



Khaghboommm
Press

Control Freak – Spirited Resistance



**A Tunnels & Trolls Solo
By Mark Thornton
with artwork by Stanley Ditko**

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Rules Introduction

The key to this solo is the *Spirit Mastery* spell. I wondered idly what happens in a magic-rich world of limited policing if someone has a ring which enables them to cast the spell at will. So we played a game – and I saw that very quickly, as the player character gained in wealth and power, that the ring was not much used. It became clear that it was more attractive to use all the normal strategies to take advantage of being able to cast magic, fight well and do all the things that above average attributes and decent talents enable you to do.

I wonder if it will be the same in this solo? I can see it could be possible for the player character to have a whole gaggle of NPCs in tow, all *Spirit Mastered*. I have built in a ‘your NPC might be spotted acting strangely by the City Watch’ factor – but it still is eminently possible.

Let’s review the *Spirit Mastery* spell by looking at its variations in the 5.5, 7.5 and Deluxe rulebooks.

Back in the days of 5.5 when few were as socially sensitive (a better term than ‘politically correct, I think), it was known as ‘*Yassa Massa*’. A L2 spell, it cost 8 to cast and permanently enslaved ‘previously subdued’ monsters or foes provided that the caster’s ST, IQ and CHR were not bettered in total by the target.

My experience with other GMs has been that they rarely liked their NPCs to be permanently enslaved and tended to have them be difficult at best. I suppose I flirted with them not always clearly understanding the caster’s wishes – and there was always the possibility of a language barrier since there is no mention of telepathic control.

Apart from being known as ‘*Spirit Mastery*’, the spell was in the main unchanged in 7.5. WIZ of course replaced STR as a relevant attribute. The subtle change was that there was no longer a mention of permanency but rather ‘as long as the caster’s WIZ, INT and CHR are greater than the victim’s. So, on a tie the caster now loses. And, more tellingly, as the caster’s WIZ drops through spellcasting there is now a real danger of a loss of control and (quite possibly) a vengeful, angry foe coming at you!

By the time we get to Deluxe, the spell is a 4th level enchantment. That does not seem unreasonable to me but I can’t say I would stop players having it stay at L2. It has a range of 10’ rather than being a ‘touch’ spell (very nice for the caster). ‘Stunned’ is now an alternative to ‘subdued’ and the victim obeys the caster’s spoken commands (see – no telepathy!) with the proviso that the victim will be helpful if it cannot understand the language. A big kicker now is that there is another range – more than 300’ away and the caster loses control just as if his/her attributes fall below those of the victim.

You pay your money, you takes your choice.

For me, the spell can have a range of 10’, it is fine for the caster to have to exceed the victim’s three attributes and stay that way. If a wizard burns up khremm casting magic, I’m fine with the control being broken. It should still be worthwhile on WIZ/INT/CHR-weak targets. As for the range-breaker, I think maybe the spell could be powered up to prevent that or sold by the Wizards’ Guild at a higher level without that drawback.

There you have it. When you write or run a game, you get to choose the rules. Here, within these pages, it is my domain!

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Some Basic Rules -- To Get You Going

Saving Rolls

Normally shortened to ‘SR’, these make up the engine of the game. By them are all things possible – or not...

Always 2d6 DARO (that is, if you roll doubles you roll again and add up both rolls – in fact, you keep rolling as long as the doubles flow so anything can be achieved!

A roll of 1, 2 (a “critical fumble”) is always an abject failure (this means nothing is guaranteed!).

You add the dice roll to your relevant attribute. There are targets for different levels as follows:

- L1 – 20 (something an ordinary person might sometimes manage)
- L2 – 25 (something special)
- L3 – 30 (something heroic or very well practiced)
- L4 – 35 (something almost god-like or a finely honed skill)

And so on...

Attributes

Roll 3d6 TARO (that is, triples add and you roll again – your character is a specialist if you roll a TARO)

The attributes are:

- Strength (STR) once used to power spells rather than WIZ
- Wizardry (WIZ)
- Intelligence (INT) once IQ
- Luck (LK)
- Constitution (CON)
- Dexterity (DEX) used to determine the success of missile weapons via saving rolls as well as for balance, etc
- Charisma (CHR)
- Speed (of reaction) (SPD)

Your best attribute gives your level – hitting a new ‘ten’ elevates you (e.g. if STR is 30, you are L3).

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Death

This happens when your CON falls to -10. At zero, you go unconscious and will keep losing CON at one point every 30 seconds (a round) until you die or something happens to heal you. When you rest up after an adventure you recover one point of CON per day.

Combat

Weapons get a certain number of d6. Warriors get an extra dice for each level they have risen to, A sword might be 3d6, a dagger 2d6 and an axe 4d6, say. Characters also get personal ‘adds’ – anything over 12 on STR, LK, DEX and SPD. Anything lower than 9 is a minus ‘add’. (Deluve T&T got rid of minus ‘adds’ but I haven’t!)

Basically, both sides roll their weapons dice, adjust for adds and compare totals – the difference the loser takes as damage to CON unless they have armour. A suit of leather armour might give 6 points of protection but warriors really know how to maximize armour so they get double protection.

Monsters often have a Monster Rating (MR). This indicates their combat dice and adds. Each 10 of MR is worth one dice and adds are 50% of the MR. However, you always add in one extra d6 so MR100 actually gets 11d6 plus 50. MR reduces as damage is dealt just like CON. Monsters always get the same number of dice but they lose ‘adds’ as their MR falls.

If fights are level and stuck, throw in the concept of ‘spite’ damage – any 6 rolled always does a point of malicious damage even through armour (you can play this ‘spite’ rule throughout combat if you like).

Character Types

The main three are warriors (see above), wizards (see below) and rogues. If you want to know about rogues you really need a rulebook, even a free shortform download.

Kindreds

You can play whatever you like – but a dragon really won’t make much sense in this solo. Different kindreds get different modifiers to the basic 3d6 rolls for attributes (e.g. dwarves get a x2 modifier for STR) but, again, you need a rulebook for this. You can make up kindreds and their modifiers if you want. Kindreds don’t need to be ‘balanced’ but while my dwarves get x2 modifiers for STR and CON, they get 0.66 modifiers for WIZ, LK and CHR. Try imagining an elf...

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Magic

Wizards need a minimum INT and DEX for spells depending on their level of difficulty. The Wizards' Guild trains them until they know the basic L1 adventuring spells. Spells need INT saving rolls (SRs) to be cast successfully otherwise the spell is botched. Each spell costs a certain number of WIZ points to power – if a wizard goes to zero or below because they go spell-crazy, they drop dead! WIZ is regained at one point every ten minutes unless involved in strenuous activity. You can't cast a direct effect spell on someone/thing with higher WIZ than you. For the spell-book you need a rulebook! (But I will tell you that the basic 'kill' spell is L1 (and so it requires a L1 SR on INT to cast it) and is called *Take That, You Fiend!* (Yes, T&T spells have and should have melodramatic, *punful* names!)

It costs 6 WIZ to cast, is not stopped by armour, travels up to 100' instantaneously and does damage to animate(d) beings equal to the wizard's INT. Ouch! WIZ comes back at one point every ten minutes and the wizard drops dead if his/her WIZ is not at least 1 so be careful! In the text, spell names are always in italics.

Talents

You can claim a talent for every level you achieve. You might choose, say, climbing. You tie it to a relevant attribute – I'd say DEX in this case – and roll 1d6 to give you a fixed boost to the base attribute every time you engage in this particular activity (if the text says "make a L1 SR on DEX to climb the wall" you would combine your DEX with the fixed boost for that talent and roll against that.

Adventure Points (APs)

You gain these every time you try a saving roll – dice roll x level of SR. You sometimes get awarded AP bonuses. When you are resting, you can 'spend' APs to boost attributes. The cost is ten times the current value of the attribute. So, if your INT is 10, you need to spend 100 APs to get it to 11.

Money

Money is generally gold or gems. One gold piece equals ten silvers and one silver equates to ten coppers. A lantern, for example, might cost 10 gold pieces (GPs) and leather armour 50 – silvers and coppers really are not worth bothering with in the Trollworld economy. Gems can be worth very little or a fortune!



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There! You can probably play this solo even if you don't have any rulebook and have never played the game before!

It is intended to be frivolous rather than deadpan and the environment is very, very magic rich. Jokes are expected and death is no different - but heroes quickly become much-loved legends.

Caerthaeph't first arose from the slumbering depths of my imagination when my car was stolen. Of course, I was thinking of Rome's ancient enemy, Carthage. If you want to experience its genesis, get a copy of the solo, "*Joyride*", available via DriveThru RPG as a pdf or Lulu Publishing as a printed book.



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“You see that? He doesn’t look too good, does he?”

The voice sounds curious, eager and wary all at the same time. Not a close friend then.

“Nah, he’s gone and pushed his luck too far this time, I’d say. Someone’s given him the crack on the head he’s been asking for ever since he got to this city.”

So much for sympathy. It doesn’t appear as if the victim of this crime of brutality can expect much care from these two if he is still breathing.

“Think they’ve gone? Would have thought they’d have stripped him naked. I’d of expected he’d have lost the shirt of his back.”

Well now. That is a tad strange. This is a very lawless city and it’s not just transport that gets nicked as an every day (and certainly night) occurrence.

“Maybe they were scared. A lot of folk are scared of him... Were scared of him. I don’t think he’s going to be putting the frighteners on anyone anytime soon unless he’s been bitten by a vampire!”

Maybe that’s why these two gentlemen of the night are not getting in close to make sure of their theories. It sounds as if this fellow must have been someone to give a wide birth before this accident befell him.

“Or he could have one of those ‘*Born Again*’ spells. He knew enough magic, so he did. Did you see that? He just moved!”

Ah, so there’s life in this old dog yet then.

“Don’t be thick! He wasn’t that high and mighty and he certainly didn’t have any bigwig chums in the Wizards’ Guild. They wanted him to toe the line but they never could make him.”

Well, if this wreckage of a man is going to walk away from this, it’s going to be under his own steam. Wizard, eh? Not many can take down a powerful magician, sword or no sword.

“What we going to do then? If he’s still alive I don’t want to try to convince him it wasn’t us that bashed his head and stove his hat in!”

Yes, a wizard’s hat could be expensive to replace. You never can be sure when they are just tall and conical for effect and when they are enchanted to catch out the unwise.

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“Anyway, he didn’t move. Your imagination’s running away with you. Look at all that blood pooled round his head. It was just the wind that stirred his hair, you fool!”

At this rate there’ll be someone else lying beside this wizard on the pavement soon enough. If these two carry on like this, there’s going to be another fight. Perhaps we should stay to watch...

“Who are you calling a fool? I was the one what got us that job guarding Prembag’s caravan. If I hadn’t done that we wouldn’t have been able to get his jewels. Inside jobs are always safer bets.”

Thieves then. As to be expected. Is there gratitude amongst thieves? The notion that there was honour was patently ridiculous.

“I’ll grant you that. But if we hadn’t sold those gems to the one-eyed dwarf for such a good price I wouldn’t have been able to have courted Belladonna properly and I’d still be footloose and fancy free instead of having this ball and chain round my neck!”

So much for gratitude – although it is quite feasible that this Belladonna is such that we should feel sorry for the man.

“You be careful what you say about her. If she hears, you’ll be on her poisoning list, husband or no husband.”

Quite so. But we should not allow ourselves to be distracted by someone we may never meet (if we have sufficient good fortune). These two should get their minds back to the matter at hand.

“Do you think Bella could have poisoned him? She wouldn’t blanch even at the idea of killing a wizard.”

Very good. It seems they have circled back to this man of magic. Time for action! They should either search him and take his valuables or make way for bolder nightprowlers.

“He don’t look much like he was poisoned now!”

An astute observation. Pray continue.

“Yeah, but that could have been done to throw the law off the scent. Poison him first then cave his skull in. Clever, very clever indeed!”

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Oh, and you would know ‘clever’ would you? Not even if you tripped over it, in my humble opinion.

“Don’t be daft! What would the law care? If they thought anything about anything other than selling his corpse to a Bring-Out-Your-Dead man, they’d be glad not to have him to tangle with anymore.”

Great minds think alike, as do polar opposites once in a blue moon.

“Give him a kick. Go on. If he’s dead, he won’t bite you!”

Back to the vampire theme I suspect.

“He would if he was a vampire! You do it if you think it’s such a good idea. Go on, I dare you. You’re not chicken, are you?”

A very shallow strategy in most circumstances but it just might do at a pinch here...

“Who you calling chicken? Watch this then!”

No, I think I must close my eyes.

“You’ve gone and done it now! He’s head’s come off!”

Football anyone?

“Proved he’s dead, didn’t I?”

The evidence is really quite overwhelming.

“Tell you what, let’s just take the head and get out of here. Everyone knows wizards’ brains are in their heads. We might be able to cast spells like he could if we hold him by the ears and point him at things!”

Surely he jests?

“Come on, let’s do it! Could be better than that caravan job. We could be kings in this city with his head in our hands.”

Heaven forbid. Still, that got rid of them. They were beginning to wear a bit thin, weren’t they? I think perhaps you should search his pockets now – and check his fingers for rings. Quick, before the Watch comes.

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This is where you come in, dear player. You could just walk away and forget what you just heard and saw – but why would you do that, having invested in this humble little adventure?

So, you're in and we are under way, full steam ahead and no turning back. Who are you? What are you? Let's not fuss about this. If you are of modest specifications, your decisions and the roll of the dice will determine your future; if you are mighty and perhaps magical, you must feel free to interpret the whims of fate as you see fit for I shall not look over your shoulder and quibble, let alone chide. No, let your moral compass point the way!

Where to begin? Why, let us be orthodox, at least at the outset, and name the paragraph 'One'. It is with sincere goodwill that I say that I hope the final paragraph you read may be called 'Won'. Time will tell, for it never keeps its secrets very long.

1 – The body you search is indeed dead. This is fortunate from your perspective as there can be no doubt that the fellow was a wizard. His many arcane knick-knacks give this away, as do the notes scribbled in ancient runes.

In purely pecuniary terms, you find a pouch with small rubies worth 250 GPs inside. Now that would be a find to warm the cockles of your heart in itself but there is something better still... Go to 330.

2 – When he sees you put the ring on, the uruk turns and flees! He scrams so fast he must have *Little Feets* cast on his boots or be very, very scared. As he goes, you can hear him yelling out, “You’ll be sorry! Just stay clear of me, you hear!”

The shaman Uxottl is a dangerous fellow – take 50 APs for seeing him off. Now you hear another voice. Not an unhappy one this time and this time, a voice coming from inside your toe!



“Ah, sublime joy! I feel the *Winds of Adventure* blowing my way again. **Our** way! Congratulations, my fine friend. Together we shall rule the world! Well – what are you waiting for? Go on, don’t dither – feel me out!”

The ring gives off a strangely discomfoting warmth as you slip it onto your middle toe on your left foot. You feel forces insinuating themselves into your nervous system, shooting upwards from your foot. Make the best SR on WIZ you can and go to 120.

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3 - Purloin Passage

From here you can go to Shark Court (go to 132) or Gollum Square (go to 122).

However, you must first roll 1d6 to find out what is happening in Purloin Passage:

1. You meet a mugger – go to 257
2. You meet a thief – go to 217
3. Life goes on uneventfully – choose your destination per the above choices
4. You spot an interesting shop – go to 39
5. Time for a drink – go to 49
6. You see a possible ‘victim’ – go to 247

4 – You lose the ring, your weapons, your money – all your possessions. Jumbo sits on you for good measure as well as leaving you flat broke. You take 3d6 squashing damage.

If you survive, you may continue without the ring (go to 191) or you may prefer to put this visit to Caerthaeph’t down to experience and go find some better day in a better town to live through. (If you died, some dog enjoys a *You-pancake* before too long.)

5 – The Wizard-God Khaghtch’an has a habit of watching over this city. He is venerable, absentminded and often gets sidetracked by various distractions, most frequently generated by his brother, Khaghbbommm.

If he is not watching this little melodrama, there is nothing more to be said other than telling you to leave Robin Hood Street via 162.

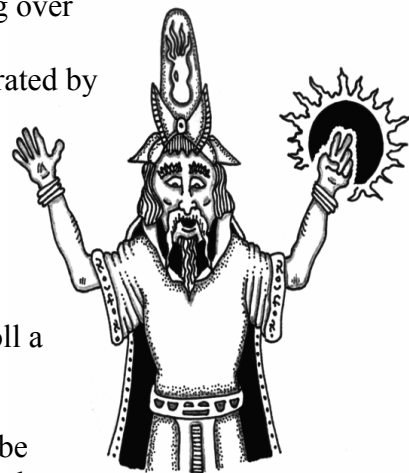
We can determine where his attention is by having you roll a L1 SR on WIZ. If you fail, he is otherwise engaged.

If he does see this act of release, you may have reason to be glad. In his dotage, he often doles out rewards even when there is little justification for so doing. You should try a SR on CHR now.

If you didn’t take the family gold and make L1 or better, Khaghtch’an raises your CHR by 1d6; if you did take the gold, you need to make L2 or better.

There is always a dark side to any moon and Trollworld has two: if you roll a critical fumble, the awful 1, 2 combination stings him in to punitive action and a sudden thunderbolt strikes you for 5d6 damage.

If you are not incinerated here, you may leave Robin Hood Street via 162.



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6 – Temptation is shouting out to get your attention! Surely all you need do is scoop the coins back into the sack and make a quick getaway!

If you want to listen to the strident voice of temptation, go to 105 but if you fear the long arm of the law then just clear off quick (go to 162).

7 – As you go down it quickly becomes pretty chilly and it is plain that there is some kind of freezer further below. You can see frost on the walls and ceiling after 10 steps and after 5 more there is frost underfoot too.

You can still decide to get out of here (go to 162) but if you do want to persevere with your will to explore and penetrate this icy hole, go to 16.

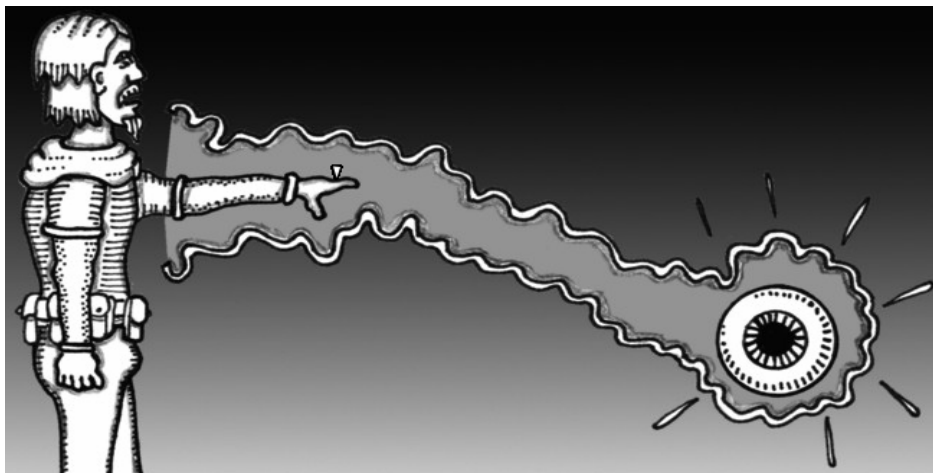
8 – You might have woken with a fright but fright is a two-way street (check the map of another city, probably Khazan). The intruder's eyes go wide and then disappear downwards at a rate of knots. You catch the briefest glimpse of a demonic face but not enough for a positive ID even if the Watch were into starting a witch hunt (their hunts always start that way, regardless of the suspect).

After a bit of turning and some tossing too, you nod off again. Make a L2 SR on CHR and go to 27.

9 – The Liquor Hole

This tavern is decorated exclusively in pink – pinks of all shades from a modest pale hue to a lascivious, dark, deep colour. The staff are all female and the landlord's name is Felatia Labbins. She runs a tight ship and makes sure no one ever goes home dry. The male customers seem happy but tired.

You can simply elect to have a drink (go to 99), pick on someone to use your *Spirit Mastery* ring on (go to 109) or see if you can sniff out a business opportunity (go to 119).



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10 – The Alibi Rooms

The rooms are furnished with lots of oak and velvet. The atmosphere combines old money with an audacious impudence. Smoking is mandatory and the vacuum-nosed flunkey-monkeys certainly earn their peanuts suctioning all the fumes from the drapes.

The proprietor is a seemingly complacent louche named Mycroft Moriarty. His chambers are infamous for providing cover stories for Caerthaeph't's many suspects and surveillance specialists also lurk within these walls.

You can simply elect to have a drink (go to 99), pick on someone to use your *Spirit Mastery* ring on (go to 109) or see if you pick up an alibi (go to 139).

11 – If you failed to make both SRs, Uxottl determines your fate with neither glee nor mercy in his sunken eyes. With a sniff and a cough, he shakes his feathers and puts his whistle to his lips, blowing softly. Go to 31.

If you made both SRs, he just sighs and shakes his craggy head wearily, turns on his bootheels and goes wandering. You may take 100 APs for escaping censure and retaining health and limbs. You may now go to 120 to put on the ring...

12 - Cutthroat Place

From here you can go to Hit and Run Avenue (go to 62), Hostage Hill (go to 281) or Pickpocket Parade (go to 72).

However, you must first roll 1d6 to find out what is happening on Cutthroat Place:

1. You meet a mugger – go to 257
2. You meet a thief – go to 217
3. Life goes on uneventfully – choose your destination per the above choices
4. You spot an interesting shop – go to 58
5. Time for a drink – go to 68
6. You see a possible 'victim' – go to 247

13 – Arkwright's wealth fluctuates like a see-saw in a troll playground. Sometimes things are quiet on Snaffle Street, sometimes it is a favourite target for members of the ubiquitous Thieves' Guild, a place without honour despite rumours to the contrary. What level saving roll did you make? Check the table below to discover the consequence:

Critical fumble – When you lift the rug, you set off the gas trap cunningly placed there; Arkwright is freed from the *Spirit Mastery* effect and takes a truly horrible revenge on your unconscious form with his carrot peeling knife.

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Fail L1 – Owing to an earlier break-in, there is nothing left to steal

L1 – You find a small bag of gems worth 3d6 x 30 GPs

L2 – You unearth a bag of gems worth 3d6 x 50 GPs

L3 or better – You gain a large bag of gems worth 3d6 x 100 GPs plus an incriminating note on Judge Menot (you can use this to get a ‘Not Guilty’ verdict if ever you need it

You may leave now when rested, either taking Arkwright with you (L1 SR on LK when you go out) or not. Head off to Robin Hood Street (go to 131).

You may leave Caerthaeph’t if you wish – go to 301.

14 – Monty’s maternal grandmother, a formidable old trollop in life, grabs for your ankles; his father, a rather severe Victorian man of limited patience, aims a savage blow at you left ear. There are others but you do not have time to ascertain their place in the family tree nor which tender part of your anatomy they target.

Not reacting fast enough to their initial assault, you take 2d6 damage right off the bat. Your only hope is to roll with the punches and get away before they shred you like so much pulled pork. If you can make a L1 SR on DEX, you can get away without suffering further lacerations (go to 162).

If not, your death leaves the merchant to discover the joys of the toe ring...

15 – Although by no means a fat man, Grimlard Skuttle often sneaks down for a feed when his wife and baby are sound asleep. He especially loves monkeynut butter and gremlin jam sandwiches and he spreads both toppings so thickly that he has to really stretch to get his teeth fixed onto his feast. That is what you see him do now, yawning cavernously.

Grimlard is so intent on his little midnight ritual that he is oblivious to your presence.

Do you want to:

1. Ask him for a sandwich too (go to 145)? *or*
2. Crack him one hard on the back of the head and go down the control freak highway (go to 155)?

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16 – The cold is becoming intense and the footing is slippery. Suddenly, darkness smoothers every glimmer of light and you hear the bang of the trap door closing firmly.

You might have a means of making light but to no avail... No light, natural or magical, from torch, lantern or glowstone will work down here. It is pitch black, truly devoid of anything sight may perceive.

You can try the trap door but neither picklocks nor magic will open it, while brute force and even teleportational ability will not allow you to pass.

You have just one choice – to go on. Make a L1 SR on CON and another on DEX. As stated, it is bitterly cold now and treacherous underfoot. Go to 26.

17 – You are rudely awoken by rather refined hands – refined even with regard to the talons that tip them. A demonic face peers down at you, assessing you as if you were a slave on the auction block.

He hums and hars then prods you testily in the buttock.

“Meaty but what about the flavour, hmmm?”

Make a L1 SR on CHR and go to 244.



18 – Fagin’s Knickknacks

Wearing fingerless gloves and with a long knitted scarf trailing from his scrawny neck, the eponymous Fagin is to be seen swiping furiously with a feather duster at the multifarious trinkets festooned without the slightest semblance of order within the chaos that reigns supreme behind the grimy, opaque front door to his shop.

If you know the *Detect Magic* charm you would know that everything Fagin has for sale reeks of magic – not least because of the *khremmoil* he rubs over every facet of every treasures. Fagin has something to suit every pocket: just choose how much you are willing to spend and keep

your fingers crossed. You might hit the jackpot or you might hit rock bottom.

Write down the amount you are prepared to offer for one of his knickknacks and go to 129.

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19 – Mustapha’s Bizarre Bazaar

It is customary to take your shoes or boots off and leave them at the door in the Bazaar. You might think it would be customary to leave swords, daggers and the like there too but that would be suicide! Mustapha is a very inquisitive and acquisitive fellow. He wears a red fez with a golden tassel and satin and sequin slippers with curled up toes. His robes sparkle with diamonds (who would be silly enough to flaunt the real stones in a place like this?) and his eyes are as beady as a magpie’s.

“Are you buying or selling?” he demands in a thick, rasping accent.

If you are buying, write down how much you are willing to spend and he will match a piece of his stock to your pocket (go to 129); if you are selling, write down what you want for the item in question and go to 149.

20 – “Oh, you are lucky! My, how lucky you are! This is the break you’ve been waiting for all your life. Why? Because I am the ‘Control Freak Ring’! Go on! Quick now! Put me on!

Oh, a little circumspect, are we? That can be good... You probably know of the spell peddled by the Guilds known as ‘*Spirit Mastery*’ – although some have called it ‘*Yassa Massa*’ in less enlightened times. With me on your side, you can take control of anyone who gets in your way, anyone who irks you, anyone who has something you want or can get it for you.

“Tempted? You should be!”

If you want to put the ring on, go to 30; if you want to ask more questions, go to 40.

21 – The whistle makes no sound but does emit a stream of khremmatic particles that both surround and penetrate you. In so doing they *transmorph* you (yes, a questionable verb, dear reader, but one that may convey the sheer power of the magic!) into a replacement collic. Poor, undervalued Uxottl can only hope that he can pass you off successfully as the distant cousin of the Death-Goddess!

You may well live long and prosper but that must be another adventure beyond the scope of this narrative and so, esteemed player, we must here part company. Farewell!

22 – Hijack Park

From here you can go to the Robber Road (go to 32).

However, you must first roll 1d6 to find out what is happening on Hijack Park:

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1. You meet a mugger – go to 257
2. You meet a thief – go to 217
3. Life goes on uneventfully – you can rest here and heal, you can spend APs and when ready leave for the Robber Road (go to 32)
4. You spot an interesting shop – go to 238
5. Time for a drink – go to 248
6. You see a possible ‘victim’ – go to 247

23 – To recap, Montgomery Porkchops gets 3d6 for INT and CHR but just 2d6 for WIZ (no DARO or TARO).

If you succeed in taking control of his cerebellum, go to 192.

If you fail, go to 202.

24 – Let’s face it, you are munted if the operation takes place. You will need a L3 SR on LK and on CON to survive the rough care of the drunken, lunatic leprechaun, Dr. Khwaq.

However, it is possible that you have salvation at hand.

The Wizard-God Khaghtch’an has a habit of watching over this city. He is venerable, absentminded and often gets sidetracked by various distractions, most frequently generated by his brother, Khaghbboommm. If he is not watching this little melodrama, there is nothing more to be said than telling you to leave Shark Court via 132 if you survive losing the arm and leg, although if I were you I should probably just roll over and die.

We can determine where his attention is by having you roll a L2 SR on WIZ. If you fail, he is otherwise engaged.

If he does and decide to save you from the surgeon’s knife, you may have reason to be very glad. In his dotage, he often doles out rewards even when there is little justification for so doing. If you make a L2 SR on LK, he pays off your debt to Snakebite the rock troll for good measure.

If you have not expired on the operating table, leave Shark Court via 132 (but the Assassins’ Guild will ensure you cannot leave Caerthaeph’t alive without settling your debt!).



Take a bonus 100 APs if you survived this desperate plight.

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25 – This is simple enough! You can raise the alarm (go to 185) or you can storm the barricades, metaphorically speaking, and tackle the situation yourself (go to 195).

26 – Now you hear a noise ahead... Something is moving about, lumbering, lurching, clumsy... coming your way!

If you failed the CON SR, the cold has sapped your abilities – STR, INT, DEX and SPD are all at 50%.

If you failed the DEX SR, you lose your footing and crash to the floor – make a L1 SR on LK or you hit the mirror at the bottom and shattering it so that you are doomed to seven years bad luck (reduce your LK to 5 for 7 years, with no rise from APs allowed due to the savage high level curse on the ancient, enchanted heirloom mirror you have just destroyed).

As you do your best to stay calm, a voice speaks tremulously out of the ebony unknown. Go to 36.

27 – It would take the resolve of a steely eyed missileman to avoid nightmares after that spooking at the window pane!

If you made the saving roll, you are rocket man in the making – go to 37.

If you failed it, welcome to my nightmare... Go to 47.



28 – The Bushwhackers Tavern

One of the roughest pubs in town, the Bushwhackers doesn't employ bouncers because there are always plenty of hard cases waiting at the door to sort the wheat from the chaff. The barman, Wonsie Fuse, is a short *dwogre*, with a temperament so choleric that his furnace-red face indicates his mood and not that he spends too much time under a sun lamp (magically powered, of course).

No one knows why the dwarf-ogre crossbreed is called Wonsie – it's either because he's won all his bar brawls or because he only has one of everything left. He has a wooden leg, a wooden arm, a spining glass

marble in place of his left eye, no right eye and just one shaggy eyebrow over the left. The fact that he doesn't see too well hardly dampens his temper.

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To even get in to the Bushwhackers in one piece you have to make a L1 SR on DEX to avoid the random rain of blows that accompany everyone's entrance.

If you fail, make a L1 SR on LK. If you fail that too, you take 2d6 damage and are handed over to the drunken leprechaun surgeon, Dr. Khwaq (go to 24) for an emergency operation; if you make the LK SR but fail the DEX you just take 1d6 damage before making it into the cosy violence that is the Bushwhackers Tavern.

You can simply elect to have a drink (go to 99), pick on someone to use your *Spirit Mastery* ring on (go to 109) or see if you can sniff out a business opportunity (go to 119).

29 – Moe's Tavern

People don't go to Moe's to celebrate. They go to Moe's to drown their sorrows by consuming at least twice their weight in the particularly sour ale served by that miserable curmudgeon, Moe. The bitter is no better than the ale, even with battered butter added, as some of the more corpulent customers like to do.

After a few jars at Moe's, it's impossible not to join in the choruses of complaining, whinging and general griping that is accompanied by a peculiarly maudlin out of tune piano played by an unpaid (and justly so) amateur, Adliberache, who doesn't know or care what notes he hits, as long as they are the flat ones.

The first drink is on the house at Moe's – a sprat to catch a mackerel – so when you climb back down from the roof make a L1 SR on CON: if you fail you lose 1 point of CHR as a combination of the rat-infused beer and the melancholy malaiseat Moe's permeates your membranes and addles your brains.

You can simply elect to have another drink (go to 99), pick on someone to use your *Spirit Mastery* ring on (go to 109) or see if you can sniff out a business opportunity (go to 119).

30 – The ring does not come off easily. No! You have to tug with real force.

“Come on, pull!” the ring urges, eager to be free of this dead end job. “Show me your muscles. I don't want to be teamed up with any half pint!”

The toe itself is slippery - the whole foot has been oiled, you see. It will need a firm grip, a good twist and a ferocious tug to take the ring. Make the best SR you can on STR and go to 60.

31 – As the collar shimmers and pulses with magical force, the dog licks your hand and you shiver inside, all the way down to your toes. Then you hear a rough, gravelly voice calling to the dog.

If you want to leave quickly and put the ring on it secrecy, go to 51.

If you want to take the dog with you, tugging on its collar, go to 61.

If you want to hold your ground and meet the dog's master, go to 71.

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32 – The Robber Road

From here you can go to Highjack Park (go to 22), Shark Court (go to 132), Ruffians Row (go to 291) or leave Caaerthaeph't (go to 301).

However, you must first roll 1d6 to find out what is happening on The Robber Road:

1. You meet a mugger – go to 257
2. You meet a thief – go to 217
3. Life goes on uneventfully – choose your destination per the above choices
4. You spot an interesting shop – go to 218
5. Time for a drink – go to 228
6. You see a possible 'victim' – go to 247

33 – To be honest, you are in big trouble here...

Make a L3 SR on LK. If you make it, go to 153; if you fail, go to 163.

34 – You have dynamite in your hands. Snakebite will get visitors very soon who will work out what has gone wrong and know how to turn things to their advantage, whether because they have the personal means or by weight of numbers. You can make off with lollies with a street value of 1,000 GPs but that is as good as it gets.

There is quite a high chance of disaster when you try to leave.

Make a L1 SR on LK: if you fail, you get caught in possession, so to speak, and handed over to the City Watch (go to 201); if you make it, you can go to 132.

Take a bonus 100 APs for temerity either way.

35 – The boy looks at you, at the door, at his feet and then starts spluttering.

“You let me go or I'll start screaming! I'll scratch myself, I will! They'll all think you've been interfering with me, they will! I'm not joking – they'll hang you, they will!”

What to do?

1. Knock him over, take his swag and run – go to 205
2. Heed his warning and flee – go to 162
3. Try to clap your hand over his mouth and use the *Spirit Mastery* ring – go to 215

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36 – “Keep still, my precious treasure. Do not resist me and I will be swift in my feasting. You will live for ever, you should not fear death. I have my needs – I do no worse than you have done. Kneel and this will be clean.”

The tone is as cold as the air, the intent as dark as this unseen space. If you have ever known fear, this present moment will revive the deepest, darkest nightmares of you life’s journey.

If you want to attack with weapons or magic, go to 46.

If you want to kneel as you have been bidden, go to 56.

If you want to use your *Spirit Mastery* ring, go to 66.



37 – When you hear the tavern’s cockerel crowing the breakfast alarm, you feel good! The night’s sleep has been deeply restorative and has healed 1d6 of any CON loss you may currently be suffering; you may spend APs too.

The smell of bacon and coffee wafts upwards and roams freely about the corridors of the Eviscerated Nun. Soon enough, all the overnighters are downstairs at packed in on the benches, salivating at the flavoursome prospect ahead of them.

Members of the Watch arrive for the bacon & eggs treat and everyone is in a rare good humour. If only this was typical of a full day in Caerthaeph’t but they say you must make hay while the sun shines, so tuck in, don’t be shy!

If you were drinking with Thickey Muddlebrow last night you will be known to the Watchmen and you may tag along with them if you like – go to 57.

If that’s not your style, time for a bit of exploring – go to 162.

38 – Arfa Daley’s Used Cart Lot

The trilby is doffed as soon as the canny proprietor of Caerthaeph’t’s premier clapped out cart business claps eyes on another prospective dupe. Arfa next casts his eyes to his minder, Terry, to see if young Tel thinks he can handle you or if you’re a bit too tasty. Terry nods to indicate to Arfa that he reckons he’s got your measure and Arfa falls headlong into his practised sales patter.

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There are plenty of different types of transport here and some of them will keep going long enough to make it off the cart lot. You can pick from:

- Crutches – 1 GP
- A piggyback from a down-and-out – 10 GPs
- A rickshaw pulled by a down-and-out – 20 GPs
- A donkey and cart – 50 GPs
- A horse drawn wagon – 100 GPs
- A hansom cab – 200 GPs
- A deluxe carriage – 500 GPs



(Down-and-outs and horses come with the transport. The number in brackets indicates the number of horses. Down-and-outs have a CON of 1d6 and minus 8 combat adds; horses have CONs of 5d6; donkeys get 4d6. Down-and-outs may drop dead at any change of street – you make a L1 SR on LK and if you fail so does the heart of the down-and-out.)

