

# Hecatombe



A mini-solo adventure for Tunnels & Trolls

By A.McDougall

# Hecatombe

A Mini-Solo Adventure

For use with Tunnels & Trolls 7.5

For 1<sup>st</sup> Level Characters with fewer than 10 Combat Adds

Written by

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## House Rules

- This adventure is designed for use with the 7.5 edition T&T rules, but will also work with earlier versions.
- You may only enter this adventure with a first level character with fewer than 10 combat adds. It is suitable for a newly generated character or one with little experience.
- You may use any character type or breed.
- Parties are not allowed – only one character at a time may enter.
- Each character may only enter this adventure once.
- You may make use of adventure points at any time you wish during the adventure, to enhance your attributes, as per the 7.5 edition rules. Hint: try saving up your AP's, then apply them to increase the attribute of your choice at a time of need.
- Don't forget that you earn AP's equivalent to all saving rolls, regardless of whether you make or miss the roll. Saving rolls must be made on the *current* value of the stated ability.
- You may award yourself AP's equivalent to the MR of anyone or anything you kill, unless you are told otherwise.
- You do *not* receive AP's for GP's or treasure.
- You may find it helpful to keep track of which paragraphs you have visited, in case you are told to return to the previous paragraph.
- Some MR's are given as a dice roll, for example MR 2D6+5. You must roll to see what the MR is before starting combat. In this example, roll 2D6, add 5, and that gives you the MR.
- The spite damage rule must always be used.
- You must never read any paragraph other than the one you are directed to.

## Multiple Opponents:

When faced with multiple opponents, you should use their total MR to work out their attack dice and adds. For example, if faced with three opponents with respective MR's of 3,6,5, their total MR is 14, so they get 2D+7. Unlike a single opponent, the number of dice as well as the adds will decrease as you defeat them.

## Magic:

The following 1<sup>st</sup> level spells may be used in combat situations: call flame, call water, DBGR, HTP, OGA, TTYF, Vorpall Blade. WIZ points do not recover during play as there is no opportunity to rest adequately in this adventure.

When you are ready to begin, turn to the Introduction on the next page.

## **Introduction**

The journey to your next port of call takes you through a deep forest, known to be perilous to travellers. You have heard tell of ferocious beasts that dwell there, huge and ferocious, able to tear whole limbs from a fully grown man in one bite. Then there are the stories of the warrior druids. These once peaceful sun-worshippers were driven from their homes by Uruks. The horrors carried out by the invaders turned the minds of the druids, who became wild and bloodthirsty savages, wandering the land seeking only death and destruction . . .

But you don't really believe those silly tales, and to go around the woods would take too long, so you plough ahead, chanting your mantra "I am a hero, nothing scares me . . . I am a hero, nothing scares me . . .". There seem to be many paths and you try to navigate by the sun, but the thick overhead foliage makes it difficult to tell where the sun is. You notice that the further you go, the more silent and dark the forest seems to become. You pause for a moment to listen, and realise that you can hear no sounds at all, not even a ripple of wind to stir the branches and leaves.

Suddenly, you hear an animal noise ahead. You crouch down, and creep slowly forwards until you reach the edge of a clearing, desperately trying to control your breathing and not make a sound. The animal noises are louder now, very nearby, but from your hiding place you can see nothing. . . . turn to paragraph 1A to decide what course of action to take.

## 1A

Do you:

Draw your weapon and charge into the clearing – go to 5A

Circle round the clearing to try and get a better view – go to 3B

Retreat back into the forest to continue your journey – go to 7C

Wait where you are and see what happens – go to 15E

## 1B

It's nothing. Go to 11A to continue the fight.

## 1C

As you walk hesitantly between the parallel rows of red eyes, you hear a noise behind you and turn just in time to see the armoured warrior charging you, screaming the words "I never surrender!!!".

Return to 8F and continue the combat until one of you is dead.

## 1D

Your next opponent has MR 1D6.

