

Rescue Mission

Deadly Combat

Monsters! Monsters! Version



MONSTERS!
MONSTERS!

By *Ken St. Andre*

TROLLWORLD

DRAGON CONTINENT
WESTERN COASTAL REGION

HILLS	
TREES	
STREAM	
ROAD	
CITY	
CAMP	
LOCATION	

Pirate Camp

Tiamm Qann.

The Tavern
by the Sea

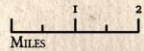
★ K'NOOKI

Dwarven Mine

Pirate
Camp

Uruk
Camp

Uruk Camp



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by Ken St. Andre



Illustrated by Simon Lee Tranter

TROLLHALLA PRESS

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Using an Alternate Combat Method for TUNNELS & TROLLS or **MONSTERS!** **MONSTERS!**

Players: Read this twice, maybe 3 times. It's a little tricky, but it's intuitive and I think you will figure it out.

It has often been suggested that we use Saving Rolls for combat instead of rolling all the dice and comparing totals. Actually, Saving Rolls have been used in combat since the beginning, but only for accomplishing specific feats, such as dodging an attack, or running away. One can make the story of the game considerably more interesting if Saving Rolls are added into the combat mix.

The problem of using Saving Rolls as the entire combat mechanism is a bit more difficult. What do the players and GM make their Saving Rolls against? Which attribute or Talent do they use? When we use the Monster Rating system to tell how dangerous the monsters are, they don't even have attributes. The Saving Roll system doesn't work very well with Monster Ratings.

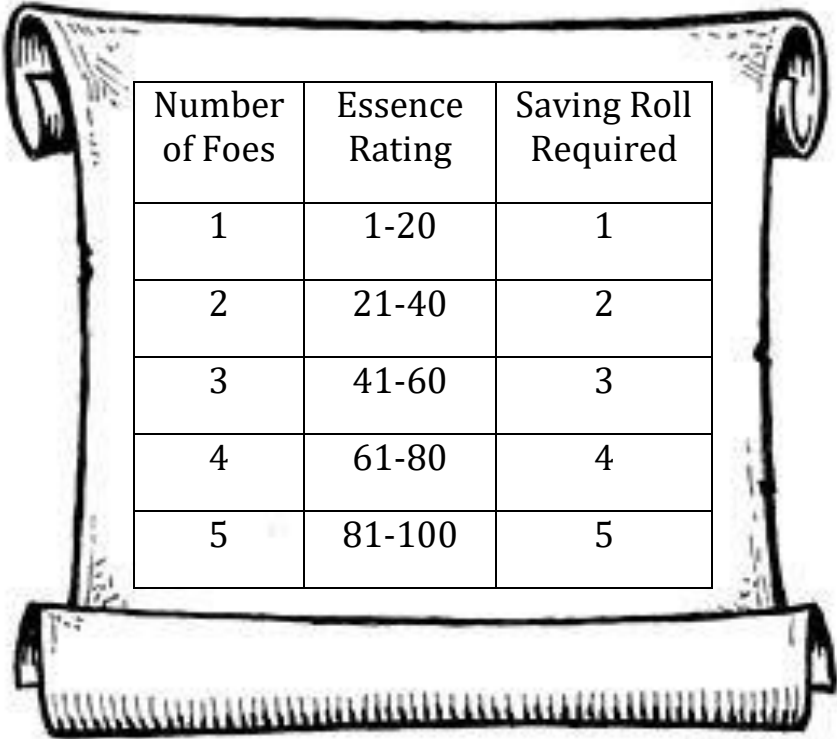
But I have been thinking about it, and it involves adding a new attribute called Essence (ESS). Essence

is a derived attribute, and for player characters Essence is defined as the current average of the character's 8 primary attributes. Add Strength, Constitution, Dexterity, Speed, Intelligence, Luck, Wizardry, and Charisma and then divide by 8. This number is Essence and it is used exclusively for Saving Rolls in combat. For example, Fang, Daughter of Terror, has an Essence rating of 11.25. That would round down to 11. Fang really isn't a very good fighter. For things with monster ratings, Essence would equal $MR/2$. The same would be true for npcs with Human Ratings in the MONSTERS! MONSTERS! 2d edition rules. Essence equals $HR/2$.

Essence is a composite number that represents everything a character could bring to a battle: intelligence, training, health, skill, luck, speed. Test them all at once for each combat round.



When it is time to fight, each character would simply make a Saving Roll using their Essence Rating as determined by the number or difficulty of each opponent. See the following chart:



Number of Foes	Essence Rating	Saving Roll Required
1	1-20	1
2	21-40	2
3	41-60	3
4	61-80	4
5	81-100	5

...and so forth.

The chart works by multiplication. Multiply the number of foes times the Saving Roll required for different essence ratings to find the level of the Saving Roll needed for each round of combat. One foe with an essence rating of 35 would require a L2SR for each round of combat. (1 x 2). Remember that all Saving Rolls in this new combat system are made with the new computed attribute Combat Essence (ESS).

NPC characters/monsters that are fully statted would have Essence scores just like player characters.