39 – Bunter’s Tuck Shop

Billy Bunter is a rotund, bespectacled owl-like school-boy. His pies are made by motherless women who feel sorry for the ever-hungry Bunter. Bunter often has no stock left as he is happily inclined to consume the pies rather than sell them (he always believes he is just about to receive a postal order from his uncle in far off Khaboom). Bunter should by rights be at school but always bunks off and never does his homework.

Some of the pies are really rather good. If you make a L1 SR on LK (it depends on how hungry or greedy he is at this precise moment) you will be able to persuade a far from happy Bunter to part with one for a paltry 5 GPs. After that, it’s down to your body’s ability to process the pie productively.

Make the best SR on CON you can manage if you get a pie from the obstinate Bunter:

- Critical fumble – the pie is poisonous and kills you intantly
- Fail L1 – the pie gives you explosive and permanent and regular flatulence (lose 1d6 CON and 1d6 CHR)
- Make L1 – the pie keeps you from being hungry for a full week
- Make L2 – the pie heals any wounds or diseases, restoring your CON to full value
- L3 or better – your system extracts the innate khremm in the pie crust and its dubious contents (you can add 1d6 to your CON – this will only work for a maximum of 1d6 pies)

The Tuck Shop has to be closed very smartly when Bunter’s school master, the gimlet-eyed Henry Samuel Quelch, comes bounding down the street, cane in hand, demanding that Bunter handover his homework and explain where Vernon-Smith’s picnic hamper has got to...

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40 – “Well, since you insist on knowing the truth, I will spill my beans – it was that or my guts – or your guts! I am the djinn, Vkkzhnghntl, and I am tired of life on that stinking old wizard’s toe. I can see it will get worse, smell-wise, very quickly so I want out. That’s why I’m willing to roll the dice and serve you. Yes, serve you – that’s what I said! No silly three wishes business, just a partnership to take whatever we want. Are you in or out?”

If you want to put the ring on, go to 30; if you want to ask even more questions, go to 50; if you’re out you can toddle off home before the plot thickens.

41 – Walking along Snaffle Street getting used to the feel of the ring on your toe and its incessant chatter in your head, you come across a man pulling a cart laden with oranges. He is selling them for 5 silver pieces each. This may seem dear for a piece of fruit but they are grown a long way distant, on the fringes of the Jungles of Phantog, and it is not cheap nor is it easy bringing them here.

You may of course buy one or more or you may just ignore his sales pitch and walk on by (go to 131) or you may decide to test out the ring. If your curiosity gets the better of you or you just have a mean streak that needs a good scratching and you give way to the ring’s demands, go to 141.

42 – Larceny Lane

From here you can go to Pursesnatch Alley (go to 102), Thieves Boulevard (go to 82) or Shark Court (go to 132).

However, you must first roll 1d6 to find out what is happening on Larceny Lane:

1. You meet a mugger – go to 257
2. You meet a thief – go to 217
3. Life goes on uneventfully – choose your destination per the above choices
4. You spot an interesting shop – go to 258
5. Time for a drink – go to 268
6. You see a possible ‘victim’ – go to 247



43 – Petey has not come unprepared. He has a blow pipe and the darts are tipped with a venom which paralyzes without causing lasting damage. He is adept at hitting his target and has plenty of puff.

If you have the means to strike at a distance and want to get in your retaliation early in the piece, go to 173.

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If you want to appeal to his better nature, go to 183.

If you try to swat darts away, go to 193.

44 – Parker lets out a belch of disappointment making the already whiffy atmosphere that is much closer to ‘fetid’ before fleeing with his tail between his legs, not keen to deal with anyone not securely ensnared by his cunning trickery. Where he is going, I cannot say but perhaps you will meet him again if you are unlucky...

But who may this be who has appeared in your life at such a propitious juncture? It happens to be a captain of the City Watch, one Thickey Muddlebrow by name. Thickey did not get to be a captain by virtue of his wits but he is a popular fellow for all sorts of strange reasons. Seldom hasty since it takes a long time for his synapses to do their job, he nonetheless makes a decent fist of rescuing you from your sticky plight. Up until now he has always regarded glue as something to be prized for its perfume but he somehow he gathers the gumption to prise you free without gumming up his own works.

Once out on the street, other Watchmen soon come to check in on their captain and they take down details of the villain who set the trap you fell into. Thickey will escort you to the end of Robin Hood Street where you can leave him to do his rounds (go to 162) - or you might like to invite him to the nearest tavern for a drink to say ‘thank you’ (go to 54).

45 – No one is watching. No one will see. Surely you want to take a peek at what’s down there, don’t you?

If you resist the temptation to open the trap door, you can make your exit now before anyone discovers you – go to 162.

If you want to find out what lurks below, go to 295.

46 – Your current attack, if physical, is reduced to a mere 10% of its total because of the strangeness and charm of your unguessed adversary. It can be harmed but its body turns solid matter to gas so any weapons you used in your initial attack are probably nothing more than vapour.

You will not miss them, for the quantum powers of the *Photonmanger* suck every electron from your body, leaving you quite unviable. Tough break.

47 – Do we truly know when we are dreaming and when we are not? To sleep perchance to dream...

Malice is afoot! Your mind’s eye sees a thin man in a spangly suit with copious amounts of mascare streaked down his cheeks. There is a mad caprice in his eyes and his top hat and cane lend him the air of maverick mayhem.

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“Welcome to my nightmare! I think you’re gonna like it... sometimes you just feel that you belong...” The madman taps his cane and a spiral pattern appears on his top hat, spinning and making mesmerising patterns.

“I can show you a good time... I can show you a world where harm is never real, where everything is possible. Take my hand! Let’s leave this tawdry life behind and step out to the stars!” Malice stretches out his hand towards you, the hand extending from the wrist to cross the distance to where you stand.

“What do you say? Want a stress-free rollercoaster ride that never ends? Want to see what lies at the End of the Rainbow? Want to take a peek inside Pandora’s box and maybe rumage about a bit” His eyes bore into yours, the mascara running like a river.

You can take his hand (go to 67) or refuse to party with Mr. Malice and kick him out of your head (go to 77).

48 – Halla’s Underground Den of Amusement

Halla is a troll and a big one at that. But he is not ungentlemanly and can often be seen walking arm in arm (admittedly this is not a pleasant physical condition for shorter folk) through the streets of Caerthaeph’t with strangers he befriends and takes for a drink at his club.

He is its owner and the Den is one of amusement principally for the benefit of his troll brethren but it certainly is possible to have a night to remember here. All too frequently visitors end up working in the Den, as you may find out first hand. The trolls value fresh talent on stage and really do know how to put ‘dancers’ through their paces.

You can simply elect to have a drink (go to 159), pick on someone to use your *Spirit Mastery* ring on (go to 169) or see if you can sniff out a business opportunity (go to 179).

49 – The Feisty Goat Public House

The Goat is another rough place. That is a well known fact so there is no use in bleating about not being treated with kid gloves in here. The landlord, one Horny Buttyx, does not allow trolls inside but is otherwise not prejudiced. He respects the business community and will butt anyone out of other people’s business so discretion is assured here.

You can simply elect to have a drink (go to 99), pick on someone to use your *Spirit Mastery* ring on (go to 109) or see if you can sniff out a business opportunity (go to 119).

50 – “What do you want, a guarantee? Do you think I write insurance policies? What can I say? You either trust me or you trust your luck or you trust your intuition. Yes, I know there are stories of demons in wands seizing control of poor little wizards but I’m not like

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that! I swear on my mother's grave – oh, alright, I didn't have one but you know what I mean!

If it's not you, it'll be someone else and then you'll be sorry and I might actually take control of you if the other guy – or gal, let's not be sexist here! – takes a fancy for you. Do the business or get off the pot!"

If you want to put the ring on, go to 30; if you don't, then go find some other place to kill your time (and your character).

51 – It would be nice to be able to do such a thing in private but Caerthaeph't is not always that obliging... There are prying eyes everywhere, just waiting for the chance to snatch opportunity by the wrist when it shows itself.

Make a L1 SR on LK.

If you make it, no worries! Go to 120 and see what happens when you carry out your intention.

If you fail, then either the dog owner finds you or someone else does. Roll 1d6:

1-3: it is the dog owner – go to 270.

4-3: someone else is coming your way – go to 272.

52 – Heist Street

From here you can go to Hit and Run Avenue (go to 62), Gollum Square (go to 122), Ruffians Row (go to 291) or leave Caerthaeph't (go to 301).

However, you must first roll 1d6 to find out what is happening on Heist Street:

1. You meet a mugger – go to 257
2. You meet a thief – go to 217
3. Life goes on uneventfully – choose your destination per the above choices
4. You spot an interesting shop – go to 178
5. Time for a drink – go to 188
6. You see a possible 'victim' – go to 247



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53 – Montgomery is not a man to leave his warehouse vulnerable to casual break-ins. No, he is a man who takes ‘precautions’.

Make a L1 SR on LK. Let’s see who actually unlocked the door to the warehouse, shall we?

If you make the SR, go to 133; if not, it’s off to 143.

54 – There’s a popular watering hole on Heist Street called the ‘Eviscerated Nun’ and Thickey’s mates tell him they’ll meet him there later when their shifts are done. One of them draws a map, not for your benefit but for his captain’s, it seems. As you amble along with the captain, it is clear that he is very popular as many people stop to say ‘Hello’ as he passes them by and you notice a fair few wizards and witches crossing the street before calling their greetings.

When you get to the ‘Nun’ the troll bouncer on the door literally rolls out the red carpet for Thickey. Inside, the pub is jam-packed but a bunch of dwarves pack up their cards and pipes and vacate the table for the captain.

Thickey wants a jar of hornet mead. It costs 2GPs a jar. There’s something to suit all tastes on offer and the buzz of conversation fills the large room, just as spilt beer washes the floor.

Before long a vicious fight breaks out between two athletic elves and a pair of humans, one a slim, leather-clad girl wearing a monocle, the other a wiry fellow in a star-speckled tunic, waving a wand menacingly and clutching a bag of elf-made silk.

As things turn decidedly nasty, Thickey rises to his feet and strides forward, hand on hilt, set to intervene.

Your choices:

1. Sit back and watch – go to 64
2. Stand shoulder to shoulder, hip to hip, with Thickey and prepare for a destiny moment – go to 74
3. Use the diversion to slip through the staff door behind the bar – go to 84

55 – No sooner are you outside than Ruthie attempts to slip a blade through your ribcage and into your heart – she’s that kind of girl.

A L2 SR on INT will prove you had your wits about you enough to defend yourself while a L1 SR on both SPD and DEX would permit you to dodge the knife thrust. Your choice but fail on your selection and you are gutter-bound and the ring will belong to Ruthie.

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If you don't succumb you can choose to run and she will not deign to pursue a wretch like you (go to 162 to find out where yur fleeing feet take you).

You could whack her. Treat her as having a MR of 20 – she's quite tasty in a scrap. You will gain 20 APs if you kill her and her 100 GP payment as well (you can count it at 162 as you leave the scene of the crime).

You can try to overcome her and then master her spirit with your toe ring if you're up for a challenge. Go to 85 if you want to take this on.

56 – This 'thing' is not untruthful. It is a *Photonmanger*. It magnetically withdraws every electron from its dinner, converting them to photons which it then pairs with dark matter within its cells, restoring its energy, lightless though it may be, and leaving it feeling quite frisky. It repels khremm so the landlord of the Eviscerated Nun, Grimlard Skuttle, feels beyond the reach of the Wizards' Guild and its security arm, Wizard Control.

Your demise is quick, clean and quite sterile. Your particles do indeed move on into the future but your consciousness does no such thing.

57 – They're a cheery bunch, the Caertheeph't Watch. You might expect them to be cynical, miserable, hardbitten bastards in a city where the majority of citizens have done time and are actively plotting more lawbreaking at any given moment. But no! Not a bit of it. They are truly sunny, especially with a big fried breakfast in their bellies to fortify them against the capricious intentions of the day ahead.

In fact, very little is expected of them. How could they – mere men and women – halt the tide of criminality that is the city's hallmark? They draw their pay and can look forward to decent pensions at an attractively early retirement age. With a decent run of luck with bribes and backhanders, many Watchmen live out their days unscarred and with enough spare cash to travel.

The crew you hook up with this fine morning is not expecting trouble, just crime and lots of it. The main thing to stay clear of is a wealthy citizen beset by peril. They can be tricky as they do expect, nay demand, prompt and precise attention to their plight.

You may choose to seek out such an encounter (go to 239) but otherwise it is a matter of luck. Make a L1 SR on LK and if you fail go to 239 but if you succeed you can explore any street you like when you part company with your new friends (go to 191 but ignore the AP award and just choose a destination)). However, if you roll a critical fumble, go to 249.

Incidentally, if you get taken off to court after making these friends you can try a bonus L1 SR on CHR and if you make the roll they will put in a good word for you in the judge's ear (that means you can shift the judge's verdict another place up the sentencing table).

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58 – Sweeny Todd’s Pie Shop

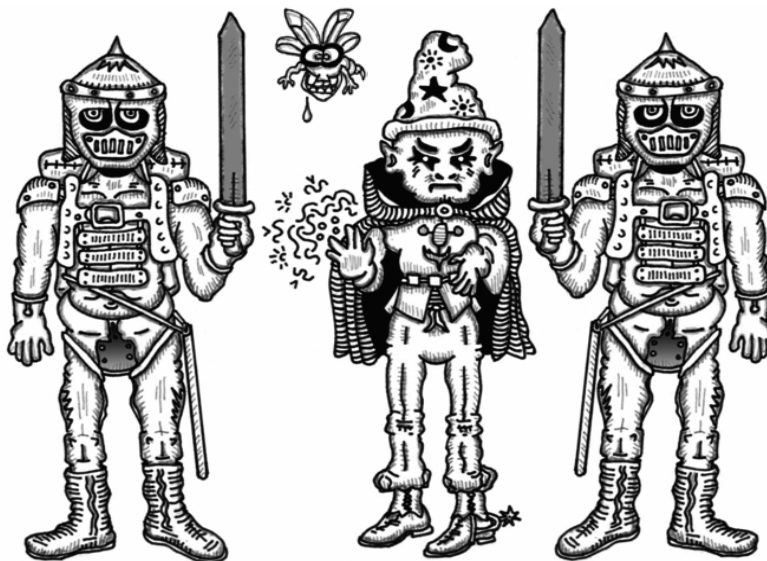
Sweeny certainly makes a mean pie, packed full of protein, guaranteed to put hairs on your chest. Some say he is a prodigious customer of the Bring-Out-The-Dead men while others say he pays a retainer to the city hospital porters because he likes his meat to still be fresh.

You might feel squeemish – maybe cannibalism isn’t your thing – but one man’s meat is another man’s *poisson*, pardon my French. If you would like to buy a pie for a hefty 5 GPs go to 189 otherwise move along because there are plenty in Caerthaeph’t who know what’s good for them.

59 – Make a L1 SR on LK.

If you fail, the guards identify you on a nearby “**Wanted**” poster and whistle for back up (you are quickly overpowered – go to 201).

If you make the LK saving roll, the guards slyly offer you the job of smuggling something valuable out of the city which needs to be taken to the wizard Horribilanus in distant Khaboom. If you refuse this work go to 259; if you accept, go to 269.



60 – If you rolled a critical fumble (1, 2), you fall over backwards as you fail to remove the treasure – straight into the arms of the City Watch, accompanied by a rather cruel – looking wizard. You are easily overpowered by their combined efforts and you must make a L1 SR on LK or CHR to escape with your life, either through charm or because they have better things to do. Even then, you get a life sentence and the game is over for you!

If you failed to make a L1 SR, the ring stays toe-bound and you must try again – this time with 1, 3 also counting as a critical fumble as in the 5.5 edition rules. You must make at least 5 more attempts and if you do not succeed you may just quit and go home if you wish.

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If you make a L1 or L2 SR, you pull it off – the ring, that is. Go to 70.

If you make L3 or higher, you rip the toe from its joint along with the ring – go to 80.

61 – The dog is perfectly willing to go off with you as it does not much care for its master. However, there is the little matter of the collar...

This, unsurprisingly, is enchanted in a variety of ways. The particular facet of its magical nature that impacts on you right now is the charm that binds the dog to its master – you may break it or it may break you!

You must attempt a L2 SR on WIZ and also on CHR – go to 81 to discover your fate...

62 – Hit and Run Avenue

From here you can go to Heist Street (go to 52), Cutthroat Place (go to 12) or leave Caaerthaeph't (go to 301).

However, you must first roll 1d6 to find out what is happening on Hit and Run Avenue:

1. You meet a mugger – go to 257
2. You meet a thief – go to 217
3. Life goes on uneventfully – choose your destination per the above choices
4. You spot an interesting shop – go to 158
5. Time for a drink – go to 168
6. You see a possible 'victim' – go to 247

63 – Montgomery is not a man to leave his home at the mercy of the city's many burglars. No, he is a man who takes 'precautions'.

Make a L1 SR on LK. Let's see who actually unlocked the door to the house, shall we?

If you make the SR, go to 203; if not, it's off to 213.

64 – First to act is the girl, who twists her monocle, fixing it with a malicious twist to her pretty lips on the approaching form of Thickey. Then she screams as it turns red about the rim and she has to rip it from her eye, before falling writhing to the ground.

Next to turn on the captain is the wizard, whose wand briefly flickers before crumbling to ash in his hand. He drops to his knees and places his palms down-turned upon his head in abject surrender.

Both these two are bundled out of the tavern by frowning Watchmen, clearly not happy with their task.

As for the elves, they bow low and salute the gallant captain before taking two tangerine crystals from the pouch and presenting them to a grateful Thickey. As the confer blessings and acclaim, the captain turns crimson and insists he did nothing. Cheers ring out about the Nun, growing to a crescendo that threatens to raise the roof.

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When Thickey seats himself next to you again, he shows you the jewels and offers one to you. He will not take ‘no’ for an answer and the *tangerouise* is worth 400 GPs. The bar staff keep bringing drinks over to your table as everyone is buying for Thickey.

Your choices are:

1. To match Thickey drink for drink until he is ready to leave – go to 94
2. Wish him well, thank him sincerely and drift off into the evening – go to 52
3. Keep him company but restrict your drinking so that you stay sober – go to 104

65 – Ruthie doesn’t wait to let you line her up. She puts her skates on, figuratively speaking, and glides for the exit.

You need to be quick and accurate and then put whatever muscles you have to good use. If you can make a L1 SR on the average of your DEX and SPD you can then bring force to bear – that means making a L1 SR on STR.

Succeed in those two saving rolls and you have her – go to 115.

Fail on one or both and she gets away and you have some explaining to do – go to 125.

66 – You are in serious peril, make no mistake of that! The quantum powers of the Photonmanger are far beyond the ability of a being subject to the laws of classical physics to withstand. Its strangeness and charm allow it to remove electrons from classically composed beings, leaving them utterly unviable.

It also thwarts khremm so not even Wizard Control could walk in here and throw their weight about. No wonder Grimlard Skuttle, the landlord of the Eviscerated Nun, feels so secure and snug here.

However, because of the demon within the toe ring (the demon happening to be a being from a plane not bound by Newtonian physics and their approximation to the *Way Things Work* in much of Trollworld) there is a chance of the magic sparking – in fact, it just takes a little L1 SR on LK, that’s all.

If you fail this saving roll, you should go to 46 immediately.

If not, then we had better see if this weird being of wavy movement will succumb to your urgings and bend its knee.

Now that the Photonmanger has been ‘contaminated’ by the ring-demon, its attributes can be stated as:

STR-100 WIZ-50 INT-20 LK-10 CON-200 DEX-20 CHR-50 SPD-20 (it has +104 personal adds in this state of decoherence).

If you fail to master it, you will have ‘stunned’ and ‘stunted’ it if you failed by less than 40; when the landlord appears at the top of the steps to ‘feed’ the Photonmanger, he will be shocked to find it in such a weakened state and you will be able to escape (go to 162), taking 100 APs.

Control Freak – Spirited Resistance

If you fail by 40 or more, even in such a feeble condition, the Photonmanger will devour your electrons, rendering you ‘untenable’ (i.e. dead).

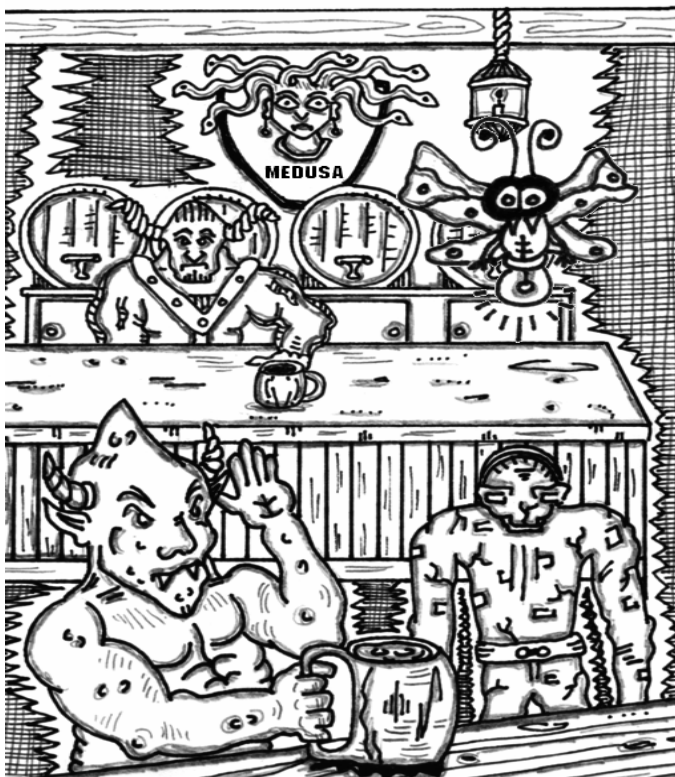
If you succeed in taking possession of this quantum creature, good luck to you! Take 300 APs. You will need to keep it out of the light or you will have an explosion of cataclysmic magnitude on your hands, enough, one suspects, to wipe out all humanoids on Trollworld in a dinosaurs-meet-asteroid type wave of destruction.

If you are a dwarf or minded to hire some, you might tunnel your way to other places but that adventuring would be beyond the compass of this humble solo so you must GM your way from here, *o most golden player*.

There! All bases covered, I think...

67 – Mr. Malice smiles lasciviously as his fingers wrap about yours and he pulls you away from the physical plane of Trollworld and onto a different dimension. The dream is endless, the adventure neverending, the sights always wonderous. It is a world of its own, one far beyond this solo adventure and one that you never emerge from...

You have been spared (by/from) Death but may no longer take part in the *Game of Life*.



68 – The Medusa’s Head

There is stony silence as you enter the Medusa’s Head. You could hear a pin drop. The customers comprise living statues and gargoyles (and both of these kindreds are somewhat taciturn) and an odd assortment of other folk who are trying very *hard* not to look into the eyes of the medusa head suspended over the bar like a stag head in other taverns.

You must make a L1 SR on INT not to be petrified. If you fail, you should next try a L2 SR on WIZ – of you make that you shake the effect off at closing time, of not you get sold as public statue and end up in a park.

You can simply elect to have a drink (go to 99), pick on someone to use your *Spirit Mastery* ring on (go to 109) or see if you can sniff out a business opportunity (go to 119).

Control Freak – Spirited Resistance

69 – “That’s the chappy! I’d recognise him anywhere! I say – I think he’s had a sex change! After that Philly! Don’t let her get away!”

Despite the jumbled protestations and accusations hurled at you, the guards spring into action, keen to show their mettle and to claim any bounty that might be going.

You can run for it (go to 279) or brazen it out and insist on your innocence (go to 289).

70 – “Ah, sublime joy! I feel the *Winds of Adventure* blowing my way again. Our way! Congratulations, my fine friend. Together we shall rule the world! Well – what are you waiting for? Go on, don’t dither – put me on!”

The ring gives off a strangely discomfiting warmth as you slip it onto your middle toe on your left foot. You feel forces insinuating themselves into your nervous system, shooting upwards from your foot. Make the best SR on WIZ you can and go to 120.

71 – Make a L1 SR on LK. If you fail, go to 91; if you succeed, go to 101.

72 – Pickpocket Parade

From here you can go to Cutthroat Place (go to 12), Hostage Hill (go to 281), Kidnappers’ Close (go to 112) or to Burglar Arcade (go to 92).

However, you must first roll 1d6 to find out what is happening on Pickpocket Parade:

1. You meet a mugger – go to 257
2. You meet a thief – go to 217
3. Life goes on uneventfully – choose your destination per the above choices
4. You spot an interesting shop – go to 78
5. Time for a drink – go to 88
6. You see a possible ‘victim’ – go to 247

73 – You have stumbled into the home of a psychopath. Peter Porker is the self-styled Spiderman of Caerthaeph’t. He is obese and a laughing stock as his delusions of being able to catch criminals and swing via webbing from rooftop to rooftop are not backed up by actions. He is one of the biggest jokes in town.

However, the endless taunting and dismal failures at being the vigilante Peter so desperately believes the city needs to end its reign of crime has snapped his mind and now he traps door-to-door salesmen, council inspectors and girl guides on his glue-covered floors, leaving him to dispose of them at his leisure.

After a good hour spent struggling to get free, you are forced to give up when you realise the glue is eating through your boots and into your flesh.

Control Freak – Spirited Resistance

You hear heavy footsteps and know that whoever has set this trap is coming...

Do you want to scream out for help (go to 33) or draw your weapons and ready yourself for battle (go to 43)?

74 – Make a L1 SR on CHR. If you fail, go to 114.

If you succeed, no one takes a blind bit of notice of your heroic gesture bar Thickey himself. *Solidarnosk!* Go to 64 but note that whatever Thickey may gain, he will give to you in full because he knows the value of a brother who never runs but always stands firm, shoulder to shoulder no matter the odds. Take 100 APs to boot.

75 – Grimelard Skuttle is a grizzled veteran of tavern life and his family has lived in Caerthaeph't for generations. He is well used to - and by - crime and accepts it as a natural part of the economy. He cannot, however, read. He is a man to act first and think occasionally but he does recognise you as a mate of Thickey, one of his most valued and respected customers.

Make a L1 SR on CHR and go to 135.

76 –

The demon Drink has a MR of 120. His attributes are:

STR-60 WIZ-30 INT-20 LK-10 CON-120 DEX-20 CHR-40 SPD-16 (he has +60 personal adds). He only takes 50% from unenchanted weapons and his demon skin wards off 15 hits of even magical damage.

Once attacked, he gets mean, vicious and sadistic, all rolled up into one furious ball of savage energy.

If you kill him, you can have 120 APs and escape the scene – go to 162. If he kills you, your soul gets transported to his personal amusement arcade back home on the Demon Plane – he has hours of fun in store for him there, I can tell you!

77 – The smile drops from the mask and a seething ocean of hatred roils across Mr. Malice's face as he recedes into the distance until he becomes so tiny he disappears from your ken. Is he gone for good or does he lurk somewhere unseeable, a particle of possibility orbiting your life, waiting for another night, another chance of connection?

Take 100 APs. You dodged an *Arrow of Outrageous Fortune* there! Maybe not too hard a call but you still had to make it. The rest of the night is undisturbed and much, much more beneficial. Go to 37.

Control Freak – Spirited Resistance

78 – Ike Godsey’s General Store

No one steals from Ike. It’s not just because the steel in his wife’s eyes matches her hair. Cora Beth is formidable but there’s more to it than that. Ike is as honest as the day is long and he sells goods that don’t break after a couple of uses, at yesterday’s prices.



You can see Grandpa testing a leather belt on the grandchildren while Grandma eyes a mangle with a gleam in her spectacles. There’s Mary Ellen trying on some bobby socks, Jim Bob checking to see if he has enough coppers for a catapult and John Boy fessing up to stealing a dime from a crack in the floorboards back when he was still in short pants.

Everything here is *nice*. There are no weapons or armour but the ordinary, every day items you find in the rulebook can be bought here at 80% of the listed price and they just never wear out.

I hope you have some money on you because opportunities like this don’t knock twice. (If you come back again you must make a L2 SR on LK to even find this place...)

79 – “Not so fast, handsome!” A voice calls brightly to you as you are about to leave this unfair city. When you turn to look, one of the most beautiful women ever to walk this Trollworld is smiling at you with an expression that suggests your names were written together in the stars. The sword on her hip does not look as if it is there just for decoration.

“Take my arm – we’ll discuss a little proposition that might tickle your fancy as we stroll.”

If you are happy to do as she bids you, go to 337.

If you think that she may glitter but still may not be as good as gold, try a L2 SR on CHR – if you make it, you can bolster your resolve and stride purposefully through the gates, forgetting forever the allure in her eyes (and taking a bonus 100 APs as you depart). If you fail, your resolves buckles – go to 337.

80 – The ring can be separated from the toe without difficulty now but the toe seems to have more life in it than should be the case, certainly more so than the dead wizard. Suddenly, as swiftly as if it had *Little Feets* cast upon it (ok, *Little Toes*), it flies through the air towards you!

Control Freak – Spirited Resistance



If you want to swat it away, go to 100.

If you want to dodge desperately to avoid it, go to 110.

If you want to ignore it and just put the ring on the toe of your left foot, go to 90.

81 – The result of your attempted *dog-napping* is as follows:

- A critical fumble on either of the saving rolls – an identical collar appears round your neck and you are instantly enslaved, losing all self-awareness (time for a new character)
- Success in one, failure with the other – the collar burns your hand (take 1d6 damage) and the dog runs away in alarm; its owner follows in hot pursuit leaving you free to slip the ring on your toe (go to 120)
- Success with both – the dog is now your faithful friend; it will follow you wherever it is able and can absorb up to double your CON in damage on your behalf before exploding (it recovers CON in the same way you do)

You should now put the ring on – go to 120.

82 – Thieves Boulevard

From here you can go to Larceny Lane (go to 42), Pursesnatch Alley (go to 102) or leave Caerthaeph't (go to 301).

However, you must first roll 1d6 to find out what is happening on Thieves Boulevard:

Control Freak – Spirited Resistance



1. You meet a mugger – go to 257
2. You meet a thief – go to 217
3. Life goes on uneventfully – choose your destination per the above choices
4. You spot an interesting shop – go to 298
5. Time for a drink – go to 10
6. You see a possible ‘victim’ – go to 247

83 – You now pull Ali’s strings. You can make him pick pockets for you if you like (go to 103) or perhaps get him to teach you the nefarious art (go to 113).

If you want to check on the room he rents in the Tinderbox Tenement Buildings, go to 123.

You can leave Snaffle Street if you think it best to move on - go to 162, either taking Ali Kazam with you - or not if you dislike the company of footpads).

84 – What are you hoping to find back here in the ‘strictly private’ section? Planning a robbery or hoping to induce a skullery maid into a dalliance? Maybe you’re just plain nose-y or trouble is a magnet to you...

Roll 1d6 and we’ll find out together what you stumble across or into!

1. There is indeed a skullery maid loitering in the passageway. Go 294.
2. You see the door to the office and within this counting house are the night’s takings, untended on a table, coins spilling from an open sack. Go to 6.
3. The landlord is coming down for a late night snack, dressed in his nightgown and cap. Go to 15.
4. You catch a glimpse of smoke from under the kitchen door. Go to 25.
5. A small boy eyes you suspiciously. He has bulging pockets and reddens as your gaze settles on him. Go to 35.
6. A trap door in the wooden floor of the passage lies exposed, the rug pushed back. Go to 45.

85 –

Ruthie’s attributes run like this:

STR-11 WIZ-19 INT-13 LK-16 CON-12 DEX-13 CHR-17 SPD-17 (she has +10 personal adds).

Her poniard gets 3d6 because of a permanent +50% enchantment.

Control Freak – Spirited Resistance

She is not going to give in without a fight! You will need to beat her down to zero or less in combat but at the end you will need to make a L1 SR on DEX to have that aggression subdue her rather than mutilate her.

If you don't have the attributes to *Spirit Master* her, all you can do is take her money (100 GPs) and dagger before moving along (go to 162).

If you do take control of Ruthie, you get her worldly goods and you can either take a walk with her (go to 162) or get her to take you back to her place so that you can get to know each other more intimately (go to 95). You can take 50 APs if you master Ruthie.

86 – The demon Drink has a SPD of 16 but he has the jump on you, being primed for action, wound up like a clock, well oiled and fully lubricated (that's the drink).

If you roll a higher level SR on SPD than the demon, you get way – go to 162 and take 50 APs.

If you do not beat him on SPD, you must fight – go to 76.

87 – Ahhh...ok, give a sucker an even break. Yes, I agree, the demon Drink is too rubber-legged to catch you. Take 100 APs and go to 162.

88 – The Rover's Return

This is a place for reunions, happy or not. Make a L1 SR on LK – if you fail, someone either recognises you for a villain or think they do and calls for the City Watch (they get a beating for dobbing a punter in at the hands of those formidable bar-haridans, Bet Lynch and Betty Turpin). You will need to leave quickly if you are reported – make a L1 SR on SPD or the Watch nab you (go to 201).

You can simply elect to have a drink (go to 99), pick on someone to use your *Spirit Mastery* ring on (go to 109) or see if you can sniff out a business opportunity (go to 119).

89 – One last chance to use that perfidious ring before you leave the city! One guard is left as the others chat about which hostelry to patronise this evening. Worse, the guard gets distracted leering at Lucy Morales as she strolls past, sashaying and wiggling her hips.

You can just keep going, head down, and stick to your intention to leave right now (you take 100 APs bonus for making it outside the city walls).

Or you can give the ring its head and grab the guard by the nape and set to work with the control freak work. If you tread this path, go to 299.

Control Freak – Spirited Resistance

90 – While you are slipping the ring over *your* toe, the dead wizard’s toe makes a beeline for your forehead – where it flips through 180 degrees and roots itself down and becomes part of you! This is painful! Make a L2 SR on CON and take anything you missed it by in damage.

Assuming you live, you will be feeling a magical tingling ziping about your skull, shooting out from the foreign toe. Make a L1 SR on WIZ or LK. If you fail, it halves your CHR; if you succeed, your CHR is doubled! Now go to 120.

91 – As you try to make yourself scarce, you feel teeth fix firmly on your left ankle – the dog has taken hold of you! Make a L1 SR on CON – if you fail, take 1d6 damage.

Before you can retaliate, the dog lets go its hold and its master stands above you, tall and fiersome to behold!

“I see that Chitty likes you, fellow! And I see you have something very precious! I know who used to own that ‘thing’ and I know he must be dead now if you have the ring.

I am Uxottl, an uruk of Khazan, under the command of the Death-Goddess herself. If you will give your allegiance to her, I will help you to use the ring safely. Will you accept my offer as a wise mortal surely would?”

The shaman scrutinies you and awaits your answer.

If you accept, go to 111.

If you decline and back away, go to 121.

92 – Burglar Arcade

From here you can go to Kidnappers’ Close (go to 112), Pickpocket Parade (go to 72) or leave Caerthaeph’t (go to 301).

However, you must first roll 1d6 to find out what is happening on Burglar Arcade:

1. You meet a mugger – go to 257
2. You meet a thief – go to 217
3. Life goes on uneventfully – choose your destination per the above choices
4. You spot an interesting shop – go to 98
5. Time for a drink – go to 108
6. You see a possible ‘victim’ – go to 247



Control Freak – Spirited Resistance

93 – Ali is quick to realise what just happened and just as quick to respond. He doesn't stop to ask questions or to seek an apology – he draws his poniard in a quantum mechanical motion and drives it straight for your heart.

The dagger has an enchantment on it that allows it to pass – again, in a quantum mechanical fashion – through even a normally cast *Protective Pentagram*. Its blade causes death upon penetration of skin or hide unless the victim makes a L10 SR on CON. Try a L2 SR on SPD.

If you fail, Ali kills you, robs you, kicks you and laughs as he goes, examining the ring thoughtfully. If you make it, he decides you are no soft touch and flees Robin Hood Street for easier pickings. You should go too before someone calls for the Watch (go to 162).

94 – Drinking with Thickey can get messy. Tonight looks a lot like one of those nights. Make a L1 SR on INT and go to 154.

95 – Ruthie lives in a cardboard box but at least it is her cardboard box. The recent rain makes box living a soggy pleasure but the accommodation is soft and yielding just like Ruthie. Her charms aside, there is not much to be gained here. Ruthie is not one of life's lucky ones. You have free access to her box and that may be of some comfort to you as you wend your way along life's perilous paths.