After one combat round, he is joined by another with MR 4+1D6

After another combat round, if any remain, another joins the fight with MR 6+1D6

After another combat round, if any remain, another joins the fight with MR 8+1D6

If at any point you would like to try and flee, go to 8E.

If you kill all your opponents, go to 11A.

If you are killed, close the book.

## 1E

. . . . . no fewer than twenty red-robed warrior druids lying asleep around the smouldering remains of a camp fire. In the middle of the camp, a small dog, little bigger than a hamster, is pouncing around and yapping – it must have been alerted by your approaching scent and is trying to wake its owners. Roll 1D6 and add 19 to find how many warriors are in the camp (i.e. between 20-25). As the sleeping beauties are slow to stir, you have a chance to begin laying into them before they can fight back – do you attack immediately (go to 2C), kill the dog before any of them awaken (go to 4D), try to calm the dog and wait for the druids to awaken so you can talk to them (go to 15C), or tiptoe out of the camp to try and escape (go to 7C)

## 1F

If you killed the dog earlier, go to 12C. If not, go to 14B.

## 2A

You feel . . . hungry – it is a recipe for rabbit soup. You stow it in your pack for later and continue the fight. Turn to 11A.

## 2B

Although you run as fast as you can, the cries get closer until you can almost feel the breath of your pursuers on the back of your neck. Do you surrender (go to 4C), or turn and fight (go to 6F).

## 2C

Roll 2D6 to see how many of the druids you are able to dispatch with before any wake up. You creep round, cutting throats quickly and efficiently. Take 10AP for each one you kill, and make a note of how many are left.

A warrior near you is now rising with weapon in hand – do you run for it (go to 4A), or stand and fight (go to 6E).

## 2D

. . . several red-robed warrior druids lying asleep around the smouldering remains of a camp fire. In the middle of the camp, a small dog, little bigger than a hamster, is pouncing around and yapping – it must have been alerted by your approaching scent and is trying to wake its owners. Roll 1D6 and add 4 to find how many warriors are in the camp (i.e. between 5-10). As the sleeping beauties are slow to stir, you have a chance to begin laying into them before they can fight back – do you attack immediately (go to 13F), kill the dog before any of them awaken (go to 4D), try to calm the dog and wait for the druids to awaken so you can talk to them (go to 15C), or tiptoe out of the camp to try and escape (go to 7C)

## 2E

It's a jar containing red jelly-like goo, the label says "healing salve". It contains 3 applications, each can heal 2D6 hits. Go to 1A and make another choice.

## 2F

If you have been to this paragraph before, then return to 11A and roll again. Otherwise, read on.

You are faced by a druid in red armour, he seems larger and stronger than the rest. He carries a fearsome sword – a 5 feet long double-edged triple-pointed vein slicer. His red eyes burn like glowing coals. He lifts the weapon above his head with both hands and charges at you screaming with what seems like a hundred voices.

Do you stand and fight – go to 8F, or

If you turn and run – go to 7C, or

If you have a missile weapon you would like to use, go to 12F

### **3A**

Make a L1 SR on Luck. If you succeed, go to 5B. If you fail, go to 9C.

### **3B**

If you have tried this option before then go back to 1A and make another choice. If this is your first time here then make a L1 SR on Luck. If successful, go to 15B. If unsuccessful, go to 12B.

### **3C**

You find a flask of healing potion, which cures 1D6 hits. Now go to 11A.

### **3D**

You feel a stabbing sensation in your back. That is because you have been stabbed in the back.

Armour has no effect – take 1D3 hits (half 1D6, rounding up). You turn and fight. The druid now facing you has MR 10+1D6.

After two combat rounds, whether you have killed your opponent or not, you are attacked by another druid with MR12.

If you defeat both, turn to 4E. If you die, close the book.

### **3E**

You find the little fella likes to have his tummy tickled. He turns over and rolls his eyes in delight as you play with him. You feel as though someone is watching you, and turn round to see a pair of blue eyes burning out from a red hood! Do you attack (go to 6E), or try to run (go to 13A).