Characters that only have Monster Ratings would need to calculate an Essence Rating before combat started. For example, a troll with a monster rating of 100 would have an ESS rating of 50. If that troll was fighting 3 player characters with a combined essence of 100, it would have to make a L15 Saving Roll to damage them all on the same turn. (3 x 5). The target for level 15 is 90. The troll would have to roll 40 on 2 dice (DARO) to hurt them all. However, that troll could just attack 1 of the 3. Let's say it attacked the strongest one who had an Essence rating of 40. Then it would only need a L2SR (Target 25--an automatic success for something/someone with a combat essence of 50 unless it rolled a fumble). For any of them to hit the troll with its essence rating of 50 and damage it would require a L3 Saving Roll (1 x 3).

Damage would only be rolled if the attack Saving Roll was made successfully. Damage depends on weapon dice plus combat adds just as it normally would, except that no totals are compared and subtracted. If you do damage, you do major damage--the whole thing. You do not need to roll for spite in a case like this.

If combat is unopposed as in the example of 3 to 1 against a troll, every player character would still have to roll against the troll's essence rating of 50 in order to hit it, but they would be using their own essences in the fight. So let us say the 2nd strongest character had an essence of 30, and the weakest character had an

essence of 20. Character number 2 has a target number of 30, and it already has a combat essence of 30, so it hits on anything that is not a fumble, and does full damage to the troll's monster rating. Let's say he did 50 points of damage. $100 - 50 = 50$ for a new monster rating on combat turn 2, and that equals a new essence rating of 25 for the troll. Character number 3 also has an unopposed attack, but he still needs a L3SR to hit and damage the troll. The target is 30 for level 3. His combat essence is 20. He needs to roll a 10 or better on 2D6. Let's say he has a typical roll of 7 (6, 1). He missed and does no damage on that combat turn.

But what happens after the Saving Rolls have been made (or missed)? Misses are easy. That character does no damage. What happens when the Saving Roll is made? Weapon damage would then be calculated, and the target must take damage. In a two person fight, if Fang makes her combat Saving Roll and Gringrin the Goblin misses his, then Fang does full damage. And vice versa. But if they both make the Saving Roll, things get tricky. How is damage allocated? It could be gruesome but they both take the full damage that the other dishes out? Wicked! Lots of casualties that way. Of course, armor would still take damage and help protect in such situations.

Going back to the example of the troll fighting 3 characters--it chose to fight only one, the toughest one. It easily made the L2SR to hit. It hit that tough guy for $11D6 + 50$. That would probably kill the tough guy. Yikes! In normal T & T combat three fairly tough

characters have a good chance to beat a troll with a monster rating of 100 and suffer only spite damage. Not any more. Yikes! Combat just got real dangerous.

But how about big melee combats? Ouch! How would the Saving Rolls even be calculated? Could the Game Master manage 20 different Saving Rolls for each round of combat? Does he break it down to one-on-one fights? Or maybe two or three-to-one. Typical situation: 8 bandersnatchi vs. 5 midlevel characters. The bandersnatchi have monster ratings of 60 each. Each bandersnatch would have an Essence Rating of 30, requiring only a L2 Saving Roll to hit. But if characters faced 2 bandersnatchi at once, the total would be 60 and that would require a L3 Saving Roll from the pc in order to do damage to both. The characters' Essence average only about 30 each. That's a piece of cake--only fumbles keep them from hitting. On the other hand, both of the monsters only need L2 Saving Rolls to hit--automatic for them unless they fumble their Saving Rolls. Ouch indeed!

I don't think most players would ever switch to this style of combat. It would actually be slower to execute than the original style. On the other hand, for small melee situations, it could be a blast. I'm going to redo some of my earlier solos using this style of combat and the MONSTERS! MONSTERS! 2d edition rules. Bwa ha ha ha ha ha haaaaaaaaa!

End



IMPORTANT NOTE: The combat in these fights can be fairly complicated. Be sure to read the whole paragraph without taking any action first. For example, the text may tell you to do 3 combat rounds at the beginning of the paragraph, but it may also say if either fighter's CON goes to zero or less, then go to some other paragraph. Those instructions clearly take precedence over doing 3 combat rounds. Be sure you understand the whole situation before you start rolling dice and making Saving Rolls.

Talent Saving Rolls. This solo may allow you to use a Talent to improve your chances of making a Saving Roll. Most Talents have a value of 3, but may have any value depending on how you developed your character. To make a Talent Saving Roll, simply add the Talent value to the attribute that you are using to get a modified attribute as the base of your Saving Roll attempt.