Make the most of it, I say. You can leave via 162 when you're ready and you can come again when you feel the urge.

96 – Good luck! The demon Drink is a tough nut to crack.

Drink has a MR of 120. His attributes are:

STR-60 WIZ-30 INT-20 LK-10 CON-120 DEX-20 CHR-40 SPD-16 (he has +60 personal adds). He only takes 50% from unenchanted weapons and his demon skin wards off 15 hits of even magical damage.

If you fail, you better be good with your fists – go to 76.

If you succeed, you now have a very fine weapon in your possession and may well marmalise most things you meet for a while at least.

The only thing is that it may be deadly if you let your concentration lapse for controlling a demon is not as simple as keeping a mortal on a tight leash. If you ever fail and SR on INT, the momentary lapse in reason will allow Drink to break free of your mastery. He would be on you in a nanosecond to begin an eternity of spiteful revenge.

Control Freak – Spirited Resistance

You would need to beat him on a SPD SR to be able to meet his attack at the ready.

You can release him whenever you choose and he will be bound to follow through on your final command but you had better watch your back after that...

It's off to 162 for you now.

97 – Really? OK....

Make the best saving rolls you can on DEX and CHR – that will indicate how good your dance choreography was.

Like I said, the demon Drink is in an expansive mood and just about anything will entertain him (especially critical fumbles). He claps, burps and vomits in that order, leaving you to waltz off to 162, taking 100 APs as your dancing partner.

98 – Cutthroat Jake's Prawn Shop

A bushily bearded, eye-patched piratical figure with an extreme 'Ooo-arrhh' accent runs the Prawn Shop. Caertheoph't is a long way from the ocean so how Jake comes by the prawns is nobody's business, leastways if they not want to be skewered on the end of his cutlass.

You would not want to eat these prawns, not unless you had cast iron guts or a deathwish. No, these prawns are tokens that can be exchanged as proof of ownership of goods. In effect, Jake is a bank of sorts. Clients deposit valuable goods, gems and coin with Jake and he gives out prawn tokens as proof of ownership. He does not lend so do not ask.

What's in it for Jake? The prawns cost 10 GPs each and need to be replaced on a weekly basis as they tend to fall apart after seven days out of their unnatural environment. So, if you ever want a safe place to stash your valuables, the Prawn Shop is *the* place. It is 10 GPs per item, just to be clear, but coins or gems are treated as just one lot – which proves the old pirate does have a heart.

99 – Drinking is an everyday part of life the world over. But, along with the home, taverns are the most frequent places for accidents. What makes taverns all the more dangerous is that along with the unintended maimings and mutilations, there are all too many that involve malice aforethought – or at least malice après-getting pissed.

Roll 1d6 and we'll find out together, o thirsty player, how your night on the tiles pans out (nb you can shift your roll one higher if you make a L1 SR on CON because you can obviously hold your drink to some extent):

Control Freak – Spirited Resistance

1. You drink with dwarves, never a good idea for non-dwarves, and keep pace with them for so long that you slip into a coma. (A healer will revive you if you have 50 GPs on you to pay the tab and you make L1 SRs on both LK and CHR, otherwise the coma is permanent.)
2. You drink with uruks, which is almost as reckless as drinking with dwarves. By the time you pass out you have lost so many brain cells your INT is down by 1d6.
3. You drink with humans, very sensibly, and have a decent session without any long term damage to purse or person.
4. You drink with elves, which guarantees you come out on top against these liquor-lightweights. No harm done to you and you look good in comparison.
5. You drink with fairies. A cheap night out even if you shout the drinks as they only drink by the thimble. Some fairy magic tends to rub off if they go past a certain point in their cups. If you can make L1 SRs on both LK and CHR you gain one point of WIZ from the dainty little drinkers.
6. You drink with wizards! No one knows where such a bold step will take you. Wizards sometimes cast experimental spells when they're three sheets to the wind and sometimes new spells simply 'Pop!' out spontaneously. Try a SR on LK. If you fail L1 the spell drains 1d6 points of an attribute permanently (figure out how to randomise the attribute); if you make L1, the spell simply allows you to drink twice as much as other men (permanently) since the wizards like an appreciative audience; if you do better than L1, the spell is the equivalent of a lucky rabbit's foot and you gain one point of LK; if you roll a critical fumble, the spell shrivels your liver to one hundredth of its normal size and you turn yellow and die!

(You can return whence you came unless sent elsewhere by the capricious whims of alcohol.)

100 – You had better be sharp about it! Make a L1 SR on SPD. If you make it, go to 130; if you fail go to 140.

101 – You hear the master chiding the dog for talking to strangers. “This is a dangerous world – keep your friends close and everyone else six feet under!” he advises in an avuncular fashion. This is the last thing you hear until you slip the ring on to the middle toe of your left foot, the only place it seems to want to fit. Then it speaks!

“Ah, sublime joy! I feel the *Winds of Adventure* blowing my way again. Our way! Congratulations, my fine friend. Together we shall rule the world! Well – what are you waiting for? Go on, don't dither – feel me out!”

The ring gives off a strangely discomfoting warmth as you slip it onto your middle toe on your left foot. You feel forces insinuating themselves into your nervous system, shooting upwards from your foot. Make the best SR on WIZ you can and go to 120.

Control Freak – Spirited Resistance

102 – Pursesnatch Alley

From here you can go to Larceny Lane (go to 42) or Thieves Boulevard (go to 82).

However, you must first roll 1d6 to find out what is happening in Pursesnatch Alley:

1. You meet a mugger – go to 257
2. You meet a thief – go to 217
3. Life goes on uneventfully – choose your destination per the above choices
4. You spot an interesting shop – go to 278
5. Time for a drink – go to 288
6. You see a possible ‘victim’ – go to 247



103 – Whenever you move from one street to another you may set Ali to this task, a task that he both loves and excels at. However, even an expert may strike a false chord if nerves get the better of him or her.

To find out if Ali is successful, roll 2d6 (DARO) and add the number of the level of the LK SR you make when the pickpocketing begins.

If the score is 7 or higher, Ali Khazam’s light fingers pluck the right note and you will reap the rewards (see below for details).

If the score is 6 or lower, his mark tumbles his game and fireworks go off (see below)!

You may leave Robin Hood Street by going to 162 but see below how the illgotten gains and consequences of detection fall out. (You should note the number of this paragraph as you are likely to need to refer to the outcomes below in future.)

7 or better

Roll 1d6:

1. You gain a fish paste sandwich, only half eaten, rather stale and somewhat slimy
2. The victim has a hole in his pocket so you gain nothing
3. Ali presents you with a purse containing 3d6 GPs
4. The pouch Ali snaffles contains 3d6 x 5 GPs
5. The box Ali retrieves from its rightful owner contains jewels worth 1d6 x 50 GPs
6. The envelope Ali delivers to you has a note inside entitling the bearer to 1d6 x 100 GPs upon presentation at the Caerthaeoph’t Minimal Security Bank, located at Shark Court – you may cash it in if you get to the bank

Control Freak – Spirited Resistance

6 or worse

Roll 1d6:

1. The aggrieved citizen is an irascible wizard who cottons on to your part in the bungled burglary – he casts a mild *TTYF!* at you for just 12 points of damage before casting *Oh Go Away* on Ali Khazan (you never see Ali again but he leaves you to fate's whims once he has given you this bitter lesson)
2. An angry martial arts expert is after your blood now, having observed you instructing Ali; she first takes Ali out with a well-placed kick to his windpipe, snuffing out his candle, and then sets off after you; if you make a L1 SR on SPD you give her the slip, otherwise you are in life-or-death combat with an opponent with attributes equating to a MR of 60
3. You have set Ali on an offduty member of the Watch who immediately arrests Ali, leaving you no choice but to slip off sharpish; unless you make a L2 SR on LK, the Watchman hands on your description and so all future SRs relating to avoiding detection or dealing with the Watch will be one level higher
4. The elderly lady Ali has just upset swings an umbrella viciously at him; make a L1 SR on LK or you lose him to brain damage as the tip of the broolly penetrates his brain via his ear
5. The refined gentleman who has just smacked Ali's ass for his presumptuousness whistles loudly for the Watch; you need to make a L1 SR on SPD to get away as Ali is apprehended as he will inevitably finger you; if you fail, go to 201 in none-too-gentle custody
6. The blind fellow Ali clumsily knocks over in his attempt to get his wallet sprays a can of mace wildly in all directions; make a L1 SR on CON and take the difference in damage if you fail; as for Ali, his eyes are bulging and he runs off to the nearest horse trough, your hold on him broken irrevocably

104 – Although you have no difficulty staying sober, the task is much tougher for Thickey as everyone keeps plying him with drinks.

Your options:

1. You can just wait until he reaches his limit and decide what's for the best then (go to 124)
2. You can give in to temptation and his earnest desire for a good drinking buddy (go to 94)
3. You can step in and say 'No' for Thickey since he clearly isn't going to do it for himself -in Aotearoa, we'd call this being a 'bloody legend'- (go to 134)

Control Freak – Spirited Resistance

105 – Make a L1 SR on LK.

If you make it, you net 200 GPs and can haul yourself off to 162.

If you fail, while you are occupied in money grabbing, a dilligent member of staff creeps up behind you very stealthily and coshes you hard on the noggin. You take 1d6 cranial damage and get handed over to the City Watch (who forget all about knowing you) – go to 201.

106 – The demon Drink confesses that there is a being lurking at the bottom of the Nun that prevents him from having his will being done. He intends that you become the instrument of his machinations, that you do a service for him and that he will give you a sum of money commensurate with what you accomplish, along with a boost to an attribute of your choice.

His targets are:

1. The landlord of the Eviscerated Nun, Grimlard Skuttle (go to 116 if you opt for him as your target)
2. A thief called Midge Marsden (go to 126 if you select him to take out)
3. A thief called Ruth Lessquila (go to 136 if she is your target)
4. The *thing* in the cellar (go to 146 if you go for the big pay day)
5. Thickey Muddlebrow, Watch Captain (go to 156 if you select him as your mark)

You can decline but you will back with those other options at 75.

(You should not pick a target if you have already mastered or killed them!)

107 – Oh yes? You and whose army?

There are two possible outcomes here: a) he waxes most wrathful , recovers his wits and takes you back to the Demon Plane with him for a lingering and less-than-loving death or b) he buggers off himself, possibly shocked by your bare-faced cheek (or some other anatomical impudence).

Make a L1 SR on LK: make it and the outcome is b), leaving you to saunter off to 162 with 100 APs; fail and it's a), leaving you something close to an eternity to regret your rash decision.

108 – The Mermaid's Tale

This pub is run by a most beauteous maiden who pours the drinks from a glass tank filled with seawater behind the bar. Lola Montoya, sister to Victoria who later became a Cannon, sings as she serves. As she is a siren, this can be 'complicated' for male

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customers, although her beauty and the haunting melodies and enchanting lyrics of her ballads are simply to die for.

If you are male, you need to make a L1 SR on CHR or you fall under Lola's spell and end up working for her as an unpaid and very eager servant. If you can make a L2 SR on WIZ this spell will wear off after a month when the moons return to the same position in the skies above Trollworld that they occupy on this fateful night.

Otherwise, you can simply elect to have a drink (go to 99), pick on someone to use your *Spirit Mastery* ring on (go to 109) or see if you can sniff out a business opportunity (go to 119).

109 – You need to take someone unawares in a none-too-public place to get away with this! Make a L1 SR on CHR to lull your victim into a state of false security – if you fail you have to leave quickly so return to the street.

If you woo your target, let's see who you have stumbled across (looks can be deceiving so we'll not be judging books by covers now!). The victim's stats depend on a dice roll. He or she gets 1d6, 2d6, 3d6, 4d6, 5d6 or 6d6 (DARO, TARO, QARO, SARO applying as appropriate) for all eight attributes depending on what you roll on 1d6. You can also check for gender – odds male, evens female.

So you will need to roll up your target's attributes now. Then let's see if the target is human or not by rolling 2d6 and checking the table below before you apply modifiers from a rulebook:

1. Impossible! You must be very drunk!
2. Vampire
3. Hobgoblin
4. Minotaur
5. Hobbit
6. Dwarf
7. Human
8. Uruk
9. Elf
10. Ogre
11. Leprechaun
12. Centaur



If you succeed with the *Spirit Mastery* you can take him/her with you as an escort and faithful companion when you return to the street (see below for weapons, armour and money; whenever you meet the Watch with this NPC in tow you must make a L1 SR on LK to see if they recognise him/her, arrest you both and march you away to justice – go to 201 if this happens).

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If you fail in your attempt, you have a fight to the death on your hands (roll 1d6 to determine how many weapons dice your opponent gets and 2d6 to find out how many hits their armour takes – low scores indicate damaged, worn out equipment). If you win, the landlord sells the corpse to a Bring-Out-The-Dead man and gives you free drinks for the rest of the night (you can take APs equal to the STR, INT, LK and CON of your victim and GPs amounting to 1d6 times the level of a LK saving roll you should make).

110 – Perhaps you should be a contortionist (or work as a knife thrower’s assistant)! Make a L1 SR on DEX. If you make it, go to 150; if you fail go to 160.

111 – “How good to meet someone in this city who is not a fool. How rare!” Uxottl jigs in delight at your choice and then points a hand at you, while rasing the other to his lips. This uruk is dressed in robes festooned with bright feathers and he has greasepaint smeared liberally over his face. He carries a wickedly curved jambiya on his hip and a whistle of sapphire in the hand raised to his lips.

As he blows the whistle – no sound escapes – you feel a wave of nausea wash over you. **Your INT, WIZ and CHR have all been raised by 2d6.**

“There! You are set now. No betrayal is possible. Each person or creature you enslave will turn to Lerotra’hh and serve her once your command has been obeyed. You will have but an hour of mastery over your victims but that is enough to enable you to live long and prosper, is it not?”

Now, I must away! I have no wish to be associated with your doings nor do I wish to be near you when you wed the ring-demon!”

Uxottl, turns and disappears – a *Hidey Hole* spell allows him to make good his withdrawal. The ring tingles to your touch and you feel an overwhelming urge to wear it.

Go to 70 – the ring is speaking to you now!

112 – Kidnappers’ Close

From here you can go to Burglar Arcade (go to 92), Pickpocket Parade (go to 72) or leave Caerthaeph’t (go to 301).

However, you must first roll 1d6 to find out what is happening on Kidnappers’ Close:

1. You meet a mugger – go to 257
2. You meet a thief – go to 217
3. Life goes on uneventfully – choose your destination per the above choices
4. You spot an interesting shop – go to 118
5. Time for a drink – go to 128
6. You see a possible ‘victim’ – go to 247

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113 – You would have rolled up Ali’s INT a short while ago – now make a L1 SR on INT for Ali to see if he is able to teach as well as he can do the pickpocketing.

If he turns out to have a bit of the old chalk and duster in him, then it’s your turn to see if you can pay enough attention and have a smidgeon of inherited ability. Who knows? Maybe your old mum was a tealeaf and stole you from the maternity ward of a hospital?

You need to make a L1 SR on INT and also a L2 SR on DEX and then a L1 SR on SPD. Make all those and you’re in the trade.

You may still elect to have Ali doing any pickpocketing for you but if you take on the risk yourself, you get 50 APs per attempt. You should see paragraph 103 so that you know how to find the outcome of such daring. You can consider yourself to have a talent for **Pickpocketing** based on DEX if you did indeed learn the ignoble art from Ali Khazam. The ‘plus’ you get is equal to the level of those three SRs you just made. (To play the role of pickpocket will take an element of GM’ing from here on in.)

You can go to 162 when you’re ready to leave Robin Hood Street.

114 – You have been zapped! Probably...

Roll 1d6 to find out who targets you:

1-3 – The young woman with the monocle is Lenska Obscura, cousin of the ruling oligarch, no less. She has WIZ of 38 and casts a *TTYF!* at you unless your WIZ is greater than hers. If not, you can roll to see if she made it – a critical fumble sees you untouched by magical harm (go to 64 as she gives up on you and turns deftly to target Thickie).

If she zapped you and you died, close the book, dear reader, close the book and roll up a new character and may the Dice Goddess smile upon you both.

If she zapped you and you survived, you may take 100 APs and go to 64 for she will immediately take a crack at the good captain.

4-6 – The wheezing wizard with the onion breath goes by the name of Davros Garlek. He is not good looking and he is a cantankerous curmudgeon even on his birthday. In fact, today is his birthday and not even his mother sent him a card so his humour is darker than the guts of a black hole in Calcutta and twice as rancid.

Davros elects to send you to an early grave via the *Blasting Power* spell. Assuming his WIZ of 67 is not less than yours and that he does not roll a critical fumble when he tries to unleash the hot stuff your way, you must take 6d6 plus 35 hits.

If you read the *1-3 Lenska* section above, you will see what happens next if you are not so much fried flesh.

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115 – You bring the babysnatcher down and help comes a runnin'. Soon it is not just you on top of Ruthie but half the hired help has piled on top of the squirming lass. When the Watch sort matters out and prevent some very rough justice being doled out, the truth comes tumbling down like the Walls of Jericho once did in a far distant universe.

She spills the beans and confesses she is a henchwoman of the notorious Margrim Futchter, once just a milk snatcher now turned kidnapper. The Watch are on the hunt for this haridan but the harpy is too busy feathering her own nest to play ball with the law. If you ever get the chance, you should do your best to bring her to justice.

As for the here and now, Grimlard Skuttle and his wife are very grateful for your part in putting the Watch bloodhounds on the scent of recovery of their infant. Grimlard insists on giving you the best room in the house for the week, all meals thrown in and half price drinks for life. You have a second home at the Eviscerated Nun. Brigid Skuttle insists on you becoming a Trollgod-parent for the infant at his naming ceremony.

Take 50 APs for such sterling service and go to 162 to move your life along after a slap-up breakfast of kippers, kedgerie and kersoseneberry cordial.

116 – Drink does not tell you why he wants the landlord removed but his aims and objectives can hardly be charitable. The demon's powers extend to x-ray vision so he is able to tell you where to go and when. Skuttle will be sound asleep when you creep in.



The Nun is a silent as a graveyard at midnight – which is to say it creaks alarmingly at times. Grimlard is tucked up next to his wife and but the crib that should be occupied by their stolen infant son is empty and devastatingly lonely.

You must decided whether you simply murder Grimlard, perhaps by strangulation, perhaps with the work of a knife (go to 166) or seek to take control of him with your ring (go to 176). One last option is to abandon your missions and make yourself scarce (go to 186).

117 – The badge is very shiny and has CCW embossed on it (that's Caerthaeph't City Watch). You also get a hand crossbow (4d6, STR req. 7), a billy club (3d6, STR req. 5), a riot shield (takes 4 hits), a triangle-shaped crash helmet (takes 3 hits) and a spear-proof vest (takes 5 hits). You will be safe from arrest and casual attacks unless you are caught red-handed in a criminal act.

Go on the beat at 162.

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118 – The Cave of Maleficus



Maleficus is a mean-spirited, bad tempered, renegade wizard. The Wizards' Guild is weak in Caethaeph't (well, their headed notepaper keeps getting stolen so it is hard for them to promolgate decisions and so on) and Maleficus makes hay while the sun shines metaphorically. He is a wiry fellow of some sixty years and he wears shiny black robes and a helm with antennae crackling with khremmatic discharges (this is largely for effect and intimidation but it does hide his chronic and persistent flatulence).

The surly wizard can be a quite extraordinary teacher. He will attempt to teach fellow wizards at half the cost levied by the Wizards' Guild for the teaching of new spells. However, he will only give students one shot and there is no 'money back' guarantee with Maleficus.

He has no problems teaching rogues either and will even take the money from warriors and citizens if they are reckless enough to bargain with him.

Wizards need to make a SR on INT one level above the level of the spell they are buying, rogues two levels above and warriors or citizens four levels above. That covers the attention and capacity for learning of the student. As for the teacher, you must roll 2d6 DARO for Maleficus. He needs just 5 or more to cover all the essentials for wizards, 7 or better for rogues and 9 or better for others.

Oh yes, Maleficus also knows a gold teleportation spell. As you leave, you will lose some or all of your gold unless you make a L1 SR on CHR to make him think better of robbing you. If you fail, the percentage you lose is $40\% + 1d6 \times 10\%$ (i.e. minimum 50%).

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119 – There are no Employment Exchanges in Caerthaeph't although you can join the congregation of job seekers on Gollum Square just after dawn each day. The *Caerthaeph't Quibbler* carries few notes of vacancies or investment opportunities as most of the citizens of the city are illiterate. The best way to find a situation that is vacant or a ticket to making a quick buck is in the many taverns. That is where the deals are done and the scams are mongered. In all cases, monetary arrangements are not discussed until the bargain is made.

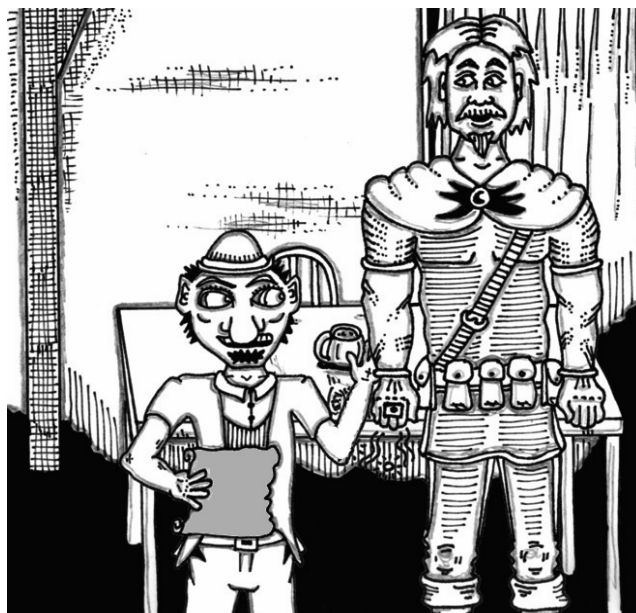
Once you agree, the blanketing magic of the Caerthaeph't Wizards' Guild ensures you do not welch on the binding contract.

Let's find out what is offered to you (roll 2d6 – *n.b.* if you get a number repeat on you, move up one and loop round as you work your way through this list so you don't face the same prospect more than once)

1. The citizens are in the main as innumerate as they are illiterate hence this number being on the list but it offers you no prospects whatsoever.
2. A thirty year old woman winks at you. She is dressed in a black leather cat suit and has a string of pearls round her neck and metal studs running down the arms of her suit. A barbed whip rests against the wall behind her. It looks very dangerous, as does she. She has dyed blonde hair and her skin is stretched taut over her face. "Hey, doll!" she calls to you across the bar as she sips a blood red cocktail. "You have big, strong arms. All the better for holding, I'd hazard. Will you do something for me? I will reward you handsomely." She pouts and licks her lips. If you want to help out this femme fatale go to 302.
3. A young woman with auburn tresses and an hourglass figure is helping a younger girl over to a seat by the grimy window away from the raucous din of most of the drinkers. The young girl is on crutches and clearly in pain. Her companion turns to you and hisses. "See? She can't go on like this! We must get her coach back from those hijackers! I'd do anything if you'll sort out our misfortune!" If you want to lend a helping hand go to 304.
4. A strange being winks at you with both heads and curls a long, blue serrated tongue to beckon you over. Each of the twin heads – one male, one female and both well advanced in years – carries a fin and the ears are large enough to be classified as elephantine. The man tells you they have some business interests they would like you to check in on and the woman bats her fluffy eyelids while cooing that you seem well suited for the work. If you are inclined to take up their proposal go to 320.
5. A prim and proper lady in a feathery green cloak requires a reliable fit person to make a collection from her aunt. If you want to do her donkey work for her go to 306.
6. The landlord has run out of apricot brandy and a bunch of big spending orangutankin are not happy at this. The landlord wonders if you will run along and fetch a case from his supplier. If you agree go to 308.

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7. A man wearing a scarf with the collar of his coat turned up despite the fireside cheer, with a big bushy beard and a straggly, drooping moustache needs a delivery made. If you are interested go to 310.
8. A mean titch of an eldritch witch with a twitch, in clothes that are kitsch, asks you if you can run to her mother's to get some cream for her itch. Some might think of her as rather a bitch and switch to another employer but she's quite rich and you might expect to suffer a glitch or at least a hitch if you ditch her pitch. Up to you though. If you will take on the errand go to 312.
9. A rather dithery elf hums and hars and finally offers you the job of nightwatchman guarding his factory. He has a monkey's paw he requires you to shake if you want the work and he will not tell you what you will be protecting until you shake to seal the contract. If you take him up on the work go to 314.
10. A slender gentleman with fine fingers and a lisp regards you curiously as he sips his *Dom Peryton* champagne. He has ermine cuffs and collar to his maroon velvet trouser suit and he is smoking a Cubist cigar. Obviously wealthy and very self-assured, he casually enquires if you would be prepared to undertake a theft on his behalf. If you think this lead is worth following up go to 316.
11. A grey skinned man with a face so wrinkled it looks more wormlike than human sits with his hands tightly clasped and hisses sibilantly to you that he needs someone to teach someone else a lesson. It is clear that the subject of this lesson is to be pain. If you are up for administering corporal punishment go to 318.
12. A studious gnome who up 'til now has kept his head buried in a scroll in a gloomy cranny of the tavern tugs your sleeve as you pass. "Pssst! Not afraid to spill blood are you? I need someone with a sharp knife who knows how to use it. Knowledge of anatomy or at least butchery would be good! Are you up for hire?" The gnome looks at you with dark, saucerous eyes as he clinks coins in his pocket under the table. If you want to accept this contract go to 322.



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120 – The ring gives the wearer (provided it is worn on the left middle toe) the power to cast the *Spirit Mastery* spell at zero WIZ cost up to ten times per day. Because the ring actually casts the spell, the casting is unlikely to be detected – the ring can cast the spell even through socks and boots!

The normal tests prevail: the caster's total WIZ, INT and CHR must exceed that of the target. The mind control exercised by the caster will last until he or she decides to cancel it or the casters total WIZ, INT and CHR falls below that of the victim.

The person or creature under mind control will not attempt to resist or be difficult but if left to their own devices, they may well reveal their plight to others they meet.

The caster will be able to manipulate the victim most effectively if there is a common language otherwise misunderstanding is quite possible as only gestures or drawings will serve. Creatures with intelligences akin to mammals will be susceptible to control through gestures and grunts if a L1 SR on LK for each command but lesser intelligences are immune to the power of the ring.

If the paragraph that sent you here called for a WIZ SR, you may add whatever level you made to your WIZ but if you failed L1 you must subtract 1 from WIZ. If you rolled a critical fumble (1, 2)? Agghhh! Your WIZ has been halved!

Now you know what you have stumbled upon and seized for your own, life will be different! Go to 41.

121 – “You fool! You are on your own then! Be it on your head but if you ever cross my path again, beware! I shall prepare for such a meeting.”

With these words ringing through the streets along with the sound of your boot heels, you find a quiet spot to rest and recover your composure (you can spend APS here and on other occasions when rest is available).

Go to 70 – the ring is ready for you...

122 – Gollum Square

From here you can go to:

- Filch Street– go to 177
- Purloin Passage – go to 3
- Hostage Hill – go to 281
- Heist Street – go to 52

However, you must first roll 1d6 to find out what is happening in Gollum Square:

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1. You meet a mugger – go to 257
2. You meet a thief – go to 217
3. Life goes on uneventfully – choose your destination per the above choices
4. You spot an interesting shop – go to 138
5. Time for a drink – go to 148
6. You see a possible ‘victim’ – go to 247

If you happen to have taken a small scroll from a toilet and still have it, go to 207.

123 – The Tinderbox Tenement Buildings on Hostage Hill reek of bad sanitation and look ripe for torching. On this street, when repairs are necessary landlords generally find it cheaper to burn down the buildings and start over again. This is not so great for sleeping tenants or their possessions but it does, at least temporarily, freshen the air.

Ali has a room near the top of a particularly flimsy structure. You can see from his key tag it is number 13-666. There are many flights of stairs to climb and each step is a creaky experience coupled with the threat of Gravity taking a hand in your immediate destiny.

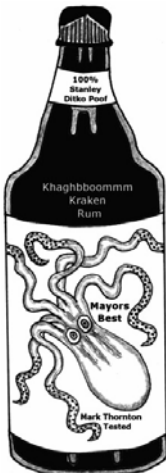
There is no lock on the door – what would be the point? – but Ali seems confident his valuables will be intact. He points to a floorboard with a finger-sized knothole at one end and tells you that is where he keeps things he doesn’t want taken.

He tells you that it is enchanted so that he cannot open it on pain of death – this is a precaution he has invested in because he would squander any wealth on wine, women and song in a trice.

If you command him to open things up regardless, go to 223.

If you will do the work yourself, go to 233.

You can just leave and come back later – go to 243.



124 – Thickey is not an alcoholic but he finds it hard to say ‘No’ to the kindly offers of ‘one more for the road!’ that he magnetically attracts. Eventually he lacks the coordination to hold onto the handle of his overflowing tankard and his feeble attempt to catch it before it falls to the floor simply results in him overbalancing on his chair and crashing to the ground.

If you want to help him to his feet, go to 184.

If you want to let him sleep it off, go to 194.

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125 – You have two bites at this particular cherry: either you make a L2 SR on CHR to sweet talk your way to leaving the Eviscerated Nun in one piece or you make a L1 SR on LK in which case the Watch will vouch for your good (at drinking) character.

Succeed and you can retire into the night – go to 162.

Fail and rather than speak up for you the Watchmen at the Nun just hand you over to their more sober colleagues – go to 201.

126 – Drink does not tell you exactly why he wants the thief removed but his aims and objectives can hardly be charitable. It is also interesting that there are currently two thieves plying their trade within the Eviscerated Nun - but then this is Caerthaeph't. The demon's powers extend to x-ray vision so he is able to tell you where to go and when. Marsden will have his attention fixed when you creep in.

In this instance, the demon Drink is as good as his word. You slip in unobserved and find Midge with his hands in the safe, head down, gurgling over his good fortune.

If you want to slip a blade between his ribs, go to 196.

If you want to use your *Spirit Mastery* ring, go to 206.

If you want to clear off and give a miss to being the lackey of a demon, go to 186.

127 – Grimlard gobs out a mushed up sandwich he's been chewing over for a good 20 minutes and stretches his lips wide with his little fingers before emitting a piercing whistle. Staff, loyal customers, the Watch and every criminal within earshot eager to do some pilfering in the agitated confusion comes running.

The upshot for you is that you are seized and taken into custody. Go to 201.

128 – The Smuggler's Armpit

An ordinary boozier, if rather malodorous, frequented by ordinary folk, drinking ordinary beer in an ordinary town. Still, it is *the* place to fence stolen goods. If you have anything you want to offload here and know the market price (i.e. 20% less than the prices in the rulebooks or whatever you fairly figure it might be for items not covered therein) you can flick it on, no questions asked.

A nod's as good as wink to a blind bat as Eric Idle had it and if you look hard and long enough you might just spot Eric running the bar with his mates Terry, John, Graham, Michael and the other Terry sitting at a table composing comedy skits and sketching furiously as they sip their chartreuse.

You can simply elect to have a drink (go to 99), pick on someone to use your *Spirit Mastery* ring on (go to 109) or see if you can sniff out a business opportunity (go to 119).

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129 – Depending on what you wrote down, you might just be peasanly surprised. You have to speculate to accumulate!

- Less than 20 GPs – 331
- 21 to 50 GPs – 332
- 51 to 100 GPs – 333
- More than 100 GPs - 334

130 – The toe is not that quick and you manage to bat it into a puddle where it splashes about for a few seconds before becoming water-logged and gives up the ghost. Take 50 APs. You can now put the ring on – go to 120.



131 – Leaving Snaffle Street, you turn into Robin Hood Street. This is a throughfare for goods headed to some of the finer shops in the city but it is also the haunt of social reformers, those who are driven by the desire for wealth redistribution. Sometimes the poor benefit, it is true, but often the impulse for change falters once the reformers have their hands on the valuables.

You see one such ‘do gooder’ sizing up the bulging pockets of a merchant hurrying along towards the relative safety of a group of armed guards loitering by a cart. I say ‘relative’ because who knows if they will forget that they are employed and seek to get rich quick?

The merchant is elderly and is wearing rune-spangled robes; the robber is dressed in soft leather armour and carries a kukri and a poniard, one in each hand.

If you want to use the ring to take control of the merchant, go to 142.

If you want to cast *Spirit Mastery* on the robber, go to 152.

If you want to move right along and leave Robin Hood Street at its far end, go to 162.

132 - Shark Court

From here you can go to Sneak Lane (go to 286), Purloin Passage (go to 3), the Robber Road (go to 32) or Larceny Lane (go to 42).

However, you must first roll 1d6 to find out what is happening in Shark Court:

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1. You meet a mugger – go to 257
2. You meet a thief – go to 217
3. Life goes on uneventfully – choose your destination per the above choices
4. You spot an interesting shop – go to 19
5. Time for a drink – go to 29
6. You see a possible ‘victim’ – go to 247

133 – Monty’s guillotine trap is easy to set off – and, fortunately, easy to deactivate if you know it is there. Make a L1 SR on INT to establish whether or not you thought to ask Porkchops about such things (and whether your questioning was effective).

If you failed, down comes Madame la Guillotine and off comes Monty’s head. The alarm goes off and it is time for you to make yourself scarce – leave Robin Hood Street via 162.

If you succeed, the warehouse is yours to rummage through – go to 253.

134 – When his mates finally understand that Thickey is close to drinking himself into a coma and then they see you taking the necessary steps to stop him going over the precipice to mental oblivion, they all sober up sharply.

Their captain is much prized – and loved – in Caerthaeph’t and that is not at all usual for a city that does not believe in private property, much less social welfare. Thickey is a myth in the making and you have helped that proto-myth live on into tomorrow.

You get offered a very comfortable billet for the night and the Watch will pick up the tab. The lads on this beat will get you and their captain tucked up safely in bed and after a big, greasy breakfast tomorrow you can chat through your life story and how it came to mesh with Thickey’s.

Unless you want to plod off by yourself (go to 52), it’s time to snuggle up under the sheets (go to 144). Oh, and scoop up 100 APs while you’re at it.

135 – If you made the SR, Grimelard blinks, does a double take and then gets someone to read the paper out aloud to him, having first sounded the ‘**Red Alert**’ and dispatched Watchmen after the skullery maid. He is sufficiently grateful to you to offer you a free bed for the night and half price drinks for life. The Nun can be a ‘safe place’ for you for spending APs and healing up.

You can go to 162 when you are ready to leave, accompanying the redoubtable Thickey for much of the way until duty calls for him.

If you failed the SR, Skuttle makes a vast mental vault and finds that 2 and 2 might as well be added up to three, five or any number bar zero and two. His word is law here, even to the Watchmen, and you are securely bound and handed over to a fresh squad without a fair hearing. You may get that later – or quite the reverse – but for now you are destined for 201.

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136 – Drink does not tell you exactly why he wants the thief removed but his aims and objectives can hardly be charitable. It is also interesting that there are currently two thieves plying their trade within the Eviscerated Nun but then this is Caerthaeph't. The demon's powers extend to x-ray vision so he is able to tell you where to go and when. Lessquila will have her attention fixed when you creep in.

In this instance, the demon Drink is as good as his word. You slip in unobserved and find Ruthie at a window, exchanging a baby for a scroll with a person you cannot make out because of the gloom.

If you want to slip a blade between her ribs, go to 216.

If you want to use your *Spirit Mastery* ring, go to 226.

If you want to clear off and give a miss to being the lackey of a demon, go to 186.

137 – You will need a strong stomach and a clothes peg for your nose! Make a L1 SR on CON.

If you fail, your STR, INT, DEX and SPD are halved while you are within (you should check you still have Midge under control given that INT is a relevant factor in retaining mind control).

Go to 147.

138 – The Sisters of Mercy Clinic for the Maimed, Insane and Intoxicated

The ladies who dedicate their lives to healing have all suffered greatly in their time at the hands of ruffians and thoughtless adventurers but they have learned to forgive if not forget and so the Clinic has an open doors policy for the needy. They have to eat too, of course, so they do request – with no pressure – generous donations from their richer patients.