### **3F**

All the remaining red-robed warriors are now awake and form a corridor down which you may pass. If you have killed a dog in this adventure, go to 16A. If not, make a L1 SR on Luck. If you fail the SR, go to 1C. If you pass the SR, go to 13B.

## **4A**

Roll 1D6

1-3 Go to 6B

4-6 Go to 8E

## **4B**

Several red-robed warrior druids sitting around a blazing camp fire, eating, talking, and laughing. In the middle of the camp, a small dog, little bigger than a hamster, is pouncing around and yapping – it must have been alerted by your approaching scent. Roll 1D6 and add 4 to see how many warriors there are (i.e. 5-10). Do you attack them (go to 11A), or try to escape (go to 7C) ?

## **4C**

Make a L1 SR on Intelligence. If you succeed, go to 10A. If you fail, go to 6F.

## **4D**

You step lightly over the sleepers until you reach the tiny terror in the middle of the camp, and quickly put it to sleep with your blade. Take 1AP, and make a L1 SR on Luck. If successful, you have a chance to either escape (go to 7C), or kill some of the warriors before they awaken (go to 2C). If you fail the SR, the warriors are already waking up . . . go to 11A.

## **4E**

You notice a flask sticking out from under the robes of one druid. You try the drink and find that it restores 2D6 hits immediately. Now go to 11A.

## **4F**

It's a mouldy old biscuit. If you want to eat it, go to 16B. If not, go back to 1A and make another choice.

## **4G**

Whilst you are waiting you hear someone yawning nearby, and look up to see two burning blue eyes staring down at you from the dark folds of a red cloak. The frightening figure of a druid warrior looms above you. You see several figures sitting or lying on the ground beyond. Go to 8E.



## 5A

You draw your weapon, ready yourself, take a deep breath, and race out from the bushes into the clearing. As the leaves and branches fall away in front of you the whole clearing comes into view and your eyes widen in surprise as you see . . . roll 1D6 and turn to the paragraph listed below:

- 1 2D
- 2 4B
- 3 14A
- 4 8C
- 5 10E
- 6 1E

## 5B

You realise that by some miracle the rest of the camp is still asleep!

If you want to try and escape, go to 7C.

If you want to search the bodies for treasure, go to 9E

If you want to continue the slaughter, go to 7A

## 5C

If you have already killed half or more of the druids you started with, make a L1 SR on Strength. If you succeed, go to 16C. If you fail, go to 11A. If you have not yet killed that many, then go to 11A.

## 5D

You manage to find a way through the trees and undergrowth and gradually the noise from the clearing subsides until you hear only the birds and the wind in the branches. You breath lightly again as you realise you are safely away. You find another path to continue your journey. Now close the book.

## 5E

You awaken to find yourself in the middle of the clearing, surrounded by druid warriors dressed in red cloaks. There are between 4-9 of them; roll 1D6+3 to determine how many. You are facing one who seems larger than the rest . . . go to 2F.

## 5F

You find a bag of medical supplies. There are bandages, salves, and dressings. You quickly patch yourself up best you can – healing 2D6 hits. Now go to 11A.

## 6A

The giant warrior suddenly stumbles, and drops his sword. He staggers from side to side a little as if off-balance, then topples like a plank to the ground, sending up a shower of dust and leaves. You approach cautiously to examine him, and find him dead. Perhaps he suffered a weak heart that gave way in the stress of battle? You may never know for sure, but you are grateful for your life. Go to 7F.

## 6B

You flee into the forest as fast as your feet will take you. The warrior who was waking up has a chance to loose an arrow at you – roll 1D6 and on a 1 or a 6 you are struck, for 1D6+6 hits of damage (armour has no effect). If you survive, you disappear into the forest and escape with your life. Take 50AP and close the book. If you are killed, then just close the book!

## 6C

Hécatombe (French) = noun, fem. Mass destruction or slaughter.

