

Temple of the Wild Boar



By Sid Orpin

A Tunnels & Trolls™ Solo Adventure



A TUNNELS AND TROLLS™
SOLITAIRE ADVENTURE

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INTRODUCTION

The peoples who live in the southern parts of the Shalimar Forest and try to eek out a meager living there, know their lands as Colcott Woods. The rearing of swine beneath the eaves of those great trees has always been important to the livelihoods of the small communities that have formed there. The sudden arrival of a deadly form of swine fever that has begun to sweep through the domesticated pigs is, therefore, nothing short of disastrous. In the tiny hamlet of Medfield, the 'pig plague' has already caught hold, and the inhabitants are up in arms as their precious animals begin to sicken and die.

At the meeting of all of Medfield's families, discussion has already ranged widely regarding potential causes, though most of the comment has been heavy on speculation, and thin on actual fact. When the debate moves to finding a solution to this problem, silence ensues. As the tension mounts, a voice cracked with age, speaks out, "The last time such an affliction struck our swine, the Headman asked the Priest of Scrofatilla to give aid. Why do we not ask for the blessing of The Temple of The Wild Boar once more in our hour of need?"

An even deeper silence follows, as all eyes range around the crowd trying to find the greybeard who has spoken. Finally, one of the village elders responds, "Long is it since the Brotherhood of the Tusk fell to evil ways and ceased to guide us in our swine herding. None have visited the shrine to Scrofatilla in a generation and all the tales I have heard say it has been abandoned and let fall to ruin and worse besides. There may be something, some enchanted talisman or magical artefact in the temple that might help us in our current plight but who here would dare such a perilous quest?"

Temple of the Wild Boar is a solitaire adventure for use with Tunnels & Trolls™. It has been designed for Deluxe T&T and is compatible with the 7th/7.5 Editions without modification and could easily be adapted for the 5th Edition using the notes below. A single low-level humanoid character with no more than 30 combat adds may take up the challenge within these pages. Human, Dwarf or Hobb would be the most likely kindred, but the citizens of Medfield might accept an Elf or Ratling in their hour of need. Monsters, such as Uruks and Goblins, would definitely not be welcomed in these parts and would likely be run out of town at the point of a pitchfork.

The usual T & T conventions apply when playing a solo. It is worthwhile keeping a note of your route throughout, as you may sometimes be told to go back to where you have just come from. 1st level magic is allowed but every time a spell is cast you must visit 186. Otherwise, use your common sense and enjoy.

Notes on 5th Edition Rules

Because of the differences between 5th and 7th editions of the rules here are some suggestions for how to handle the conversion.

- For SRs involving WIZ substitute INT instead.
- For SRs involving SPD substitute DEX instead.
- Increase all MRs by 5.
- STR expended for any spell casting is regained at 1 point per 2 paragraphs visited.
- Any bonus AP awarded should be multiplied by 5.

If you think you would like to attempt this mission to try to save Medfield and its pigs, go to **50** to decide what sort of character to take on the journey.

1

As your hand closes on the tusk its glow slowly fades to nothing. It is nearly 8 inches long, curving to a sharp point. The sides have been worn smooth by years of handling. Scrofatilla's runic marks have been roughly carved on to the tusk's flat base.

You have found the artefact that you came to the temple for. Now go to **101**.

2

The curved bone transforms into a beautifully made Grand Shamsheer with the word 'COSTARL' carved on the pommel. It is in all ways a normal weapon, except it will always be able to point to the north.

3

Try to make a 1st level SR on LK. If you are successful, go to **227**. If not, continue on to **147**.

4

With the wind howling around you, climbing up to the skylight will require skill and fortitude. Attempt to make a 1st level SR on the average of you STR and DEX (round up). If you are successful, go to **112**. If you fail, you fall sustaining CON damage equal to the number you failed the roll by (armour half protection only) and you end up in one of the oily puddles you have already noted. Roll 1D6 and go to **206** to see what the consequences are. While you remain conscious, you may continue to attempt to climb as many times as you like but the SR is at a level higher each time you try. If you decide to give up doing this, return to the last paragraph of **216** and choose a different option.

5

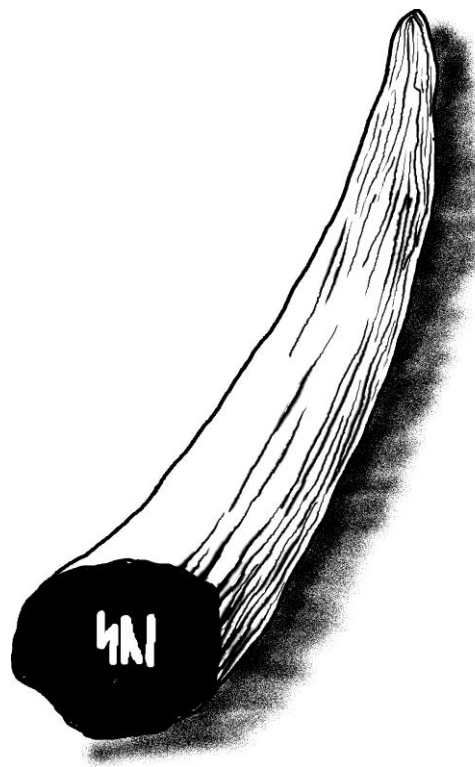
You have returned to the dingy entrance hall of Scrofatilla's shrine. The huge stone tongue-door is in the closed position. If you know how to open it up, you can leave here and return to Medfield by going to **130**. If you cannot get out that way and you weigh less than 250 lbs, you could try to climb through one of the nostril skylights at **32**. Otherwise, you will have to return to **222** and head off deeper into the temple to find an alternate route to the outside world.

6

Go to **52**.

7

An unexpected gust of wind catches you unawares and you fail to regain your balance. You fall from the rope bridge into the ravine. As a wise man once said, it is not the drop but the sudden stop at the bottom that is the real problem. Your demise, however, does provide nourishment for the scavengers that live hereabouts. 'Hope's End' has lived up to its name. Close the book.



8

You fall over just as a **temple guardian** enters. Go to the table at the back of the book to discover who or what you encounter. If you have to fight, you will need to make a 1st level SR on SPD to be able to get to your feet in time to defend yourself from the beginning of combat. Fail this SR, and you only get half your combat adds for the first combat turn.

9

Once your arm, with stalactite attached, is immersed in the pool the green fluid begins to bubble and boil exuberantly. The heat generated starts to produce intense pain in your hand doing 1D6 of CON damage. You may only use 75% of your STR-derived combat adds, when using a weapon with this hand, until you have rested up outside this adventure or you have managed to heal yourself. Suddenly, you feel the stalactite has gone, dissolved away to nothing. The gnomes have all disappeared as well. You had better leave by heading for **80**.

10

Now that you are ready to set off, you sensibly decide to ask advice about the best route to take to the temple. Unfortunately, much of what you are told is conflicting. At least one village elder suggests, "Cross the ravine by the rope bridge at 'Hope's End'. That'll be your best path." Another says, "No one's used that old thing in an age. It's probably rotted away by now. No. Your best bet is to head further south and get over at 'Gudrun's Crossing'. I'm sure the old boy is still working." Finally, the Head Man advises, "Go north and take the trail into the ravine and out the other side. It's longer but probably safer in the long run."