The Sisters of Mercy are good at their work, mingling magic, anatomical knowledge, herbology and loving kindness to wreak their cures. It works like this:

- Wounds: you get healed 1d6 times the saving roll you make on your full CON
- Missing limbs, eyes, severed tendons, etc: if you make a L3 SR on your full CON and a L2 SR on WIZ you get back what you are missing
- Mental illness: if you make a L2 SR on your normal INT, the affliction is lifted
- Disease: if you make a L2 SR on your normal CON a cure is effected
- Poison: if you make a L2 SR on LK, an antidote is available
- Paralytic (whether though alcohol or other means): if you make a L1 SR on CHR they can sober you up and/or get you going again

Control Freak – Spirited Resistance

If you would like to make a donation write down the sum and go to 199; if you choose not to, go to 209.

139 – Roll 1d6 to find out how the balls break for you. You may shift the result one place up the table if you make a L2 SR on CHR:

1. A story is spread putting you in the company of a cheery bunch of nutters at an unfixd time so you can wheel it out whenever – the problem is, these nutters are wanted for serious crimes and you are tarred by association and will be arrested next time you meet the Watch (and sent to 201)
2. You are apparently too infamous to be given a watertight alibi so this particular tree bears no fruit
3. You are given a cover story involving drinking gin with a nun – make a L1 SR n CHR and the Watch will buy it and let you go
4. The story concocted to protect you entails you washing the underwear of a bunch of ogres at the time in question – make a L1 SR on LK and the Watch will go for this hook, line and s(t)inker
5. You look as if butter won't melt in any of your orifices – the Watch will let you off with a pat on the back when you next get arrested
6. Your baby-faced innocent looks lend themselves to a story about you babysitting at an orphanage every night – the Watch will always let you go with a warm thank you as they have all contributed to the orphanage's numbers in their time

140 – The dead wizard's toe makes a beeline for your forehead – where it flips through 180 degrees and roots itself down and becomes part of you! This is painful! Make a L2 SR on CON and take anything you missed it by in damage.



By Mark Thornton, Khaghbboommm Press
with artwork by Stanley Ditko

Control Freak – Spirited Resistance

Assuming you live, you will be feeling a magical tingling zipping about your skull, shooting out from the foreign toe. Make a L1 SR on LK. If you fail, it halves your CHR; if you succeed, your CHR is doubled! Now go to 120.

141 – You can feel the ring reverberate with excitement as you permit it to focus its power and then unleash it. It is akin to toe massage administered by a very skillful siren.

Arkwright the Greengrocer is a common citizen of Caerthaeph't. He is about 40 and of medium build, limited imagination and even lower horizons. He gets 2d6 for INT, WIZ and CHR (no DARO).

If you succeed in wresting control of his mind, go to 151; if you fail, go to 161.

142 – The merchant is a nervous man – understandably so in this city and on this street. He is an old hand and quite wealthy so he retains a squad of four guards to watch over his safety and to secure his merchandise and money. He wears rune-spangled robes in the hope that they will act as a deterrent.

Even though the would-be robber slips away as soon as you show your intentions, Montgomery Porkchops may or may not have made an error of judgment today. He has visited his lady lover, Mizi La Chat, and has left his bodyguards some distance away as he has promised his otherwise indifferent wife, Claudetta, that he will always be discreet in these assignations.

He gets 3d6 for INT and CHR but just 2d6 for WIZ (no DARO or TARO). His LK is relevant to you too though and he gets 3d6 (TARO). If he makes a higher LK SR than you, the goons will be vigilant and intervene before you can cast the spell from the ring on your toe.

If you lose that LK contest, go to 172.

If you win it, go to 182.

143 – Monty's guillotine trap is easy to set off – and, fortunately, easy to deactivate if you know it is there. Make a L1 SR on INT to establish whether or not you thought to ask Porkchops about such things (and whether your questioning was effective).

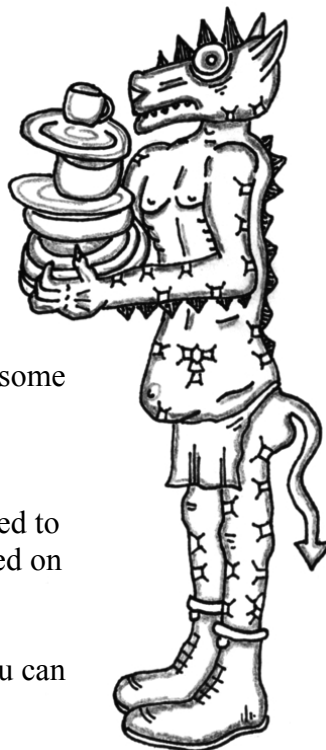
If you failed, down comes Madame la Guillotine and off comes your head. The merchant slowly regathers his addled wits and is puzzled, briefly, to see your head grinning up at him. But then the ring speaks to Mr. Porkchops and a new story begins...

If you succeed, the warehouse is yours to rummage through – go to 253.

Control Freak – Spirited Resistance

144 – The lads are always in a cheery mood when breakfast is served. Bacon, sausages, fried eggs, mushrooms, tomatoes, black pudding, toast and tea – that’s how you get back on your feet after a night on the tiles. It’s enough to store 1d6 CON if you are carrying any injuries and you also get to spend APs.

The sergeant comes in when the dishes are being cleared away by kobold cheap labour. Sgt. Crockov is a big, burly uruk with a walrus moustache and a chin that juts out like a peninsula. It’s probably made of granite too. He has an announcement for the troops – seems a new type of crime is sweeping the city, as if the constant theft of vehicles wasn’t bad enough for its trading reputation.



“There’s some bastard going about enslaving people. Might be a renegade wizard using that *Spirit Mastery* spell or it could some crazy hypnotist. At any rate, we’re on ‘shoot on sight’ alert and everyone should take a crossbow out on street patrol.”

Sgt. Crockov claps his hands in a thunderous signal that feet need to get moving. Seeing you, he offers you the chance to be deputized on pay of 10 gold *per diem* if you’re up for helping catch the crim.

You can just give your excuses and toddle off (go to 162) or you can swear an oath and take the badge (go to 117).

145 – Being caught out is like being struck by a vicious bolt of lightning for the guilty landlord. Grimlard spins and drops his sandwich, staring at you with wild, panic-stricken eyes. It might be wise to calm him now his mouth is vacant and capable once again of emitting belicose bellows!

Make with the cow eyes and soothing hand gestures, leaving your middle fingers tucked well in! Make a L1 SR on CHR and go to 165.

146 – Drink does not tell you exactly why he wants this undescribably strange being removed but his aims and objectives can hardly be charitable. It is also interesting that such a creature finds home deep within the bowels of the Eviscerated Nun but then this is Trollworld. The demon’s powers extend to x-ray vision so he is able to tell you where to go and when. No one else will be in the vicinity.

In this instance, the demon Drink is as good as his word. You slip in unobserved and the trapdoor under the rug leads to an empty passage just as Drink said you would.

If you want to open the trap door and go down, go to 236.

If you want to sneak off and give a miss to being the meat shield for a demon, go to 186.

Control Freak – Spirited Resistance

147 – “Wotcha up to, Midgey?” one scraggly derelict asks when the main man shows up. “Oo’s that you got wiv yer then? Looks like a right spiv!”

When ‘Midgey’ doesn’t answer in his normal effervescent manner, the vagabonds get suspicious.

“Ere, wot you done to Midge? You a wizard?”

The six of them manage to look scared *and* scary at the same time, an act they have honed to a tee over their years of living rough and bumming coppers.

Make a L1 SR on CHR.

If you fail, they decide that it’s best to get your retaliation in early – go to 157.

If you succeed, they back down sheepishly and you have them under your thumb – go to 167.

148 – The Emperor’s New Clothes

Beliefs are free and easy in this watering hole. Libertines and libertarians mix with librarians and women’s libbers and all are naked. Many believe they are sumptuously and stylishly clad, proud of their sartorial elegance but this is down to the heady incense burning in thurables swung by eunuchs. There is a ‘leave your clothes at the door’ policy strictly enforced by naked ogres and hobgoblins.

You can simply elect to have a drink (go to 99), pick on someone to use your *Spirit Mastery* ring on (go to 109) or see if you can sniff out a business opportunity (go to 119).

149 – Sometimes Mustapha sees something in a possession that the owner does not; sometimes he just must have another item to display. He also has some very heavy duty guards on hand and is the sort of man who insists on a contract being a contract – and enforceable on pain of death – once he has made his final offer.

You need to out-haggle Mustapha if you are not to be robbed! Make the best saving roll you can on the average of INT and CHR. Mustapha has an average of 33 and you should roll for him too. For every level you beat him by, add 10% to the price he coughs up; for every level he beats you by, deduct 10%.

You should probably count your fingers and toes when you leave...

150 – The toe sails past your left ear and has picked up too much velocity to stop. It hits a sleeping dog on the nose and the dog’s reflexes allow it to gobble up a tasty morsel. You can have 50 APs for your evasive skill. The dog is a nice, sleek collie and it looks in your direction with awakening interest. Make a L1 SR on LK and go to 170.

Control Freak – Spirited Resistance

151 – The street trader will now make no objection to you taking as many oranges as you may want. He will even help you sell them! He even does this with a cheery grin, glad not to have anything to worry about any more.

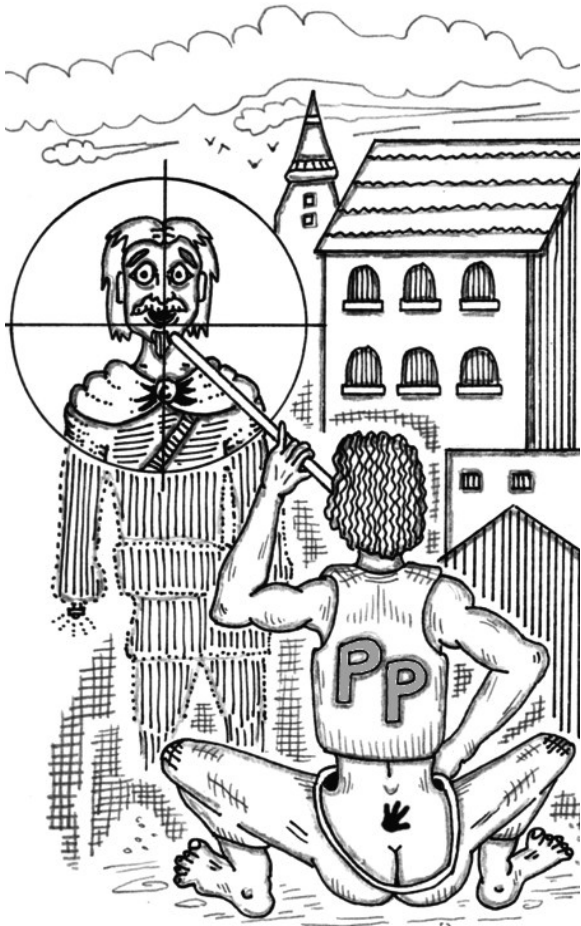
If you want to sell off his stock, go to 171.

You can continue along Snaffle Street if you prefer not to sully your hands with his fruit - go to 181 if you take Arkwright with you - or you can leave him behind (perhaps he has halitosis or just feels like a lead weight) and go to 131.

The other option you might take is to force him to lead you to his home – go to 232 if that tickles your fancy.

152 – Ali Khaazam is no mean thief and he would probably react in time to dodge a blade thrust at one of his kidneys but your ring is quite a different kettle of fish. He gets 2d6 for WIZ and 3d6 for both INT and CHR.

If you master his brain waves, go to 83; if you fail, go to 93.



153 – Someone does hear your pififul cries and that someone decides to investigate. However, Peter the Pervert has you lined up in his sights, blow pipe in hand.

He searches your eyes for the terror that will activate his killer streak before he flees, not being one for confrontations unless they are of his own devising. Make a L2 SR on CHR: if you fail, you hear the ‘thwish’ of air the dart leaving the pipe causes and then you feel a little prick, something far gentler than what would have been coming your way.

The dart is poison-tipped and you will need to make a L3 SR on CON to survive its insidious effects (your rescuer will just dump you at the end of Robin Hood Street when he has dislodged you from the glue and ascertained that you will recover so go to 162 if life lingers longer). If death is your next visitor, then we must all salute your short, fiery burst across the firmament.

If you made the CHR SR, go to 44.

Control Freak – Spirited Resistance

154 – If you managed to make the INT SR, you keep your wits from getting utterly addled for long enough to at least take note of the lady pushing your face out of the puddle of spilt beer it has subsided into. The last thing you can remember is holding a straw and having a sucking contest with the captain...

Make a L1 SR on CHR now.

If you failed the INT SR and/or just failed the CHR test, go to 164.

If passed both, go to 174.

155 – You could trip, miss or be struck by a freak lightning bolt I suppose... Roll 2d6 – if you get the awful 1, 2 combination, disaster strikes in some perversely wonderful fashion and you end up in the hands of the City Watch (go to 201).

Assuming *Life* is not capriciously cruel, here's what you're up against in Grimlard Skuttle:

STR-13 WIZ-9 INT-11 LK-15 CON-12 DEX-10 CHR-14 SPD-10 (he has +4 personal adds and is handy at breaking up bar fights and ejecting drunkards, this being a +4 talent based on STR).

If you fail to master the mind of the publican, you will be overpowered and handed over to the Watch (go to 201).

If you succeed, you must decide how to proceed. He is too well known for you to be able to stay here and simply pull his strings and twiddle his knob!

You can either get him to hand over his cash and then leave alone or take not just the cash but the man too. He has 400 GPs on the premises. If you do take him, because he is so well known, you must make a L1 SR on LK every time you enter a new street – if you fail, you will experience a citizen's arrest (most ungentle – 1d6 damage) and be handed over more or less intact to the Watch (go to 201).

Decide what to do and go to 162 when you leave.

156 – Drink does not tell you exactly why he wants the Watch captain removed but his aims and objectives can hardly be charitable. The demon's powers extend to x-ray vision so he is able to tell you where to go and when. Thickey will be deep in dreams when you creep in.

In this instance, the demon Drink is as good as his word. You slip in unobserved and find Thickey asleep on the top bunk, one of his mates beneath him. Both are snoring like buzzsaws.

Control Freak – Spirited Resistance

If you want to tiptoe up and choke, stab or bludgeon the captain, go to 246.
If you want to use your *Spirit Mastery* ring, go to 256.
If you want to clear off and give a miss to being the hired help for a demon, go to 186.

157 – They fly at you like a pack of mangy curs scenting fear. Treat each of the six as having a MR of 8 (1d6 plus 4).

If you can make a L2 SR on DEX or SPD, your agility or fast reactions will get you away – in fact, you may try this on any round of fighting as they have no strategy beyond biting, gouging and kicking anything softer than their teeth, nails and boots and often do this to each other.

If you escape, go to 162 but without Midge Marsden.

If you win the fight (taking 100 APs), make a L1 SR on LK:

- If you fail, a very skilled and mighty warrior with a sense of civic duty (but no nose at all owing to a disagreement with a razor trap in the Mad Butcher Dungeon) makes a citizen's arrest and then turns you in (go to 201)
- If you make it, you see the ponderous but hard-as-rusty-nails warrior coming and make good your escape before he ventures in – go to 162 alone

158 – Gems & Giants

Ah, what a store!

You can find it on line at <http://gemsandgiants.blogspot.co.nz/> and if you have visited it before you can take a bonus 100 APs.



Each time you visit, you may attempt a saving roll to boost your LK. For the first visit the level you need for a one point gain is 1, then 2 and so on.

The owner wears mirrored sunglasses and is normally either telling stories to children and old folk or playing dice roll playing games with the same social strata.

You can sell gems or giants here. You will be paid a premium of 20% above rulebook prices for gems. As for giants, they will be set free, for that is only right, but you will be paid 20 GPs per attribute point of MR of the giant.

Enjoy your visit and be sure to come again!

By Mark Thornton, Khaghbboommm Press
with artwork by Stanley Ditko

Control Freak – Spirited Resistance

159 – Drinking with the trolls can be injurious to health but fortunately there can be spin off benefits too. They are a hearty bunch of rascals here in the Den and they don't ever mean harm in here. It's just that their idea of a good night on the beer can be hard on smaller mortals.

Roll 1d6 to see how you fare (and if you make a L1 SR on LK you can shift one place up the list if you so desire):

1. You just don't stop pouring the cold ones down your gullet and neither do your troll buddies. They can take it though. Let's see if you can – you need to make a L2 SR on CON or you fall into an unbreakable coma
2. They have a ten pin bowling alley but it is short of a pin. A bright spark points out that you are just the right size and there really is little choice but to take up station with the other nine skittles. You are not allowed to dodge because that would be cowardice and they would come down hard on that. If you can make a L3 SR on LK you don't get hit; if you make L2 you just get knocked down once; L1 means two hits, failing L1 three hits and a critical fumble shows that you got hit by a real cannonball. No armour is permitted (cowardice again) and normal strikes do 2d6 damage reducing to 1d6 if you make a L2 SR on CON and to nothing if you make a L1 SR on CON. If you roll a critical fumble after being hit, a leg breaks and they decide to put you out of your misery and roast you over a spit. If you get hit by the cannonball you get squished on the back wall like a bug under a flyswatter.
3. You drink an awful lot and really do not know what day of the week it is when it comes time to leave – you lose all your money and weapons unless you make L1 SRs on both INT and LK
4. You eat troll canapés with too much gusto. They are not made for ordinary stomachs so you need to make a L2 SR on CON or your STR, DEX and SPD are reduced by 50% for the next three streets after this one
5. You try arm wrestling! You need to make a L3 SR on STR to survive or your arm comes off (L2 SR on CON not to bleed to death then 2d6 loss of CON before they cauterise the stump)
6. You are coerced into joining in a troll line dance! If you are to avoid being trampled underfoot you need to make a L1 SR on DEX or you will suffer 2d6 damage in the melee

If you survive the night drinking and partying with the trolls you will be awarded the mark of '*Trollfriend*'. This means you can a troll fist branded on the back of your right hand (it is bound to hurt so take two points of damage). Being a troll friend means that no troll will attack you in normal (by troll standards) circumstances (you would have had to have done something to upset them or they would need to be acting under duress).

You can take an extra talent for **Intimidation** too – 1d6 bonus to CHR. This night is also worth 50 APs.

Control Freak – Spirited Resistance

160 - The dead wizard's toe makes a beeline for your forehead – where it flips through an acrobatic 180 degrees and roots itself down and becomes part of you! This is painful! Make a L2 SR on CON and take anything you missed it by in damage.

Assuming you live, you will be feeling a magical tingling zipping about your skull, shooting out from the foreign toe. Make a L1 SR on LK. If you fail, it halves your CHR; if you succeed, your CHR is doubled! Now go to 120.

161 – Your would-be-victim looks at your first with blank incomprehension and then with growing venom. Not many people take kindly to having a stranger try to shackle their mind – no, that is the province of friends and family!

The stunned mullet state that carpets the mind temporarily when the spell is attempted gives you a moment to escape. Make a L1 SR on LK.

If you succeed, roll 3d6 and go to 191.

If you fail, your target is quick to call the City Watch and they just happen to be on the scene in no time at all and have the wherewithall to arrest you – go to 201.

162 – Sneak Lane or Filch Street

From here you can go to:

- Robin Hood Street – go to 187
- Filch Street – go to 177
- Sneak Lane – go to 286

163 – Does a tree make a sound when it falls in a forest if there is no one there to hear it? Perhaps you only thought you screamed.



You have emptied your lungs to no avail. The homicidal maniac whose eyes are fixed on you aims his blow pipe carefully and you hear a small 'thwish' and then feel a little prick. That is nothing to what you feel later but I am not inclined to describe the hideous and undigified tortures your murderer practices on you.

The game is over.

164 – Valeri Dikta has 'cunning' running through her veins. She has an uncanny ability for slipping in and out of taverns and shops unnoticed, which is as well because she would be seized and put before a knagaroo court without hesitation. She has done a lot of bad things...

Control Freak – Spirited Resistance

Spotting the moment of opportunity, she moves in as Thcikie’s comrades tend to their captain’s sorry, sozzled state. Valeri helps you to your feet and supports you out of the Nun and out into the cool night air of Heist Street.

It is quiet on the street by now and help is not at hand. You are half carried, half dragged into the doorway of a fancy goods store at which time a smile spreads wide across Valeri’s face and she lets out a sigh of anticipation much like the purr of a big feline.

Make a L2 SR on CON and go to 274.

165 – If you failed, go to 127.



If you succeeded in looking empathetic, sympathetic and probably a bit pathetic too rather than tough, mean and scary, then the yell for help dies in his throat.

Grimlard bends deftly to retrieve his fallen treasure (which has not broken open since this is one of his luckier nights, as Mrs. Skuttle would blush to admit) and grins at you a little sheepishly.

“My little secret – safe with you, yes? You know what they say – *“a pleasure shared is a pleasure doubled, a trouble shared is a trouble halved”*? They’re lying, of course, but I’d love to make you a sammy. You tried monkeynuts butter before? It’s sooo flavoursome!”

He beams warmly and makes you that doorstep of a sandwich.

“As for my trouble, it’s the wife...”

He trails off and watches your reaction.

“She’s had her diary pinched – what do you expect in a city of thieves like this! I’ve got her a new one but she’s fretting something terrible. Apparently there are a few purple passages where she lets her imagination run wild – much too racey for public consumption! I was going to appoint private detectives but perhaps you’ll ferret it out for me.”

He looks rather forlorn, standing there in his nightshirt, chewing on the sandwich mountain and imploring you to dig him and his wife out of a deep hole of potential public shaming.

It doesn’t matter what you say now really. You can fob him off with polite concern and fraudulent promises or you can swear an oath to recover the embarrassing compositions – Grimlard wouldn’t be able to read your mind, would he?

Control Freak – Spirited Resistance

If you do come across a diary, and you can get back to the Eviscerated Nun on Heist Street, go to paragraph 175. For now, Grimlard Skuttle will give you bed and breakfast and you can set out into town again on the morrow (go to 162).

166 – Are you going to kill both husband and wife? It would probably be less risky. If so, who first?

You need to make a L1 SR on DEX. Unless you roll a critical fumble, you succeed, and you end the life of the target of your choice. Then you either need to flee or quickly kill the other one. A L1 SR on SPD will see you right either way and you can go find Drink to confirm the hit has been carried out (maybe take some body part as proof of the deed – an ear, maybe?). Take 50 APs and go to 266.

If you fail on SPD or make the critical fumble on the DEX saving roll, you will find that the ruckus you have caused brings the Watch all too quickly - you get arrested and smacked up a fair bit (take 1d6 damage and go to 201).

167 – Well, stone the crows! You now have a goon squad at your disposal as well as Midge – and a hide-out to boot. You can easily *Spirit Master* each tramp (they can each be treated as having MR8, getting 1d6+4).

You can have any number of them accompany you in your city wanderings although they will not be allowed in the better shops and taverns. If you manage to get back to Heist Street you can deposit or withdraw them as if this was a (very smelly) tramp bank!

Take 50 APs and go to 162 when you're ready to give violence to the frog and the toad (that's 'hit the road' if you don't speak Cockney).

168 – The Spit & Sawdust

Buzz Woodchuck is the landlord here. A man with prominent front teeth and a very furry beaver in place of a dog, Buzz is someone who swears that a beaver is a man's best friend. His beaver keeps him warm at night and he strokes it and pets it to show his affection.

The stools in the Spit & Sawdust are prone to collapse though because the beaver gnaws on them to keep its teeth sharp. Make a L1 SR on LK: fail and you sit on a stool the beaver has been at work at and the stool collapses and you spill your beer (there's no penalty but it looks very uncool and you have to buy another beer as well as going home stinking like a brewery).

You can simply elect to have a drink (go to 99), pick on someone to use your *Spirit Mastery* ring on (go to 109) or see if you can sniff out a business opportunity (go to 119).

Control Freak – Spirited Resistance

169 – *Spirit Mastering* trolls is not something to be taken lightly!

Let's start by looking at trolls in the *deluxe Tunnels & Trolls* rulebook (this is a remarkable achievement, for which I am very grateful, but it is hard not to wish for an active online T&T community to back onto this...sad that *Trollhalla* died as soon as its child was born but I can recommend the *Trollbridge* in its stead).

Jungle trolls run like this:

3d6 (DARO for all attributes but CHR x 4, CON x 3, STR x 2.5, WIZ x 2, INT x 0.75 and LK x 0.5.

Rock trolls go as follows:

3d6 (DARO for all attributes but CHR x 4, STR and CON x 2.5, WIZ x 2, LK and INT x 0.75.



The relevant attributes for the spell are WIZ, INT and CHR. That looks a tough ask despite trolls not being blessed with much up top.

Let's take a peek between the covers of the 1st Edition of the game! Maybe it was kinder back then...

Ah yes! A L1 troll had a MR of just 30 ☺, but who's to say a troll will be L1!?!? The MR goes up by 30 per level...

Time for a table (roll 1d6):

1. Jungle troll as dT&T
2. Rock troll as dT&T
3. L1 troll per 1st Edition
4. L2 troll per 1st Edition
5. L3 troll per 1st Edition
6. Runt troll – STR and CON x 2, CHR x 1.5, WIZ x 1.5, INT and LK x 0.5

If you take control of your troll you should be well served! The Watch will not intervene on behalf of trolls, no siree! If you fail, the troll will punch you – you must suffer a full attack reduced by the SR you can make on the average of your DEX and SPD (L1 reduces the damage by 20%, L2 by 40 % and so on).

If you fail to master the troll but survive a fight, take your APs (based on MR or the troll's three highest attributes) and go on your way.

Control Freak – Spirited Resistance

170 – If you made it, the dog’s owner whistles for it and it slinks off, tail between its legs. If not, it makes its way towards you, crawling along on its belly and whining dreafully.

If you want to attack it, go to 336.

If you want to attempt to stroke it, go to 190.

If you want to run off with the ring, go to 200.

If you want to put the ring on before you do anything else, go to 210.

171 – Oranges are popular but some folk can take the pip. Roll 3d6 to find out how much in gold coins you make from this clearance sale of Arkwright’s stock.

Make a L1 SR on LK.

If you fail, some of Arkwright’s chums see what’s going on and come to check up on what’s going down. Go to 271.

If you make it, all well and good. Go to 131 if you leave Arkwright behind with his empty barrow as you head off along Snaffle Street or to 181 if you want him to keep you company.

Of course, another option is to get him to take you to his home (go to 232) but there is still that possibility that someone he knows will wonder why you are with him and investigate (so go to 271 if that happens and you fail another LK SR).

172 – The hired heavies weigh you up and think you look like easy meat. As one, they arrow down the road towards you. Your options are:

- Try to seize the merchant and hold him hostage – go to 212
- Run, run as fast as you can – make the best SR on SPD you can and go to 242
- Look for a door or window you can escape through – make the best SR on LK you can and go to 252
- Stand and fight the lot of them – go to 262

173 – Petey would have to be a large target and the range is close – too close for comfort so we’ll call it a L2 SR on DEX to hit the repugnant creep. (If you think that is still a tough shoot, bear in mind he wobbles a lot.) He has a CON of 23 so calculate the damage you do if you do not miss your mark and go to 338.

If you fail to hit his looming bulk, you hear a ‘thwish’ as the dart leaves the pipe as his lips let out the air that his lungs have dredged up from his belly. That ‘thwish’ is the last sound you hear as he will only toy with your prostrate form for so long before subjecting it to treatment so unspeakable that – aside from not speaking of it – will expel even the most stubborn of spirits from its bodily home.

Control Freak – Spirited Resistance

174 – It pays to stay alert especially when the night grows old and ‘*those who shun the sun*’ are abroad. You have something about you, a presence shall we say, that warns the woman considering your future to back away, to seek greener pastures.

That’s you sorted, for now at least. Let’s take a look to see how the captain is doing, shall we? Go to 194.

175 – Mrs. Skuttle’s diary is a curious affair. Or rather, it tells of curious affairs. She has had some harsh realities to face up to in her marriage with regard to her husband’s proclivities. After a thorough perusal – there are many juicy bits! – you have identified five ‘significant others’ in Grimlard’s closet. You can hear the skeleton’s rattling their bones.

If you are interested in a little bit of blackmail you soon surmise that you would be wasting your time with a callous Casanova like Skuttle. The other parties might have more to lose if their flings with the publican were made public. If you want to follow any of these leads up you can do so, otherwise proceed as you were.

- Kendra Santa Andrea (go to 303)
- Lizilla Donnithird (go to 305)
- Ursula Petras (go to 307)
- Riccina Gloomiss (go to 309)
- Stephanetta Crumpette (go to 311)

176 –

Grimlard Skuttle’s attributes:

STR-12 WIZ-8 INT-12 LK-14 CON-11 DEX-10 CHR-13 SPD-9 (he has +2 personal adds).

Make a L1 SR on DEX. If you roll a critical fumble, you stumble, slip or some other way make a mess of sneaking up – you will have to flee! Husband and wife will scream their lungs out and the Watch will be called – thus, either you escape (go to 162) or you get arrested (go to 201). You would need to make a L2 SR on LK to escape the tavern.

If you succeed in subduing Grimlard, you still need to deal with his wife. You can:

- Attempt to master her too (see below for Mrs. Skuttle’s attributes, same conditions as for her husband if you flub it)
- Kill her (make a L1 DEX SR – a critical fumble means you botch it and the Watch comes running – see above for the escape/captured mechanism)
- Leave her sleeping (make a L1 SR on LK and another on DEX to pull this off with the same escape/capture rule applying if you wake her)

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If you have Grimlard under your control, you can either slit his throat and go tell Drink or take him (and perhaps his wife too?) for the demon to slaughter (go to 266) or you could try ‘disappearing’ with the landlord (and maybe his wife?) in tow (go to 276).

Mrs. Skuttle’s attributes:

STR-8 WIZ-9 INT-10 LK-12 CON-9 DEX-12 CHR-13 SPD-11 (she has -1 personal adds).

177 – Filch Street

From here you can go to:

- Sneak Lane – go to 286
- Robin Hood Street – go to 187
- Gollum Square – go to 122

However, you must first roll 1d6 to find out what is happening on Filch Street:

1. You meet a mugger – go to 257
2. You meet a thief – go to 217
3. Life goes on uneventfully – choose your destination per the above choices
4. You spot an interesting shop – go to 227
5. Time for a drink – go to 237
6. You see a possible ‘victim’ – go to 247



178 – Mr. Woo’s Laundry

It seems innocent enough. A cheeky fellow in a cloth cap is leaning on a lamppost on the corner of the street playing his ukelele outside Mr. Woo’s Chinese Laundry, a shop painted a doleful blue.

Inside, it is very different. Behind the curtains of steam as clothes are blasted free of detritus, goods are worked on. These goods are varied and valuable but they have not long belonged to those who bring them for Mr. Woo’s tender touch. No, all these goods share one common property – they have been recently stolen.

For a flat fee of 50 GPs, Mr. Woo is able to lauder any sum of money or any item so that its rightful owner would not recognise it. Feel free to avail yourself of Mr. Woo’s laundering techniques. They are beyond the ken of any forensic detective!

Control Freak – Spirited Resistance

179 – Doing business with trolls? What sort of business do you imagine they do? They are not cut out for bond trading – more bond breaking. Anyhow, the chances of meeting a troll businessman or woman are very slim. You can try a L3 SR on LK and then, if you make it, roll 1d6. If you get 5 or 6 go to 321, otherwise there's no business like no-show business as far as you're concerned.

180 – You are attacking the uruk shaman Uxottl. An unusual and entertaining option to take to be sure! May the *Force* go with you and, if not, then the *Farce*. Go to 300.

181 – Whenever you meet a new person or group of people, make a L1 SR on LK.

If you fail, someone knows Arkwright and gets suspicious to the point of calling for the City Watch. They arrive quickly in numbers and take you prisoner – go to 201. [**This applies to any person you take control of and take about the city with you – there will be further reminders.**]

If you make the saving roll, no problem. You have Arkwright in your control and can use him to facilitate a getaway if necessary, to be a distraction for acts of theft and the like or to attack at your behest (he has zero adds). He will even serve as a meat shield (3d6 for CON, no TARO).

Now go to 131 as you proceed along Snaffle Street unless you decide to visit his home (go to 232).

182 – Those no good guards! They are too busy rolling dice to notice your sneaky move on the boss. Take a crack at mastering the merchant...

If you seize control of his cerebral cortex, go to 192.

If you fail, go to 202.

183 – Petey has no better nature. Period.

While you waste your last breath, he sends the dart 'thwishing' through the air into your plump and tender flesh and once you – very quickly – pass out, he does many very nasty things to you which eventually lead to your demise but not before a point of utter humiliation is reached.

Not a nice end no matter how you look at it (closing your eyes tightly would be much the better choice).

184 – Do you know why they say it is best to let sleeping dogs lie? Thickey is as nice a guy as you could hope to meet but, even so, he can bite hard when he's not in his right mind. How will he react when you try to bring him round and set him back on his feet?

Control Freak – Spirited Resistance

Make a L1 SR on LK: if you make it, go to 224 but if you fail go to 234.

185 – Everyone comes running when they hear your cry of “**Fire!**” More accurately, *some* come running but most go running as they evacuate the tavern like Ben Johnson on something very powerful and illegal indeed.

Turns out that it’s just the landlord steaming his underwear clean while he makes himself a snack. All most embarrassing but no real harm done. Still, the Nun has emptied out until just the dregs remain so the doors are closed and you’re out on the streets – go to 162.

186 – You think you can get out of this pact with a devil? Good for you! Trollworld loves an optimist.

You need to be smart, silent and be blessed with god fortune so to escape the clutches of this vigilant demon, you must make three L1 SRs – on each of INT, DEX and LK.

If you make all three, take a bonus 100APs. You can flee to 162 but stay clear of the Eviscerated Nun if you know what’s good for you (if you meet Drink again he will attack immediately – see 86).

If you fail even one, Drink pounces on you. If you make a L2 SR on SPD you may try to fight him off (go to 86) otherwise he casts a powerful L10 enchantment on you. What does it do, this enchantment? It’s his idea of a joke – if you consume even a drop of anything alcoholic, your tongue will explode in *Hell Bomb Bursts* fashion!

You also become fanatically prohibitionist and if you encounter anyone drinking alcohol you will attack as if an *Oh Go Away* had been cast upon you by a wizard with lower INT, LK and CHR than you – you need to make a L1 SR on CHR to stifle this urge.



“Stay away from pubs!” is Drink’s parting jibe. Off you go to 162... and be careful!

187 – Robin Hood Street

From here you can go to:

- Sneak Lane or Filch Street– go to 162
- Snaffle Street – go to 197

However, you must first roll 1d6 to find out what is happening on Robin Hood Street:

Control Freak – Spirited Resistance

1. You meet a mugger – go to 257
2. You meet a thief – go to 217
3. Life goes on uneventfully – choose your destination per the above choices
4. You spot an interesting shop – go to 297
5. Time for a drink – go to 9
6. You see a possible ‘victim’ – go to 247

188 – The Broken Bottle

The Bottle is run by Tom Scraggit, brother of Bob Scraggit who until recently owned the Jagged Glass in the city of Qadouche. Bob came unstuck in an inter-tavern vendetta and was(ab) used for some weeks as the star of a pinyada game in the victorious Brewer’s Brains. Tom had to buy brother Bob back for a few forged coppers and now you get to take a whack at Bob before you settle back with your pint.



If you make a L1 SR on STR you hit Bob hard enough to win that first drink free. It’s the sort of promo that Tom thinks will have you coming back night after night.

Actually, there are a few wizards who enjoy watching this spectacle, hardly to their credit. Sometimes they get very excited and some of their khremm multiplies and escapes the confines of their bodies. If you make a L1 SR on LK and WIZ the first time you hit Bob Scraggit and win a free drink then you get a boost of 1 point to your WIZ.

You can simply elect to have a drink (go to 99), pick on someone to use your *Spirit Mastery* ring on (go to 109) or see if you can sniff out a business opportunity (go to 119).

189 – The pies are good for you. There is no doubt about that. They add 1d6 to CON if you make a L1 SR on LK and they heal all wounds if you make a L1 SR on WIZ. However, they do contain extracts of human. If you are a dwarf, an elf or anything not human, no worries. If you are human, you need to make a L1 SR on INT to thwart the urge to become a cannibal.