Note to the Player: You do not have to use the alternate combat method explained above. Go ahead and use any version of the **TUNNELS & TROLLS** rules that you prefer. The text has been optimized for **MONSTERS! MONSTERS!** 2d edition. Thus, some spell names have been changed, and your character may have a Chaos Factor. Spite damage occurs on 1s instead of 6s. It's all close enough to the game you already understand that you should have no difficulty in playing through the adventure. Winning the adventure might be difficult, but you can certainly play it with any version of T & T.--Ken)

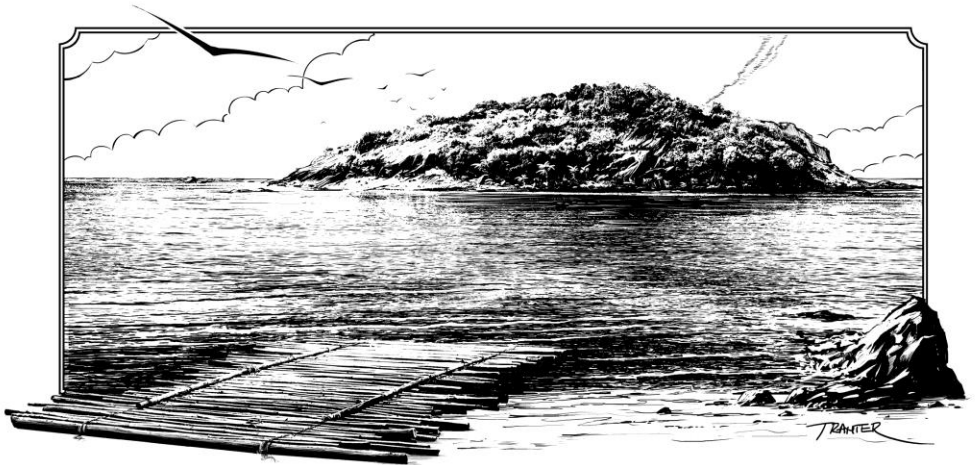
Introduction: This is an adventure for any first to third level humanoid monster character. A few spells may be allowed, such things as *Take That You Fiend* or *Knock Knock*, but mostly the player should rely on his ability to fight or think his way out of situations. Before starting, you may equip the character with any weapon or armor available in the M!M!2 or T & T rulebook that you have the ability to use. You may have 100 gold pieces in petty cash, and you can have 3 days' worth of provisions. **Start with paragraph 1.**

1---You are an Agent of the Empress—the fabled Death Minions of Lerotra'hh, and you have been summoned to the office of Kennarith-ko, the Master of Combat Missions. He's a very busy dragon, and he has a job for you. He briefs you as quickly as he can.

T'rann Qann, son of H'rann Qann of the Flame Knife Uruks, has been captured by sea rovers. He is being held for ransom, but the Flame Knife Uruks simply don't have enough money to pay. As part of the mutual defense treaty that the Empress has with most uruk clans and tribes, they have asked for assistance in either recovering T'rann Qann or getting vengeance for him. Your job is to either rescue or avenge the young uruk.

That seems straightforward enough. You head off to see the Transport Master in the palace basements.

Once there, Karkorum the Transport Master offers you three choices. Do you wish to go directly to the encampment of the Flame Knife Uruks to speak to H'rann Qann—go to paragraph 5. Or, you could go the seashore where the victim was last seen—go to paragraph 10. Or, you could be transported directly to the pirates' island base—go to 15. Choose one, and step through a shimmering portal of light into your adventure.



2---As soon as a guard notices you, you are challenged and then taken to see the clan chieftain, H'rann Qann. He introduces you to Nardrak the clan shaman. They tell you that they have located the island of the pirates just off the coast a few leagues from your current location. H'rann asks if you wish to undertake the mission on your own, or lead a party of his warriors. Several warriors standing nearby look eager at the prospect. If you want to go by yourself, go to

paragraph 6. If you want to take a party of warriors, go to paragraph 12.



3---The desert wolves get bolder and bolder the longer you put up with them. They circle you and try to dart in from behind or to the side. Some uruks are watching you and grinning. They love to see a fight.

Suddenly it turns serious. Roll 1D6 and add 1 to see how many wolves attack simultaneously—each with a monster rating of 36. (4D6 + 18) [The wolves have ESS ratings of 18 each.]

If you are using regular T & T rules then make your combat roll. If you have a higher total than the wolves, you beat them back—go to paragraph 8. If you have a lower total, they knock you down and begin to savage you—armor will help protect you, but you must take the combat damage they dole out. If that kills you, it's the end and your mission has failed. Kennarith-ko will have to send someone else. If you still live, go to paragraph 9.



If you are using the Deadly Combat system, you must fight them all. Take the number of wolves that attack and multiply it by 18 to see what level Saving Roll is required from the table in the introduction. If you make the Saving Roll, you may dole out damage any way you please to the desert dogs. Each wolf in the pack must also make a Saving Roll to try and damage

you. The level of Saving Roll that the wolves must make is determined by your Combat ESS rating. Again use the chart in the introduction to see what they have to do to hit you. If any do hit you, then you must take their full damage unless you are armored. If you are wearing armor it will do its full defensive value against each wolf's attack. If you are still alive at the end of the combat turn, go to paragraph 8. If the wolves have killed you to a CON level of -10 or greater, then you're dead. It's the end and your mission has failed. Kennarith-ko will have to send someone else.