Which of the woodland paths are you going to follow? North to the ravine trail at **66**, east to the rope bridge at **177**, or south to 'Gudrun's Crossing' at **119**?

11

If you rolled odds, you are accosted by a **temple guardian**. Go to the table at the end of the book to discover who or what you meet.

If you rolled evens, or you survive your encounter, you can go to **76**.

12

The statue splits down the middle revealing a large diamond, worth 2D6 x 20 GPs.

13

It seems logical that there must be a hidden lever, pressure plate or some other method of opening the door. The real question is, can you find it?

Attempt to make the highest level SRs you can on both your INT and LK. If the total of the levels of success for these rolls is greater than 3, go to **161**. If not, return to **110** and choose another option.

14

The squat, green gnomes link hands as they approach you and then merge into a single creature. This fellow looks like a thickset midget troll with powerful forearms and thick, black claws. He has an MR of 45 (5D6 + 23). He has been cursed so that whenever he rolls a 6 in combat, the spite hit affects him and not his opponent. If you defeat this bizarre, gestalt entity, you earn 70 AP. The corpse collapses into a lump of green crystal worth 2D6 x 25 GPs and weighing 40 wt. units. You had better leave here by going to 80.

15

You are at the south end of a curved corridor that runs roughly south-north. The passageway seems to be carpeted in a pale, green, glistening material reminiscent of a gargantuan snail or slug trail. Beneath the shiny surface there seem to be faint waves of movement heading northwards. Because of the sharpness of the curve of the corridor, you cannot actually see the far end.

If you decide to set off to discover what is at the north end of the corridor, go to 55 or you could turn around and go through the door behind you, to 27.

16

You turn to run and immediately notice the maelstrom of dust has returned and is following you. Go to 167.

17

As you twist the leprechaun to point towards the door at the end of the northeast passageway, his expression becomes dark and mistrustful. Then he utters the words, "Now why would you be wantin' to go that way?" Every few seconds the phrase is repeated and it quickly becomes very annoying. Now, return to 113 and make a new choice.

18

Attempt to make a 1st level SR on INT. Success takes you to 209. Otherwise, you had better leave through one of the wooden doors, northeast to 216 or southeast to 27.



19

You are in quite a large, square room with a wooden door in the west wall and doorways in the east and south walls. The latter is quite an impressive ornate affair with detailed carvings of various porcine heads along its entire length. High up in the north wall is a single skylight that provides the only illumination.

There are only 3 or 4 feet of stone floor around the room's edge clearly visible because beyond this there is a wide expanse of dark green-brown fluid forming what would be a decent-sized pond. Sunlight spilling into the room reflected from the fluid makes waves of light dance across the walls and ceiling. Even stranger than this is the fact that there are half a dozen small figures standing in the pool and wading around with only their torso and arms visible above the surface. They look a bit like gnomes but they have pale green skin and their teeth and nails are jet black. They are all wearing leather caps with prominent sidepieces and they are carrying a sort of wicker basket, which they waft through the fluid. Every now and then one of them will take something from the basket and pop it into a satchel on their back. For the moment they do not seem to have noticed your presence.

Finally, dangling down from the ceiling are numerous green crystalline stalactites. The largest of them comes to within perhaps 4 feet of the surface of the pool. You notice that the same dark fluid that the gnomish characters are wading around in occasionally drips from these structures and from time to time a veritable shower occurs.

You could now leave this strange place straight away either by going back to the paragraph that sent you here or, if you wish to use another exit, you will have to walk around the narrow strip of floor by heading to **146**. An alternative route out would be to try to climb up to the skylight at **128**. If you wish to start a conversation with the pool's gnomish occupants, go to **207** or to **102** if you wish to take a drink of the dark fluid. If you prefer to try to get hold of a piece of one of the stalactites, head for **142**.

20

As you walk along the crimson path, you feel yourself transported to another place. You are hunting in the forest at dusk. You can hear other members of your party driving the prey in your direction. At that thought, you grip your weapon just a little tighter only to discover that you have a broad-bladed spear and not your usual armament. The rest of your equipment is exactly what you were expecting. Instantly, a huge wild boar breaks cover and charges straight for you. There is nowhere to run. You will have to stand and face the boar down with your spear.

Attempt to make 1st level SRs on STR, LK, DEX and CHR. Once you have discovered what happens to you, it will be time to leave this place by going to **211**.

If you succeed at all 4 rolls, go to **115**.

If you have success in 3 of the 4 rolls, go to **185**.

If you have success in 2 of the 4 rolls, go to **61**.

If you have success in 1 of the 4 rolls, go to **82**.

If you fail all 4 SRs, go to **224**.

21

You are in a roughly circular chamber. Only a small amount of light is filtering in from 2 round windows 15 feet up, near the top of the west wall. As your eyes adjust to the gloom, you hear the stone door swish shut followed by a loud clicking that suggests you won't be able to retrace your steps from here.

Straining your eyes, you can just make out the details of the room. In the west wall there is a small handle made of tarnished brass with a knob of polished red wood at the end. In the curving wall to the east, there are 2 wooden doors heading roughly northeast and southeast. Between them, a decorative arch has been painted on to the wall in an attempt to make it look like a doorway. Towards the centre of the floor, resting amid crumbling masonry, rotting leaves and dirt, is a small object that is giving off a faint, pink glow.

If you want to have a look at the handle, you should go to **77**. If you want to try to leave through one of the wooden doors or take a look at the painted arch, go to **63**. You could, of course, see what the glowing object is, at **181**.

22

The spirit of the great boar surrounds you and stresses every fibre of your being.

Write down the 16 figures of your attributes in the following order STR, CON, DEX, SPD, INT, WIZ, LK, CHR – use 0s for when there is a single figure number (e.g. Your INT is 7 so write down 07). Then, roll 3D6 and count along the line that many places. This is where your attributes now start from – the first 2 figures are now your STR, the next 2 are your CON and so on until you have moved all the numbers around.

Now, return to the paragraph that sent you to Temple Guardians in the first place.

23

With a mighty battle cry, you charge to the redheaded man's aid. For a brief moment both human and lizard pause at your approach, almost quizzical looks on their faces. Then, with a smile in his voice, the man waves at you to halt. "Do not worry my friend. Ardro here is not attacking me! I'm just feeding him." Now that you are closer, you can see there is an elaborate sort of saddle strapped to the reptilian's back. "I assume you do want us to carry you across the ravine?"

Go to **157**.

24

The corridor is completely full when you manage to open the east door. As you do so, you are swept away by a veritable tsunami of brackish water through the room on the other side of the door and out of one of the exits at its far end. Add up the tens and units figures of your current LK rating. If the total is even, you end up at **155** and if it is odd, you are deposited at **76**.

25

The reliquary is now empty of everything except the drain cover. Go to **72** to inspect it more closely.



26

Instantly, a long tentacle covered in saucer-sized suckers emerges from the inky depths and quickly attaches itself to your person. You feel it go taut as it begins to try to drag you to a dark green version of 'Davy Jones' Locker'. Attempt to make a 1st level SR on SPD. If you succeed, go to **163**. If you fail, go to **103**.

27

You are in an asymmetrical, triangular room with wooden doors heading northeast, northwest and east. Although natural sunlight is spilling in from a skylight high up in the south wall, the whole place has an eerie red glow to it as if the very walls were lighting the room. Painted on the floor in white letters by each doorway are the words "PURITY" and "SANCTITY".

