than 250 pounds). **Can only be used once per owner.** How to invoke the spell and summon the 10 flying monkeys. First, stand upon your left foot and say "Ep-pe, Pep-pe, Kak-ke." Then, stand upon the right foot and say "Hil-lo, hol-lo, hel-lo." Finally, stand on both feet and shout "Ziz-zy, zuz-zy, zik!" You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.

273 Feeling pretty smug about your thievery, you get about two buildings away when amazingly the new boots you have stolen turn you about and march you right back to the *Cobbler and Brownie* shop. Nothing you do can alter their course. Attempts to take your feet out of them fail. All attempts at magic and counter-spells do nothing. Helplessly you find yourself back inside the shop.

Standing on the counter facing you with looks of amusement on their tiny faces are a half dozen brownies (fairy folk---not fudge-chocolate nut).

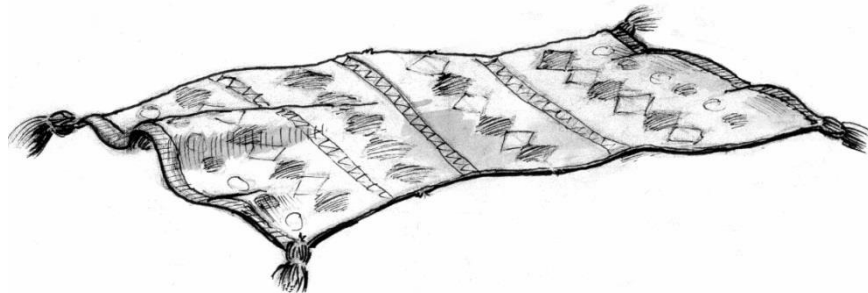
In a high-pitched brownie voice they say, "Excuse me sir, but you must have forgotten to pay for those fine boots" one of the brownies say with some slight sarcasm, and then continues with, "All our footwear have antitheft enchantments on them as you just experienced. To make the boots your own and remove that particular enchantment will cost 200 gold pieces."



To pay the gold, go to 216. If you do not have the gold they will trade you for one of your weapons---or a combination of weapons---of equal or greater value---go to 216. If you cannot pay or trade the required weapons go to 235.

274 These glass shoes were made for dancing, so they will help you when you sword fight by causing you to dance about your opponents. Add 3 to your Speed and Dexterity (each) when wearing the glass slippers, and double the Adds of the (non-projectile) weapon you use in the fight. Also you are able to dodge your opponent's weapon more easily so, in other words, you can take 4 hits. You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.

275 The brown golem lies in a pile of crumbs and chunks on the floor before you. The smell that emanates from it assails your nostrils again, and it is then that you realize that it is a spice smell. Ginger to be exact, and looking closer at the crumbly demonic ruin at your feet it is then that you make the connection. The golem was made of gingerbread! Your stomach growls reminding you of your present hunger. To take a bite of the cookie monster go to 220. Otherwise you may either leave the cottage by going to 13a or leave the entire adventure by going to 77.



276 Baba Yaga snatches the rolled rug from you and hugs it with glee and spins on one foot. She then steps off the porch and unrolls the rug and stands on it. "Up, up and away!" she commands, and to your surprise the carpet rises in the air with her on it.

Realizing that she is about to leave without rewarding you like she said, you ask her, "Hey, where is my reward?"

Baba Yaga looks back at you with an annoyed look on her face. "Oh, alright," she says and gesticulating she flings a spell at you. Choose any one of your Attributes and add 3 to it.

Baba Yaga then zips off into the forest on her magic flying carpet. Go to 77.