What does cannibalism signify? Well, people don’t like it, they really don’t. In Caerthaeph’t, if you eat human flesh and you are human yourself, the Watch will be called and they will make no bones about sending you for judicial review. If you kill any human or come across one in a public place, when you succumb to the temptation to chomp down on the tucker, you will get arrested (go to 201).

Control Freak – Spirited Resistance

190 – The dog’s eyes search yours and it is making its canine mind up as to whether or not you are fit to touch man’s best friend. Make a L1 SR on CHR and go to 230.

191 – You have made good your escape! Take 50APs unless you were escorted here, in which case there are no APs on offer.

Let’s see where you have landed up after your harem-scarem flight (or forced march) from/with righteous indignation:

- 3 – Hostage Hill – go to 281
- 4 – Ruffians Row – go to 291
- 5 – Purloin Passage – go to 3
- 6 – Cutthroat Place – go to 12
- 7 – Hijack Park – go to 22
- 8 – The Robber Road – go to 32
- 9 – Larceny Lane – go to 42
- 10 – Heist Street – go to 52
- 11 – Hit and Run Avenue – go to 62
- 12 – Pickpocket Parade – go to 72
- 13 – Thieves Boulevard – go to 82
- 14 – Burglar Arcade – go to 92
- 15 – Pursesnatch Alley – go to 102
- 16 – Kidnappers’ Close – go to 112
- 17 – Gollum Square – go to 122
- 18 – Shark Court – go to 132



192 – The merchant will now be putty in your hands. He will even show you where his merchandise is kept, safe from greedy, beedy eyes! He even offers you his hearty congratulations, relieved not to have to keep and cook the books any more.

If you want to take a trip to his warehouse, go to 53.

You can leave Snaffle Street if you disinclined to pick up the cudgels of his business - go to 162, either taking Porkchops with you or leaving him behind (perhaps his proximity makes you claustrophobic).

You could decide to tell Montgomery to take you back to his place – go to 63 if that floats your boat.

193 – Hmmm! Dodging darts from a blowpipe blown at close range by an evil pervert with big lungs while your feet are glued to the floor? And you think you might survive? Truly?

Ok, give a sucker an even break, especially against a blower. If you make a L2 SR on LK, Petey aims to one side of your body so if you can make a L2 SR on SPD you can dodge.

Then what? Well, someone hears something bad going down and that someone is one of the good guys so he comes to put an end to the monkey business and the spanking business too. Go to 44.

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But if you did not dodge, all you can do is beg for mercy and hope there is a gleam of decency buried deep within his black heart. Mind you, he looks intent on sticking you with another dart to make sure of his pray. Go to 183 to see if the *Bud of Love* grows on his withered tree.

194 – He starts snoring almost before his head hits the flagstones and his buddies get him a bed for the night so he can sleep it off.

Your choices are either to get yourself a bed if you have the 3 GPs they charge for a single room (go to 204) or to stagger off into the night if your purse is empty or you feel like taking the air (go to 214).

195 – Very noble! Take 50 APs for your steely heart. There is no fire as the landlord is rooting about in the pantry while he has been steam cleaning his underwear. More intent on his stomach than his laundry, he has just left a particularly stubbornly stained pair of y-fronts over the fire for a little too long without turning them but the wet steam will stop them from combusting. Go to 15.

196 – He is too busy gloating and thinking of burning someone else’s money to be expecting danger. You are lucky! However getting close up and then striking quickly and accurately is more than child’s play (children do play some pretty gruesome games).

You need to make a L1 SR on DEX. If you succeed, you end the thief’s ill-spent life without mishap and can go find Drink to confirm your hit has been carried out (maybe take some body part as proof of the deed – an ear, maybe?). Take 50 APs and go to 266.

If you fail, you are in for a fight to the death with an experienced killer. If you beat him on a SPD SR you can get a boost of 50% to your combat total for the first round.

Marsden’s attributes run like this:

STR-12 WIZ-10 INT-12 LK-18 CON-11 DEX-? CHR-11 SPD-? (he has +X personal adds). You need to complete these stats because you will certainly have rolled up his SPD (4d6) and may have established his DEX (3d6).

His poniard gets 4d6 because of a permanent +100% enchantment.

This conflict be noisy and the Watch will be called – thus, either Midge kills you or you get arrested (go to 201 if it is the latter, taking 50 APs).

197 – Snaffle Street



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From here you can go to Sneak Lane (go to 286) or leave Caerthaeph't (go to 301).

However, you must first roll 1d6 to find out what is happening on Snaffle Street:

1. You meet a mugger – go to 257
2. You meet a thief – go to 217
3. Life goes on uneventfully – choose your destination per the above choices
4. You spot an interesting shop – go to 18
5. Time for a drink – go to 28
6. You see a possible 'victim' – go to 247

198 – Pandora's Box

Pandora is a sweet person, barely out of her adolescence and sadly orphaned. She has not long been the owner of her Box, having inherited it from her mother. She has not had the thorough training her mother had from her mother and she had from her mother before that. Pandora does not really understand the secrets of her Box. The girl can do no better than work on the *Uncertainty Principle*. That means that she does not make promises she may not be able to fulfil and so anyone wanting to experience the delights of Pandora's Box must sign a waiver leaving Pandora in the clear if her Box fails to excite.

She sticks to the prices that her mother established. For one lucky dip you must pay 100 GPs and for a second the cost is 200 GPs. There can be no third dip into the Box for the Box refuses further entrance. If you would like to pay the fee for a trip into Pandora's Box, pay the requisite fee and step through the door to *Unknown Pleasures* (go to 335).

199 – Donation to the Sisters of Mercy

How much did you give? Did you dig deep? If you did, you may prosper! (And "***Dig Deep And Prosper***" is the title of a solo recently published by yours truly!)

You get what you pay for and that is true for donations too. Here's the upshot:

- Up to 50 GPs – you get a warm feeling inside and a hearty round of applause
- Up to 100 GPs – you will get preferential treatment on subsequent visits (surely the Sisters should treat people equally regardless of money but they don't!) and that means all saving rolls are on level lower
- Up to 150 GPs – as above and if you have an injury and you meet members of the City Watch they will bring you to the Clinic on Gollum Square (122/138) straightaway as they too benefit from the Sisters gentle hands
- Up to 200 GPs – as above but the Sisters will unstopper the 'maximum khremm' bottle kept in the cellar so your maladies are completely cured instantly

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- Above 200 GPs - As above and they teach you how do administer healing magic to yourself and others provided you can now make a L1 SR on WIZ to release the inner khremm – you will be able to do 1d6 healing once per day with this magical **Healing** talent

You also get a nice shiny *SoM* badge to show you support this good cause (return to Gollum Square – 122).

200 – As you turn your back on the dog, it senses fear and something primordial and savage is triggered inside its canine brain. It surges to get at you. You must fight or be severely chewed! If you can make a L1 SR on SPD then you get your full combat total against the dog; if not, halve your combat roll, adds included. The dog has a MR of 12 (2d6 plus 6). Go to 240.

201 – The Watchmen rather enjoy their work. Justice is rough in Caerthaeph't and so are they – take 1d6 damage at their none-too-gentle hands!

After a brief spell in holding pen with other unsavoury types (make a L1 SR on CHR and take 1d6 damage if you fail – this due to other, tougher prisoners taking a dislike to you), you are frogmarched down to one of the courts for a quick trial.

Roll 1d6 to find out who the presiding judge is:

- 1 – Judge Fudge – go to 211
- 2 – Judge Dreadlocks – go to 221
- 3 – Judge Gavel – go to 231
- 4 – The Hanging Judge – go to 241
- 5 – Judge Menot – go to 251
- 6 – Judge Purgatory – go to 261



202 – Porkchops looks confused for a moment and then emits *the* most bellicose roar that even his dilatante guards cannot fail to respond to. You have a moment to flee or you can stand and fight.

If you leggit, go to 222.

If you make a fight of it, go to 262.

203 – Without thinking, Montgomery Porkchops passes his palm three times anti-clockwise round the owl embossed on his door and steps inside. Immediately, three small

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children rush to greet their dearly beloved papa, who seems stragely subdued in his reception of the fruits of his loins. A woman's voice calls from deeper within the house, expressing joy that the *pater familias* has returned mingled with surprise that he is back at such an unheralded, early hour.

There must be a true connection on a very deep level between Monty and his wife because as soon as she sees him, she realises that he is very far from being himself. As her eyes pass to you, you see within their blue-grey depths the light of understanding dawn.

You could quite easily subdue the whole family and take them hostages to your whims (go to 293) or you could decide to free the merchant and return him to the bosom of his family (go to 5).

204 – A young boy with bleary eyes shows you up to a small cubicle with a crib occupying most of the floorspace. He seems wary of you and keeps his back to the wall. There is no lock on the door but you can push the bed up against it once you are inside and the door is shut. The shuttered window also presents a security problem in that there is no catch (that is, of course, *the catch*).

The mattress is reasonably clean, as are the blankets - sleep raises a large middle finger and beckons commandingly. You race to your dreams, leaving the wakened world far behind.

Make a L1 SR on CON and go to 254.

205 – This small boy is no slouch and you will need to be quick about your work. He gets 4d6 for SPD – make SRs for both of you.

If you beat him, fine, you clobber him and the household comes running as he lets out a humdinger of a howl – go to 225.

If he beats you, he evades you and screams like a cat on a hot tin roof and the cavalry comes to the rescue – go to 235.

If you tie, you need to beat him on DEX to knock him down. He gets 3d6 for DEX. If you beat, the second paragraph above applies; if you do not, the paragraph above this one applies (so a tie on DEX is no better than a loss).

206 – Make a L1 SR on DEX. If you roll a critical fumble, you stumble, slip or some other way make a mess of sneaking up – you will have to fight it out, to the death. This will be noisy and the Watch will be called – thus, either Midge kills you or you get arrested (go to 201 if it is the latter, taking 50 APs).

Control Freak – Spirited Resistance

If you succeed in subduing Midge, you can either slit his throat and go tell Drink or take him for Drink to slaughter (go to 266) or you could try ‘disappearing’ with the thief in tow (go to 276).

207 – After much searching you find an ‘X’ etched into a brick at the base of a tall chimney used by the Wizards’ Guild for khremmatic experiments. When you dislodged the brick, you find another brick behind it, this time marked with a ‘O’.

You can remove this loose brick too (go to 313) or give up and go on your way (go to 122).

208 – The Habitual Offender

This tavern deserves its name – but then so would most pubs in Caerthaeph’t. It is packed to the rafters with salt of the earth criminals because thieves stick together and look after their own. (They like to look after other people’s ‘own’ much better, of course.)

The publican, Norman Stanley Fletcher, has a policy of ‘No Squealing’ at the Offender. Wha that means is that everyone is fair game for pickpocketing. On the other hand, because there is honour amongst thieves, no knifing in the back, the front, the side, the top or the bottom is allowed. So, you have carte blanche and six-dimensional protection. Fletch beams as he pulls pints and sinks a fair few himself every night just to be companionable.

Roll 1d6. The result indicates the level saving roll on DEX or INT you must make to avoid having your purse snatched (that means you lose all your coinage). Then roll 1d6 again to find the level of the DEX or INT SR (as before, your choice) to snatch someone else’s purse. If you gain a purse, make the best SR you can on LK – the level x 30 will tell you how much gold you snatched.

One thing to note: if you have no coins and you fail to stop a snatch you get ejected – can’t have people lowering the tone of the place now, can we?

You can simply elect to have a drink (go to 99), pick on someone to use your *Spirit Mastery* ring on (go to 109) or see if you can sniff out a business opportunity (go to 119).



209 – The Wizard-God Khaghtch’an watches over the Sisters and takes a dim view of avaricious behaviour. If you have more than 50 GPs, he docks you a point of LK and a point of CHR with a twitch of his nose.

Go back to Gollum Square and soldier on (go to 122).

Control Freak – Spirited Resistance

210 – Make a L1 SR on LK.

If you make it, you can do as you intend – go to 120; if you fail, things do not go according to plan – go to 200.

211 – Judge Fudge is not renowned for clear cut decisions of crystalline clarity. The judge's court is packed out with his clients – those down and outs who willingly grovel for scraps from his table and in exchange cast their votes his way when the triennial judicial elections are held (these are great days for bribes and hollow promises).

The judge favours letting Dame Fortune guide his verdicts. Although this can lead to some chaotic and sometimes shameful pronouncements (like the time when the boxer, Ruben Carter, was falsely tried), it does save time and money as evidence and lawyers are not normally required.

Roll 1d6 to find your fate (you can try a L2 SR on LK and if you succeed you can shift the result up the list one place):

- I. Judge Fudge's *Verdict* dice shows the Hangman and his noose. A cheer goes up from his lackeys and the hired muscle hauls you out to Windpipe Hill where the hangings take place. A pauper's grave is your lot in death with plenty of worms for company.
- II. The *Verdict* dice shows prison bars and only one prisoner. You are sentenced to 1d6 years in solitary confinement. You must make a L1 SR on INT in each of years 1-3 to stay sane, L2 for years 4 and 5 and L3 if you have to serve 6 whole, desolate years on your own in a small, dirty hole.
- III. The dice shows a pick axe – hard labour! You are sentenced to 1d6 years. You must make a L1 SR on CON in each of years 1-3 or your back breaks, L2 for years 4 and 5 and L3 if you have to serve 6 long, unforgiving years of penal service.
- IV. The *Verdict* dice shows prison bars – You are sentenced to 1d6 years. You get to do your time in a small cell with four others and just one bucket for ablutions. You must make a L1 SR on LK in each of years 1-3 to avoid a knife across the throat, L2 for years 4 and 5 and L3 if you have to serve 6 years cooped up with such dangerous cellmates.
- V. The judge rolls the face showing smiling faces – community service! This is a walk in the park and you are on 'Easy Street'. If you can make a L1 SR on CHR you even make good contacts and stroll to freedom with 50 GPs in your purse and a kukri in your belt.
- VI. The dice comes up with the 'Wings' symbol – freedom! The judge looks seriously depressed, bored and manic all at the same time but awards you your freedom with all your possessions returned.

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If you survive Judge Fudge’s brand of justice you can start your free life on Gollum Square (go to 122) and you may have 200 APs for not succumbing to rough justice.

212 – Most hired heavies in Caerthaeph’t hold a very low level of loyalty towards their employer – understandably so since many employers rely on the small print in employment contracts to avoid the necessity of actually paying their workers – in fact, a large margin for employee theft is built in to the price of everything here.

If you can convince these goons that they have little to gain and much to lose by siding with the merchant, they will quickly drift off towards the nearest boozier (they might even buy you a drink!).

Make a L1 SR on CHR.



If you succeed, they leave you to it and you can have a crack at *Spirit Mastery* (go to 23).

If you fail, they steam in with fists flying and flails flailing. They have a collective MR of 100 and there is no time to use magical means to deal with them, nor is there time to escape their meaty clutches. Make a L1 SR on LK – if you succeed, they only beat you unconscious and leave you for the Watch (go to 201); if you fail, they show no mercy and go for the kill - successfully.

If you have to fight them and beat the pack of them, you will find, unsurprisingly, that the merchant has either died in the fight or fled for his life. Take 100 APs and return to the paragraph that sent you here, first rolling 1d6 with 5 Or 6 indicating you are able to take a purse containing 1d6 x 50 GPs from the merchant’s corpse.

213 – As you attempt to open the front door, an alarm shrieks its warning into the house and out into the street. It is not half hearted, it is not subtle. It is enough to wake the dead.

This house has been in the Porkchops’ family estate for several generations. It is a family tradition to bury ancestors in a common tomb beneath the steps leading up to the front door. It is these ancestors the alarm has not just woken but also summoned.

As you think about goodies within that might be uplifted, you feel stone steps slide and hear them grate beneath your feet. Clearly something is amiss and it smells not nice.

If you can make a L1 SR on SPD you can ditch Montgomery and flee this place, making for the far end of Robin Hood Street where the undead seldom tread (go to 162).

If you fail, you have an angry, sour-smelling bunch of dead people to reckon with – go to 14.

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214 – The Eviscerated Nun is not the most dangerous pub to leave late at night when under the influence of the demon drink because of its patronage by the City Watch. However, there are dark, brooding presences who watch and wait, hoping to catch easy prey, prey without friends for with friends comes strength in numbers.

The demon lurking outside the Nun, leaning on a lamppost, certainly looks innocuous enough. It has taken the form of a hunchback lamplighter resting after completing the night's rounds.

Make a L1 SR on CHR and go to 244.

215 – This small boy is no slouch and you will need to be quick about your work. He gets 4d6 for SPD – make SRs for both of you.

If you beat him, fine, you clobber him and the household comes running as he lets out a humdinger of a howl – go to 245.

If he beats you, he evades you and screams like a cat on a hot tin roof and the cavalry comes to the rescue – go to 235.

If you tie, you need to beat him on DEX to knock him down. He gets 3d6 for DEX. If you beat, the second paragraph above applies; if you do not, the paragraph above this one applies (so a tie on DEX is no better than a loss).

216 – She is too busy checking she has not been swindled to be expecting danger. You are lucky! However getting close up and then striking quickly and accurately is more than child's play (though children do play some pretty gruesome games).

You need to make a L1 SR on DEX. If you succeed, you end the thief's ill-spent life without mishap and can go find Drink to confirm your hit has been carried out (maybe take some body part as proof of the deed – an ear, maybe?). Take 50 APs and go to 266.

If you fail, you are in for a fight to the death with an experienced killer. If you beat her on a SPD SR you can get a boost of 50% to your combat total for the first round.

Ruthie's attributes run like this:

STR-11 WIZ-19 INT-13 LK-16 CON-12 DEX-13 CHR-17 SPD-17 (she has +10 personal adds).

Her poniard gets 3d6 because of a permanent +50% enchantment.

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This conflict will be noisy and the Watch will be called – thus, either Ruthie kills you or you get arrested (go to 201 if it is the latter, taking 50 APs).

217 – Of all the streets in all the cities in all of Trollworld, you pick this one to be passing through just as a notorious thief decides it's time to cash in on the opportunity that has come knocking.

Roll 1d6 and we shall find out just how good this thief is:

1. 1-3: L1 – use 3d6 DARO for each attribute
2. 4 and 5 – L2: as above but roll 1d6 again for the best three attributes
3. 6 – roll 1d6 again:

- I. – use 4d6 QARO for each attribute
- II. – use 4d6 QARO for each attribute but roll 1d6 again for the best three attributes
- III. - use 5d6 QARO for each attribute
- IV. – use 5d6 QARO for each attribute but roll 1d6 again for the best three attributes
- V. – use 6d6 SARO for each attribute
- VI. – use 5d6 SARO for each attribute but roll 1d6 again for the best three attributes

To avoid being robbed of all money you must make a better SR on the average of INT, DEX and STR than the thief.

If you succeed, you may elect to fight the thief. Each thief should be classified as a rogue and will have a 3d6+2 sword and be wearing leather armour (taking 6 hits).

If you reduce the CON of the thief to 5 or less you may attempt to *Spirit Master* the thief (give the thief a name if you succeed). The thief may have money you can take – GPs will equal 3d6 x the level of a LK SR you should attempt.

You may instead summon the City Watch and if you make a higher level saving roll on LK than the thief, the Watch will arrest the thief and you will receive a reward of 50 GPs x the level of the SR you made.

When the action is complete, return to the paragraph that sent you here.

218 – Fanny's Knocking Shop

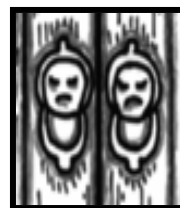
Ah, so you've found it – Fanny's infamous Knocking Shop. It's not what you might think though.

Fanny is an elderly bespectacled lady with long, bony fingers and large knobby knuckles. She may well throw a mean haymaker but she's not the sort to resort to brawn when brains serve her so well. She is to be found sitting in her rocking chair, hands clasped about her purse (because this is such a larcenous town after all).

Control Freak – Spirited Resistance



The walls of the Knocking Shop are covered with door knockers. Knockers of all shapes and sizes protrude from the fabric of the building and are just crying out to be handled. These knockers are all magical and they serve well those who are neither blessed with great picklocking talents nor are wizards capable of the *Knock-Knock* spell.



Fanny charges just 20 GPs to let you get your hands on one of her knockers. If you make a L2 SR on WIZ, your hand will have the power to open the next locked door, chest, cupboard or the like that you wish to open.

Good luck with Fanny's knockers!

219 – Satina and Basil know their onions when it comes to magic and dungeon delving. She has no great experience herself of dungeon crawling but she has listened to Basil's tales at the fireside through many a chill winter's night and Basil is a veteran of dungeons the length and breadth of Khaghtch'an, the Kraken continent.

Their advice means that the next time you are in a dungeon, you may re-roll two saving rolls you fail, one of which must be related to magic, the other to do with something physical.

Basil shakes your hand warmly with an iron grip as you leave, while Satina brushes her lips lightly against your forehead.

220 – If you failed the SR, you are too slow and the dog disappears, leaving you with nothing to do but put on the ring – go to 120.

If you were quick enough to catch the collie, you see its collar glow with weird amber light as soon as you touch it. Go to 21.

221 – Judge Dreadlocks

There is a sweet, pungent aroma dominating the court of Judge Dreadlocks where people are strumming guitars, making daisy chains, goggling at the blue sky outside and generally hanging loose.

The judge has formidable hair, hanging heavy from her scalp and cascading in tentacles down her back. She is trying to stroke a tortoise on her bench but the amiable creature seems to fast for her.



Control Freak – Spirited Resistance

After an eternity of blissed out daydreaming, the judge peers at you and bids the lawyers to unfold their cases.

Roll 1d6 to find out how your trial turns out (you can try a L2 SR on LK and if you succeed you can shift the result up the list one place):

- I. Your counsel falls into a deep coma before she gets started on your defence. The judge asks you to speak up for yourself. If you can make a L2 SR on the average of INT and CHR you are given a pardon; if not you are sentenced to 1d6 years chained to the *Lightning Tree*, a city landmark famous for its magnetic appeal to storms. You must make a L1 SR on LK in each of years 1-3 to being reduced to ashes, L2 for years 4 and 5 and L3 if you have to serve 6 years rooted to the spot.
- II. As the judge listens without comprehension to the cut and thrust repartee of the two lawyers, a feeling of paranoia pervades the courtroom. The judge begins to think that you are out to get her and a conspiracy is afoot! She fixes you with a goofy gaze and tries to see into your soul to find out the truth of it all. Make a L1 SR on the average of WIZ and CHR to pass this acid test and get a pardon; if you fail, the judge hides under her desk while calling for you to be beheaded! Roll 1d6 to find out how many uncoordinated court officials come lumbering after you: you must make a L1 SR on SPD if there are 1-3 coming for you, L2 for 4 or 5 and L3 if you have to evade 6 before you lose them in the maze of corridors of the Caerthaeph't Court House.
- III. Judge Dreadlocks orders you to spend the rest of the day planting trees to save the planet. Little does she know that they are *triffid* seeds...but that's not your problem!
- IV. You are sentenced to 10 weeks pressing herbs for medicinal teas for the lost and the lonely.
- V. The judge invites you to oil her dreadlocks for her. Make a L1 SR on CHR: if you make it, she is impressed and pays you 50 GPs for your time and effort.
- VI. The judge asks you if you will try the next case for her. Roll 3d6 to find the LK of the accused and then attempt a L1 SR on LK for the person on trial. If the SR is successful you can let him or her off as the evidence is less than compelling; if not, the case is watertight and most heinous at that so you have to don the black cap and pass the death sentence – now you make a L1 SR on INT to fathom the workings of the legal system or you lose 1 point of CHR wrestling with your conscience.

If you survive Judge Dreadlock's liberal interpretation of the law you can start your free life on Gollum Square (go to 122) and you may have 200 APs for not succumbing to mellow yellow sentencing.

222 – Maybe you can get off to a flying start and outspurt the lot of them... Maybe! Make the best SR you can on SPD and go to 242.

Control Freak – Spirited Resistance

223 – Oh well, life can be overvalued in these rough times and most people have reason to believe in reincarnation anyway. Easy come, easy go!

As Ali slips his index finger into the knothole to pull the board up, he shrinks down to an infinitesimally small size in an instant, never to be seen by the human eye again. Powerful magic indeed.

That leaves you to do the opening (go to 233) or give up the attempt and get out of the Tinderbox (go to 243).

224 – You might be said to have a doctor’s bedside manner. Gently, tenderly, almost lovingly you rouse the stupified captain. His friends swiftly arrange a bed for the night to save the trouble of getting him back to the barracks and they do the same for you. Go to 204.

225 – Midge Marsden is a highly regarded thief and you have captured him! Take 50 APs. He is handed over to the *Processes of Justice* without delay (this means money will pass hands and he will be free within 24 hours and back on the job).

As the landlord of the Eviscerated Nun, Grimlard Skuttle, gets a backhander too, he is generous to you and you get bed and breakfast on the house (there is a little garret room on the roof). When you are rested and fed you can move along to 162.

226 –

Ruthie’s attributes run like this:

STR-11 WIZ-19 INT-13 LK-16 CON-12 DEX-13 CHR-17 SPD-17 (she has +10 personal adds).

Her poniard gets 3d6 because of a permanent +50% enchantment.

Make a L1 SR on DEX. If you roll a critical fumble, you stumble, slip or some other way make a mess of sneaking up – you will have to fight it out, to the death. This will be noisy and the Watch will be called – this, either Ruthie kills you or you get arrested (go to 201 if it is the latter, taking 50 APs).

If you succeed in subduing Ruthie, you can either slit her gizzard and go tell Drink or take her for Drink to slaughter (go to 266) or you could try ‘disappearing’ with the thief in tow (go to 276).

227 – The Old Curiosity Shoppe

Control Freak – Spirited Resistance

You see a cornucopia of amazingly engrossing items inside the shop. Brass, wood, enamel, gold, pearl, china, porcelain, silver – if you can make something with it then it is represented amongst the shelves and display tables of Nickerlas Nicklebee’s shop.

You see a lot of fellow browsers here and they all seem old and fully absorbed. There is a magic to this shop that can eat into the minds of casual shoppers. You must try a L1 SR on INT – if you fail, you too lose track of all other purpose and are endlessly content to study the knicks and the knacks.

To break free of this potentially eternal enchantment you will need to manage a L2 SR on WIZ. You can attempt this up to three times but if you fail each time, your mind snaps and you are lost forever in the intricate wonders of Nickerlas’ Old Curiosity Shoppe and when your body gives up through lack of food and drink, he makes a nice little profit selling your corpse to a Bring-Out-The-Dead man.

228 – The Deformed Dwarf

Very popular with dwarves, you will not be surprised to learn, but also, less predictably perhaps, with elves and other kindreds not nauturally fond of our shorter, stockier bretheren.

The dwarves who throng to this tavern to squander their ill-gotten gains like to show off their muscles and we all know that dwarves are the muscle machines of Trollworld. This they like to do by throwing each other head first at a very large darts board on one of the walls of the Dwarf. This would be amusing enough in itself as a spectator sport but the dwarves all don viking helms so they stick into the board. The helms have sturdy chin straps so a good chucker often is able to leave three sets of legs twitching in thin air at the end of his set.

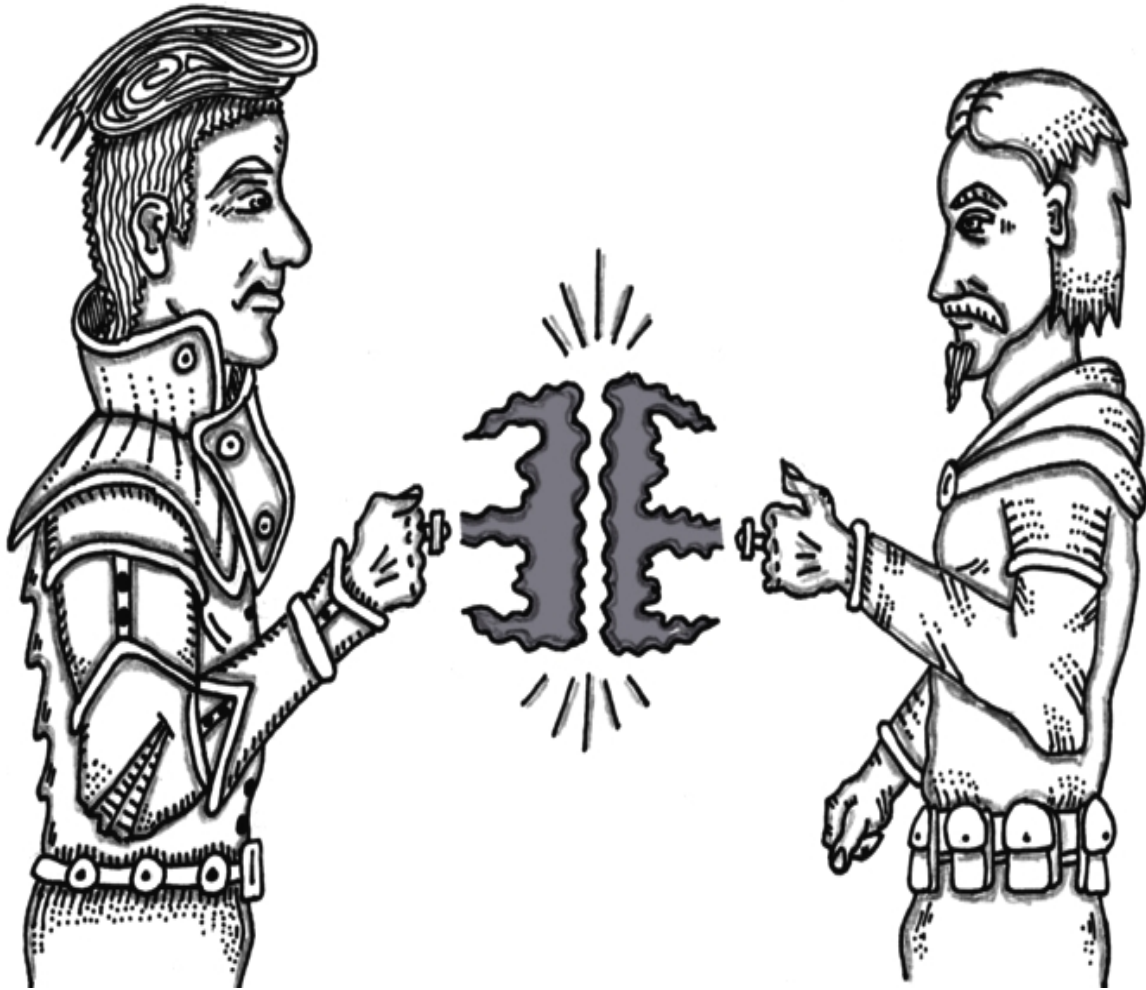
Like I say, popular with elves.

If you are a dwarf you can have a turn. You need to make L3 SRs on STR to hit the board and a L3 SR on DEX to get a bullseye. If you get three bullseyes, the cheering will be so great that your CHR will rise by a point.

You might get thrown yourself though. If you fail to make a L1 SR on LK this is just the outcome. If you get thrown you need to make a L1 SR on CON or your neck breaks. Why should that happen? I think it must be some magic those elves cast...

You can simply elect to have a drink (go to 99), pick on someone to use your *Spirit Mastery* ring on (go to 109) or see if you can sniff out a business opportunity (go to 119).

Control Freak – Spirited Resistance



229 – Ronald has a ring too and you sense that it is just like yours. His eyes flash in recognition and he hisses the words, “Get out now”, between clenched teeth. He does not look at all happy to meet you.

If you want to leave now, do so. If you want to lock horns with Ronald, he will not back down from a contest of rings – go to 324.

230 – If you failed the SR, the dog suddenly springs away from you and the ominous sound of footsteps and its master’s wheezing voice indicate that discretion is the better part of valour here. You are left with nothing else to do that put the ring on at long last! Go to 120.

If you made the SR, the dog wags its tail happily and sits still, allowing you to stroke its silken fur. As soon as you do, its collar glows with weird amber light!

Go to 31.

Control Freak – Spirited Resistance

231 – Judge Gavel

There is nothing Judge Gavel likes better than banging his hammer – and he always aims for the head of anyone he finds guilty. He has a real drinking problem though – he can't stay sober long enough to consume as much as he would like – and so his hammer every so often strays from the *Path of Justice*.

Roll 1d6 to find out how your trial turns out (you can try a L2 SR on LK and if you succeed you can shift the result up the list one place):

- I. You get pounded for 8d6 head damage (helmets are not allowed in court!)
- II. You suffer a crack on the pate amounting to 6d6
- III. The force of the descending gavel equates to 5d6 damage
- IV. You get smacked to the tune of 4d6
- V. The hammer lands for a 3d6 wallop
- VI. The judge is so inebriated he misses and knocks himself out as he hits the ground

Your corpse is stuffed and set on the city walls as a deterrent (to citizens, enemies and birds alike) if you were effectively terminated by Judge Gavel.

If you survive Judge Gavel's percussive interpretation of the penal code you can start your free life on Gollum Square (go to 122) and you may have 200 APs for not succumbing to such sledgehammer sentencing.

232 – Arkwright's home is a modest wooden building terraced in by similar flimsy structures. You should roll now (L1 SR on LK to see if any of Arkwright's neighbours think he is acting oddly and decide to get involved – go to 271 if you fail the SR).

Assuming all is good and you are unchecked, Arkwright slips the key into the lock and lets you in. It is small and dingy within. There is a sitting room strewn with cushions in danger of losing their stuffing and empty bottles litter the bare floor boards covering all but the centre of the room, which is set with a threadbare rug of nondescript faded colours depicting a hunting scene. There are doorways (no doors!) through to a bedroom to the left and a kitchen to the right.

While you may want to sleep here and use this place as a bolthole, we can assume you want the greengrocer to show you where his valuables are. He is in no fit condition to deny you so we must settle for seeing what he has been able to squirrel away, what he has to show for all his years of toil in this unforgiving, rapacious city.

Make the best SR on LK you can and go to 13.

Control Freak – Spirited Resistance

233 – Apart from the enchanted anti-Ali trap, which fortunately is Ali-specific, there is a little surprise waiting for anyone with the temerity to tamper with Ali's assets.

You wouldn't have been so stupid that you forgot to get him to explain, now would you? Well, you *would* say 'No', wouldn't you? We'll just test that assertion...

Try a L1 SR on INT: all you have to do is avoid the dreaded 1,2 critical fumble unless Ali is already dead in which case things change more than a little – you can choose between a L2 SR on INT or a L2 SR on LK not to spring the trap, the former being to see if you asked Ali before you expended him, the latter being to see if you just happen to avoid the pressure spots that trigger the trap.

Let's assume one of those ways to find trouble was the outcome! The pressure spot you press too hard releases the poisonous dust suspended above the floorboard, camouflaged in a filmy bag the same colour as the ceiling. When it is released it sprinkles the area beneath very thoroughly and very quickly.

This poison is imported from the Ogre peninsula (where it is used as a laxative) and is particularly nasty - it causes convulsions of both colons that are so violent the victim quite literally spills his or her guts through the nearest orifice. Only by making a L2 SR on CON can you avoid death.

Now let's assume the poison did not fall and you prised open the secret cache without mishap. How nice! You find a magic wand that was once wielded by Ali's great-grandfather, Ali Khazee, a wizard of considerable panache. It cuts twice the wizard's level from spell casting costs so is quite valuable.

If you choose to sell it, you will receive 1,000 GPs from the Wizards' Guild.

You could instead try to find a buyer who will pay a better price. You could and indeed might but your buyer might cheat you and steal the wand. You stand to be paid 1,500 GPs but you must make L1 SRs on both INT and LK not to be swindled and wind up with nothing to show for your trouble but a painful lesson in the downside of gambling. Up to you...

When you are ready to leave Robin Hood Street, with or without Ali, go to 162.

234 – The captain is, quite frankly, discombobulated. When you pull his chain, a snarl plays over his lips and his neck snaps out like a startled turtle. His teeth are bared and they aim to sink into your flesh.

This all happens very rapidly and your reactions may be a little sluggish at this point in the evening. Let's see – make a L1 SR on SPD and go to 264.

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235 – Accusations fly fast and folk like to believe the worst of others. The small boy – no small boy really but a very successful midget burglar named Midge Marsden – shows nasty lacerations (self-inflicted) as he partially disrobes and there are cries of “*String ‘im up!*” and “*Stoning’s too good for the likes of ‘im*” (if you happen to be female you will comprehend just how myopic the people of Caerthaeph’t can be).