Within a few moments of your entrance, bizarrely shaped blobs of pale ectoplasm with dark, granular masses at their centre appear from nowhere. Their numbers rapidly increase and they begin to float, apparently randomly, all around the room.

If you have a bad feeling about this place already, you can turn around and head back to the paragraph that sent you here in the first place. Alternatively, you can cross to one of the other doors by going to **104** or you can search the room by going to **173**.

28

You continue to wander the bizarre tunnels with their rippling walls and eerie glow for days. Eventually, exhaustion and dehydration take their toll and you collapse. Imperceptibly your life force is leeches from you until all that is left is a dry husk, a mere echo of your self. Your adventure has ended close the book.

29

You take a close look at the fluid. Despite the initial impression that it is clear there are, in fact, millions of tiny worm-like creatures darting about within it. As you contemplate what this may mean, you notice that the creatures are coalescing at an alarming rate into one single entity. In only a few seconds there is an 8 feet long, 2 feet wide, pale beast with a lidless red eye covered in thin, black hairs. The luminous fluke has an MR of 36 (4D6 + 18) and scores spite hits on the roll of 6s and 1s.

If you defeat the vile worm, you earn 60 AP. You can also take 2D6 of the sharp hairs to use as darts for a blowpipe. They score double hits and can carry up to 3 different poisons at the same time.

You had better leave now by returning to **98**.

30

The spirit of Scrofatilla curses you for the next $D6 + 1$ years. This entails you not being able to score spite hits when using spears, while spears used against you will score double spite hits.

31

A good look around the room reveals numerous dark, shiny stones scattered all over the floor. Most of them are tiny but there are some that are an inch or more in diameter. In all honesty, they do not appear to be gems but if you want to root around and collect the more sizeable examples, go to **108**. Otherwise, you could turn your attentions to the grisly contents of the chair with its swirling dust cloud at **75** or perhaps you would prefer to make a run for it by going to **16**.

32

The nostril skylights have a relatively narrow opening and if you weigh more than 250 lbs you simply will not be able to squeeze through and must go back to **110**. Otherwise, it is relatively straightforward for you to get in and to start crawling back the 12 or so feet to the outside world.

About halfway through, you notice numerous holes about 4 inches in diameter all along the rest of the tunnel. Unfortunately, each one houses a scorpion crow; so named because of its strangely curved and poison tipped beak. Roll $1D6 + 6$. This is the number of the birds that you must crawl past. For each one you must roll $1D6$ and add it to your current LK rating. Every time the total is odd you get pecked and your CON drops by 1 for the next 10 paragraphs you visit.

If you survive to the end of the shaft, go to **48**. If your CON drops to 0 or less, you form the prime food source for the crows until your corpse has been picked clean.

33

There is little resistance to turning the handle. As you do so the light entering the room begins to increase. Looking up, you see that there are iris-like blinds covering the skylights and they have opened up. After a few further turns, bright sunlight begins to spill in and rapidly sweeps across the floor towards the far wall.

The instant the light touches the point where the pink glowing object is resting, a fierce pulse of orange-red eldritch energy flashes across the room. As it touches your person, you feel like someone has kicked you and your CON drops by 1 permanently. There follows a brief pause but instinct tells you that there will be more to follow this. What do you do now?

To start turning the handle madly back in the opposite direction, go to **85**. To run to the glowing object on the floor to see if you can do something to stop whatever has triggered the pulse, go to **117**. You could try to get out by heading for one of the doors in the east wall, at **153** or you could just wait to see what happens if you do nothing, at **39**.

34

Attempt to make a 1st level SR on LK. If you succeed, go to **96**. Otherwise, attempt a 2nd level SR on WIZ, and go to **152** if you make that roll successfully.

Failure at both rolls means you will have to return to **180** and choose another option.

35

You find a small diamond worth 2D6 x 10 GPs.

36

At full speed you easily outpace the gnomes. In their frustration, they throw dark stones at you that shatter on the floor leaving vibrant green stains. Go to **172**.

37

Suddenly, you emerge from amongst the trees to be greeted by a most astonishing sight. There, before you, is the Shrine of Scrofatilla. When the villagers had said you were going to visit the 'great boar', you had thought they were being symbolic or poetic, certainly not literal. But here it is in front of you, a temple fashioned in the likeness of a huge wild boar resting in the middle of a large mud-filled pit. The shrine is intricately carved, from a single rocky outcrop by the looks of it, with particularly fine features about the eyes and snout. There is at least 15 feet of mud surrounding the temple, except at the head end, where a large, lolling tongue forms a bridge across to the entrance.

It all seems very calm and quiet at the moment. It is time to walk over the stone tongue into the temple and begin your quest to save Medfield's swine. Go to **110**.

38

As you trot around the narrow space between the pool and wall, you are drenched by a sudden shower of the dark fluid from the stalactites above you. Add up your INT and WIZ and compare it to the sum of your CHR and LK. If the latter is highest, you escape unscathed while if the former is the higher, you take the difference between the two in direct CON damage.

If you remain conscious, you may proceed to **80**.

39

If this is your first visit to this paragraph, roll 1D6. If you roll odds, go to **190** while if it is evens, go to **123**. On subsequent visits here, go straight to **123**.

40 Worm Creature MR 30 (4D6 + 15)

This is a translucent tube of glowing protoplasm that sends out numerous stinging fronds to try to entangle you. Every time the creature scores at least one spite hit in a round, it does not do you direct damage but reduces your DEX-derived combat adds by half for the next combat turn. (50 AP)

41

You are in a narrow east-west corridor with a wooden door at each end. There is a gentle slope down to the east, where a shallow pool of brackish and rather pungent water covers the last 6 feet. If you want to go through the east door, you should splash your way to **98** while if you want to try the west door, go to **134**.

42

You knife into the mud with a beautiful swan dive. Such daring deserves a reward and the god of the swine increases your CHR by 1D6, permanently. It will take you a single combat turn to reach the surface. Go to **126**.

43

Did you manage to hit the giant lizard before your battle with the red haired man? If not, you must go to **166**. If you inflicted at least 50 hits, then you should go to **87**. Fewer hits than this and you must also go to **166**.

44

As you smack your lips to try to get the sour taste of the dark fluid out of your mouth, you feel a wave of nausea roll over you. You flush and your palms sweat. By the time these sensations have abated, your STR and CHR have increased by 1 point each, permanently. The strange gnomes have disappeared and you had better too by going to **80**.

45

The fluid has a gritty sort of quality and feels rough as you rub it on your skin. It leaves you smelling of something reminiscent of the latrines at your favourite tavern. However, in spite of this, from now on in this adventure, any porcine creatures will not attack you if you can make a 1st level SR on CHR.

The fluid has stopped flowing now. Better to return to **98** and leave here.

46

Now that you are facing the 'dust devil', the contest is one of strength. Use the total of your STR and WIZ to create dice and adds, like an MR. Your opponent has a rating equal to yours. Run combat between the 2 of you in the normal way, except that only spite hits can reduce your adversary's rating, while you take damage to your STR if you lose a round.

If you survive 3 combat rounds, the creature dissipates and you can leave by going to **62**. You get a bonus 50 AP and any lost STR can be regained at the rate of 1 point per 2 paragraphs visited.