4---The question now becomes, are you smart enough to build a boat that will carry you across a mile of open sea. You set to work, and make something. Make a L2SR on INT. (25 - INT) (If you have a Talent like Carpentry or Wilderness Survival) you may use it along with INT.) If you made the Saving Roll, turn to paragraph 14; if you missed it, go to paragraph 16.

5---The uruk encampment is a large collection of tents erected around a massive furnace near an oasis. It is in a small valley in a low chain of hills somewhere south of K'nooki. Several hundred uruks are present—this is a large and powerful tribe. Desert wolves and riding lizards roam freely through the camp. If your kindred is uruk, then you will smell alright, and you can walk freely—go to paragraph 2. If you are any other kindred, you smell wrong, and quickly attract the attention of the animals that gather around you in an ever-increasing pack of snarling beasts—go to 11.

6---An uruk warrior named Nerut leads you away from camp and down to the ocean side. He points out an island more than a mile out to sea, and says that he thinks the chief's son is there. He tells you that he is going back for a war party of warriors and that they will wait for your return not far from this location. Then he leaves. Turn to paragraph 10.



7---When you shout for assistance, the nearby uruks lose their grins, but immediately come to your rescue. Take 100 adventure points for doing the smart thing without needing a Saving Roll. They chase the animals away from you, and then one of them takes you to their leaders. Go to 2.

8---The uruks see their animals being injured, and they can't allow too much of that. Animals are a vital part of an uruk tribe's ability to survive in the wilderness. Several warriors run in and beat the pack away from you with the hafts of their spears. One of them gives

you a fangy grin, and leads you over to see the chieftain. If you are not injured, then go to paragraph 2 and continue reading from the second sentence. If you've taken wounds but are not dead, then go to 9.



9---The tribesmen do not want to see an emissary of the Death Goddess slain in their camp (but they have lost most of their respect for you). Warriors run in and beat the beasts off of you with their spear hafts. If you are dead, there is nothing they can do, but if you are still alive, they take you to see Nardrak the Shaman. He makes you drink a foul-smelling potion, and smears even more of it on your wounds. The wounds begin to close right before your eyes. As healing potions go, this one is great. Within an hour, you have fully recovered, and even gained an additional CON point. Nardrak then takes you to see the clan chieftain. Go to

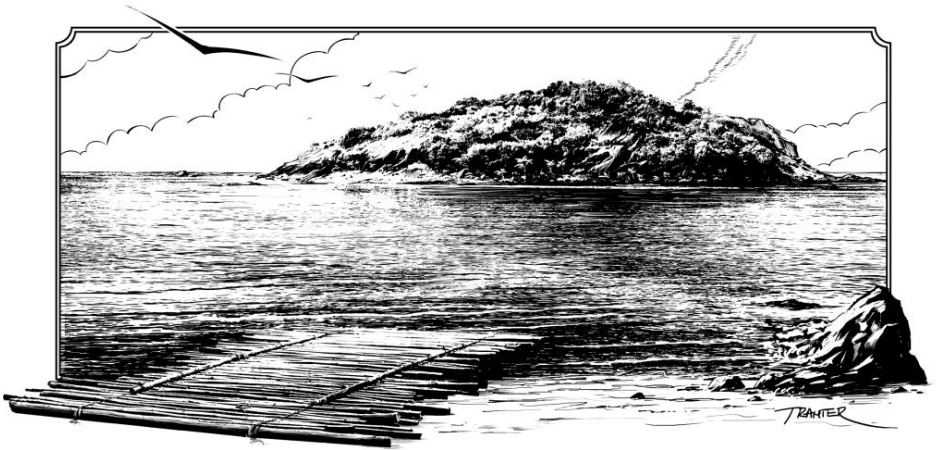
paragraph 2, and begin reading with the third sentence.

10---You find yourself on a wild stretch of coastline. Not far away a stream trickles into the sea. Trees and shrubs line the rivulet—plenty of wood is available if you'd like to build some kind of small boat—nothing fancy. A mile or more offshore, you can see an island rising from the waves. If there are pirates nearby, they are probably on that island. If you'd like to build a boat, go to paragraph 4. If you think to search and see if there is already a boat hidden around here, go to paragraph 41.

11---Before you know it there are twenty or more beasts closing in on you. These are savage desert direwolves (monster rating 36 each (4D6 + 18). [ESS ratings of 18 each] They begin to dart in toward you and then leap away. If you decide to fight them, turn to paragraph 3. If you decide to call for help, turn to paragraph 7.

12---You tell H'rann Qann that you think it would be best if you had a party of 20 of his best warriors. He grins savagely. He likes this idea. The shaman runs out and starts tapping warriors on the shoulders until 20 have been assembled. The chief says he doesn't know how they will all get across the water to where he thinks the boy has been taken. You tell him that you're going to show him and his men how to make some rafts. After a sturdy meal of spicy lizard stew, you and your new war party are ready to start.