## 6D

A pair of dirks are lying in a puddle of bright red mud. Dirks are throwing daggers, 2+1 dice, 10' range, require Dex 10 to throw, or can also be used as a hand-to-hand weapon. Now go back to 1A and make another choice.

## 6E

The warrior has MR19. You must fight to the death. If you survive, make a note of how many warrior druids are now left and go to 11A. If you are killed, close the book.

## 6F

As you turn, the druids see your weapon. Without breaking stride, they launch a volley of arrows, throwing knives, spears, blowdarts, slingshots, sticks and stones. You are peppered and hammered, mangled and mashed, impaled and sliced. You are dead, close the book.

## 6G

Nothing happens. Go back to 1A and make another choice.

## 7A

Roll 1D6. That is the number of throats you slit before any more waking warriors round on you. Make a note of how many remain and go to 11A.

## 7B

You have a second to get your breath, and turning round notice something of interest . . . .

Make a L1 SR on Luck.

If you fail the SR, go to 1B.

If you pass the SR by 0-3 points, go to 3C

If you pass the SR by 4-6 points, go to 5F

If you pass the SR by 7 or more points, go to 9F

## 7C

Make a L1SR on Luck. If you succeed, go to 5D. If you fail, the forest seems to have closed in and you can't find a way out – you must return to the paragraph that sent you here and make a *different* choice.

## 7D

As the red-robed figure falls to the floor, it's weapon held in front, it lands on another, impaling its sleeping comrade through the chest. A spray of blood shoots up like a fountain, drenching them both. Make a note of the kills, and go to 11A.

## 7E

You turn round just in time to parry a knife attack. Your opponent has MR 10+1D6.

After three combat rounds, whether you have killed your opponent or not, you are attacked by another with MR12.

If you defeat both, turn to 4E. If you die, close the book.

## 7F

The armoured warrior lays slain at your feet. You may take his weapon. It is a 5 feet long double-edged triple-pointed vein slicer. It has 4D+10 hits, and requires STR 14 and DEX 10 to use. As you lift it, you feel a surge of strength. The weapon is magic and has the ability to heal all your hits when you most need it. After this has happened, it must recharge by taking the blood of enemies before it can heal again. It will be fully recharged again after taking the lives of foes worth a total of MR200 for every level of your character. For example, when your character is level 3 it will need MR600 before it is recharged. You cannot choose when the weapon will heal - it can only heal when fully charged, and will automatically restore you back to full hits just when you need it – i.e. when your CON falls to zero. The weapon has been fully charged by the death of its previous master. Now go to 11A.

## 8A

You see two more red robes rising – they have MR1D6+3 and 1D6+7 and you must fight them both together. If you survive, make a note of how many warriors are left and go to 11A. If you are killed, close the book.

## 8B

Roll 1D6

1-2 Go to 10D

3-4 Go to 15D

5-6 Go to 5E

## 8C

There are several red-robed warrior druids lying asleep around the smouldering remains of a camp fire. In the middle of the camp, a small dog, little bigger than a hamster, is pouncing around and yapping – it must have heard you and is trying to wake its masters. Roll 1D6 and add 4 to find how many warriors are in the camp (i.e. between 5-10). You then notice that one of the warriors has their eyes open and is looking at you! Your eyes meet for a moment . . .do you attack (go to 6E), try to escape (go to 7C), or go over and pet the dog (go to 15F).

## 8D

You find a small sac containing some first-aid supplies. You can treat up to 30 hits of injuries with this equipment, in any combination e.g. one application of 30; 3 applications of 10; etc. Now go to 1A and make another choice.