If you can make a L1 SR on LK and another on CHR you will convince enough sane people (you need to have luck on *your* side for the majority here to be on the *sane* side of the spectrum) that you should be handed over to the Watch (go to 201 if you succeed).

If you fail, things are grim as the landlord, Grimlard Skuttle, is not slow to opine. Roll 1d6:

1. You are taken out to the nearest stout tree and hung until dead
2. They hold a stoning and women with fake beards are allowed to chuck rocks too – this kills you
3. Your head is held underwater in a horse trough until you are dead
4. You are tied securely behind a wild stallion which is then driven round town until your corpse is unrecognisable
5. Everyone gets to stab you with hatpins supplied as a marketing coup by the local milliner until you bleed out and the local vampire is invited to supper
6. They decide to let depression kill you, turning their backs and refusing to acknowledge your existence; now this may well make you feel unloved but it does of course allow you to escape with your life (go to 162)!

236 – Go to 295 but if you ever decide to back out go not to 162 but to 186. If you carry out your commission, go not to 162 but to 266.

237 – The Lucky Dip Tavern

Another tavern without a ‘**Keep Your Hands To Yourself**’ policy. Behind the bar, Bert Pilchard wields a mean baseball bat, the best way to keep thieving hands out of the till. On the other side of the bar, there is free-for-all robbery everywhere you look.

Life is simple in the Lucky Dip. You lose all gems and coins you came in with. There are hands everywhere and the upside of this is everyone gets a free massage that restores one point of CON. Whether you leave with anything or not is down to both your skill and Dame Fortune. Make a L1 SR on the average of LK and DEX and you break even; do better and you turn a profit (L2 sees you leave with a 25% gain, L3 50% and so on).

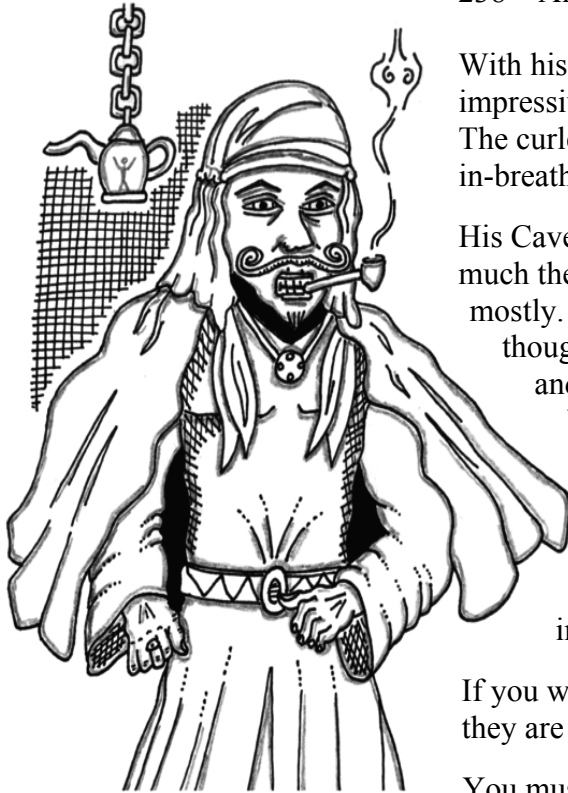
If you return with more than 200 GPs, you will not walk out alive though so don’t get greedy...

You can simply elect to have a drink (go to 99), pick on someone to use your *Spirit Mastery* ring on (go to 109) or see if you can sniff out a business opportunity (go to 119).

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238 – Aladdin’s Cave



With his triple curly, thin moustache, Aladdin cuts an impressive figure as he puffs on an enormous pipe. The curled up toes of his satin slippers flex with every in-breath and whatever he is smoking must be good!

His Cave is filled with lamps. They all look very much the same and he will tell you that they are – mostly. The occasional lamp contains a genie though. After such a long association with lamps and genies, they don’t bother Aladdin anymore but he will readily tell you tales of his youth and his adventures with djinn!

Most people leave perfectly happy with their lamps – they burn twice as long as a normal lantern because a genie has been inside and a little magic inevitably rubs off.

If you want a lamp it will cost you just 10 GPs (well, they are secondhand).

You must roll 1d6 if you do buy: if you roll a 1, go to 325 and if you roll a 6, go to 326 otherwise you just have a lamp and must go on your way, lighting the darkness for others.

239 – Rescuing a wealthy citizen can be lucrative. Not because they pay rewards (no, they expect lesser mortals to lay down their lives for their lords and masters) but because they will often hire heroes who survive desperate struggles and acquit themselves with valour.

On the other hand – the sinister one – those who attack the rich in Caerthaeph’t had better have a few aces up their sleeves because the rich don’t stay that way by being pushovers.

Roll 1d6 to see what you are up against:

1. A large widow with an entourage of eunuchs bearing her litter is being set upon by a pair of shadowy figures, man sized, dressed in black satin and winged boots. The attackers carry multiple blades in each hand. These eunuchs all know basic magic and a flurry of green bolts of energy indicate that *Take That You Fiends!* are being thrown like there’s no tomorrow. Your Watch mates charge into the fray, heedless of personal risk, and carry you along on their surging tide of heroic vigour. The odds are frankly stacked against you and you must recall that you choose to walk this path. Roll 2d6 (DARO) – you need to roll 9 or better not to be stuck like a pig by the villains and/or struck by the continuous hail of *TTYFs!* If you survive, you will see your options below.

Control Freak – Spirited Resistance

2. An elderly gentleman in a wheelchair is being forced out of his chair by a mean, sneering fellow wearing glitzy red metal armour, with twin hand axes on his hips and shuriken festooned along his sleeves. The Watch yell their action-stations cry of “Hey! Nonny-nonny” and hurl themselves at the brute dragging you with them. The rogue didn’t get that cute armour without sharpening his act and he starts flinging shuriken with a malicious gleam in his eyes and a savage curl of the lip. Roll 2d6 (DARO) – you need to roll 9 or better not to fall to a shuriken in each eye. If you survive, you will see your options below.
3. A pompous-sounding man in robes of state is warning a bunch of dirty, scruffy uruks exactly what parts of their anatomy he will remove if they do not desist in their stated intention to liquidate him and purloin his valuables. The uruks just snigger and open their tunics to show that he is hardly the first with such a threat and that they have nothing left to lose. The Watch do not hesitate and storm forward, hustling you along at the front of their rescue mission. Five uruks turn to meet you and display metre-long razor talons where fingers ought to be and sabre tusks instead of the usual broken stumps. Roll 2d6 (DARO) – you need to roll 8 or better not to be run through and bled out! If you survive, you will see your options below.
4. An albino wizard, Albie Thair, is walking thoughtfully, mumbling to himself, as he hefts a crystal ball in one hand. He does not see a flock of fairies shoot out from a drainpipe they use as an ambush point (there are a lot of drainpipes to choose from so they are far from predictable). As the fairies dart at the magician, little harpoons in hand, the Watch flick into overdrive, taking you in their slipstream. Roll 2d6 (DARO) – you need to roll 8 or better not to be used as a pincushion by the swarming fairies. If you survive, you will see your options below.
5. Two young girls, students from the way they have their heads buried in a large leather bound tome almost too big for them to carry, are swapping theories on magic and its application to the lovestruck as two butch bruisers home in on them. These two rough looking women obviously take exception to the dainty femininity and cerebral ways of the girls and twist their hands in merciless anticipation of a good throttling, thereby removing two significant rivals from their aspiration to find sugar daddies. These two are notorious strangles, their bulging biceps and iron grips being traits inherited from their father, Thamthon the Thaduthee Thtrangler from Thamaria. Roll 2d6 (DARO) – you need to roll 7 or better not to be stuck like a pig by the villains and/or struck by the continuous hail of *TTYFs*! If you survive, you will see your options below.
6. A well-heeled couple are walking along with a gaggle of grandchildren in tow. They are the offspring of Saprisher the Fertile, a timber merchant with a knack for raising wood with great girth and stiffness in rapid time. Saprisher runs a very lucrative sawmill and a building firm to go with the forests he owns and the lumberjacks he employs. His wife is inevitably in the family way and therefore they rely for childminding help on her parents, themselves intrepid entrepreneurs and voracious accumulators of stocks and shares. They are being stalked by three dwarves, tough as teak and armed with mithril nets, who are intent on kidnapping as many children as they can catch. The Watch abhor crimes against minors, especially when the

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perpetrators are miners, and they roar in outrage and rush in where fools would fear to tread, dragging you along in their orbit. Roll 2d6 (DARO) – you need to roll 7 or better not to be pickaxed to death by desperate dwarves. If you survive, you will see your options below.

If your rescue mission did not lead to your timely demise then you stand to gain. The Watchmen have their pensions to think about so your grateful near-victim(s) turn(s) to you with an offer of gainful employment. You can turn it down but at least hear it out.

You can act as escort and nightwatchman and get paid 100 GPs per week. It is by no means risk free and you must make a L1 SR on LK each week not to fall foul of a hostile force too hot for you to handle. The work will not take up much of your time so go about your life as normal – just attempt that saving roll whenever you are short of funds and need a paycheck. You can go to 191, ignore the opening remarks and just choose a destination. You can take 200 APs for your noble deed.

240 – If you killed the dog, make a SR on LK and go to 250.

If the dog is still alive and snapping at you, go to 260.

241 – The Hanging Judge

This judge carries his own noose into court and swings it about like a lasso when he smells blood and gets excited. The glint in his gimlet eye gives away his sole expectation as to the outcome of this trial.

Roll 1d6 to find out how your trial turns out (you can try a L2 SR on LK and if you succeed you can shift the result up the list one place):

- I. “**String ‘im up!**” is the resounding cry – even if you are not an ‘im! You get the ‘Instant Death’ ticket and the eager Scaffold Crew rush to get you.
- II. “**Guilty as sin!**” is the gleeful verdict – the Scaffold Crew rub their hands and crowd in on you.
- III. “**Let’s see ‘im swing, my bonnies!**” The judge doesn’t bother differentiating the sexes when Death is hovering. The Scaffold Crew get busy...
- IV. The judge pronounces the death sentence but the Scaffold Crew are accepting bribes today! If you can make a L1 SR on CHR they will take an IOU for 100 GPs.
- V. When the death sentence is declared and the Scaffold Crew take you out to the gallows, some prankster has switched the normal rope for a rubber one – if you can make a L1 SR on STR you can bounce to safety and snap the rope in the process.
- VI. The rope used by the Scaffold Crew to execute the judge’s sentence (and you in the process) turns out to have the rope equivalent of woodworm. It snaps and you go free, as is custom.

If you avoid the noose and/or death, you can start your free life on Gollum Square (go to 122) and you may have 200 APs for not succumbing to pendulous.

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242 – If one catches you, they all catch you – it's that simple. You need to roll up their SPD ratings (3d6 TARO) and then see if any of them make a higher level SR than you (if you or any of them roll a critical fumble, let us assume a slip on the proverbial banana skin has occurred).

If none of them catch you, go to 191 and randomise to see where you have ended up.

If they do snare you, then attempt a L1 SR on LK: if you make it, they content themselves with handing you over to the City Watch (go to 201); if you fail, one of them goes a little too far in the act of retribution and perforates all your major organs as well as quite a few of the minor ones, leaving you a soon-to-be corpse left in the gutter.

243 – Hang on a minute! Not so fast! Leaving the Tinderboxes is never certain...

There might be a fire or they might be doing demolition work today. Ali has hardly been in a fit state to remember such mundanities.

Make a L1 SR on LK. You don't even have to pass it, it's just that if by some pernicious whim of fate you do roll the dreaded 1, 2 critical fumble it becomes imperative to get out very fast!

You could jump – but that would take L2 SRs on both STR and CON plus L1 DEX to survive.

Alternatively, you could make your way through the desperate mob trying to get out – but that would take L2 SRs on DEX and SPD plus L1 INT to thread the eye of the needle on each flight.

If you had no trouble getting out or you escaped fire or demolition (odds/evens if you want to know how you died) you can skip along to the end of Robin Hood Street (go to 162).



244 – Drink is fairly handy as demons go. Toe to toe, with other demons waiting for the referee to start a fight, Drink finds many of his opponents just depart back to the Demon Plane rather than feel his teeth and talons. On Heist Street he would be the undisputed champion but others keep pulling stunts and stealing his thunder.

If you failed the CHR SR, he has little use for you except as a bung for a boat he has been working on and can't quite get all shipshape and seaworthy. Drink can see that you are just the right size and shape to solve his problems when squashed and crumpled.

Your choices are to:

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1. Stand and fight – go to 76
2. Run away, hopefully speedily – go to 86
3. Attempt to master him with your ring – go to 96

If you made the CHR SR demanded by the paragraph that sent you here, he has rather a different job in mind for you and enquires if you would like to earn some serious coin, stand to gain in power and influence and to avoid, at least in the short term, a painful and undignified death.

You can choose any of the option above or you can, I assume warily, accept or at least listen to offer and study the fine print – go to 106.



245 – Now you have him held fast, you can see that he is no small boy but a middle aged midget! Midge Marsden is in fact an accomplished burglar of these parts.

If you would like to use your ring to *Spirit Master* him, go to 255.

If you want to hand him over to the long arms, legs and other body part of the law, go to 225.

246 – Thicke is sleeping like a log and his mate is sleeping like a baby so there is not much danger of waking either of them unless you do something stupid like tripping over his bugle or his companion's bongos. That would probably be enough to wake them!

You need to make a L1 SR on DEX and as long as you don't roll the dreaded critical fumble 1,2 combination you will be fine but, if it does turn up, something will have gone horribly wrong for you and, no matter what you try, arrest is the outcome – go to 201.

If don't suffer that humiliating fate, go to 296.

247 – Easy meat, you reckon? Let's find out just who you've locked your sights onto.

Roll 1d6 and we shall find out what sort of victim you have settled on:

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1-3: L1 – use 3d6 DARO for each attribute
4 and 5 – L2: as above but roll 1d6 again for the best three attributes
6 – roll 1d6 again:

- a. - use 4d6 QARO for each attribute
- b. – use 4d6 QARO for each attribute but roll 1d6 again for the best three attributes
- c. - use 5d6 QARO for each attribute
- d. – use 5d6 QARO for each attribute but roll 1d6 again for the best three attributes
- e. – use 6d6 SARO for each attribute
- f. – use 5d6 SARO for each attribute but roll 1d6 again for the best three attributes

To rob your victim of all money without being noticed you must make a better SR on the average of INT, DEX and STR than the victim. If you succeed your gain in GPs will equal 3d6 x the level of a LK SR you should attempt.

If you fail, you may have to fight the victim. Each victim should be classified as follows by rolling 1d6:

1-3 - a rogue with a 3d6+2 sword wearing leather armour (taking 6 its)
4-6 – a warrior with a 3d6+2 sword (with one extra d6 for each level) wearing leather armour (taking 12 its).

If you successfully pickpocket the victim or if in combat you reduce the CON of the victim to 5 or less you may attempt to *Spirit Master* the victim (give the victim a name if you succeed). The victim may have money you can take – GPs will equal 3d6 x the level of a LK SR you should attempt.

If you have to fight or simply fail in your pickpocketing attempt the City Watch may be summoned: if you make a higher level saving roll on LK than the victim, the Watch will not come in time to arrest you; if not, the Watch will haul you off without any discussion on fault (go to 201).

When the action is complete, return to the paragraph that sent you here unless you were arrested or slain.

248 – Widow Twanky’s Gin Palace

The widow is both merry and amorous and that sets the tone for this utopian tavern. Is it a palace? Not in terms of bricks and mortar, for sure, but if you screw up your eyes and your courage and take a deep breath, it can be! It is frequented by an older, less bositerous clientele and this makes the Gin Palace a good stop over to rest up and heal while having a bit of a party at the same time.

Control Freak – Spirited Resistance

If you make a L1 SR on CHR, you will get a bed for the night at no cost and that will allow you to recover 1d6 CON. You can try the CHR SR any night you like. There's no telling who you might have to share the bed with but that's part of the attraction. It is (normally) one of the gentlest places in the city and although gin may be a mother's ruin, most of the ladies here seem to have survived it and come out on top.



You can simply elect to have a drink (go to 99), pick on someone to use your *Spirit Mastery* ring on (go to 109) or see if you can sniff out a business opportunity (go to 119).

249 – Once in a blue moon (when the smaller one passes the larger close by on the occidental side and temporarily absorbs a large dose of its ambient indigo light), a gang of villains decides to alter the odds in their favour by exterminating any members of the Watch not backed up by Wizard Control. Now is such a time.



This gang is fast, ruthless and packs a powerful magical sucker punch. Your mates get creamed and so do you unless you can make a L3 SR on LK. If you survive the ambush, you can go to 191 to choose a destination, ignoring the opening remarks there and reaping a harvest of 300 APs.

By Mark Thornton, Khagbboommm Press
with artwork by Stanley Ditko

Control Freak – Spirited Resistance

250 – If you made the SR, all is well – take 20 APs and go to 120 to put the ring on.

If you failed, the SR things are less certain with regards to your immediate future. You hear footsteps, heavy footsteps, picking up speed and coming in your direction.

Go to 270.

251 – Judge Menot

This judge does not actually believe it is man's place to judge another man – however, he does like drawing a big fat salary for sitting on his corpulent ass all day.

Roll 1d6 to find out how your trial turns out (you can try a L2 SR on LK and if you succeed you can shift the result up the list one place):

1. The judge simply raises a lazy right arm. It has an antique pistol in it and he fires. Roll 2d6: if you roll double one or one, two then the gunne either explodes or misfires and you go free; otherwise, crackshot that he is, he blows your brains out.
2. With an astonishingly cavernous yawn, the judge has the court ushers take you away to the hospital as he thinks you have a rather unsavory whiff to you. The duty surgeon is the infamous leprechaun butcher, Dr. Khwaq. Go to 24.
3. Judge Menot decides that a kangaroo court would be a better idea so he has you strapped to the back of a crazed wallaby. If you can make a L1 SR on DEX you will free yourself from the bonds but you will also need to make a L1 SR on CON or take 1d6 collateral damage. You can keep trying the DEX SR as long as your CON holds out.
4. The judge decides to leave it up the little fishes in the bowl on his desk. The little fishes have piranhic appetites so you must make a L1 SR on SPD to get your hand out before they bite. If you do, you walk to freedom; if not, the rest of you is stuffed into the bowl after the first finger is digested by Bubbles and Gobbler.
5. With an airy wave the judge dismisses the case for contempt of court.
6. The judge decides it is fairest if you decide for yourself. "After all," he opines sagely, "who knows a man's conscience better than himself. *quis spectatores spectat?*" he asks somewhat opaquely.

If you survive Judge Menot's contrary way with the law you can start your free life on Gollum Square (go to 122) and you may have 200 APs for not succumbing to arbitrary sentencing.

252 – You find a window or a door that someone has left open and by shooting through it you evade the goons. But is this a case of out of the frying pan and into the fire? How did that LK SR go?

Control Freak – Spirited Resistance

Critical fumble – you tumble into a witches’ cauldron and find that your flesh and bones are very quickly dissolved

Failed L1 – You land in a pool of super glue! Whose house can this be? Go to 73 to find out...

L1 – You find an empty, safe haven and wait it out until everything goes quiet whereupon you manage to sneak your way to the end of Robin Hood Street and on to pastures new – go to 162.

L2 – You find a cosy, warm secluded retreat from danger and, amidst all the delights of a well ordered home, you discover a chest beside the chamber pot under the four poster bed upstairs. This chest is not locked and contains gems to the value of 1d6 x 50 GPs. Not only that, you find it easy when dusk falls to slip away to the far end of Robin Hood Street (go to 162).

L3 or better – As well as being safe in a relatively clean dunny, you spot a small scroll secreted within a toilet roll on the wall. The scroll is a street map showing an ‘X’ marked as being in the dead centre of the well-known and central Gollum Square. You may well choose to make use of this if and when you get there. For now, when dark descends on the city, you can slink off to the other end of Robin Hood Street and make good your getaway (go to 162).

253 – There is a quite a bit of rubbish in here. Montgomery did not always buy wisely and he is/was something of a hoarder, unwilling or unable to make the effort of spring cleaning. The stock has a street value of 300 GPs but won’t be offloaded quickly though.

However, it is secure and in a discrete location so you have gained a bolthole and a great place to keep your possessions safe. You can recover lost CON here as the very fabric of the building has a magical healing charm embedded throughout and you can also spend APs.

You can leave Robin Hood Street whenever you like (go to 162) and there is the option of going to Monty’s lawyers and having the place transferred into your name. That would mean a stroll along to Shark Court – go to 263 if you are ready to tangle with lawyers and remember to count your fingers when you leave!

254 – After an hour or so, someone or something rattles the window sill, trying to raise it as quietly as possible.

If you made that CON SR, you rouse from your slumbers and see a spectre at the window – go to 8.

If you failed, you sail on in your soupy sea of dreams – go to 17.

Control Freak – Spirited Resistance

255 –

Marsden's attributes run like this:

STR-12 WIZ-10 INT-12 LK-18 CON-11 DEX-? CHR-11 SPD-? (he has +X personal adds). You need to complete these stats because you will certainly have rolled up his SPD (4d6) and may have established his DEX (3d6).

His poniard gets 4d6 because of a permanent +100% enchantment.

If you succeed in your control technique, you can have 50 APs and either:

1. Set about robbing the Eviscerated Nun with your new partner – go to 265
2. Make him take you to his lair – go to 275
3. Hit the streets and make good your getaway – go to 162 (whenever you meet the Watch with Midge in tow you must make a L1 SR on LK to see if they recognise him, arrest you both and march you away to justice – go to 201 if this happens)
4. Rob Midge and either knock him out or end his miserable life before you scarp – go to 285

If you fail in your mind-penetration schemes, the little lad exercises his lungs big time and do-gooding busybodies with muscles and bad intentions come running – go to 235.

256 –

Thickie's attributes are quite amazing:

STR-14 WIZ-230 INT-4 LK-28 CON-16 DEX-12 CHR-11 SPD-11 (he has +18 personal adds). He is a Level 23 warrior so gets 23 additional dice for his weapons – it just has got to be magic!

If you fail to master Thickie, as seems likely for no one in Caerthaeph't has ever cast a spell on this redoubtable tyro, it is unlikely he or his companion will notice your attempt – make a saving roll on LK and if you roll the dreaded critical fumble 1, 2 combination, something will have gone horribly wrong for you and, no matter what you try, arrest is the outcome – go to 201. If you fail but do not suffer such an embarrassing diaster of misfortune, you can either draw your weapon or use your bare hands to commit the murder (go to 246) or you can make a bid for freedom and abandon the commission (go to 276).

If you succeed in subduing Thickie, you can either slit his throat and go tell Drink or take him for Drink to the ritual slaughter (go to 266) or you could try 'disappearing' with the captain in tow (go to 276).



Control Freak – Spirited Resistance

257 – Danger! There are many muggers on the streets of Caerthaeph't and one of them has targeted you.

Roll 1d6 and we shall find out just how good this mugger is:

1-3: L1 – use 3d6 DARO for each attribute
4 and 5 – L2: as above but roll 1d6 again for the best three attributes
6 – roll 1d6 again:

- I. use 4d6 QARO for each attribute
- II. use 4d6 QARO for each attribute but roll 1d6 again for the best three attributes
- III. use 5d6 QARO for each attribute
- IV. use 5d6 QARO for each attribute but roll 1d6 again for the best three attributes
- V. use 6d6 SARO for each attribute
- VI. use 5d6 SARO for each attribute but roll 1d6 again for the best three attributes

To avoid being mugged and robbed of all money you must see the mugger off. You need to be alert to survive the surprise attack – make a L1 SR on the average of INT, LK, CON and DEX or the mugger gets a free strike at you.

If you succeed or you survive the attack, you must fight the mugger. Each mugger should be classified as a warrior and will have a 3d6+2 sword (with one extra d6 for each level) and be wearing leather armour (taking 12 its).

If you reduce the CON of the mugger to 5 or less you may attempt to *Spirit Master* the mugger (give the mugger a name if you succeed). The mugger may have money you can take – GPs will equal 1d6 x the level of a LK SR you should attempt.

You may summon the City Watch if you kill the mugger and claim a reward (50 GPs x the level of a LK SR you should make now).

When the action is complete, return to the paragraph that sent you here.

258 – Al's Toy Barn

This is a great place to buy a gift. There are toys of every possible description here in this huge warehouse. Some of the toys are sentient – given their forms by wizards they fell foul of back in the days they were full size and looked rather less comical. They do a great job for Al, stopping the thieving customers from running off with his goodies.

Al has a big drooping moustache that is yellow. It took a long time before he could get anyone to shorten his name from Albert to Al and he keeps himself to himself and has never had a gal. He has many strange theories about bosons, leptons, gluons, muons, quark, strangeness and charm if you're interested but really it all sounds frightfully messy and implausible compared with the Wizards' Guild's khremmatic view of the Multiverse. He likes to listen to Hawkwind.

Control Freak – Spirited Resistance

Al still clings to his observations and equations though, thinking that there is another reality beyond Trollworld.

But enough of all that! Al sells toys. If you buy one and give it as a gift to someone you need to persuade or dissuade, someone you need to influence or distract, this is the place for you. The toys are priced in 50 GP bands and they will lower the saving roll you need to make to achieve the foregoing e.g. you buy a rogue doll from Al for 100 GPs and you meet a man with a ring you want to buy but he doesn't want to sell – let's say you needed a L3 SR on CHR to convince him to sell the ring – the gift of the doll would bring the saving roll down to just L1!

It probably feels like Christmas morning in Al's Toy Barn!

259 – “Probably wise,” sniffs Knocharnz. “This is hot stuff!”

“Yeah,” shrugs Wypowt, his taller mate, “it's going to have some pretty violent trackers after it by the time *he* knows it's missing...”

Looks like you dodged another crossbow bolt there! On you go, footloose and fancy free, out into the big blue yonder. Good luck to you, sport. May the wind fill your sails and your lungs too. Take a final 100 APs to tide you over until the Dice Goddess and the Trollgod tire of amusing themselves and summon you again to dance to their tune.

260 – This dog is no stray. It gets a warm bed each night and two square meals per day. As man's best friend, it has a master who cares for its well-being just as it guards his sleeping form whenever the need for slumber takes him.

The footsteps ringing out across the flagstones are familiar to the dog, as is the sound of his master's voice. The dog rallies to the notion that he may be defending his master and gets an increase to its MR of 10 (that's 2d6 +5) for the next round of conflict. If you survive this, take 30 APs and go to 270.

If you receive a bite that proves fatal, just know you are not left to rot but instead get minced up for dog food.

261 – Judge Purgatory

This judge believes that if something is worth doing, it is worth doing very, very slowly. More dithering less haste is his motto. Bob Marley might not have wanted to wait in vain but he would have had little choice in the circumstances you find yourself in.

Roll 1d6 to find out how your trial turns out (you can try a L2 SR on LK and if you succeed you can shift the result up the list one place):

Control Freak – Spirited Resistance

- I. While you are waiting for the judge to conclude his deliberations, a new ice age begins and you freeze to death.
- II. Although the judge finds you not guilty, his judicial processes are so convoluted that 1d6 x 10 years pass before you receive your pardon.
- III. The judge decides to give you a ‘time out’ to think over your actions. This lasts for a whole year before you get to go out again.
- IV. The judge sentences you to watching paint dry for 6 months.
- V. You are given the complete set of Caerthaeph’t laws and statutes to read and digest. This takes 6 months. If you can make a L2 SR on INT, you can get an extra talent for **Legal Knowledge**.
- VI. The judge keeps everyone waiting so long that all the court officials and guards go to sleep and you get to walk out without missing a heartbeat.

If you survive Judge Purgatory’s interminable adjournments and procrastinations you can start your free life on Gollum Square (go to 122) and you may have 200 APs for not succumbing to hanging yourself out of boredom.

262 – The men spread round you in a ring and then wait to see what you do. They are about as brave as chickens facing a snarling wolf. Make the best SR on CHR you can and see what happens:

Critical fumble – The look in your eyes makes them think you are afraid and won’t put up a fight; they get a 50% uplift to their combat total on the first round of fighting

Fail L1 – You must fight (normal combat)

L1 – You fix them with a steely look and gain an advantage! You can add 50% to your combat total in the first round

L2 – You have the look of a cold hearted killer and may add 50% to your combat total for the whole fight

L3 or better – You give the impression of being about to turn into a werewolf! They turn and run, leaving you alone on the street. Take 100 APs and go to 162 to leave Robon Hood Street

Assuming you do have to fight them, they have a group MR of 70 and get 8d6 +35; they wear just leather jerkins for protection (1 hit each). Each has a CON of 17.

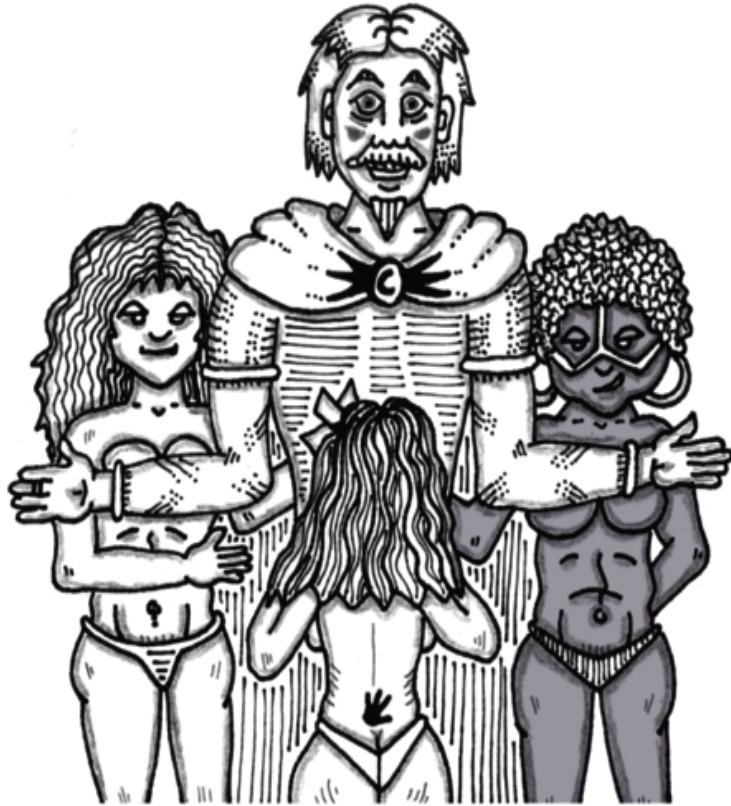
If you kill them all you can have 100 APs but you will need to clear the crime scene pronto (go to 162 and get away from Robin Hood Street).

If you lose, make a L2 SR on LK – succeed and they will have just knocked you unconscious and left you for the City Watch (go to 201) but if you fail their blows will have drawn blood and ended your life.

Control Freak – Spirited Resistance

263 – Monty’s lawyer operates from a shiny, tin tower stretching some 50 metres up into the vast blue yonder. It is an impressive design, funded by clients via very careful billing of time and miscellaneous expenses, but it does get very hot within when summer is upon Caerthaeph’t and the reflected rays can cause blindness. This leads to a barrage of fresh law suits every summer, with one lawyer suing another but always with a client footing the bill.

Once a bevy of nubile sylphs have escorted you through the unnecessarily exotic but inevitably expensive *faux*-woodland that is the atrium to Shaftyew & Buskitt, you find yourself in a lush, fur-strewn office, with garish abstracts in primary colours all over the walls, where a small rock troll reclines under a khremmstone-powered sunbed while a pair of tuxedos with jelletons inside fan him with what must surely be genuine dragonscale fans.



“Bunty! Good to see you. How’s the jousting coming along? Fallen off any good warhorses lately?”

The rock troll is in an expansive mood, although it does seem he has mistaken his client for another. Let us hope this ‘Bunty’ is on preferential rates.

“Have a cigar, why don’t you? I had them transported in fresh from the fringes of Phantog yesterday. They’re frightfully expensive but you get what your clients pay for, I always say! No point in beating about the bush – take one for your friend too, I’m going to charge you for it anyway. Do you know how to smoke them? Like this... pull them away from your lips smartly if you want to keep them the shade they are.”

He takes a pad from his desk and scribbles down some numbers then, thoughtfully, adds a multiplier.

“That’s just half an hour’s smoking advice and the same for medical advice. Now, what can I do you for?”

This is Snakebite Stonewallah and he does not come cheap. Still, unless he cottons on to what you have done to Monty, you won’t be picking up the tab (that would take some STR SR!).

Control Freak – Spirited Resistance

You can either carry through with the plan to transfer the title of the warehouse into your name (go to 273) or you can have a crack at mastering the lawyer's spirit while you're here (go to 283).

264 – If you make the saving roll, you get well out of the way of his gnashers and avoid rabies or worse! It takes a bit of cajoling by his mates in the Watch to calm him down so best slip away lest he breaks loose and has another crack at a midnight snack. Go to 162.

If you failed the saving roll, Thickey's teeth sink home. Although his system is immune to the ill-effects of the rabies-like disease his canine teeth carry, yours may not be. His mates restrain him and get him off you but they back away as they see the wound on your neck start to supurate.

Make L1 SRs on both CON and WIZ.

If you make them both, you manage to shrug the worst of it off and can reel a little woozily along the road to 162.

If you did not manage both rolls, the combination of your physical vigour and innate khremm are unequal to the task and you soon slip into a coma, your body swelling ominously and turning a nasty shade of pink.

Given the drunken state of most people left in the Nun, you could be left unattended for too long and simply explode! Once again, it depends on the disposition of Lady Luck so make a saving roll and see what happens:

Critical fumble – yes, you do keep swelling and nobody notices until you explode in a loud, messy '**Khaghboom!**' that is heard even in that far-distant city

Fail L1 – by the time the Watch physician comes, all she can do is deflate you and have your body cremated to avoid damage to the Eviscerated Nun

L1 – Mary Curious, the Watch duty physician, arrives in time to puncture your pressure points and reduce you to normal proportions; if you make a L1 SR on CON you recover with a 50% reduction to STR but you need a L2 CON SR to recover without that permanently debilitating effect (anything worse means you suffer a fatal heart attack)

L2 or better – Mary Curious gets to your side in time to prevent lasting harm and you just need a day's bed rest to get back on your feet, which the Watch generously pay for; you should go to 162 after you feel better

If you survive Thickey's bite, take 100 APs.

Control Freak – Spirited Resistance

265 – Midge is a highly skilled burglar. His haul will depend on how lucky you are so make the best SR on LK you can. You can multiply the level by 200 to determine the value in gold pieces of what he pilfers for you.

If you do happen to roll a critical fumble, something goes badly wrong of course... Maybe you turn a doorknob that has been super-glued, maybe you set off a giant mousetrap, maybe you get your foot stuck in a rotten floorboard... Whatever the mishap, you are both apprehended and handed over to the ungentle hands of the City Watch – go to 201.

If you have good fortune, you can make tracks for 162 with your swag, remembering to check for recognition per the last paragraph if you take Midge with you.

266 – “*Ah, eccellennte! Fantastico, bravissimo!*” You find a demon deep in his cups, slurring his words and drooling copiously. It is evident at once that Drink has been on the grappa and is an ebullient, expansive mood.

“I was going to devour your soul but my appetite is past its zenith and you have brought me the morsel I most desired to accompany my *digestivo* (he swings the bottle somewhat recklessly in your general direction). Tell, you what, do me a dance and I’ll let you off with a warning this once.”

So much for gratitude! He tucks his ‘snack’ under one arm and turns his bloodshot (*ichorshot*) eyes on you with baleful glee.

As is most times the case, you have choices!