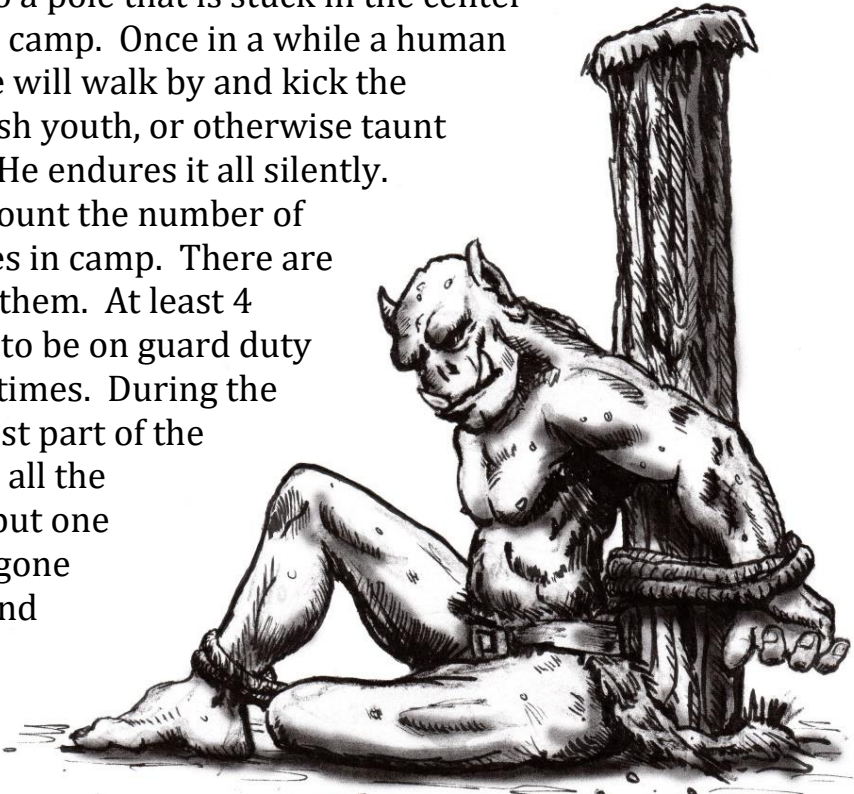
You follow the nameless stream for several miles until it reaches the beach. Although the land is generally desert, there are plenty of small trees and shrubs growing on the banks of the stream. Before you get too close to the ocean, you set your warriors to cutting down trees and weaving ropes out of the hardy desert grasses.



The uruks will imitate your design exactly in building their own boats. The question is, how good of a boat builder are you. You get to work and construct a boat-thing. Make a L2SR on INT. (25 - INT) (If you have a Talent like Carpentry or Wilderness Survival you may use it along with INT.) If you made the Saving Roll, turn to paragraph 17; if you missed it, go to paragraph 19.

13---Try to make a L3SR on Luck. (30 - LK). If you made the Saving Roll, go to paragraph 16; if you missed it, go to paragraph 19.

14---Waiting until sunset, you manhandle your raft-thing down to the ocean. It is difficult to get it past the breakers, but you manage it. You simply paddle it toward the island in the distance. A couple of hours later you arrive. You pull the boat-thing up on shore and conceal it using some brush and boulders. Then you scout toward the center of the island. Cresting a small hill, you find the pirates camp. They have built a palisade of pointed stakes around a simple camp with a few cook fires and bedrolls. You can see the captive tied to a pole that is stuck in the center of the camp. Once in a while a human pirate will walk by and kick the urukish youth, or otherwise taunt him. He endures it all silently. You count the number of pirates in camp. There are 43 of them. At least 4 seem to be on guard duty at all times. During the darkest part of the night, all the fires but one have gone out, and



except for the four guards, everyone seems to be asleep. You now must decide. Will you try to rescue the captive by yourself, or will you go back and bring an uruk war party to the island? If you want to stay solo, turn to paragraph 21. If you'd like some help, turn to paragraph 18.

15---You find yourself on an island. It is a couple of miles in diameter and hilly. You explore for a while, and soon find a good harbor on the seaward side. Not far inland is a palisaded camp. Two boats—a sloop and a dhow—ride at anchor. Colorfully dressed humans are busy doing various work. Some are gathering coconuts from the palm trees on the beach. Others are carrying boxes from the beach toward the camp. Some of the men have parrots on their shoulders. They are all armed with cutlasses, boathooks, marlin spikes and other marine weaponry. They sure look like pirates.



“Hey, you!” Suddenly a squad of men walks out from behind a boulder and spots you. That shout is to attract your attention. How will you react? Run, fight, or try to talk your way out of this situation. If you run, turn to paragraph 20; if you fight, turn to paragraph 22; if you try to talk your way out of it, turn to paragraph 23.



16---While paddling through the waves your boat falls apart. If your character is wearing armor, go to paragraph 24. If not, go to paragraph 25.

17---The boats hold together well, and in a couple of hours you manage to make your way to the island. After a bit of fumbling around in the darkness, you find your way to the pirate camp. The main camp gate isn't even completely shut. You decide on the frontal approach—that is you sneak up as close as you can get,

and then charge. Slithering across the sand, you can only hope that the guards are mostly tired and sleepy and don't see you. Make a L2SR on Luck (25-LK). If you make it, turn to paragraph 26; if you fail, turn to paragraph 27.