## 8E

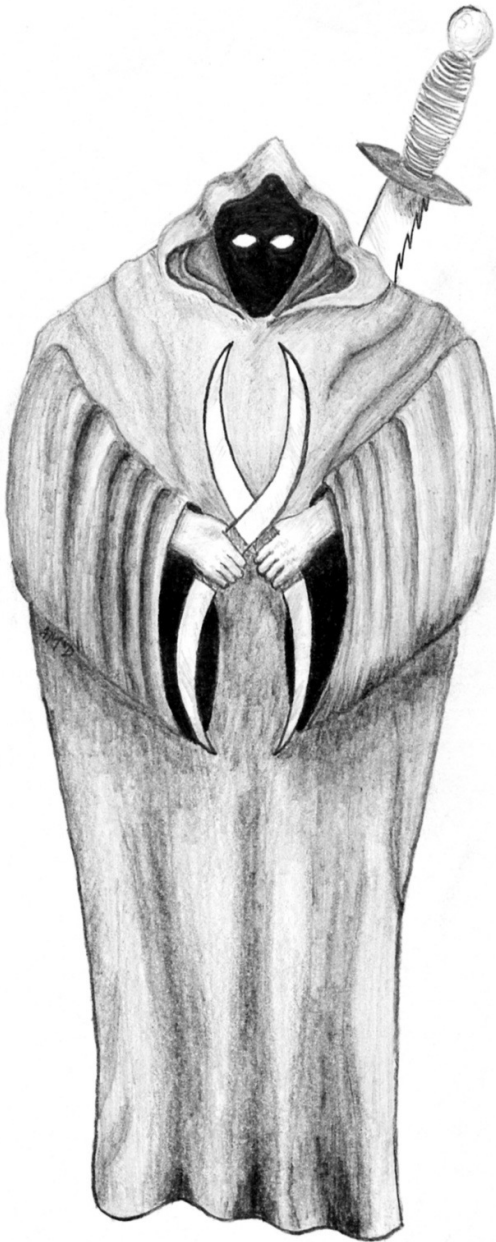
You are unlucky – the warrior sounds the alarm and the whole camp sets off after you! You have a head start, but the thunderous sound of their feet and frenzied cries carry through the trees and fill you with fear. Make a L1 SR on Speed . . . quickly!!! If you succeed, turn to 10B. If you fail, turn to 2B.

## 8F

The warrior gets 4D+10 for his weapon and has a further +1 personal combat adds. His armour takes 4 hits, and he has a Constitution of 12. If you reduce his CON to 8 then you may make a L1 SR on Charisma. If you succeed, go to 12A. If you fail, you must continue the combat.

If you reduce his CON to 4 then you may make a L1 SR on Luck. If successful, go to 6A. If unsuccessful, you must continue the combat.

If you are victorious, go to 7F. If you die, close the book.



## 9A

Roll 1D6 to see how many warriors attack you. [If you roll more than the number of warriors remaining, then roll again]. Each has MR 1D6+2. They all attack together, screaming and cursing, their red robes dark with the blood of the fallen. If you survive, make a note of how many remain and go to 11A. If you are killed, close the book.

## 9B

You feel all your strength returning – all your hits are cured, and your constitution increases permanently by 1 point. Go to 11A.

## 9C

Make a L1 SR on Luck. If you succeed, turn to 7E. If you fail, turn to 3D.

## 9D

As you finish off the warrior, one more rises immediately behind it, almost as if the fallen druid has been reborn as another. It's sword held high, it attacks at once. This one has MR 1D6+10. If you die, close the book. Otherwise, go to 11A.

## 9E

You notice a flask sticking out from under the robes of one druid. You try the drink and find that it restores 2D6 hits immediately. Now go back to 5B and make another choice.

## 9F

One of the dead is clutching a scroll in his hand. If you want to leave it alone, go to 11A. If you want to read it, go to 11B.

## **10A**

You drop your weapon, raise your arms and slow to a standstill. Your chest is burning and your throat is on fire with the effort of your run. The druids encircle you and gradually close in. Their hoods are up and you cannot see their faces, only so many pairs of burning blue eyes. They are almost upon you, and their hands start to reach out, you feel hot, so hot, burning, your head is spinning, your legs are failing under you . . . the world turns dark and your last image is a bright blue sky made of eyes. . . go to 8B.