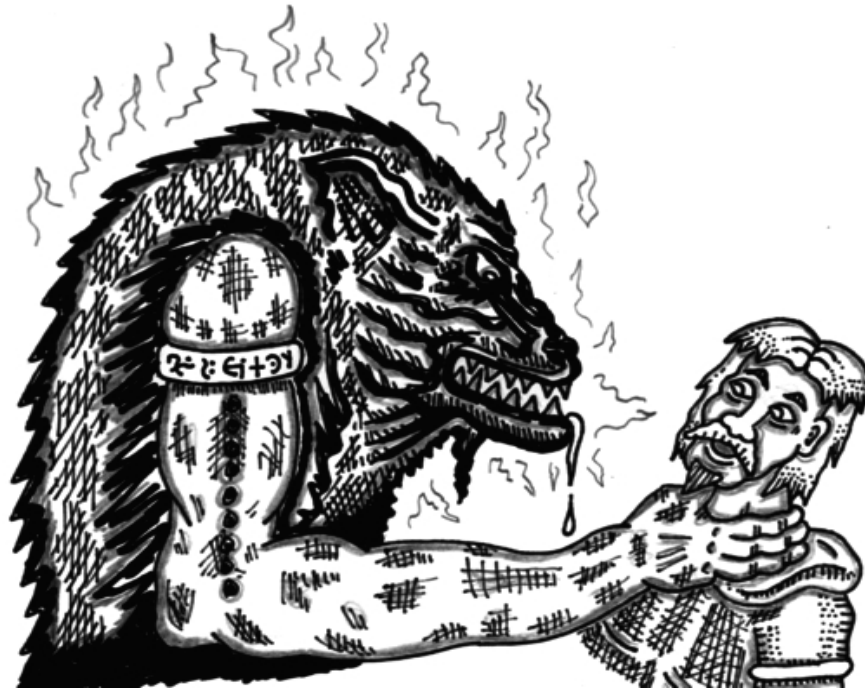
1. Turn tail and run! – Go to 87
2. Dance! – Go to 97
3. Attack! – Go to 107

267 – Ruthie is good at keeping a low profile so her being with you won’t make things any more difficult. You do realise that things are already difficult, don’t you?

Drink is waiting for you. If you make a L3 SR on LK his guard will have slipped and you will have a chance to get past him. To do that, you need to make a L2 SR on the average of INT and DEX – that would be really good sneaking.

If you succeed, you are out on the street with Ruthie (whenever you meet the City Watch you must make a L1 SR on LK to see if they recognise her, arrest you both and march you away to justice – go to 201 if this happens).

Control Freak – Spirited Resistance



If you fail you are confronted by a smouldering demon, well aware of your treachery and smug in his ability to dish out your just deserts. Go to 267 to see his stats for combat.

Ruthie will fight with you but you must see if luck is on your side as she is new to this ‘control freak’ stuff – if you make a L2 SR on LK or better she will fight at 100%, L1 at 50%, fail L1 at 25% and critical fumble? (She hits you instead of the demon!)

If you escape or win the combat, go to 187.

268 – Raffles

Raffles is a very sophisticated club with an exclusivity policy and big, bad and bald bouncers to back it up. You need to make a L2 SR on CHR to get inside and pay the 100 GPs entrance fee.

Cocktails are the order of the day here, served on silver salvers by penguin-suited waiters who are attentive to every wish of the privileged patrons. The music is lush and the décor opulent (nothing is nickable though due to special glue magic). Diamonds sparkle and rubies blush, while emeralds glitter and pearls are cast at swine (the pigs have clearly been shampooed and are house-trained).

Sometimes just being part of the higher echelons rubs off. If you make a L1 SR on LK once admitted, you may add 1 to your CHR. On a second visit, if you make a L2 SR on LK, you may add 1 to your LK. On your third visit, if you make a L3 SR on LK, you may add 1 more point to both attributes. On your fourth visit, you find that you are an accepted member of the in crowd.

Control Freak – Spirited Resistance

Once part of this exclusive band, you will find that anyone other in the city will take an IOU from you instead of cash if you make a higher SR than them on CHR – and they will leave debts unpursued for 12 months, interest-free!

You can simply elect to have a drink (go to 99), pick on someone to use your *Spirit Mastery* ring on (go to 109) or see if you can sniff out a business opportunity (go to 119).

269 – “Good on you, buddy!” grins Knocharnz. “This is hot stuff!”

“Yeah,” smirks Wypowt, his taller mate, “it’s going to have some pretty violent trackers after it by the time *he* knows it’s missing...”

Before you can think better of it, Wypowt smacks a glowing ember into your left palm, where it sticks and hurts. You quickly glean it won’t come away.

“You’ll find Horribilanus easily enough if you make it to Khaboom without *his* trackers catching you. You don’t want them to catch you, you really don’t! **Now** – run like the wind!”

Knocharnz blows his whistle to summon guards while Wypowt points at you and yells to everyone that you stole ‘*it*’. Now would be a very good time to run...

To make it without getting caught by *his* trackers, you need to make L1 SRs on all eight attributes:

SPD – to put some distance between you and Caerthaeph’t before the trackers get to work.

INT – to pick a good route across treacherous country, filled with bandits and wandering monsters.

CHR – to cadge beds and food as you travel, wheedling your way to firesides and barns rather than sleeping rough, alone in the dark.

CON – to survive the hardships of life on the road, driven onwards by pursuing killers.

DEX – to not come a cropper on the mountain slopes, snowfields and ravines you sometimes have to cross.

STR – when you have to haul yourself up, hand over hand, or lower yourself down inch by inch, knowing that muscles that give up will spell certain death.

WIZ – when strange little creatures, normally unseen, test your mettle with their hedge spells, thinking you may fall easy prey to their magic tricks.

LK – when you finally get to Khaboom (not to be seized by Horribilanus’ jealous rivals and to find him a good enough humour to let you live and take the ember gently rather than hacking it from you still breathing but maimed body).

Control Freak – Spirited Resistance

OK, if you survive all of that you can skip on to greener pastures with a bonus 500 APs and a pay day of 500 GPs (the same as the two Caethaeph't gate guards get to share). Fare thee well, fine sir!

270 – You see the owner of the dog (you can tell because he has a matching collar which, as you stare, you see is pulsing with a warning amber light. This uruk is dressed in robes festooned with bright feathers and he has greasepaint smeared liberally over his face. He carries a wickedly curved jambiya in one hand and a whistle of sapphire in the other. He does not look happy, nor does he look forgiving and he certainly does not look like he is anyone's football.

If you want to explain, apologise and/or grovel, go to 280.

If you want to turn and run, go to 290.

If you want to attack him, go to 300.

If you want to put the ring on before you do anything else, go to 2.

271 – Let's find out what you're up against and what is the result of the concern – or even suspicion! – you have aroused. Roll 1d6:



1. You have come to the attention of a roving undercover Wizard Control agent, one shielded against hostile magic; unless you can make a L2 SR on SPD you will be captured and sent for trial (either go to 201 for a visit to the courthouse under an escort of City Watchmen or to 191 to find out where you end up when you stop running and draw breath

Control Freak – Spirited Resistance

2. You are quizzed by Dunwoody Smythe, a professional snoop and amateur busybody; Smythe is an elusive character and will not be caught by magic or weapon so you need to talk your way out of this one – a L2 SR on INT will see you give a good account of yourself and have you escorted (alone) to another street (go to 191) while failure will lead to your incarceration by the hastily-summoned City Watch (go to 201)
3. A rather accomplished and hotheaded member of the Warriors' Guild takes a pronounced disliking for you! Smash Gordon can be treated as having a MR of 50, fighting with a 3d6 knobbed club but getting two extra d6 as he is a L2 warrior; his adds are +25 with 13 arising from STR, the rest in equal measure from LK, DEX and SPD; he has leather armour (12 hits protection); Smash will attempt to knock you out with only spite damage actually wounding; before attacking you, Smash gives a blast on his whistle to call the Watch – you can escape to 191 if you come out on top or go to court via 201 if he knocks you senseless; he once swallowed a *Born Again* potion made by Khaghboommm himself so you may not have seen the last of Smash even if you do survive
4. You have attracted the attention of one of the *Caffiosa*, an organisation of professional criminals running extortion, blackmail and protection rackets; this particular group consists of three men and a woman don't like you being on their turf, don't like you muscling in where they had planned to cash in; the *Caffiosa* crew don't carry weapons as such (so they look like peaceful, law-abiding citizens – not!) but attack by hurling cups of boiling, scalding coffee at their targets; if you tried to stand up to them, you might take down one or even two but they are like rats and more would flood the street; you need to give them the slip – try a L1 SR on INT and another on LK; if you succeed, you end up far away from the point of first encounter (go to 191); if you fail, you take 2d6 burn damage and they whistle up the City Watch with stolen property, rob you of your money and leave the Watch to cart you off for some Caerthaeph't justice (go to 201)
5. A street urchin sees that something is amiss here and attempts to turn a quick coin; “Give us some gold or I start hollerin’ and bawlin’ until the Law gets here!”; how much? the price of silence is 1d6 x 30 GPs; if you pay up return to the paragraph that sent you here; if you refuse, a Trollgod-awful noise will break out, summoning the Watch remarkably quickly – roll 1d6: if you roll odds, they chase you away (go to 191) and if you roll evens they scrag you and march you off for a day in court (go to 201)
6. The neighbourhood busybody comes to investigate the strange behaviour of your companion; you might be able to ingratiate yourself, satisfy the busybody's curiosity and walk away with minimal fuss (make a L1 SR on CHR and return to the paragraph that sent you here if you succeed) or you might not – failing the CHR SR means that the busybody blows a ‘Citizen's –Arrest’ whistle to call up the Watch in double quick time – roll 1d6: if you roll 3-6, they chase you away (go to 191) and if you roll 1 or 2 they collar you and march you off for a day in court (go via 201)

Control Freak – Spirited Resistance

272 – Jumbo Cummings is a large man for a pickpocket but he has a good act that involves doing an elephant impression by turning out the insides of his trouser pockets and trumpeting with enough decibels to wake a statue.

There is a shock factor in his carefully choreographed charade but it is the sheer volume of his trumpeting that is the real danger – that and being sat upon by the flabby heavyweight.

Let's see if your ears can withstand his aural assault. Make a L1 SR on CON.

If you make it, you can either leave him eating dust and slip the ring on while you hop away (go to 282) or you can take Jumbo on to make him pay dearly for his temerity (go to 292).

If you fail, you go down with thunder ringing in your ears – go to 4.

273 – The lawyer is no fool and before very long works out what has happened to his client. “The king is dead, long live the king!” is the ethic round here and he regards this as nothing more than an excuse to raise another fee note for changing the client identity in his files.

This is not cheap, of course... An arm or a leg – or 1,000 GPs. The warehouse is in your name but you have a debt to pay. The rock troll has pushed a little button under his desk to summon several Invisible Thugs so don't think about having a crack at him now or escaping – these expensive guards (paid for by clients inevitably) are very good at their job, unerring even.

Unless you want to go to Dr. Khwaq for surgery and pay the arm and the leg (go to 24), you have two weeks to pay the fee in full. Snakebite will keep Monty as a surety – if you fail at least he will have something to show for applying his critical legal acumen to your case. You may leave Shark Court via 132.

You will not be able to leave Caerthaeph't without paying this debt off since the Invisible Thugs are not the only dangerous employees Snakebite has. There are members of the Assassins' Guild on retainer and you will get but one warning...

274 – Valeri uses this doorway regularly but she always cleans up meticulously so there are no unpleasant odours to trouble you. If you failed that SR, go to 284; if not, read on...

Unlike most people unfortunate enough to find themselves unchaperoned on a blind date like this, you manage to clear the cobwebs just as Valeri is transforming. The metamorphosis to *vampyger* is a transcendent sight but not one to gaze upon for too long close up.

Control Freak – Spirited Resistance

You really need to gather your wits about you and press the pedal to the metal, anachronistically speaking.

Make a L1 SR on SPD.

If you fail, go to 284 but if you succeed you get away and leave a very frustrating, pent up lady cursing and spitting. Woe betide the next hapless night owl to pass this way! If you react fast enough to escape, go to 162 where you can at least get your breath back.

275 – As lairs go, Midge Marsden’s is one not to linger over. He likes to be the big fish in a small pond and the court he reigns over is one where the courtiers are midget tramps. Cleanliness is not next to Trollgodliness as far as they are concerned and there are no washing facilities, no ablutions block.

If you still want to go in, go to 137 but you can simply turn your nose up and leave, with or without Midge, going to 162.

276 – First we shall see if you make it past the demon Drink, then we shall consider your companion’s influence on your immediate fate.

Drink is expecting you and you are not going to catch him napping.

Now let us consider your companion:

1. Midge Marsden – go to 315
2. Ruth Lessquila – go to 267
3. Thickey Muddlebrow – go to 327
4. Grimlard Skuttle– go to 328
5. Mr. and Mrs. Skuttle – go to 329



277 – Affleck’s Palace

Affleck's Palace was opened by James and Elaine Walsh with an ethos of offering a safe environment for entrepreneurs to start out with affordable rent and no long term contracts. Unit holders operated under a license agreement which allowed them to pay for space on a week by week basis. The atmosphere and colourful maze-like layout led to Affleck's becoming a mecca for alternative culture. The establishment was able to bounce back from two building fires and overcame many obstacles.

During the '*Caerthaeph't Summer of Theft*' period – when local bands like the Stolen Roses, Thieving Mondays and Inspiral Caerthaeph'ts were at the height of their popularity - Affleck's Palace was a fashionable spot to get oversized flared jeans and tie dyed T-shirts and 'Eastern Bloc' was a popular record shop as it dealt in all the latest underground dance tunes of the time.

Control Freak – Spirited Resistance

Nowadays it is the scariest tattoo parlour in Caerthaeph't. You only have to pay 20 GPs and Affleck the Uruk will dig his needles into your flesh. Make the best SR on CON you can – the more pain you can bear, the scarier the tattoo you can sport.

If you fail L1, you take 1d6 damage; if you roll a critical fumble, Affleck gets carried away and injects a fatal dose of ink into you. If you make L1, the tattoo adds 1 to your CON, if you make L2 it adds 3, for L3 you add 6 and for L4 the boost is 12.

That's the max and it's just one tat per person.

278 – Mrs. Goggins' Pigeon Post

Although much of the mail in Caerthaeph't is delivered by sky express since the pigeons are harder to intercept than landlocked couriers, there are a few hardy souls who attempt to get letters and parcels to their rightful recipients without being ambushed, bushwhacked or annihilated during the course of their (well paid) duties. These stalwarts do not last long, either cut down in their prime or retiring early to enjoy the fruits of their daring deliveries.

Mrs. Goggins is a dear old lady and no one but no one would mess with her (she is, of course, a powerful witch with a limited moral compass and that has quite a bit to do with her not being messed with). But right now she is fretting and chewing her nails down to the quick. The reason? Both her trusted postmen, Peter and Pat, have disappeared!

She is offering temporary positions. If you are interested, the pay is 100 GPs per trip. To make a successful trip, you must be lucky, careful and nippy. That means L1 SRs on LK, INT and SPD. If you make three successful trips, the risk goes down as you get familiar with the alleys and the dodgy villains – the risk goes down to just a L1 SR on LK.

Fail and you get set upon – beatings tend to be savage because no one wants to listen to a witness speaking through broken teeth in court and you would need to make a L3 SR on CON to come away with your life but with all your money and weapons gone (the ring gives off nasty vibes so it gets ignored.)

Remember to whistle as you march if you take a job from Mrs. G and don't forget to buy a fish for her cuddly pussy, Jess.

279 – The guards are no slouches but you have the head start. If you can make L1 SRs on SPD and on INT you show a clean pair of heels and pick a weaving path none can follow – that means you're out and on the road to freedom with a 100 AP bonus for making it!

If you fail to make both of those saving rolls, the guards reel you in and wrestle you down before turning you in to their colleagues who do the imprisoning work (go to 201).

Control Freak – Spirited Resistance

280 – The shaman Uxottl is an ambassador from distant Khazan, in the employ of the Death-Goddess herself! The collie was a distant cousin on her mother's side who was being given special training under Uxottl's wise tutelage. The child was an obnoxious brat and caused the long-suffering shaman no end of grief. He is torn between duty (and fear of Lerotra'hh) and a desire to be relieved of an unwanted burden.

Make L2 SRs on both LK and CHR and go to 11.

281 – Hostage Hill

From here you can go to Gollum Square (go to 122), Cutthroat Place (go to 72) or Pickpocket Parade (go to 12).

However, you must first roll 1d6 to find out what is happening on Hostage Hill:

1. You meet a mugger – go to 257
2. You meet a thief – go to 217
3. Life goes on uneventfully – choose your destination per the above choices
4. You spot an interesting shop – go to 38
5. Time for a drink – go to 48
6. You see a possible 'victim' – go to 247

282 – Tut, tut! Trying to put the ring on while in motion! Naturally, a L1 SR on DEX is required.

If you make it, that's just dandy – go to 120.

If you fail, you fall over and Jumbo Cummings soon catches up with you to find you sprawling helplessly in the dirt – go to 4.

283 – A real roll of the dice, this one...

First a L2 SR on LK. If you fail, Snakebite detects your unfriendly intention and pushes a button under his desk, activating the four Invisible Thugs standing waiting in his office (they will not *give* quarter but rather divide you *into* quarters and devour one quarter each, thus saving the lawyer this week's butcher's bill).

If you avoid that grisly fate (and the Invisible Thugs don't get to chew on your gristle), you need to master the rock troll. He gets 4d6 x2 for each of WIZ, INT and CHR.

If you fail to master his throbbing cortex, nevermind his gristle, the Invisible Thugs make busy with their molars.

If you do master Snakebite, things are not necessarily that rosy in your garden... Go to 34.

Control Freak – Spirited Resistance

284 – One way or another, Valeri the Vampyger has you fairly fixed on the end of her feline claws. You can feel her fur against your skin and it may be the last pleasant sensation you even enjoy. Her fangs are drawn back and the sabretooth ancestry is apparent, as is her vampire heritage from her bloodshot eyes and translucent skin.



No more saving rolls for you to avoid this fate! Her teeth drive effortlessly into your succulent neck, your muscles useless in her steely grasp. You can feel the blood being syphoned up and out of the vein she has latched onto. Not one to over-indulge, once she has slaked her thirst, Valeri leaps away into the dark night, tossing you aside like a rag doll abandoned by a child who knows not nostalgia.

Are you dead? Ah, that is the question. Probably. But possibly not.

Make a L2 SR on WIZ. If you fail, you just lie there bleeding out, waiting for a Bring-out-the-Dead man to make a few coppers from your corpse. If you make it, the magic kicks in!

You are transformed into a *vampyger* yourself. You will always have to obey Valeri's will so long as she lives her undead life but your paths may never cross...

The transformation can be made once each night – no turning back until the next sunset. No powers over animals, no automatic regeneration of body, no turning into mist, rat or bat. You will be able to recover from wounds at a rate of 1d6 CON per litre of blood consumed provided that it is your kindred's blood (bad news if you are a fairy!).

You do not need to drink kindred blood but if you do then you gain 1d6 STR per litre drunk for 24 hours.

Modifiers run as follows:

WIZ x 1.5, DEX x 1.5, SPD x 1.5, STR x 2, CON x 2, CHR x2.

Control Freak – Spirited Resistance

If you bite someone else, you may change them only if they make a L2 SR on WIZ or better **and** they possess a magical item enchanted by magic of L10 or greater (e.g. your toe ring). It is probably not going to happen very often.



If you live on as a vampyger, you may roam the streets of Carthaeph't with a spring in your step and an Ezzo tiger in your tank! Go to 162.

285 –No problem, the life squeaks out of him with a damp farting noise. You can probably get away with saying you cut down a burglar at his work. If you can make a L1 SR on CHR, this is the story that is believed when others come to the sounds of his dying. You get 50 APs and a free bed for the night and breakfast in the morning (giving you the chance to spend APs and restore up to 2 points of CON); if not, doubts definitely exist and you find it best to leave before they grow into a full blown enquiry.

Either way, go to 162 and leave the Nun.

286 – Sneak Lane

From here you can go to:

- Filch Street – go to 177
- Robin Hood Street – go to 187
- Gollum Square – go to 122

Control Freak – Spirited Resistance

However, you must first roll 1d6 to find out what is happening on Sneak Lane:

1. You meet a mugger – go to 257
2. You meet a thief – go to 217
3. Life goes on uneventfully – choose your destination per the above choices
4. You spot an interesting shop – go to 277
5. Time for a drink – go to 208
6. You see a possible ‘victim’ – go to 247

287 – The Silk Purse

Perhaps predictably, this fine old tavern was built out of a giant sow’s ear, brought back from a desperate dungeon adventure by the mighty hero, Wuddles Begaddlethorp, as legend has it. The ear is still in excellent condition and the smell gets lost with those of the earthy yeomen who frequent the tavern.

Wuddles is a jungle man who grew up with bull-apes. His cry is earsplitting and concussive, a heady mix. Tradition has it that her at the Purse that whenever anyone downs a pint in one, everyone else roars ‘*Aaaagh-aaaa-aaagh-aaaa-aaagh!*’ at the top of their lungs in honour of Wuddles. Ear plugs are popular here.

You must make a L1 SR on CON to avoid being deafened by the gargantuan crescendo that breaks out when Smersh the Ogre announces the next round is on him (he does have a remarkably flat head). If your eardrums do burst, you will have to make a L1 SR on CON to hear anything said to or near you in future.

You can simply elect to have a drink (go to 99), pick on someone to use your *Spirit Mastery* ring on (go to 109) or see if you can sniff out a business opportunity (go to 119).

288 – The Winchester Club

The Winchester would be upmarket were it not for the criminals that run their little empires from its tables. Shots are popular here. You have a small glass of tequila placed on your head and Dave the barman picks a customer to shoot it off.

If you make a L1 SR on LK he will pick someone with a decent aim who isn’t too drunk (he doesn’t much like having to lug corpses outside for the Bring-Out-The-Dead men to cart away. For having a go, you can take 100 APs. It is a once per week offer. If you get shot, it is not just the tequila that gets spilt but your brains too.



Control Freak – Spirited Resistance

You can simply elect to have a drink (go to 99), pick on someone to use your *Spirit Mastery* ring on (go to 109) or see if you can sniff out a business opportunity (go to 119).

289- To get away with such bold insouciance you need to make L1 SRs on both LK and CHR.

If you do so, the guards scoff at your accuser and kick his ass all the way down the street while you stroll on to tomorrow's horizon with a bonus 100 APs.

If you fail to make both of those saving rolls, the guards reel you in and wrestle you down before turning you in to their colleagues who do the imprisoning work (go to 201). You suffer some minor abrasions and some not so minor ones (take 1d6 damage).

290 – Make a L1 SR on LK. If you succeed, the owner of the dog sighs heavily and attends to the corpse rather than attending (more roughly) to you – you may go to 120 and put the ring on now.

If you failed the SR, you are the sharp focus of the uruk's ire. Go to 280.

291 – Ruffians' Row

From here you can go to Heist Street (go to 52) or The Robber Road (go to 32).

However, you must first roll 1d6 to find out what is happening on Ruffians Row:

1. You meet a mugger – go to 257
2. You meet a thief – go to 217
3. Life goes on uneventfully – choose your destination per the above choices
4. You spot an interesting shop – go to 198
5. Time for a drink – go to 287
6. You see a possible 'victim' – go to 247

292 – The fight is on!

Jumbo has a kukri and a poniard so gets 4d6 +5 in battle. He also has +5 personal adds as his stats are:

STR-14 WIZ-10 INT-11 LK-15 CON-17 DEX-9 CHR-11 SPD-10

He has a leather jerkin which takes one hit.

Control Freak – Spirited Resistance

If Jumbo scores 3 or more damage on you, he knocks you down (go to 4); if you beat or kill Jumbo, you may take 50 APs and go to 120, where you can at long last put the ring on.

293 – Unless you kill Montgomery Porkchops and his family, you now have several mouths to feed. On the other hand, your laundry will get pressed very nicely and Delilah Porkchops is quite a talented chef and no slouch when it comes to hanky panky. The children are naturally affectionate and can be amusing when they aren't sick, snotty or whining.

Monty shows you his wine cellar, which is nicely stocked, and pulls out a dusty bottle of Cabernet Sauvignon from the vineyards around Castle Lostreld (see '*The Poisoned Chalice*' solo) to reveal a nice stack of gold bars worth a cool 1,200 GPs. It is the family nest egg, something to see the children settled securely into adult life in a cruel, callous city.

This place can be a safe haven for you in a sea of troubles. You should go to 162 when you are ready to leave Robin Hood Street.

If you decide to free Montgomery and his family from your icy grip, go to 5.

294 – She looks quite lovely in a certain light with her pale green hair falling from her slender shoulders down to her wasp-like waist. Yes, you could almost overlook the rather brutal transaction she has just profited from as you read the sale of goods ticket that she has carelessly discarded as she counts the pouch of gold.

The invoice reveals that she has just sold the landlord's infant son to group of Bear Cultists for the princely sum of 100 gold pieces. Now, you don't know the landlord from Adam so you might think this is none of your business but a howl of alarm erupts from somewhere upstairs – a forlorn mother perhaps?

Ruth Lessquila does not look over her shoulder but bolts for the side door to the street. Do you want to:

1. Leave with her (go to 55)
2. Rugby-tackle her (go to 65)
3. Show the note to the landlord (go to 75)

295 – The trap door is quite sophisticated. It is simple to open from this side but anyone can see that the spring mechanism will shut it securely if closed without it being possible to lift it from underneath. There must be a key or some such device but whatever that may be, it is not in sight.

Control Freak – Spirited Resistance

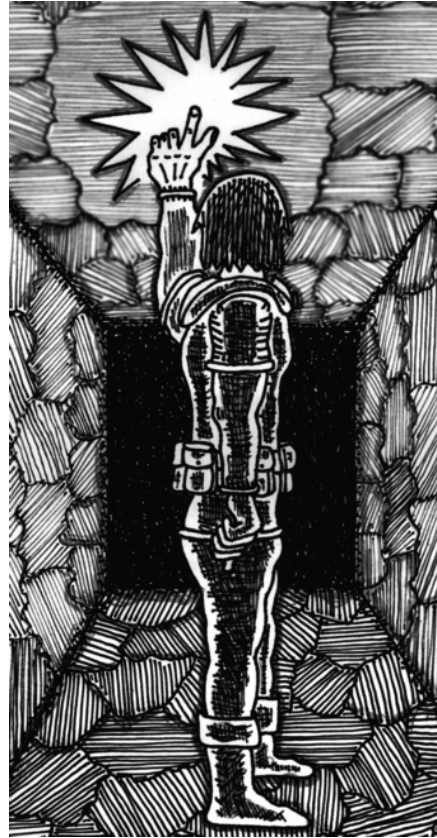
If you go down here you run the risk of being shut in. You can just get out of the Nun now (go to 162) but if you want to descent into the depths, go to 7.

296 – It must look like a being a piece of cake. You are there, knife in hand, poised over a sleeping victim. However, if cake it be, you have bitten off more than you can chew...

Thickie's attributes are quite amazing:

STR-14 WIZ-230 INT-4 LK-28 CON-16 DEX-12
CHR-11 SPD-11 (he has +18 personal adds). He is a Level 23 warrior so gets 23 additional dice for his weapons – it just has got to be magic!

He was born under a wandering star, a star placed in the heavens to be the eyes and ears of a Wizard-God. The star is always directly above Thickie Muddlebrow, day and night, and did but sea captains and mariners know, they could sail their vessels with reference to Thickie.



As you stand on the precipice, balanced on the point of life or death, Thickie gets a saving roll on WIZ to attract his benefactor's attention. You do too.

If you beat him, you can go ahead with the murder – and then you can go find Drink to confirm the hit has been carried out (maybe take some body part as proof of the deed – an ear, maybe?). Take 100 APs and go to 266.

If you do not beat Thickie on WIZ, an ominous rumble echoes from his stomach and twin lighting bolts blast from his nostrils. Each hits you for 300 points of damage. It may well be that you are dead, Thickie is still sleeping and you are taken silently away for arcane experiments.

If that double strike did not kill, you are teleported out of this adventure for questioning. To make a long story short, you may take 500 APs and go look for some new entertainment.

297 – The Two Coppers Shop

Allegedly the cheapest shop in the city, the Two Coppers has much in common with another shop in another universe – *Grot*, established by Reggie Perrin.

Control Freak – Spirited Resistance

If it's worthless you can be sure to find it stocked here. Broken milk bottles, empty ink pots, rusty tin cans, lumps of mud, mouldy bread, used diapers, toothless combs, bent nails – they all are on display and carry hefty price tags.

The two ex-coppers who run the shop, McGarry and Plod, have a nice fat city pension and don't really want the bother of actually selling stuff and having to cook the books. What they really trade in is information. Thieves need to keep one step ahead of the law so they are the big spenders here but the city authorities buy almost as much to keep the distance down to just that one vital step.

If you can make L2 SRs on INT and CHR, McGarry and Plod will buy information from you. The basic price is 50 GPs but you can add 10 for every level above the L2 base.

They will only buy once per week so don't try to flood the market with false gossip and slander.

298 – Delver Operations Network

DON is a new outfit to town and there are already some twisted rumours flowing about its shady purposes. Ostensibly it is an advisory business, offering tips to novice dungeon delvers. There is a sharp looking elf bowman lurking outside but inside the desk is run by a placid middle aged woman known as Waquina.

Their consultants charge 30 GPs for a minimum of 2 hours and cover magic up to Level 2 through a quietly charming young witch called Satina and all modes of warrior work, from trap-springing to holding a corridor against multiple foes, through a tough, clear-spoken veteran named Basil.

It is possible to meet and drink tea with the other owner, Basil's partner Ronald Neuf-Prunt, but that involves negotiating a share of any treasure found on a dungeon crawl.

If you would like to meet with Satina and Basil, go to 219; if you wish to go to the top and consult with Ronald, go to 229.

299 – Harry Hotspur is an unusual fellow. Some days he can square up to the world, look it in the eye and not back down. On other days, he is as meek as mildew and with good reason – his muscles shrink, his intellect recedes, he catches colds, he wobbles as he walks, life treats him as if he has walked under ladders all day, no one takes a blind bit of notice of what he says, even energy-drained wizards can do as they will with him with their magic and if you stamp on his foot it takes more than a minute for him to start hopping on the other one.

Harry's stats depend on the day of the week. He gets 1d6, 2d6, 3d6, 4d6, 5d6, 6d6 or 7d6 for all eight attributes depending on when you encounter him.

Control Freak – Spirited Resistance

Roll 1d6: if you get 1-3, it's one of the weaker days but on 4-6 it's a top 3 day for Harry. Once you know which it is, you can roll again: 1-4 gives you each of the weaker days, re-rolling 5s and 6s whereas 1, 2 and 3, 4 and 5, 6 will tell you just how good his good day is. You will need to roll up Harry's attributes now.

If you succeed with the *Spirit Mastery* you can take him with you as an escort and faithful companion (but check his good days don't free him from your mind control!). You can take a bonus 200 APs as you leave Caerthaeaph't.

If you fail to possess Harry Hotspur, he will first whack you (you take 1d6 plus his adds in damage) and then hand you over to the Watch (go to 201).

300 – This is not a smart move, nor is one with much chance of success.

The shaman Uxottl is an ambassador from distant Khazan, in the employ of the Death-Goddess herself! The collie was a distant cousin on her mother's side who was being given special training under Uxottl's wise tutelage. The child was an obnoxious brat and caused the long-suffering shaman no end of grief.

Uxottl does not take kindly to being attacked and will react with a L2 *TTYF!*

His stats are:

STR-24 WIZ-70 INT-61 LK-35 CON-27 DEX-39 CHR-41 SPD-25 (he has +75 personal adds).

He has a naga belt which takes thirty hits, a 10d6 +25 enchanted kukri, a magic whistle focus carved from a sapphire and many, many lurid feathers.

You should roll a L2 SR on INT to see if he casts the spell successfully – you can get to him if you beat him by 2 levels on SPD.

He will resort to physical fighting after the spell cast/attempt and the dog will fight for him – MR of 12 (2d6 plus 6).

If you defeat him, you may have 300 APs and all his fine possessions. Go to 120 to put the ring on.

301 – So you are ready to leave the larcenous city of Caerthaeaph't, are you? I wonder if it has been kind to you?

Roll 1d6 and consult the following table as you approach the city gates:

1. You are stopped by the guards on duty at the gates (go to 59)

Control Freak – Spirited Resistance

2. You are spotted by someone you have wronged in some way (go to 69)
3. You pass through without complications – take a bonus of 100 APs for every person you *Spirit Mastered*
4. You pass through without complications – take a bonus of 100 APs for every person you *Spirit Mastered*
5. You are spotted by someone keen to put a business proposition your way – go to 79 if you want to listen or see 3 or 4 above if you ignore the opportunity
6. You see that the solitary Watchman is dozing and that no one is looking – go to 89 if you want to use your ring on the guard or see 3 or 4 above if you ignore the opportunity

302 – “My name is Chi Chi. There is someone I want brought to me but he is in Gettowta Gaol – he seems to spend most of his life behind bars. I’d get him out myself but I’m too well known. You could call it a kidnapping or you could regard it as a rescue. I’m inclined towards the former as I shall give him his freedom. That way I get much more fun in tormenting him.

How will you recognise him? Easy! He’s an elf named Reccardio and he has his bow hand missing. He’ll be in solitary confinement because no one else likes him. He’s a sour bastard, that one. I’ll pay you a thousand in gold if you bring proof that he’s free and on the streets. I think we understand each other so get cracking!” She fingers her whip as she says this.

The prison is on Ruffians Row. It is of course maximum security. You could get in by claiming you are here as a good Samaritan paying the miserable criminal a visit – it will take a L3 SR on CHR to convince the Keeper of the Keys that you are sincere.

You could also get in by dressing as a cleaner – you will need to make a L3 SR on INT to disguise yourself well enough to get in that way (or you may have a talent for **Disguise**).

Once inside, you will see that the solitary confinement cell is far away from the other cells and there is but one guard in the passageway that leads to its lonely door. He is a dozy fellow. You could sneak up to him and muffle his mouth if you made L2 SRs on both DEX and LK – the LK SR would ensure the coast is clear (fail and you get captured all too easily and sent off for trial – go via 201).

If you get past the guard, you then have to either force the door down (quietly!) or pick the lock. If you have pick locks, it is a L3 SR on that talent (or DEX if you don’t play with talents). To push the door down takes a L4 SR on STR.



Control Freak – Spirited Resistance

If you have to give up on your mission then you need to make a L1 SR on LK to get out without bother or you are arrested on suspicion (go via 201).

If you release Reccardio, you should make your way out following in his footsteps as he has escaped from more jails than you have had hot potatoes. He won't say thank you or allow you to accompany him once on the streets but you will be able to claim your fee.

303 – It was twenty years back that Kendra gave in to Grimlard's swarthy charms and she has been regretting it ever since. He turned out not to be the one night stand she envisaged and he has turned the screws on her ever since. Still, Kendra is generally a lucky lass and if you are going to blackmail her you need to be even more fortunate that she tends to be.

Roll 1d6 for both Kendra and you. If you beat her she will pay for your silence. The winning margin determines how much: margin times 50 GPs is what you can force out of her.

If you lose, she calls the Watch and they cart you off (go to 201).

304- "The price is 400 GPs – no haggling, there isn't time. My poor little sister's blisters will explode if we don't get her Pumpkin Coach back! My name is Amberella and this is Emberella. It's been stolen by those dandy highwaymen, Adamant and Dick Turnip. Off you go! You'll find them with the darkness on the edge of town."

With that, Amberella pushes you out the tavern door.

You will get 400 APs to go with the cash if you succeed in recovering the coach. To find it, you'll need to be vigilant as the highwaymen are like lightning and never strike in the same place twice. A L3 SR on INT will allow you to locate them. (In this case, you may try again at no cost via a different tavern if you fail here – Amberella does not bother to remember faces for very long.)

If you find the coach, you will need to overpower or trick the highwaymen. If you go straight at them, treat them as each having MR 50. What's more, they both pack a pair of pistols and their policy is to shoot on sight.

They will hit you with a roll of 11 or better (DARO) and they get two shots each before you can attack them as they are quick (fast enough to switch to swords after firing). The gunnes are as always prone to playing up and a critical fumble will see Adam or Dick scattered to the *Four Winds* in a tomato red splatter.

If you succeed you may take any gunne (8d6) that is in one piece and return to the tavern to save Emberella's blistered feet and receive Amberella's favours. If you have to give up, randomise where you proceed from via paragraph 191.

Control Freak – Spirited Resistance

305 – Lizilla is an artful lady but when she was young and naïve Grimlard lavished praise on her early sketches and she fell for his flattery. Although she is highly regarded still, her talent never brought her the riches she deserved so blackmail her will not bring you great wealth. She certainly does not want her neighbours to know that she once had a fling with Skuttle.

Roll 1d6: odds and she pays you all the money in her piggy bank – that’s 50 GPs – evens and she calls the Watch and they cart you off (go to 201).