47

You swing your chosen weapon at the statue with all your might. Roll its dice and adds but don't bother to include your combat adds in the total.

Look up the outcome below and then go to **113** to decide which direction you are going to head in.

Less than 10: Go to **120**

10 – 18: Go to **168**

19 – 26: Go to **12**

More than 26: Go to **84**



48

Getting down from high up on the walls of the outside of the temple of Scrofatilla will require you to slide or fall from your current position. Either way, you are going to end up stuck in the mud. You can still change your mind and climb back in the skylight you got here through, by going back to the paragraph that sent you here. Otherwise, it's over the side you go now...

"SPLUTCH!" You sink into the thick, brown and cold semisolid. You sense you are being sucked down into its velvety innards, as if the mud itself was a living creature trying to capture you. You will have to fight for all you are worth to get across to solid ground. Use the total of your STR and DEX as if it were an MR and generate dice and adds. The mud has an MR of 30 (4D6 + 15) and while your rating will drop if you lose a combat round, the mud will stay unchanged, even if you win a round.

If your rating is above 0 by the end of the

fourth combat round, you should go to **107**.

If your rating drops to 0 or below before the beginning of round 5, you are drawn down to muddy ruin. Your adventure has ended, close the book.

49

There are 3 rows of shelves upon which the boars' heads are resting. A closer look reveals that each of the skulls has had the eyes removed and replaced by crystal lenses and the top is hinged so that it can flip up. Looking through the lenses, you can see what appear to be various small bones within.

If you would like to open up one of the skulls to examine the contents, go to **116**; if that doesn't appeal, you can return to **180** and make a different choice.

50

Decide what your motivation for taking on this challenge is going to be. Are you a visitor to this small hamlet, set on finding the cure for the 'pig plague' for purely altruistic reasons? The inhabitants don't appear to have much in the way of wealth to pay for your services. If so, go to **100**. If you are a local bent on trying to save your community, are you a hunter, a villager whose role is tracking down game for the communal pot or are you just an ordinary member of this society whose skills extend only as far as tilling the soil and animal husbandry? If the former, go to **150** while if the latter, note your combat skills will be significantly restricted, go to **200**.

51

The material you have harvested is edible. Each mouthful (you have 3) will heal 2 points of CON damage. Now, you could try to harvest more of this strange manna by going to **218** or you could return to **98** and leave here.

52

The atmosphere changes within the room and the stalactite slips from your hand. Go to 132 to take a look at it.

53

Attempt to make a 1st level SR on WIZ. If you succeed, go to 114. If you fail, you walk into the wall. Ouch! Now, leave through one of the doors northeast to 216 or southeast to 27.

54

A huge, pale pig waddles into view. Lacking tusks and with 2 rows of teats this beast is obviously a sow. Attempt to make a 1st level SR on CHR. If you have success, go to 99. If you fail, go to 212.

55

The instant you step into the corridor proper, you feel that the floor is unstable. As you stand, getting your balance, you find yourself being carried along at a sedate walking pace towards the far end. It is a strange but pleasurable experience.

As you are slowly transported, roll 1D6. If you roll odds, you meet a **temple guardian** coming in the other direction. Go to the table at the end of the book to discover which one and return here, if you survive the encounter.

You are deposited at the end of the curving corridor by the strange 'moving floor'. If you were heading north, the door leads to 216 and if you were going south, you exit to 27.

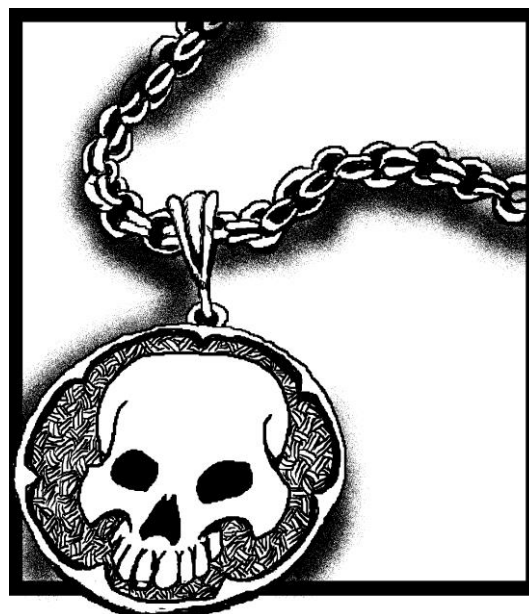
56

The medallion has the image of a sarcophagus on one side and a grinning skull on the other. As you turn it over in your hands, you begin to feel drowsy. You collapse with wild thoughts of death and decay running through your mind. Then, you are no more. Your essence has been used to reanimate the skeleton.

Your adventure has ended. Close the book.

57

If you rolled odds, a **temple guardian** accosts you, go to the table at the end of the book to discover who or what it is. If you rolled evens, go to 125. If you survive, you should proceed to 210.



58

The stone door swings back smoothly, its ancient hinges barely complaining despite decades of non-use. As you enter the dimly lit room, someone or something that was lying in wait, attacks you. Attempt to make a 1st level SR on SPD. If you fail this roll, you must spend the first combat round only being able to use half of your DEX-derived adds. Now, go to the **temple guardians'** page towards the back of the book to find out who or what you meet.

If you survive, go to 21.

59

Attempt to make a 1st level SR on WIZ. Failure takes you to **97** while if you succeed, you take the rod and can go back to **62** and leave. The rod is worth 200 GPs in materials alone but it also has the ability to cast an 'Oh-Go-Away' spell at no cost, with an effective power of 5 times the holder's current STR, CON or CHR, whichever is highest.

60 **Black Boar MR 46 (5D6 + 23).**

He gets 4 points of armour protection. A simply massive boar all tusks and bristles. (60 AP)

61

You fail to score a killing blow on the boar and he manages to get a tusk attack on you that scores 2D6 hits (armour full protection). You get the total of the attributes that you had successful SRs on in bonus AP.

62

It is time to leave either by going through the archway north to **19**, through the west door to **113** or the south door to **155**. Before you do, you might consider taking the ebony rod or the silver circlet from your friend the dead priest. After all, they both look like they are worth more than everything in Medfield put together. If such petty larceny appeals to you, then you can go to **189** to take the circlet or **59** for the ebony rod.

63

The wooden doors are locked tight. Unfortunately, there isn't enough light in here to be able to see much of the scene depicted on the wall beneath the painted arch. Return to the last paragraph of **21** and make a new choice.



64

Your assailants all back off as you stride into the pool and advance on them. Unfortunately, as you take your third step, you plunge up to your neck in the green-brown fluid. It is a struggle to avoid swallowing the vile stuff. The gnomes all start pointing at you and laughing. Before you can try to turn around and wade back out, they all begin jumping up and down on the spot. This creates a series of ever-bigger waves and you are soon engulfed in a foul tsunami. You are only briefly aware of what is happening and then oblivion. You have drowned. Your adventure is over, close the book.

65

The brown material covering the walls has a soft but rubbery consistency. Attempt to make a 2nd level SR on LK. If you are successful, make a note of what you rolled and go to **226**. If you fail, you must head to **137**.

66

Roll 1D6. If you roll odds, go to **201**. Otherwise, read on.