## **10B**

With fire in your legs you sprint through the forest like a racing deer, leaping over bushes, swinging from vines, and sliding down banks. Gradually the sound of your pursuers fades away and you realise with great relief that you are safe! You find another path to your destination and proceed with your journey. Take 50AP and close the book.

## **10C**

A discarded red cloak you were about to step on leaps up in your face – a small druid was concealed underneath. Make a L1 SR on Dexterity. If you succeed, you skewer the imp whilst in mid-air. If you fail the SR, you must fight. The druid has MR16.

If you survive, note how many druids remain and go to 11A. If you are killed, close the book.

## **10D**

You awaken to find yourself tied to a stake in the middle of the camp. All the warriors surround you, and their hoods are thrown back. Their faces are like devils – some with horns, some with pointed ears. They have red faces, blue eyes, and black hair. They force you to be their slave for 1000 days and nights, keeping you tied to a leash at all times. You are subjected to frequent torture and humiliation. After that time, they abandon you with your original possessions, but your mind is never the same again – you are forever tormented by visions and memories of the time spent in service to the devils in red. Permanently reduce your Intelligence by 2 points, and now close the book.

## **10E**

The clearing is completely empty. It must just have been the wind . . . take 10AP for your courage and close the book.

## **10F**

You step on a man-trap. You can't help but yelp with pain. Take 1-3 hits damage (1D6 and half the result, rounding up). You manage to prise the trap off, but fear you have disturbed whatever awaits in the clearing. Make a note that if and when you arrive at paragraph 5A, you do not need to roll 1D6 but instead go straight to option 4. For now, go back to 1A and make another choice.

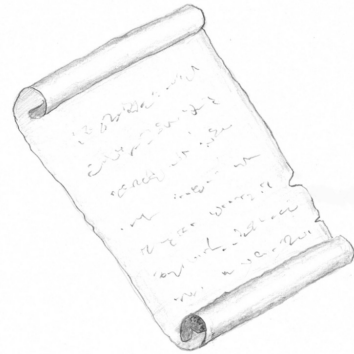
## 11A

If all the druid warriors are dead, turn to 1F. If only one remains alive, turn to 14D. Otherwise, roll 2D6 and look up the paragraph to turn to below:

- 2        Go to 2F
- 3-4     Go to 8A
- 5        Go to 10C
- 6        Go to 1D
- 7        Go to 7B
- 8        Go to 16E
- 9        Go to 13D
- 10-11   Go to 9A
- 12      Go to 3A

## 11B

You prise it from the dead man's fingers and unravel it. The words don't seem to make any sense, but as you read them aloud you feel . . . . . roll 1D6. On 1-5, go to 9B. If you roll a 6, go to 2A.



## 11C

The dog doesn't take to you. It barks even more loudly. The first warrior who is awake doesn't look friendly. Go to 6E.

## 11D

You face the last remaining warrior druid. You circle each other for a little while, then launch into combat. The druid has a weapon with 4D+8 hits, and gets a further +8 personal combat adds. Your opponent has CON 24, and armour worth 10 points.

You suspect this one is either old, sick, or both, because despite its strength when fighting, it stops every other combat round to regain breath.

On the 1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, etc. combat rounds, fight as normal.

On the 2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup>, etc. combat rounds, you roll as normal but your opponent gets no roll – just deduct their armour rating.

If you survive, go to 1F. Otherwise, close the book.

## 12A

The warrior suddenly stops fighting and bows down at your feet, saying in a deep voice “*You are brave and strong, and have weakened me, but you will not escape my concubines. If you spare me, we will let you safely on your way*”. You’re not sure if you heard him correctly, but anyway – if you want to continue attacking him, go back to 8F and carry on until one of you is dead. If you would prefer to accept his offer, go to 3F.

## 12B

You circle round through the trees, careful not to make a noise. You can make out something red in the clearing. You think the animal noise might be a pack of large wolves. Go to 1A and make a different choice.