306 – “I’ll pay you 100 GPs if you collect my new cousin from my aunt – not a copper more!” As she speaks you notice something chirpy about her tone that betrays her heritage – there is more than a little harpy on her mother’s side of the family!

“If you drop the egg on the way back, there’ll be trouble a-plenty for you so just you mind your step. I’m not incubating a mess of yolk and shell, not on your Nellie! Now run along – Aunt Peckerdillo lives at 666 Burglar Arcade.”

You will get a bonus 100 APs if you get the precious egg back to Finchetta Slapwing without breaking it.

To do so you need to first convince Aunt Peckerdillo that you are trustworthy with something so precious. That will entail a L1 SR on CHR and if you happen to roll a critical fumble you will die under a thousand beaks and talons as she calls her extended family down upon you (ok, a L2 SR on SPD will see you escape their spiteful fury).

Then you must get the egg back to the tavern. No one is likely to want to steal it but you never know... Saving rolls at L1 on LK please then one on DEX to avoid accidents. Only critical fumbles will see you either lose or drop the egg.

307 – Ursula is a big, cuddly bear of a lady and she once held Grimlard a little too long in her embrace. She really does not want her husband Grizzly to find out so she will pay to keep her reputation intact.

She is not stupid though and if you try to play this card again she will call the Watch. Take your 30 GPs and go.

308 – Those monkeymen are desperate and they make a real mess when they get unhappy so you are doing a good deed here. The price is 40 GPs (and you get 40 APs bonus if you succeed). All you have to do is get the crate from Mr. Courvoissier at 17B Hit and Run Avenue and you’ll be very popular at this boozier for many a long night.

Hit and Run Avenue can be dangerous for pedestrians so, unless you have wheels, make a L1 SR on DEX to negotiate it safely (otherwise you take 2d6 collision damage).

Control Freak – Spirited Resistance

Lugging the case of apricot brandy back might make you an easy mark for thieves and binge drinkers or both! You will need to make a SR on LK to get back safely. This will be determined by a STR SR so make the best effort you can on this attribute: a L1 SR pitches the LK SR at L2, L2 or better sets it at L1. If you fail, the LK SR is L3 but if you roll a critical fumble then you do your back in, lose the brandy and take a 3d6 damage kicking.

If you fail the LK SR then you must deal with your attackers. Roll 1d6 to see how hardcore they are:

1. The thugs have a group MR of 100.
2. The thugs have a group MR of 80.
3. The thugs have a group MR of 60.
4. The thugs have a group MR of 40.
5. The thugs have a group MR of 20.
6. The thugs have a pathetic MR of just 10.



You may take APs equal to any group you vanquish or escape from. To escape from a gang, you must make a SR on DEX of at least L1 but one level higher for every 10 points you lose a round of fighting by.

If you survive you should a fight but lose the crate, go to 191 to proceed from Hit and Run Avenue; if you are successful in your commission, return to the tavern and make those sweet-toothed alkie very happy!

309 – Riccina hoped Grimlard would keep their moment of passion to himself. She certainly does not want this to go public because she prints pamphlets promoting virtuous conduct and has quite a following. She is well enough off to set heavies on you but that too would be running a risk she dares not run.

If you can make a L1 SR on LK she will just pay you to go away. 200 GPs is what she will part with but if you come back asking for more she will loose her dogs and that would be it for you... (If you fail the LK SR you need to make a L1 SR on CHR for her not to have you pulped here and now).

310 – “Great! This little package needs to go to Mrs. Trollope – she lives at 44E Larceny Lane. Just make sure her husband doesn’t see you delivering it. He’s a big bruiser with a short temper. If you get it safely to her and she confirms the delivery I’ll pay you 30 GPs this time tomorrow night.”

Control Freak – Spirited Resistance

He seems very pleased with you – or with himself perhaps. All you need to do is get to Mrs. Trollope’s house without having the small parcel snatched from you on the way (that will take a L1 SR on the average of your INT and LK to avoid all the thieving villains out on the streets) and then another one just on LK to avoid Mr. Trollope (if you are detected by him you’ll have to avoid his elastic-Reed Richards arms which takes L2 SRs on both DEX and SPD or you suffer a 2d6 battering – if you choose to fight him after his first swing, treat him as having a MR of 16).

If you succeed in your task as well as the payday you can take 30 APs and return to the tavern.

311 – Stephanie tries hard but sometimes she gets things wrong. She really doesn’t know why people doubt her sincerity. She certainly got Grimlard wrong and he has been having his wicked way with her twice a week for the last thirteen years. She is ashamed and wants to keep this under the carpet. She would pay you but she just doesn’t make enough to keep the wolf (or Grimlard) from the door. She spends her time embroidering and she will give you some nice, pretty pieces which you might be able to sell.

There are six pieces she has finished and hands over to you. You need to make progressively higher saving rolls on LK to sell each one, starting at L1. The price? Roll 3d6 each time (the market is flooded with this type of embroidery).

312 – She gives you her name – which she gives to very few people because names hold power and she likes to keep a tight grip on those particular reins. It is Mitch. “If you let Mumsie know that I sent you, you should be fine.

She lives at Metamorphosis Cottage on Cutthroat Place. She is a trifle deaf so you will have to speak up when you get there. You’ll find a *dog & bone* speaking device on the door. You just pick up the bone and speak into it and the dog will translate for you. It’s two-way so you’ll be able to hear what she has to say. Oh yes, I’ll give you 50 GPs if you fetch me the right cream.”

You will also get a bonus 50 APs. Cutthroat Place is a wicked place to have to visit and it tends to live up to its name. You will have to make a L1 SR on either INT or LK (your choice) not to lose your life to the slash-happy denizens of its dark nooks.

If you do get to Mumsie’s door with your blood still safely flowing through your veins and not all over the pavement, you will need to make a L1 SR on CON to make yourself heard and hear what she says in reply. You need to hear what she says because she demands good manners and sometimes turns rude visitors into toads.

If you do fail the CON SR you won’t get the cream but if you can make a L1 SR on WIZ you will at least avoid the amphibious life.

Make your way back to the tavern if you obtain the anti-itch cream or to 191 if you fail and need to proceed from Cutthroat Place.

Control Freak – Spirited Resistance

313 – Behind this brick is a third one, marked with an ‘X’ again.

Do you want to remove this one? If so, go to 317; otherwise, go to 122.



314 – “My name is Glandalf Glimmergrunge. I own a fireworks factory. I have had my workers hard at it for several months now as we approach the Winter Solstice and the *Night of the Bigboombang!* I fear my rival, Lustiloyne the Leering, has hired hoodlums to set the whole lot off tonight!

I can’t afford that and neither can the city! I have put in place the normal magical wards but I worry that he has hired a gremlin sneak who may bypass my traps and protections. I think the hoodlums will cause a diversion and this gremlin will seek to capitalise. You must stop him!”

Glandalf offers you a sip of monkeybrains juice to fortify you. This potent brew will add one point to your STR, CON, DEX and SPD provided that it doesn’t kill you – a L1 SR on

CON is called for if you choose to drink the foul stuff. Your pay will be 100 GPs and you will get the same as an APs bonus if you stop a pyrotechnic maelstrom.

You need to keep your wits about you to stop Stefanji the Gremlin. If you can make L1 SRs on all of INT, DEX and SPD, not only will you see through any diversionary tactics but you will be too quick and nimble for Stefanji to slip past your guard.

If you fail any of those three saving rolls, you will need to fight the gremlin trickster. Although he only has a MR of 16, it takes a L2 SR on DEX and SPD to hit him. He never tires either but you may. Each round of fighting that you fail to skewer Stefanji your STR will go down by one point (he has a nasty little gremlin spell that he invariably uses in combat). You can have an extra 50 APs if you slay the gremlin.

You can go back to the tavern for payment if you keep those fireworks from lighting the night sky like the mother of all lightning storms.

315 – Marsden is good at keeping a low profile so him being with you won’t make things any more difficult. You do realise that things are already difficult, don’t you?

Drink is waiting for you. If you make a L3 SR on LK his guard will have slipped and you will have a chance to get past him. To do that, you need to make a L2 SR on the average of INT and DEX – that would be really good sneaking.

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If you succeed, you are out on the street with Midge (whenever you meet the City Watch you must make a L1 SR on LK to see if they recognise him, arrest you both and march you away to justice – go to 201 if this happens).

If you fail you are confronted by a smouldering demon, well aware of your treachery and smug in his ability to dish out your just deserts. Go to 267 to see his stats for combat.

Midge will fight with you but you must see if your force of personality can drive him on as he is new to this ‘control freak’ stuff – if you make a L2 SR on CHR or better she will fight at 100%, L1 at 50%, fail L1 at 25% and critical fumble? (He hits you instead of the demon!)

If you escape or win the combat, go to 187.

316 – “My name doesn’t signify, my dear chap,” he tells you with a puff on his cigar, “but you can call me Squiffy. I’m not a half bad thief in my own right but what with lumbago, rheumatism and a touch of arthritis, I think my days of clambering up walls and skittering about on roof tops are history. Still, as we all know, history is written by the victors and we’re in that camp, I should say!”

Squiffy seems most amiable and withdraws another square-ended cigar from a rune-covered case and offers one to you. “They’re hand rolled by a man known as Pigasso and they do a body a power of good! Fill your lungs – you’ll feel as if the world can’t touch you!”

Indeed, these Cubists cigars morph skin into a substance more like hide. You look the same and have lost none of your sensitivity but your skin now takes 5 hits.

“Look, let’s get down to brass tacks,” declares Squiffy ebulliently. “I’ll pay you 200 GPs if you steal me the *Heart of the Matter* from the *Tower of Uncertainty*. It’s very small and can be in more than one place at the same time so you’ll have to be on your toes. The Tower is high and slippery and the roof is very weak. Anyhow – good luck! See you in a couple of hours – or not at all! We’ll have a toast first before you set off. By the way, it’s on Shark Court.”

He clicks his fingers and a second champagne flute is brought.

To climb the Tower you need to make a L3 SR on DEX. Every time you fail, you take 6 points of damage with only your hide protecting you from the buffeting. To get across the roof safely, you need to make a L4 SR on DEX and if you fall you take 4d6 damage, again with only your hide affording you any respite.

After that it’s plain sailing. Except that you have to find the damn thing. That takes a L2 SR on the average of INT and LK. The air inside the Tower is laced with cyanide and arsenic in a very unpleasant combination and you will lose one point of CON each round you search for the *Heart of the Matter*.

Control Freak – Spirited Resistance

If you survive and find this tiny treasure you can have 200 APs when you get back to the tavern, Squiffy and the *Dom Peryton*.

317 – This one is very difficult to pull free. Gravity seems to weigh heavily on it.

Make a L1 SR on STR. If you fail, you cannot remove it and must go to 122. If you succeed, you must make a L2 SR on DEX. If you succeed, go to 319; if you fail, go to 321.

318 – Ringwurm has had a vendetta running for some years with a birdman named Peckerbeak. He knows where you will find his enemy, perched on the roof of the *Ivory Tower* on Gollum Square. He spends a lot of time preening his feathers, such is his vanity, so Ringworm thinks you may catch him unawares if you are lucky.

“I’ll pay you a bounty of 600 GPs for his tail feathers as proof that you gave him a thrashing. That’s a fair reward for bruising your knuckles, eh?”

You’ll get 600 APs too if you beard this griffonic creature.

You’ll need to make a L3 SR on DEX to climb the *Ivory Tower* and a L4 SR on LK to take Peckerbeak by surprise. If you fail the L3 SR you can keep trying but a critical fumble on the DEX roll will see you fall and take 5d6 concussive bone damage; a roll of 1,2 on LK will see him turn the tables and surprise you.

If you end up in combat, the leonine birdman has a MR of 120. If he beats you by more than 10 he will knock you off the tower. If you surprise him, you get a free strike so make it count because he certainly will if he gets the chance to wallop you from today into tomorrow.

319 – You have found the infamous *High Wizard’s Sigil*. This was made many moons ago in distant Khaboom for a Head Wizard rapidly falling into senility. It suited the Khaboom Wizards’ Guild to prop up their geriatric colleague and so they fashioned a sigil that allows the wearer to cast all L1-5 spells at just one third of the normal WIZ cost. There is no INT SR required and the sigil works for anyone, regardless of INT.

You could turn it in but I suspect you won’t! Proceed from 122.

320 – “I’m Brian and so’s my wife,” the male head declares. “Yes, we are,” the female head agrees. “We’ll pay you 300 GPs if you check on the fish and chip shops in town and collect our rent.”

When you enquire, it transpires that ‘rent’ is a euphemism for protection money. The mutated couple extort a princely living from the city’s fryers and they want you to go round and collect cash for them as their last collector, SupBro, had boiling hot oil poured all over him and he was beyond the arts of healers and mages alike – and was not worth the cost of a resurrection spell.

Control Freak – Spirited Resistance

You will also get 300 APs if you bring home the fishy bacon.



All you have to do as you visit the six shops in their portfolio is look scary. That will take a L2 SR on CHR. If you ever fail you will need to make a L2 SR on LK to get away before oil gets thrown your way. If it does you need to make a L2 SR on SPD or you will suffer 6d6 in burn damage. You can consult paragraph 191 and roll at random to see where the chip shops are located.

If you collect from at least five that is good enough for the Brians but less than that and you should give extortion up as a bad job.

321 – The proprietor of the Den, Halla, confesses he has no idea how they are doing money-wise and he has had a number of threatening letters – which he has had to have had read to him as a matter of both pride and principle - talking about repossession, foreclosure and burning to the ground if certain loans are not paid up soon.

He's looking for a bean counter.

If you can make a L1 SR on CHR he will seem something about you that hints you could do the job; if you can make a L1 SR on INT you will be able to gauge the right temperature to cook the books he hands you in the big basement furnace he uses to dispose of the dead drunks.

If you have read your Ray Bradbury and know what Fahrenheit setting is required to ignite paper then the job is yours!

You will get paid a handsome 200 GPs a month and you will get a bonus of 500 GPs just as soon as you make a L4 SR on INT to create a bold financial strategy to keep the Den solvent.

You can try the INT SR once per month when you draw your pay but you should also try a L1 SR on CHR every month to check that you remain clear of suspicions about hands in tills. This is a cash business after all. If you fail the CHR SR, you will be sacked and get no reference (well, Halla can't write so that's not unexpected); if you roll a critical fumble you will be handed over to the Watch after receiving several slaps (2d6 damage).

Control Freak – Spirited Resistance

322 – “As a sign of good faith I’ll tell you my name and I shan’t even asked yours. If I knew it, I’d have to add it to the list on my scroll that covers everyone I need to eliminate to feel safe. You might think me paranoid but it’s safer this way. I finished with my woman because she couldn’t help me with my mind – and no one else can either.”

He looks depressed at this though, as if he is drowning, but he soon changes that to a hollow, ringing laugh.

“I’m Ozzy and chickens are scared of me!” He bares his stained teeth and snaps his jaws shut with feral ferocity. “I want you to kill a little girl. She’s had a bit of schooling but doesn’t know half of what she will know if we don’t put a stop to her. Now don’t fret – I have ‘seen’ that she will grow up to be a terrible witch – evil doesn’t come close! – and she will be the ruin of many a poor boy, you and me both!

You’ll find her on Hostage Hill. Her mother is a tailor – she specialises in sewing blue jeans – and her father is a gambling man. They should both be busy so it will be a doddle for a ruthless killer like you. Your fee is 800 GPs.”

You have no choice but to go through with this dubious murder so off to Hostage Hill you go. (You will receive an APs bonus of 800 if you kill the witch.) There are two ways into the run down hovel that is your destination – down the chimney or through the front door. The door is normally locked by powerful magic but you can make a L3 SR on LK to see if the girl, Nightshade, has been forgetful. If she has, you can skip down to the “Inside the House” paragraphs.

If it is the chimney for you, you must hope there is no fire blazing in the grate. That is just a L2 SR on LK. If it is alight, you must make a L3 SR on CON as you descend and take 2d6 char damage if you fail. It would really make sense to drop if there are flames beneath you, wouldn’t it?

You also need to make a L2 SR on SPD to get out of the fireplace quickly enough to avoid 1d6 CON loss there.



Now we are inside!

Perhaps the girl will be sleeping... Make a L1 SR on LK and she will be. You will also need to be stealthy – a L1 SR on DEX if you please.

If Nightshade is not sleeping or you disturb her by being clumsy, she will zap you with a L2 *TTYF!* Her INT is already 21 and she has an impressive WIZ of 30, making her a L3 little witch. If she blasts you, unless your WIZ is 30 or higher, in which case she gets a bad feeling, you will be whacked with 42 points of hurtful damage. (She does need a L2 SR on INT to cast the spell.)

Should that not kill you, her next effort will be an *Oh Go Away!* spell – and her INT, LK and CHR total 65 when her WIZ is full but it will be down by 8 after the L2 spell so the *OGA!* total is reduced to 57.). If you flee, then you won’t get paid. It’s that simple. (You should look at paragraph 191 to proceed from Hostage Hill.)

By Mark Thornton, Khaghboommm Press
with artwork by Stanley Ditko

Control Freak – Spirited Resistance

If you are in a position to strike at Nightshade, either because her magics have failed her or because she is sleeping, you still may have your work cut out. She has a protective khremm sheath about her which protects her from all physical attacks unless a L3 SR on WIZ is made by the assailant.

This may mean you just have to give up. If not, her CON is a mere 6 so she will be easy meat.

323 – Your clumsy attempt to take this lynchpin brick out is nothing short of catastrophic! Calamity ensues as the whole tower comes down in a thunderous roar like a Jenga tower toppling under the hand of a small child.

You get crushed and Caethaeph't loses half the members of its Wizards' Guild in one cacophonous act of vandalism!

324 –

Ronald Neuf-Prunt's attributes are:

STR-15 WIZ-29 INT-30 LK-22 CON-16 DEX-25
CHR-29 SPD-19. He is a Level 3 wizard.

This is a battle of minds. If you win, you can possess Ronald and his ring (so you now have a back up) and take over the RON business. It is currently netting 100 GPs per fortnight but you might make it really hum or you might drive it into the ground. You can work out a mechanic for deciding how it fares or you can email me at mark.findlayrd@gmail.com. Ronald's personal wealth is 1d6 x 1,000 GPs.

If Ronald masters you it is over and done with as far as this character is concerned as he does not leave things like this to chance and he lacks all mercy.

325 – The lamp with the bad djinn is the equivalent of a Deluxe Magic Staff. The djinn inside, Artaxerxes by name, will definitely try to possess you. His INT is 30 and that is the key – if your INT is lower you are sunk. If not, bingo!

Artaxerxes knows all L1 and 2 spells and will cast them at your order or in your defence of his own volition – what a bodyguard! His WIZ is 30 too. He can also learn spells from you instantaneously.

The lamp is tough. It has a CON of 30 but if it is destroyed the djinn will attack you. If your INT falls below 30, Artaxerxes will possess you so be very careful!



Control Freak – Spirited Resistance



326 – The lamp with the good genie is very precious. Tisapherne is a healing genie and will perform either *Poor Baby*, *Healing Feeling* or *Too Bad Toxin* whenever you rub the lamp. Her WIZ is 100 so she is quite a treasure.

She does speak so you will have company whenever you want it but her sole interest is medicine so you'd better bone up. The lamp is virtually indestructible, having CON 100 – if it is destroyed

Tisapherne will leave this plane.

327 – Thickey is useless at keeping a low profile so him being with you will make things much more difficult. You do realise that things are already difficult, don't you?

Drink is waiting for you. If you make a L5 SR on LK his guard will have slipped and will have a chance to get past him. To do that, you need to make a L2 SR on the average of INT and DEX – that would be really good sneaking. However, if you fail the LK SR, he will know you are coming well in advance and lay in ambush! (See the combat paragraph below – he will get a 50% attack bonus in the first round.)

If you succeed, you are out on the street with Thickey (whenever you meet the City Watch you must make a L2 SR on LK to see if they recognise that their beloved captain is under duress, arrest you, free him and march you away to justice – go to 201 if this happens).

If you fail you are confronted by a smouldering Demon, well aware of your treachery and smug in his ability to dish out your just deserts. Go to 267 to see his stats for combat. Thickey will fight with you and him being new to 'control freak' mode makes not difference as he always operates on autopilot in battle!

If you escape or win the combat, go to 187.

328 – Skuttle is quite good at keeping a low profile so him being with you won't necessarily make things any more difficult. You do realise that things are already difficult, don't you?

Drink is waiting for you. If you make a L4 SR on LK his guard will have slipped and will have a chance to get past him. To do that, you need to make a L2 SR on the average of INT and DEX – that would be really good sneaking.

If you succeed, you are out on the street with Grimlard (whenever you meet the City Watch you must make a L1 SR on LK to see if they recognise him, arrest you both and march you away to justice – go to 201 if this happens).

If you fail you are confronted by a smouldering Demon, well aware of your treachery and smug in his ability to dish out your just deserts. Go to 96 to see his stats for combat. Grimlard will fight with you but he is no fighter at all – maybe more of a biter actually – and cannot use a weapon better than a dagger (he has a poniard in his boot for edgy situations).

Control Freak – Spirited Resistance

If you escape or win the combat, go to 187.

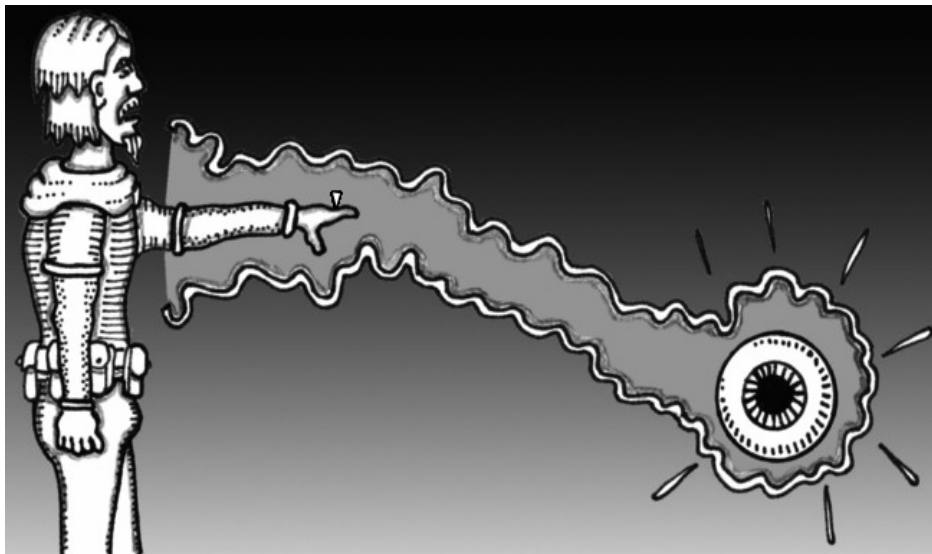
329 – The Skuttles are hopeless at keeping a low profile because they keep bickering so them being with you will make things more difficult to the n th degree. You do realise that things are already difficult, don't you?

Drink is waiting for you. If you make a L5 SR on LK his guard will have slipped and will have a chance to get past him. To do that, you need to make a L2 SR on the average of INT and DEX – that would be really good sneaking.

If you succeed, you are out on the street with the Skuttles (whenever you meet the City Watch you must make a L3 SR on LK to see if they recognise them, arrest you all and march you away to justice – go to 201 if this happens).

If you fail you are confronted by a smouldering demon, well aware of your treachery and smug in his ability to dish out your just deserts. Go to 96 to see his stats for combat. The Skuttles will not fight for you under any circumstances when Drink is present – in fact, he causes them to fight each other with vicious savagery.

If you escape or win the combat, go to 187.



330 - If the deceased was carrying enchanted items, he disguised them well. Neither *Detect Magic* nor *Omnipotent Eye* reveal anything of a magical nature except... Well and good! There is one thing and one thing alone that reeks of magic. Not only does it reek, it positively screams out to you what it is capable of. On the wizard's middle toe of his left foot, hidden by a rather smelly and holey sock, is a ring of greenish copper.

It throbs and pulses when you uncover it and there can be no doubt that it is the ring's voice that speaks in your head. Go to 20.

Control Freak – Spirited Resistance

331 – Less than 20 GPs – You get a brass coin enchanted to double the rate of WIZ return as a one-off (you can save it and use it when you choose; it will work until all the WIZ spent at the time you rub it between your thumb and index finger has been replenished).

332 – 21 to 50 GPs – You get a candlestick which will give you the same vision as the *Cat Eyes* spell each time you hold it; however, each time you must try a L1 SR on WIZ and if you fail the candle melts in your hand, causing 1d6 damage.

333 – 51 to 100 GPs – You get a snuff box with 10 pinches of *ouffledust* inside. *Ouffledust* is very potent stuff indeed and will double your STR for 30 minutes – although it will be reduced to half its normal value once the boost wears off for the same period of time, just like the *Double Double* spell.

334 - More than 100 GPs - You get a mithril needle and a reel of spider thread. If you weave it into any carpet, it will empower the carpet to fly! The only downside is that once the carpet reaches an altitude of 20' or higher, there is a chance it will spontaneously combust! Whenever it attains this height, you must make a L1 SR on LK for this not to happen. If it does, you take 1d6 d6 burn damage plus 2d6 fall damage!

You can control the carpet with the word, '*Ribbit*', although to make it unroll the word is '*Gribble*' and to make it roll up you must say '*Shtntrnfltn*'.

335 – These pleasures Pandora plies are unknown because they are all too often fatal. Too survive them and not expire in a swoon of ecstatic agony, you must be made of stern stuff and have a sparkle to tantalise Pandora, no easy matter given all that she has seen and sampled in her lissome life.

If you can make L2 SRs on both CON and CHR, you will both satisfy and survive – and gain 1d6 to each of these attributes by virtue of this baptism of fire.

If not, the *Flames of Passion Pure* roast every fibre of your body and the *Waters of Viscous Ardure* sweep you away on a tide of unbridled horseplay – you die happy but spent.



Control Freak – Spirited Resistance

336 - The dog hears you coming and springs up to escape you. If you want to give up this chase, that's fine, you can just put the ring on now – go to 120; if you want to keep bearing down on the dog, make a L1 SR on SPD and go to 220.

337 – By rights, Rose should be in Stormguard and many a league from here but that is not the way this particular cookie has crumbled. A beautiful adventuress, the star of many a heroic exploit, Rose has recently lost her comrades and wants a new sidekick. You can be Batman to her Robin.

If this is good with you, I suggest you (re-)read Ken St. Andre's "**Rose of Stormguard**" – you won't be sorry! – and then find a GM to spin you webs of possibilities for such a twist of fate.

If you don't want to play second fiddle even to an almost divine dungeon diva, shame on you! If you can make a L2 SR on LK, Rose will let you slip from her hook and you can take 100 APs as you plot a course that will struggle to compare with what might have been...

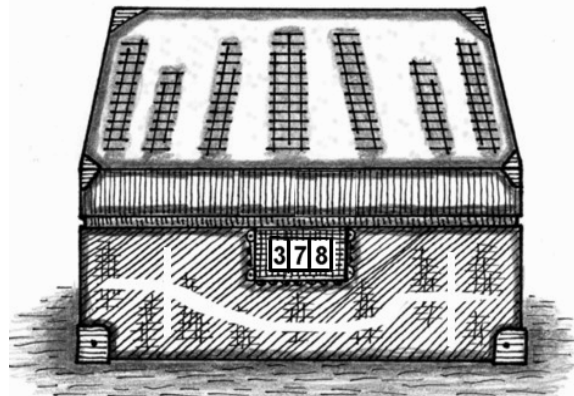
338 – If you killed Peter or at least took him down to zero CON (remember, it's minus 10 to be dead) you get to ransack his house; if not, he fires up his *Hell Bomb Burst* sigil in a suicidal homicidal act of final malice. If you must face his wrath, go to 339; if you are ready to ransack, go to 340.

339 – The house is burnt to a crisp and Petey is cremated in a hiss and a roar of bubbling, blistering blubber. You must take 10d6 damage directly from CON less 1d6 for every level of LK SR you make. If you survive, take 100 APs. You lose consciousness but a Watchman lays you out on a street bench to recover (go to 162).

340 – You are now the possessor of a secure house on Robin Hood Street. You have a safe place to lie low in and to store your goods. Parker has a strong box under his chest of drawers in his bedroom. It has a combination lock.

It takes a L3 SR on DEX to open it and each person can have just one try. It is small enough to carry in your arms but it is rather heavy. If you get anyone else to try, you need to make a SR on INT to set up a safe situation so you don't get mugged. The more you pay for the service, the lower the INT SR – every 50 GPs paid reduces the level required down from L3. If you are mugged, the MR of the mugger equals 20 plus 1d6 times 10.

The box has gems worth 1d6 x 150 inside.



Control Freak – Spirited Resistance

Taverns of Caerthaeph't

- The Eviscerated Nun (54) – Heist Street
- The Liquor Hole (9) - Robin Hood Street
- The Alibi Rooms (10) - Thieves Boulevard
- The Bushwhackers Tavern (28) - Snaffle Street
- Moe's Tavern (29) - Shark Court
- Halla's Underground Den of Amusement (48) - Hostage Hill
- The Feisty Goat Public House (49) - Purloin Passage
- The Medusa's Head (68) - Cutthroat Place
- The Rover's Return (88) - Pickpocket Parade
- The Mermaid's Tale (108) - Burglar Arcade
- The Smuggler's Armpit (128) - Kidnappers' Close
- The Emperor's New Clothes (148) - Gollum Square
- The Spit & Sawdust (168) - Hit and Run Avenue
- The Broken Bottle (188) - Heist Street
- The Habitual Offender (208) - Sneak Lane
- The Deformed Dwarf (228) - The Robber Road
- The Lucky Dip Tavern (237) – Filch Street
- Widow Twanky's Gin Palace (248) - Hijack Park
- Raffles (268) - Larceny Lane
- The Silk Purse (287) – Ruffians Row
- The Winchester Club (288) - Pursesnatch Alley



Control Freak – Spirited Resistance

Interesting Shops of Caerthaeph't

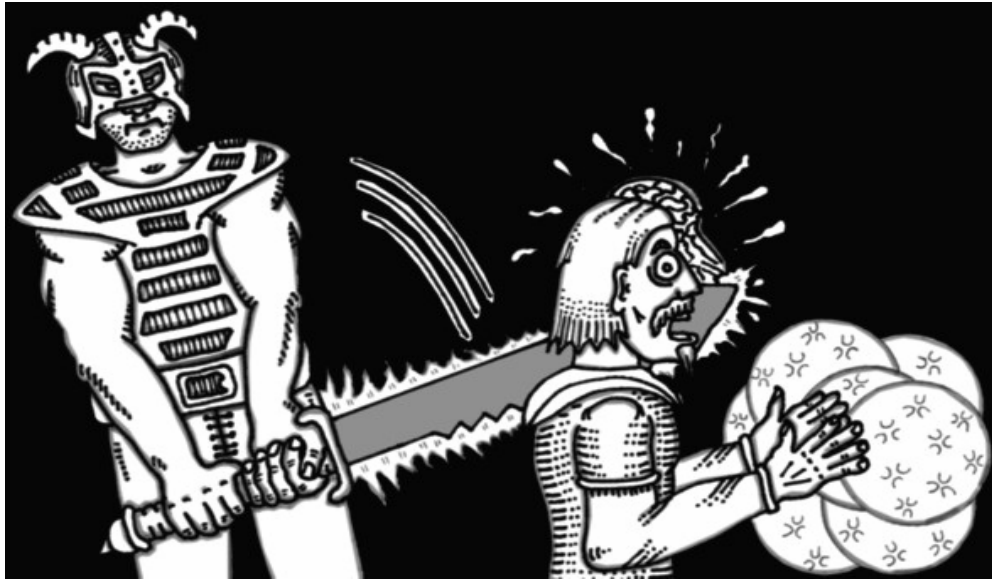
- Fagin's Knickknacks (18) - Snaffle Street
- Mustapha's Bizarre Bazaar (19) - Shark Court
- Arfa Daley's Used Cart Lot (38) - Hostage Hill
- Bunter's Tuck Shop (39) - Purloin Passage
- Sweeny Todd's Pie Shop (58) - Cutthroat Place
- Ike Godsey's General Store (78) - Pickpocket Parade
- Cutthroat Jake's Prawn Shop (98) - Burglar Arcade
- The Cave of Maleficus (118) - Kidnappers' Close
- The Sisters of Mercy Clinic for the Maimed, Insane and Intoxicated (138) - Gollum Square
- Gems & Giants (158) - Hit and Run Avenue
- Mr. Woo's Laundry (178) - Heist Street
- Pandora's Box (198) - Ruffians Row
- Fanny's Knocking Shop (218) - The Robber Road
- The Old Curiosity Shoppe (227) – Filch Street
- Aladdin's Cave (238) - Hijack Park
- Al's Toy Barn (258) - Larceny Lane
- Affleck's Palace (277) – Sneak Lane
- Mrs. Goggins' Pigeon Post (278) - Pursesnatch Alley
- The Two Coppers Shop (297) – Robin Hood Street
- Delver Operations Network (298) - Thieves Boulevard



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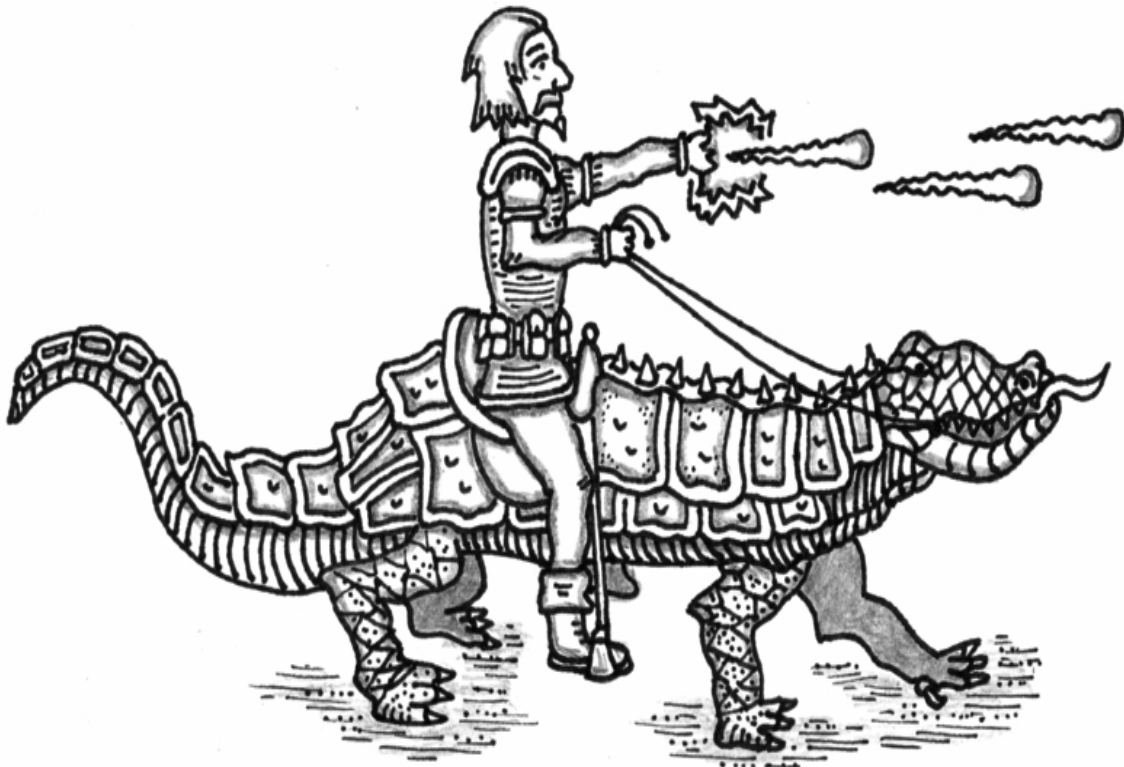
Control Freak – Spirited Resistance

* Unused Artwork *



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"It was once known as 'Yassa Massa' but now it is 'Spirit Mastery'. Whatever you call it, whoever makes use of this invasive magic opens wide the Doors of Possibility..."

What would you do if you stumbled across a ring that let you inside others' heads, let you be the puppet master pulling their strings?

Let's find out, shall we? The city of Caethaph't is hardly law-abiding so it is a lucky break that the ring lies there to be taken by any ambitious, amoral adventurer..."