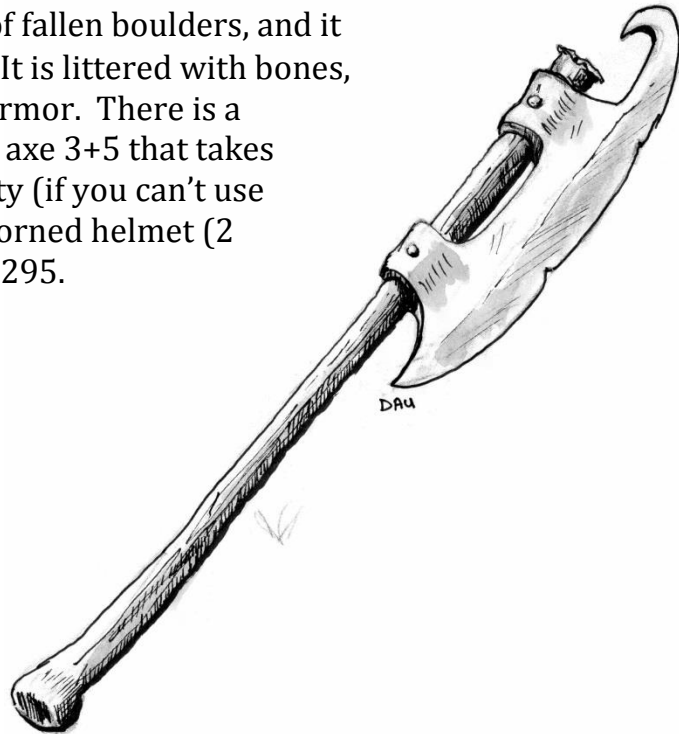
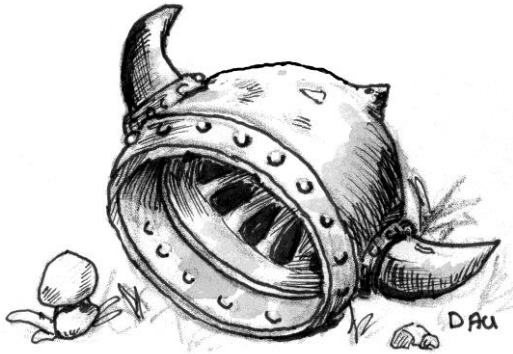
277 The priestess bids you come before her and the great bear. “Bow down before Oksi, the Bear God!” she commands. To bow go to 188. To attack outright go to 207.

278 As you pass the large cast iron stove you notice in the dim light that there is an adult skeleton extending out of the oven door. Its skull and upper parts are thrust within the oven as if it had been rammed into the oven and left to die or be burned face first. This is a little unsettling to you. Perhaps this is the remains of the witch. To leave instead of investigating the hutch, go to 13. To continue on in searching the room, go to 200.



279 You easily slide the red-jeweled ring off of the dead fingers, but notice that the fingers are pliable as if rigor mortis had not set in. You slide the ring onto your finger, and then wonder if this beauty really is dead or just under a sleeping spell. You get that same thought, again, about kissing her and possibly bringing her back alive. To try out your necrophilic idea go to 212. To ignore it and go on your way with her ring go to 231.

280 The boar's den is a cave made of fallen boulders, and it stinks worse than the wood boar's! It is littered with bones, but you do find some weapons and armor. There is a double-edged sword 3+3, a locharbar axe 3+5 that takes 12+ Strength to use and 10+ Dexterity (if you can't use it you can't take it!). Also a bronze horned helmet (2 hits) and a kite shield (2 hits). Go to 295.



281 You barely sidestep the lumbering charge of the boar and slash out with your weapon as it passes. It squeals in pain, and with a skidding turn rushes back toward you. You inflicted 2 damage, however, to its 45 MR. Running would be fruitless. It is a fight to the death. If you win go to 52. If you lose go to 100.

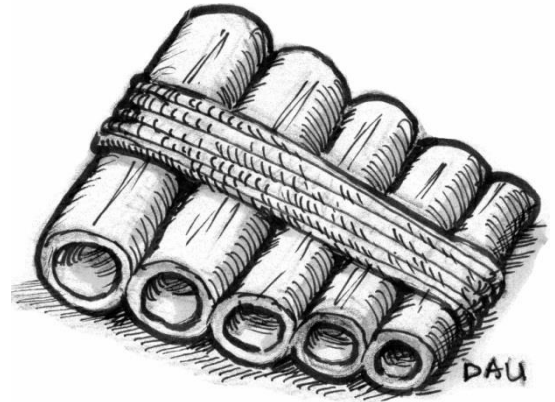
282 You kneel down before her on the shore and lean forward. She circles an arm about your neck and kisses you soundly. Make a SR on CON. If you make it go to 129. If you miss it go to 297.

283 The bear crumples to the ground in a undignified heap and with another swirl of wind and dust turns back into the three bear cultists. As you stare at the results of this unholy magical transformation you hear behind you the approach of someone or something. You turn to see the high priestess step into view, and who with mouth agape in stunned disbelief looks at her dead bear god at your feet. Then, coming back to herself she snarls and with bared fingernails attacks you. She has a MR of 20. If you die go to 100. If you kill her go to 296.