The trail curves around west before you come to the edge of the ravine. It is at least 80 feet across and 60 deep at this point but, fortunately, a safe path winds to and fro down and then up the far side. It is steep and the going is very hard work but, after a couple of hours, you pass beneath the trees again and stride on towards the temple at **37**.

67

How many paragraphs have you visited since you first entered this room? (It was paragraph **2** first time around). You will need to make a CHR SR to open the door as per the list below.

More than 20:	Level 0
Between 16 and 20:	Level 1
Between 11 and 15:	Level 2
Between 5 and 10:	Level 3
Less than 5:	Level 4

If you succeed, go to **5**, otherwise, return to **222** and leave here.

68

Your light source helps you to see more of the detail within the room. The floor has a strange pattern painted in shades of grey-green on it, now faded almost away to nothing. The two wooden doors in the east wall don't appear to have anything to distinguish them but the painted archway between the two, depicts a scene of human sacrifice being made to a huge wild boar.

As you cast more light into the middle of the room towards the strangely glowing object on the floor, a sudden burst of orange-red light shoots out from it. If you had a torch or lantern, it is instantly turned to cinders doing 2 points of CON damage to you into the bargain (reduce this to 1 point if you are wearing gloves or gauntlets). If your illumination was provided by magical means, the spell or enchanted object is immediately switched off. Once more back in the dark, return to the last paragraph of **21** and make a new choice.

69

At close quarters the stones have an almost green hue to them. They are, in fact, venom blocks that can be used to coat a bladed weapon or arrow. Each stone contains 4 applications of poison that will stay on for 6 combat turns. The toxin will double any hits inflicted and treble any spite damage scored.

Now, leave by going through the archway north to **19**, or through one of the doors south to **155** or west to **113**.

70

Squeezing your frame through this squat little tunnel is not as easy as you had imagined. It twists and turns and at various points is very steep. You are sweating with the exertion and beginning to think about shuffling back the way you have come when the floor drops from beneath you and you are deposited on to a patch of damp earth. You quickly realize that you have made your way through Scrofatilla's tail out beyond the mud pool that surrounds the temple. Now, go to **130**.

71

As you cross the patterned floor to look at the east door, do you just stride nonchalantly taking no notice of where you place your feet? If so, go to **129**. If you are someone who likes to walk on just one colour, then go to **3** if you stick to the red tiles, or to **164** if you stay on the white ones.

72

The iron cover is 2 feet across and despite the rather damp atmosphere in here, is untouched by even a single spot of rust. Molded in intricate detail on its surface is the image of a snarling boar; all spiky hair and vicious-looking tusks. The tusks actually protrude from the surface of the metal some 3 or 4 inches and interlock to form a handle. To remove the lid, you should go to **140**, otherwise return to **180** and make a new choice.

73

Just as you finish removing your sample of the strange brown material, dark fluid squirts from the hole you have made. It is highly corrosive and as well as destroying the part of the wall you have just got hold of, it melts the blade of the weapon you have used, reducing its combat dice by half. Probably best to leave here now, by going to **98**.

74

You nearly trip over the pommel of a weapon. When you take hold of it, you discover it belongs to something akin to a terbutje but with sharpened boar tusks instead of sharks teeth attached to it. Called 'Sushra', it requires STR and DEX of 8 and weighs 40 wt. units. It scores 5D6 + 4 in damage.

75

The maelstrom of dust writhes smoke-like continuing to obscure the corpse from your view. Suddenly, the veil of particles drops away to reveal, not the dead body you were expecting, but a living, breathing human. His cold, grey eyes bore into you. Though gaunt, he seems to have a taut energy about him. An expression between a smile and a sneer plays across his face for just an instant, as he clearly enjoys seeing your discomfiture. Then he speaks, "Yes my young friend your eyes do not deceive you. I am dead, of course, but even now, more than 50 years since I perished, my spirit can still conjure up the strength to create this semblance of life. Now, tell me what you are doing within the sacred shrine to Scrofattilla? And with the blessed tusk about your person to boot!"

Do you feel like telling all to this animated cadaver? If so, you should go to **149**. Perhaps a more circumspect approach would be better? To ask your new acquaintance about himself, go to **122**. You could just attack him, at **136** or run for the nearest exit, at **16**.

76

You are in a strange tunnel with a circular cross section. The walls are covered in millions of fine, frond-like projections which seem to ripple in unison, moving in a wave in one direction and then another. An eerie, orange-red light seems to emanate from all around you. As you move on, there are numerous side passages and forks and when you look behind, you find yourself looking at a dead end. It is all very confusing.

To pass through 'Jeju's Maze' and find your way out you need to make 10 levels of LK SRs. I.e. you add up the levels of SRs you make until they total 10. You must make at least 2 SRs at higher than 1st level. Any time you fail a SR, reduce your total of successful SRs by one. You may make as many attempts at LK SRs as your current WIZ or INT whichever is the higher; if both are less than 10, you can still have 10 attempts.

If you make enough SRs, you can go to **184**. If you run out of opportunities to make more attempts before your successes total 10, go to **28**.

77

Just next to the handle, there are some faded symbols painted on the wall. In the current poor light, however, you cannot make out what they show. If you have the means and wish to do so, you could produce a light by which to read the symbols, at **195**. Alternatively, you could just turn the handle at **131** or return to the last paragraph at **21** and make a different choice.

78

With a sharp snap, about 4 feet or so of stalactite comes away in your hand. The moment it does so, though, it sticks to you fast. Even if you are wearing gloves or gauntlets, it has become somehow glued to your skin and you cannot simply remove your hand protection to free yourself. You will have to find a way to loosen its grip.

You could try pouring some water from your own drinking supply on to your hand, at **196** or perhaps dipping it in the pool will do the trick, go to **9**. If you have the means you could make fire, difficult but not impossible with your current difficulties, and see whether warming up the stalactite will help, by going to **118**. Or maybe, you are someone who prefers the direct approach and would like to try to beat the green rock to a pulp against the floor, by going to **86**. Finally, a more passive option is to sit down and wait for something to happen at **188**.

79

You aren't quick enough to get to the door before the corridor is so full that you are swept off your feet and the water is over head-height. If you can make a 1st level SR on CON, you can hold your breath long enough to make it to the door at **24**. Failure means you drown. Your adventure is over, close the book.

80

The doorway in the east wall leads to **76**. The ornate archway to the south takes you to **210** while the door in the south wall goes to **113**.

81

The fluid makes your tongue feel all prickly and sore for a few moments. As the sensation fades, you feel different. The units' figures of your STR and CON have swapped around and the same thing has happened to your LK and CHR. (E.g. STR 11 and CON 24 have become STR 14 and CON 21). If this changes STR or CON to 0, you die and your adventure is, therefore, at an end.

The strange gnomes have disappeared and you had better too, by going to **80**.

82

You fail to score a killing blow on the boar and he manages to get a tusk attack on you that scores $2D6 + 6$ hits (armour full protection). You get the total of the attributes that you had successful SRs on in bonus AP.

83

The white path is very slippery and you struggle to stay on your feet. Attempt to make a 1st level SR on DEX. Success takes you to **198** while failure to **8**. Once you have discovered what happens, it will be time to leave this place by going to **211**.