18---You retrace your steps, make it back to your boat, and paddle back to shore. Then you work your way upstream and as dawn shows her rosy fingers, you reach the camp of the Flame Knife uruks. They wake up the chieftain for you. Turn to paragraph 12.

19---As you and your uruk warriors paddle toward the island, the wind picks up and soon the waves are battering at your make-shift boats—battering a bit too hard because they come apart. Uruks aren't used to water. They panic and drown. You may also be in trouble. If you are wearing armor, go to paragraph 24; if you're not wearing any armor, go to paragraph 25.



20---As soon as the pirates spot you, you take to your heels. Try a L1SR on DEX (20-DEX). If you make it, turn to paragraph 28; if you miss it, turn to paragraph 29.

21---You have a simple plan to rescue the young uruk—sneak into camp, release him, and then sneak back out. You notice that the main gate isn't even completely closed—these guys aren't expecting any kind of attack. Before you left the city of Khazan, you equipped yourself with a few magical talismans—one of them will cast a *Hidey Hole* spell on you for ten minutes. There's no time like the present. Activating the spell, you boldly walk toward the camp, push the gate open, and step inside.

“Arrrgh, Jojo, did ye see the gate move by itself jus' now?” asked one of the night guards.

“Nar, din't see nuttin. Yer had too much grog, Boorie Boy!”

“No sech a thing as too much grog, Jojo!”

“Har har har har har!” Pirate humor . . .

A few more steps carry you to the side of the captive. He is sleeping. Quietly and cautiously you cut the rope that ties him to the pole. Then you cut the ropes that bind his feet. This wakes him up, but you hiss at him in urukish “Quiet! Nardrak sent me.” He is quick-witted for an urukk, and realizes that a rescue is taking place. But, just as you are freeing his hands, one of the four



sentries decides to check on the prisoner. He starts walking your way. If you wish to freeze in place and hope the guard will turn away before he realizes what is happening, turn to paragraph 30; if you decide to attack and kill that guard, turn to paragraph 31.

22---There are four pirates. And a killer parrot. (1D6 + 2) These are ordinary sailors. Three of them are armed with knives (2D6 + 2) and one has a cutlass (3D6 + 3).

[If you are using the Deadly Combat system, you must figure out the ESS ratings of the pirates. Roll 2D6 and double whatever total you get to determine the ESS rating of each pirate. Do this 4 times. The parrot has an ESS rating of 6. If you are using Deadly Combat, you may decide how many pirates you wish to actually fight during each combat round. They will all be trying of fight you. Make a separate combat Saving Roll for each pirate and the parrot. If they make their Saving Rolls, they will do the combat damage of their weapons--see above and assign weapons to each pirate.] Every time you inflict 12 points of damage,



one of the pirates will be knocked out and dying.

[If you are using standard T&T combat, use these instructions.] They average 3 combat adds a piece. So their total is $10D6 + 23$. Their total CON is 52, and the parrot has 4 of that and will be the last to die—you may reduce the enemy by $2D6 + 5$. Don't forget spite damage. Fight to the finish. If you beat all the pirates, take 400 adventure points and then go to paragraph 32. If they beat you, then you're dead. The rescue fails. The End.



23--You hail the pirates and walk up to them. You make up some fantastic story about being shipwrecked and how glad you are to see them. If you are playing this adventure as one of the Monster kindreds, they don't believe a word you say and launch an attack upon you. Go immediately to paragraph 22. If you are playing this as a human, elf, dwarf, or hobb they look at you in amazement. How persuasive are you? Make your L3SR on Charisma (or if you have the Talent Persuasion or Bargaining you may use that along with your attribute.) ($30 - CHR$). If you make the Saving Roll, they decide to take you to see their captain—go to paragraph 33. If you fail the Saving Roll, they think you're lying and attack you—go to paragraph 22.

24---You just can't swim in armor. This probably means that you die now, but there are a couple of possibilities that could save your life. If your character knows the Fly Me spell, you may use it now. Through a supreme effort it will be possible for you to rise above the water and stay in the air long enough to kick off all the armor. Armed only with a knife, but only if you had one, you fall back into the ocean a few minutes later, and will have to swim for your life—turn to paragraph 25. Alternatively, if you are a rock troll and don't actually need to breathe, you may just sink to the bottom of the ocean. It is dark down there, and uncomfortable, even for rock trolls, but it won't kill you. You will be lost, and it may be a long time before you ever find your way back to shore. Back in Khazan and the uruk camp they will wonder what happened to you. Perhaps someday you will be able to tell them. But for now the rescue fails, and you will not be seen again for weeks or months. If neither of these possibilities is true, then it's down, down, down to a watery grave and THE END.