284 The three Bear Cultists have a MR of 20 each and their bear skins take 2 hits. If you die go to 100. If you kill them you can take a bear skin cloak (2 hits as armor or 10 GP if sold) and their bear claw hand coverings (1D6 + 2 each worth 5 GP if sold). Make a SR on LUCK. If you make it go to 55. If you miss go to 74.

285 Make a SR on CHARISMA. If you make it go to 163. If you miss go to 182.

286 Nicely done! You've killed the troll under the bridge. The surviving satyrs are ecstatic and begin playing their pan pipes and capering about in triumph, and rejoicing as they escort you across the rest of the bridge. Once on the other side they thank you profusely for saving their life and freeing them from the dreaded troll under the bridge. In gratitude they offer you the only thing of value they have---one of their pan pipes. To accept go to 38. To politely refuse and continue on your way go to 6. Or to exit go to 77.



287 "Well, I guess I can spare a few eggs." He walks over to the chickens and sees his dead rooster.

"Hey, you dirty rotten thief, you killed my best rooster!" he shouts, "That'll cost you 20 gold pieces." To pay and leave, go to 79. To attack him go to 98.

288 **Take another hit of damage.** If you want to continue the fight with bare hands the blind rats have a MR of 12 each. If you win go to 259. If you lose go to 100. If at any time you chose to draw a weapon go to 240.

289 The swamp creature has a MR of 45. If you kill it you may now either leave the cottage by going to 13 or leave the entire adventure by going to 77, but get no other magical item.

290 The beast has a MR 120. If you kill it go to 271. If you die go to 100.

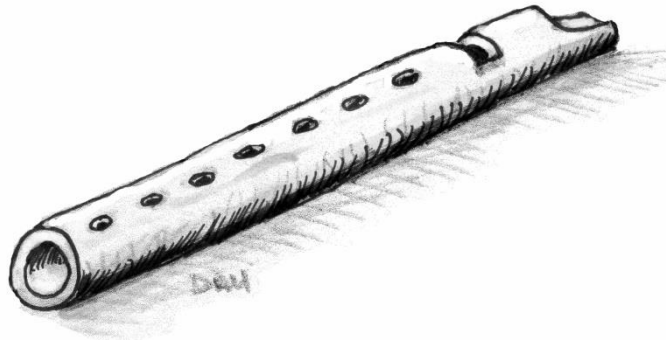


291 At the hutch you see several items gently coated with dust. The witch truly was a collector of magical artifacts and talismans, because you see several things that you recognize as well as some you do not. No matter, there is a protective enchantment on the items, so you may only take one with you.



To select the:

- Reed recorder: go to 29
- Old oil lamp: go to 194
- Small pouch: go to 213
- Golden lyre: go to 232
- Egg carton: go to 251
- Wall Mirror: go to 234
- Hand Mirror: go to 215
- A Rolled Rug: go to 196
- A frog under a glass dome: go to 61
- A nice looking broadsword go: to 162
- A flask of potion tied to a small cake: go to 218
- A golden and tasseled Cap on a stand: go to 272
- One pair of shiny red slippers: go to 253
- Snuff box of glittery powder: go to 177
- One pair of glass looking shoes: go to 274



292 Your new boots are impervious to heat (i.e. they allow you to walk on hot coals, fire, lava fields, molten metal, etc.). You thank the Cobbler & Brownies and leave by going to 66 and making another choice, but you cannot come back here.

293 You chose *Belle's Magic Hand Mirror* (1,300 gp): It reveals where others are, and locations two *rooms* ahead. You may now either leave the cottage by going to 13 or leave the entire adventure by going to 77.



294 Because it was made with an animation spell you get to add 2 to your CON. You may now either leave the cottage by going to 13a or leave the entire adventure by going to 77.

295 Night is approaching and you decide to make camp and grill up some freshly killed pork steaks. Regain up to 2 CON if you lost any, or add 1 to your CON if you did not lose any. To continue with this adventure go to 17. Or to exit go to 77.



296 You can take a bear skin cloak from the male cultists (2 hits as armor or 10 GP if sold) and their bear claw hand coverings (1D6 + 2 each or worth 5 GP if sold). To leave this adventure, go to 77. To continue on to another, go to 13.

297 By kissing you she is unable to continue her song. This causes you to realize that this is a mermaid, and snap you out of her siren trance, but not before she pulls you into the water. It happens so fast, however, you are unable to draw a weapon. You will have to fight her with your bare hands. To do this take one dice for each of your hands, and add your Combat Adds (Personal Adds), but your Combat Adds (Personal Adds) are halved because of the water. She has a MR of 22. If you kill her go to 167. If you lose go to 100.