## 12C

You go over to one of the dead and draw back the hood to reveal . . . the face of a woman. You check some others – they are all female, most young and beautiful. So many dead . . . you are horrified by your own actions. To try and come to terms with your murderous acts, you bury the bodies along with the dog, and plant a stone atop the mound. You notice the dog has a nametag, which you remove and hang over the stone. One word adorns it – presumably the dog’s name – “*Hecatombe*”. You find a little gold amongst the remains of the camp (1D6 x 10 GP), and may take 200AP for surviving. Now close the book.

## 12D

The dog’s barking has woken the camp. There are between 3-8 druids (roll 1D6+2). Go to 11A, but whatever happens next, remember that you are still fighting the dog as well – add it’s MR to that of any additional opponents.

## 12E

You find a bottle containing a purple liquid from which a strange light seems to emanate. The label says “magic potion”. You may drink it now, later, or even save it for a future adventure. When you do decide to drink it (but not before), turn to paragraph 14C. Now go to 1A and make another choice.

## 12F

You may get in one shot before the warrior reaches you. He is at point blank range. Roll to see if you hit and how much damage you do (his armour has no effect against missiles), then go to 8F to see his statistics and subtract your hits before continuing.



## 13A

You turn and sprint, but trip up on another sleeping druid. Your pursuer is upon you and pins you to the floor. The hood is thrown back and you look upon the face of . . . one of the most beautiful women you have ever seen. She has brilliant blue eyes that burn with passion, and red painted lips. Her head appears to be shaved, perhaps a feature of her druidic cult. If you still want to fight, go to 6E, otherwise go to 15A.



## 13B

You walk hesitantly between the parallel rows of red eyes until you reach a path that leads away from the clearing and back into the deep forest. You don't look back. Take 100AP and close the book.

## 13C

You find the little fella likes to have his tummy tickled. Then you notice out of the corner of your eye, the warrior who was watching you rising up as if to attack . . . you panic and begin to flee . . . go to 13A.

## 13D

Roll 1D6 for the number of warriors who attack you (with a maximum of the number left alive). These are at a little distance, and if you have a missile weapon then you may have two missile attacks before they engage you in hand-to-hand. The first missile attack will be at easy range and the second at point-blank range.

The next combat round, one warrior attacks you. He is joined by another in every successive round until they are all either engaged in combat or dead. Each has MR 2D6 and 1 point of armour. If you defeat them all, go to 11A. If you die, close the book.

## 13E

You find 2,000 GP's and may also take 1000 AP's, but unfortunately neither will be of any use to you because you are a cheaty-cheat-cheater, yes you are, because no-where in this adventure sends you to this paragraph. Try to follow the rules in future.

## 13F

You creep round, cutting throats quickly and efficiently. Roll 1D6 to see how many you are able to dispatch with before any wake up. Take 20AP for each one you kill, and make a note of how many (if any) are left. Next go to 11A.

## 14A

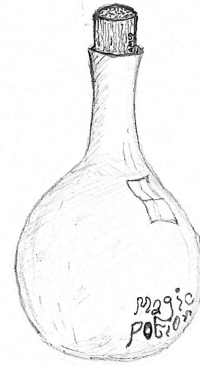
Several red-robed warrior druids are lying asleep around the smouldering remains of a camp fire. In the middle of the camp, an enormous hound is leaping wildly around, barking and gnashing its teeth, straining at its leash. Suddenly, the leash snaps and the giant dog bounds straight for you! If you have a missile weapon, you may make one attempt to hit it at “Easy” range, otherwise engage immediately in hand-to-hand combat. The animal has MR20 and thick skin equivalent to 2 points of armour. If you are killed, close the book. If you kill the dog within six combat rounds, go to 16F. If you are both still fighting after six combat rounds, go to 12D.