25---Splash! You are swimming for your life. Are you a good swimmer, and do you know where you're going? You must make two Saving Rolls in order to survive—L3SR on CON (30 - CON) to swim far enough, and L3SR on INT (30 - INT). If you miss either one, you will eventually be lost at sea. If you make both of them, you will manage to drag yourself ashore on the pirate island. You rest until morning and then turn to paragraph 15.

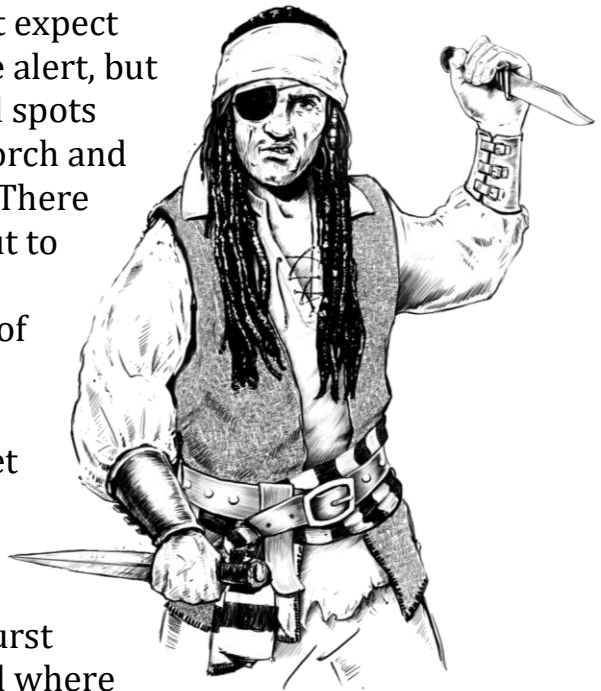
26---You and your warriors are not noticed in the darkness until you are less than ten yards from the gate. Then you stand up and charge. A silent charge would have been good, but who can keep uruks from yelling? Chaos! Blood! Battle!

It comes down to this. There is a mighty battle inside the compound. One uruk is a good match for two pirates, and that makes it close because the pirates outnumber your band about two to one. The battle could go either way. You run directly to the captive and set him free.



Just as you get him to his feet, the pirate captain, a man known as Scurvy Jakk comes up and attacks you. It's a fight to the finish. If you beat him, the rescue will be a success. If he wins, the pirates will be victorious. Scurvy Jakk has a cutlass in one hand ($3D6 + 3$) and a belaying pin in the other ($2D6 + 1$). He gets 43 adds in combat, and has a CON of 47. He has a Combat ESS of 45. Fight it out, man to man. If you win, turn to paragraph 34; if you lose turn to paragraph 35.

27---You wouldn't expect pirate guards to be alert, but one of them is, and spots you. He waves a torch and shouts the alarm. There is nothing for it, but to get up and charge. Fortunately, most of the pirates are asleep and they don't manage to get the gate barred in time. Screeching like demons you and your troops burst into the compound where you are met by blurry-eyed pirates in a fight to the finish. Turn to paragraph 26 and start with the second paragraph of that section.



28---You escape. Pirates aren't really into chasing people. They will go back and tell the captain about

the stranger they encountered, and the guards will be a bit more alert. Wherever you have a Saving Roll based on pirate activities, for the rest of this adventure, it should now be one level higher. Meanwhile, you elude the pirates. Go to paragraph 36.

29---Alas, you trip. The pirates run up and attack you. Turn to paragraph 22.

30---If you have a Talent for Hiding or anything similar, now is the time to use it. Otherwise, make a L3SR on Luck (30 - LK). If you make it, go to paragraph 37; if you fail, go to paragraph 38.

31---Since you are invisible, you get one free attack on the guard. Roll your combat damage. If you did more than 15 points of damage, go to 39; if less than 15 points of damage, go to 40.

32---Killing these pirates is bound to cause trouble. Still, it gives you more time to scout the island. Turn to paragraph 36.

33---They take you to the pirate camp on the island. It is a stockade surrounding an open area. In the center are the Captain's tent, and a pole to which the captive uruk is tied. Captain Scurvy Jakk interviews you and asks if you're willing to join his pirate crew. You would be a fool to say no, and so you become a pirate. All afternoon you tell the pirates how you were shipwrecked and lucky to find them, but that evening after midnight when everyone but the guards has gone

to sleep you decide to make your move. Turn to paragraph 21.