84

The statue shatters into hundreds of tiny shards. They shower all over you producing a brief green glow that appears like a halo around your head. A wave of dizziness passes over you and when it is over you realize you have been deeply affected. Your physical attributes (STR, CON, DEX, SPD) have all risen by the difference between your lowest and your highest attribute.



85

In your frenzied attempt to reverse the direction you are turning the handle in, it snaps clean off flush with the wall. You stand staring gormlessly at the piece of brass and wood in your hand for a moment before a further sheet of energy flashes at you. This time your STR drops by 2, permanently. Now return to the last paragraph of **33** and make a new choice.

86

To dislodge the stalactite, you need to make 10 levels of successful STR SRs. This can be in any combination 10 1st level, 5 2nd level etc.... You are making quite a lot of noise that may just attract attention from temple guardians. As you attempt each alternate SR, roll 1D6 and if you roll evens, you are accosted and should go to the table at the end of the book to discover who or what you meet.

Continue until you have made the SRs you need. Once you get hold of the stalactite, you can use it as a large club that scores 3D6 + 5 in combat. Then proceed to **170**.

87

You manage to find another trail through Colcott Woods that appears to be heading in the right direction. Go to **66**.

88

It quickly becomes clear that the red headed man and the reptilian monster are not engaged in combat at all. The man is feeding the beast by impaling meat on a spear and thrusting it up into its mouth. When feeding time is over, you can go and see a man about a ravine crossing, by heading to **157**.

89

As you launch into your attempt at obfuscation, the priest's animated cadaver gives you a contemptuous look. It is obviously going to be harder to fool him than you first thought. Attempt to make a 1st level SR on the average of your INT and CHR. If you succeed, go to **178**. If you fail, he attacks; go to **136**.

90

Roll 4D6 and select the highest 3 numbers rolled, then add 3 to the total. Use this to generate dice and adds like an MR. Do the same with your current WIZ.

Run a combat between the two.

If your WIZ rating is the victor and reduces the opponent to 0 or less, you may distribute an additional 1D6 + 2 points among your non-physical attributes, as you see fit.

If you are defeated, you are subsumed by the spirit of the deceased member of the temple that the rib belonged to. She was a Dark Elf warrior and although your physical appearance will not change, your attributes will. First of all, you must return your current characteristics to human norm for your race (i.e. dwarves must half their STR and CON and increase their LK by 1.5 times) then apply the dark elf modifiers (DEX and INT x 1.5, CHR and WIZ x 2). You are bound to have a few problems adjusting to your new status but at least your quest continues.

91

There are literally dozens of the strange blobs all covered in spikes. Some malign force is clearly guiding them to attack you and you will have to fight to keep them at bay. To give up your attempt to search the room and just head for an exit, go to the second paragraph of **104**. If you wish to continue searching while beating these strange objects away, you should also go to the second paragraph at **104** but roll $2D6 + 2$ to represent the number of combat turns it will take to sweep the entire room. After half this number of turns, you can leave the room by any exit you wish – see the last paragraph at **104**.

In addition, on every even combat turn you should attempt to make a SR on LK and if you are successful, you should go to the paragraph indicated below. If you fail, you will just have to continue your search of the room.

Combat turn 2, 1st level SR. Go to **219**.

Combat turn 4, 1st level SR. Go to **35**.

Combat turns 6 and 8, 2nd level SR. Go to **183**.

Combat turn 10, 3rd level SR. Go to **74**.

Combat turn 12, 3rd level SR. Go to **121**.

92

The moment you take hold of the bone it calls a Tusk Brother to fight you.

Roll 1D6. 1-2 = **192**. 3-4 = **106**. 5-6 = **148**.

93

Attempt 2 1st level SRs on DEX. If you make them both successfully, you crawl safely to the other side and can proceed to **37**. If you fail any or all of these SRs, add up the numbers you missed each SR by, to give your failure total. Then roll 2D6, as if you were attempting a SR (doubles add and roll over as usual), with this figure as your target.

Succeed here and you can also proceed to **37**. Fail and you must go to **7**.

94

Go to **52**.

95

Should you really be removing valuables from a sacred site? The jewels are amethysts, worth 30 GPs each, and prove easy to pry from their setting. Pocket them quickly and go into the next room at **21**.

96

You find a hidden panel in the east wall that slides back to reveal a dim tunnel. You could just squeeze inside. Once within, you could not possibly turn around again. If you want to get in and start crawling, go to **70**, otherwise return to **180** but note you know how to find the secret passage and can go straight to **70** from the round room at any time you like, if you change your mind.

97

As your hand closes on the object of your desire, the priest's voice echoes around the room, "Thief!! You will pay for your crime worm!" The dust starts to kick up again forming into a tight cone of whirling power. It heads straight for you. You can try to run away, by going to **167** or you can stand and face the 'dust devil' at **46**.

98

You are in a small room with irregularly curved walls that have a brown, cobblestone surface. There are wooden doors heading north and west and a doorway to the east. Strangely, there is a constant flow of brackish fluid from the walls themselves. It pools on the floor and flows at a steady rate out under the west door. You are standing in a couple of inches of the malodorous stuff.

What would you like to do? To examine the walls, you should go to **169**. To take a closer look at the fluid, you should go to **29**. You could try to climb up to the skylight in the south wall in an attempt to get out of Scrofatilla's shrine, by going to **175**. If you just want to get away from here, the north door will take you to **155**, the west door leads to **41** and the east doorway goes to **76**.

99

The great sow lies down and offers her teats up to you. If you take a drink, go to **176**. If you decline, go to **212**.

100

A warrior would be best suited to take on the challenge of this quest, though there are no restrictions, except that your character must be 1st or 2nd level and have no more than 30 combat adds. You may have any standard equipment from the T&T rulebook but no enchanted armour or weapons. If you need any additional materials, the villagers will scrape up 3D6 x 10 SPs (GPs for 5th edition) worth of extra equipment for you but you'll have to return it, if and when, you get back. Now, go to **10**.

101

You are in a roughly circular chamber. The stone door in the west wall is locked and will not budge. In the east wall, there are 2 ordinary-looking wooden doors, one heading northeast and the other southeast, as well as an arch painted on the wall between the two, depicting a scene of human sacrifice to a huge wild boar. The boar, presumably, represents the wild boar god Scrofatilla.

To leave through the northeast door, you should go to **216** or through the southeast door, to **27**. If the painting intrigues you and you would like to have a closer look, go to **179**. You could always search the rest of the room, at **139**.

102

The dark fluid in the pool has an earthy aroma and doesn't seem all that appealing. If you still take a drink, roll 2D6. Odds go to **162**. Evens go to **44**, unless you roll a double. Double '1s' go to **124** and other doubles go to **81**.

If you think better of having a drink of this stuff, return to **19** and make a different choice.

103

You are just too slow to react and have no time to fight the tentacle off. It pulls you into the pool where you soon succumb. You have drowned. Your adventure is over, close the book.

104

As soon as you head towards your chosen exit, the amoeboid blobs start to pulse gently with a pale blue light and then begin to converge on your current position. When they are within a few feet of you, their formerly smooth surfaces develop dozens of fierce-looking 6 inch long spikes. Then, they accelerate straight at you.