## 14B

You go over to one of the dead and draw back the hood to reveal . . . a horribly deformed face. You check some others – they are all in some way scarred, malformed, twisted or mutated. You are horrified by the monstrous faces, and decide to bury them so no other passers-by will have to look upon them. You finish the mound, and plant a stone atop. At that moment, the dog, who has been yapping away all this time, breaks free from its leash and runs off into the forest. Its nametag falls off as it runs, so you pick it up and place it over the grave stone. One word adorns it – presumably the dog’s name – “*Hecatombe*”. You may take 100AP for surviving. Now close the book.

## 14C

You remove the cork from the strange little bottle of glowing purple liquid, and drink it down in one gulp. You feel lightheaded, then nauseous, then weak. You fall to the floor, perspiration beading on your face, your vision blurred. Go to 16D.



## 14D

Make a L1 SR on your current CON. If you succeed, go to 11D. If you fail, go to 16C.

## **15A**

The skinheaded-beauty ties you up firmly and wakes the rest of the camp. All are beautiful women, except one armoured male warrior – you are not sure if he is in charge as he seems to do everything the women tell him. Regardless of your character's race or gender, they decide to take you along with them for a while as a dog-carer and camp slave. You are forced to meet their every needs . . . well, not forced exactly. You are free to leave them any time you wish. Take 200AP and close the book.

## **15B**

Whilst moving softly through the undergrowth, you come across an object lying on the ground. Roll 1D6:

- 1 Go to 2E
- 2 Go to 4F
- 3 Go to 6D
- 4 Go to 8D
- 5 Go to 10F
- 6 Go to 12E

## **15C**

You tiptoe over to the dog and pet it. Make a L1 SR on Charisma. If successful, go to 3E. If unsuccessful, go to 11C.

## **15D**

You awaken to find yourself lying in the forest. Any gold and jewellery you carried has been taken, but you still have your weapons and armour. Consider yourself lucky! Take 100AP and close the book.

## **15E**

Roll 1D6. That is the number of rounds that pass. For every round, make a L0 SR on Luck (i.e. target 15, remember a “3” is always a fumble). If you pass all the SR's, then go to 6G. If you fail any, then go to 4G.

## **15F**

The warrior watches you suspiciously as you tiptoe over and pet the dog. Make a L1 SR on Charisma. If successful, go to 13C. If unsuccessful, go to 11C.

## 16A

You walk cautiously between the rows of druids towards the forest. Without warning, you hear a thud and feel a horrible pain between your shoulder blades. A tortured cry comes from the armoured warrior – a single word – “*Heee. . .caaa. . . tombe!!!!*”. You turn to see him charging you, slaughter in his eyes. Apparently, you killed his dog. Take 2D6 hits from the poisoned throwing blade that is lodged firmly in your back, and if you survive that, you may continue the combat by returning to 8F and fight to the death.

## 16B

The biscuit tastes rotten but you munch it down anyway. It is old, mouldy, wet, and full of dangerous bacteria. You should have known better than to eat something you picked up off the ground. Perhaps you thought it was a magic biscuit, like the forests are full of magic biscuits just lying around waiting to be eaten? The bacteria poison your brain – permanently deduct 2 points of intelligence and go to 1A to make another choice.

## 16C

Your fighting is so fierce that the remaining warrior druid(s) turn to the trees and flee! If you killed the dog already, go to 12C. If not, go to 14B.

## 16D

The feeling quickly subsides and you are back to normal. You feel as if you have had a year of intensive strength training and have now recovered. Your strength increases by 1 point permanently, and by a further 1D6 points for the duration of this adventure. You are also cured of any hits you have taken. Now return to the paragraph or place from where you came.

## 16E

You swing round just in time to see a warrior druid attacking you from behind. He has MR 2D6+8, and a shield worth 2 armour points. If you are killed, close the book. If not, make a L1 SR on Luck. If successful, go to 7D. If unsuccessful, go to 9D.

## 16F

The hound finally slumps to the ground, and with a last whimper and a shudder, dies. Take 40AP. You can now see that there are between 7-12 druids in the camp. Roll 1D6+6 to determine the number. You have lost the element of surprise, and can either attack immediately (go to 11A), or try to escape (go to 7C).