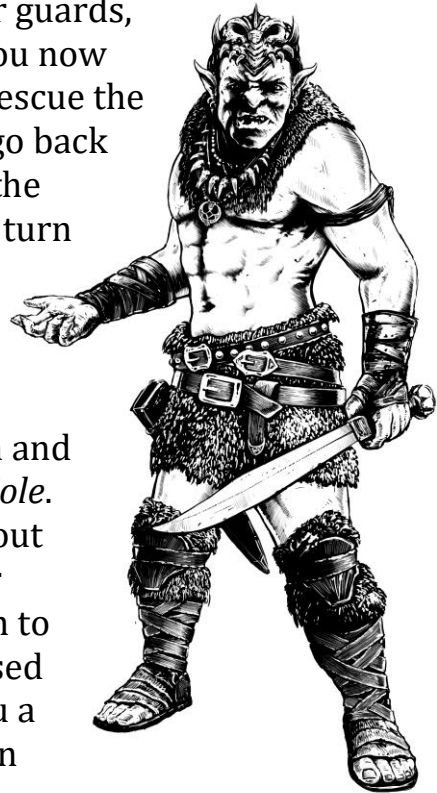
34---You win! The pirates are wiped out, although only 5 uruk warriors survived. It was a glorious battle. You take some time to loot the camp, and come away with about 500 gold pieces worth of treasure. On the beach you find a dory that belongs to the pirates. You use that to row back to the mainland, and soon afterwards you are in the uruk camp. You share the gold with the chieftain, and he praises you and says his tribe will always be loyal to the Death Goddess. You should get a commendation for this. After the feast, you set out to return to civilization and perhaps another mission for the Empire. Take 1000 adventure points for completing the adventure. THE END.

35---You lose. Scurvy Jakk won the fight and killed you. The uruks were all wiped out. The young captive was never ransomed and died by torture. The Flaming Knife uruks pulled out of the alliance and went around

telling everyone how the Empress had let them down. What a disaster! THE END.

36---Later you scout toward the center of the island. Cresting a small hill, you find the pirate camp. They have built a palisade of pointed stakes around a simple camp with a few cook fires and bedrolls. You can see the captive tied to a pole that is stuck in the center of the camp. Once in a while a human pirate will walk by and kick the urukish youth, or otherwise taunt him. He endures it all silently. You count the number of pirates in camp. There are 43 of them. At least 4 seem to be on guard duty at all times. During the darkest part of the night, all the fires but one have gone out, and except for the four guards, everyone seems to be asleep. You now have to decide. Will you try to rescue the captive by yourself, or will you go back and bring an uruk war party to the island? If you want to stay solo, turn to paragraph 21. If you'd like help, turn to paragraph 18.

37---You are not discovered. You manage to free T'rann Qann and conceal him inside your *Hidey Hole*. Without any trouble you sneak out of the compound, return to your boat, cross the ocean, and return to camp. H'rann Qann is well pleased with your success. He offers you a reward of 100 gold pieces and an



uruk scimitar with a big diamond set into the hilt. This is a wavy bladed scimitar worth $4D6 + 3$ in combat, and the diamond in its hilt easily brings its value up to over 500 gold pieces. After the victory feast, you say goodbye and make your way back to civilization, ready to go on another mission for the Empire when the time comes. THE END.

38---The guard spots you and raises a shout. After that things go bad quickly. Although you fight valiantly, you are overpowered and captured. Then you are tortured and questioned. Then you are killed and the hostage is killed. What a disaster! THE END.

39---You killed that guard quickly and quietly. No one noticed. Turn to paragraph 37.

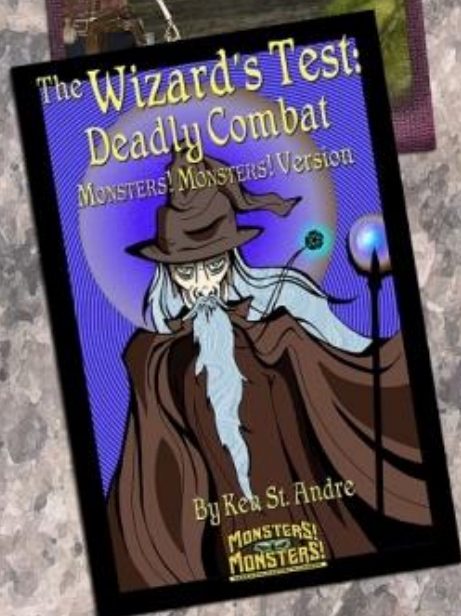
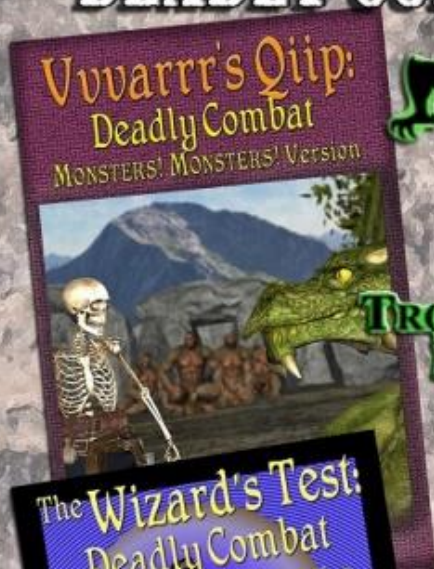
40---You failed to kill the guard cleanly. His shout wakes the camp. Go to paragraph 38.

41---Make a L4SR on Luck. (35 - LK). If you make the Saving Roll, you will find an old rowboat barely larger than a canoe with a pair of oars inside it. If you decide to use it to get out to the island, climb in and start rowing. Then go to 13. If you fail the Saving Roll, you find nothing and must try some other way to reach the island--go to paragraph 4.

End of Adventure



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