You will have to fight them off to get to your exit and avoid being skewered into the bargain. Roll 1D3 + 2. This is the number of combat turns it will take you. On combat turn 1, you will have to battle blobs with an MR of 12. This will increase by 6 points on each subsequent combat turn. Note, there will be an effectively inexhaustible supply of ectoplasmic creatures, so however many hits you inflict, these ratings will remain the same.



If you survive to the end of this battle, you can leave via the northeast door to **15**, northwest door to **222** or east to **41**.

105

Once submerged into the cold, clammy and sticky mud, it will take you 3 combat turns to reach the surface. Go to **126**.

106

Tusk Brother

Darak Swinesman Level 1 Human Warrior

STR 13	CON 9	DEX 11	SPD 15	
INT 10	WIZ 14	LK 15	CHR 15	Adds +7

Scimitar (4D6), Scale Mail (8 x 2), Buckler (3 x 2).

'Vorpal Blade' on sword on first combat turn. (40 AP)

If you are rendered unconscious rather than killed outright, you should go to **225**.

107

You drag yourself out of the mud pool and lay panting heavily after your exertions. Bizarrely, when you have finally caught your breath and sit up, you discover that the mud that you were covered in has completely vanished. It appears to have seeped through your clothes and even armour into your skin. This unusual mudpack has increased your CON and CHR by 1D6 each, permanently. If you have retrieved the enchanted tusk, you can now return it to Medfield by going to **130**. If you have crawled from the temple without completing your mission, you had better leave here immediately and just close the book.

108

Decide how many attempts you are going to make to search the floor for the dark stones. For each attempt, make a 1st level SR on LK. For each point you exceed your target by you find one stone. If you fail the roll, you do not add to your tally. Each time you search, you should also roll 2D6. If you roll doubles, you must head to **221**, otherwise you can continue collecting. When you have finished, you can go to **69** to see what these pebbles are.

109

After you have started making your way around the pool, the group of gnomish fishermen spots you and start to throw numbers of dark green-black stones at you. As they hit the floor and walls around you, they shatter and leave greasy, brown marks. You can try to continue on your way while dodging the gnomes' missiles by going to **172**. Alternatively, you could take the fight to these diminutive adversaries by either wading into the pool at **64** or you could take a pot shot or 2 with a missile weapon at **215**.

110

The gentle slope of the boar's tongue leads over the mud pit and through a gaping mouth, framed by 2 huge tusks that nearly cross each other to almost form an arch. The interior is dark and you cannot make out anything within. As you enter, you descend 3 shallow steps to stand on a cracked, marble floor. Suddenly, the silence of this place is shattered, as behind you the tongue swings up to form a massive, stone door. You know instantly that you have no chance of moving it on your own.

In the dimness, you notice that light is filtering in from 2 circular shafts, high up in the west wall. Probably, they form the nostrils that you saw on the snout when you were outside. As your eyes grow accustomed to the lighting, the rest of the room slowly comes into view. It is circular in shape with a checkerboard pattern of white and red tiles, each about a foot across, forming the floor. On the east wall, opposite you, is a door carved from pale yellow stone with a magnificent boar's head forming a fabulous relief pattern at its centre. There is nothing else of note, at first glance anyway.

Your choices are limited. You could have a good look around to see if you can find a mechanism for opening the tongue-door by going to **13**. If you already think this adventure is too much of a challenge, you could try to climb out along one of the nostril skylights at **32** or you could take a look at the door in the east wall at **71**.

111

You discover a silver ring with an intricately detailed image of a sow suckling her hoglets, picked out in jade, on it. The wearer can continue for a full week without the need for any sustenance, if they still have enough water to drink.

112

You have managed to climb into a skylight of the temple of Scrofatilla. A short crawl along this tunnel that connects the inside of the temple with the outside world brings you on to the smooth surface of the exterior wall. From here, you can look out across the mud pool surrounding the great boar and to the forest beyond. As well as being very smooth, with not a single decent handhold, the wall gets much steeper just a few feet from where you are currently sitting.

From here, you could try to slide carefully down into the mud and then wade across to terra firma, by going to **48**. If that prospect fills you with dread, you can always climb back along the skylight and down into the room you came from, by returning to the paragraph that sent you here. If you can fly or have an object that will allow you to do so, you can float across by going to **159**.

113

You are at a Y-shaped intersection with corridors that head northeast, southeast and west. There are wooden doors at the end of each passage. The walls and ceiling are all painted dark blue with light provided by a few brass lamps embedded in the walls.

Dangling from a short length of rusty, iron chain is a statuette in the shape of a leprechaun. One hand is waving in your direction while the other is pointing elsewhere. As you consider what this unusual idol may be, a draught causes it to turn. You notice that depending on what direction the hand is pointing, the expression on the leprechaun's face alters.

To turn the piece of statuary to point northeast, go to **17**, southeast, go to **158** or west, go to **182**. If you would like to wipe the smirk off the grinning imp's pudgy face, you could strike him down by going to **47**.

When you decide to leave here, northeast goes to **19**, southeast to **210** and west to **216**.

114

You pass through the painted arch as if the wall wasn't there and step into a passageway with a floor of pale, polished marble. It looks almost like a sheet of ice. The instant you take that first step, you start to slide towards the far end of the passage at an increasing rate of knots. It's as if friction does not exist here. Make a 2nd level SR on DEX to try to stay upright. If you fail, you fall doing direct CON damage equal to the number you missed the roll by (armour protects at face value only).

Rapidly, you accelerate towards the blank wall at the end of the corridor. Attempt a 1st level SR on WIZ. If you succeed, you slip painlessly through the wall into the room beyond. Go to **155**. If you fail, go to **197**.

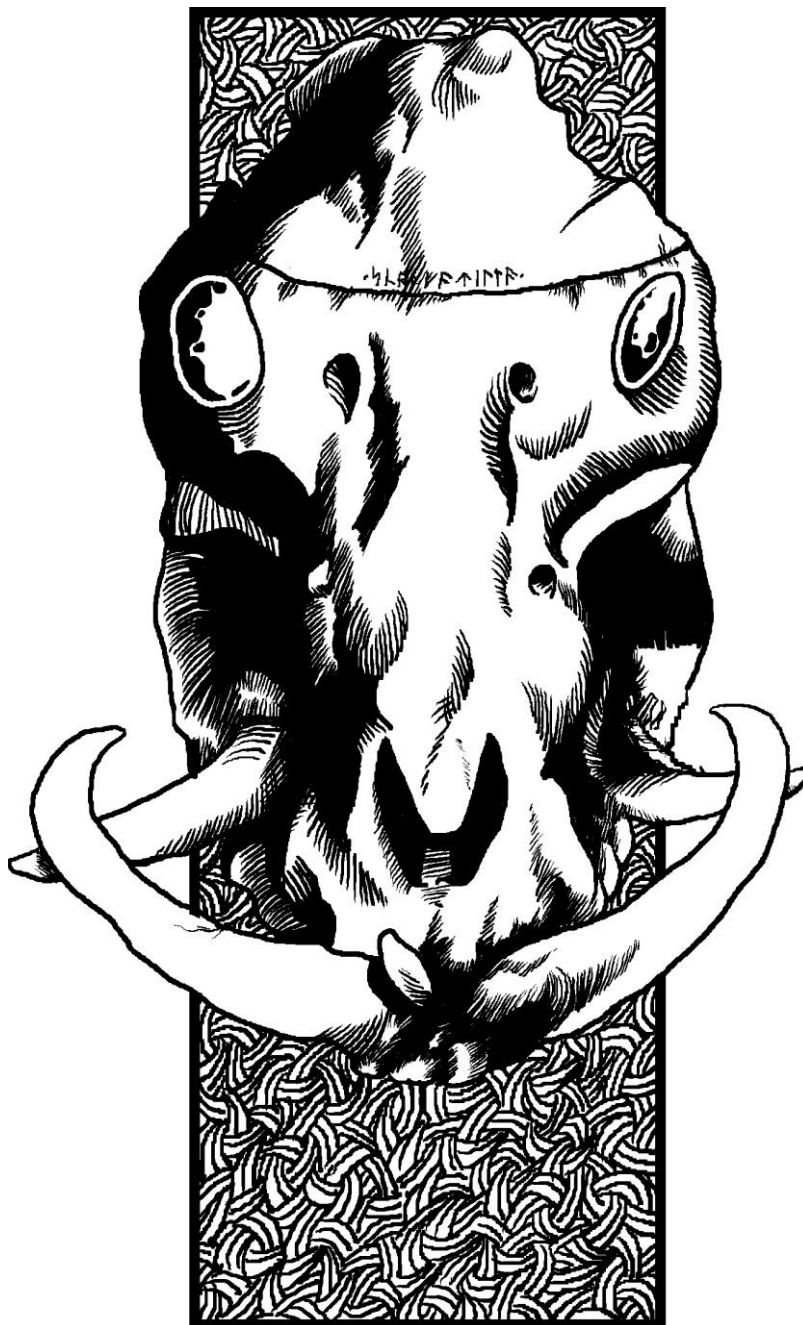
115

You split the boar in two with a fantastic thrust of your spear. You get the total of the attributes you made successful SRs on as bonus AP.

116

Roll 2D6 and then go to the appropriate cell. Then, go to the paragraph indicated. Once you have discovered the outcome return here. If you decide to look in another skull reliquary, go to 214, otherwise, return to 180 and make a new choice.

1 st Die ↓	2 nd Die →	1 or 2	3 or 4	5 or 6
1 or 2		Boar Knuckle (204)	Sow Rib (2)	Human Jaw (154)
	3 or 4	Human Rib (90)	Boar Jaw (223)	Sow Knuckle (143)
	5 or 6	Sow Mandible (92)	Human Knuckle (174)	Boar Rib (30)



117

Attempt to make a 1st level SR on SPD.

If you succeed, you get to the glowing object before anything else happens, go to **144**.

If you fail, you are struck by a further blast of orange-red energy. This will reduce your CHR, permanently, by a number of points equal to the number of the pulse (i.e. second pulse does 2 points damage, third pulse 3 points etc...). Now, go to **144**.

118

However hard you try to avoid getting flame near your hand, you cannot keep it clear completely. Make a 1st level SR on CON to be able to cope with the pain. If you fail the SR, you take the number you failed by in direct CON damage.

Eventually, the stalactite drops away and breaks into several large shards as it hits the floor. You can inspect one of these at **151**.

119

A couple of hours of hiking through the woods bring you to an area where the trees begin to thin out. As you start to climb a long rise, you hear low growling sounds from beyond the ridge ahead. When you get to the top of the slope, you see a small, wooden hut close to the edge of the ravine. Next to the hut, a stocky man with bright red hair appears to be engaged in battle with a huge dinosaur-like creature. The beast is so vast that even though it is standing within the ravine, its forelegs and huge reptilian head can still extend beyond the great defile's edge. As you watch, the man attempts to keep the monster at bay using a long spear.

What do you want to do now? If you decide discretion is the better part of valour and turn back into the wood to find a new route to the temple, go to **201**. To run to the man's aid and attack the creature with sword, axe or spear, go to **23**. To employ a missile weapon versus the lizard-headed monster, go to **191**. Otherwise, you could just stand and watch the battle unfold in front of your eyes by going to **88**.



120

Your weapon shatters into thousands of tiny pieces.

121

You discover a small brass ring. Grabbing hold of it, you find it slips on to your finger and immediately a large, round shield of some partly translucent material appears on your arm. This is 'Azathror'. It weighs only 1 wt. unit and will provide 10 points plus the wearer's level number of protection (no doubling for warriors). It will disappear and reappear just by the wielder thinking it. Fortunately, the blobs don't seem to like it very much and have all rushed away from you.

122

The long dead priest gives you a look of disdain, before berating you about your reticence to trust him with the story of your mission. Consider yourself well and truly told off but do you still want to take a chance and let him in on the secret? If so, go to **149**. If not, you can try to run for one of the exits at **16** or you could attack him at **136**. Alternatively, you could try to engage him in conversation but skillfully avoid telling him about your quest, at **89**.

123

You are hit by another wave of magical energy.

Roll 1D6. 1=STR, 2=DEX, 3=INT, 4=LK, 5=WIZ, 6=CHR.

Decrease this attribute, permanently, by a number of points equal to the number of the pulse (i.e. second pulse does 2 points damage, third pulse 3 points etc...).

Now, return to the last paragraph of **33** and make a new choice.

124

The fluid is highly toxic. Your heart stops and you drop to the floor, dead.

Your adventure has ended. Close the book.

125

Suddenly, a shower of dark red blood starts swirling around the room. It gets into your eyes and mouth before you can get past the door. Increase your CON by 1D6, permanently.

126

The mud is very thick and difficult to 'swim' through. You will have to rely on luck, fate or the gods to guide you to safety. For each combat turn your journey will take, you must attempt to make 1st level SRs on STR, CON and LK.

If you make all of your SRs successfully, you should go to **107**.

For every STR SR you fail, you must attempt another round of all SRs.

For every CON SR you fail, you take direct CON damage equal to the number you missed the SR by.

For every LK SR you fail, your next STR SR needs to be at 2nd level.

If you get to the end of your last combat turn with your CON still above 0, you should also go to **107**. If your CON drops to 0 or below before this, you drown in the mud pool.

127

Each step you take requires a tremendous physical effort and with the uneven floor surface, trying to maintain your balance at the same time is an equally challenging task. It will take 6 combat turns to reach your chosen exit.

On each odd-numbered turn, attempt to make a 1st level SR on STR. If you fail your roll, you are beaten back and have to add 2 more combat turns to the total you already need to achieve your goal.

On each even-numbered turn, attempt to make a 1st level SR on DEX. If you fail your roll, you fall doing direct CON damage equal to the number you missed your roll by.

Each time you fail a SR, roll 1D6 and go to **206** to see what other consequences there may be, before returning here to continue your efforts.

When you reach the door you are heading for, east will take you to **113**, northeast to **15** and southwest to **221**.

128

To climb up to the skylight, you will need to make 1st level SRs on STR and DEX. If you make them both successfully, you can proceed to **112**.

Fail either or both rolls, and you fall to the stone floor inflicting direct CON hits equal to the amount you missed by. If you remain conscious, you should then go to **26**.

129

You sense, somehow, that the eyes of Scrofatilla are upon you. Attempt to make a 1st level SR on CHR. If you are successful, your CHR increases by the total of the tens and units in its current level (e.g. CHR = 12. Increase by 1 + 2 = 3). If you fail the roll, then you must decrease it by the same amount. Now proceed to **147**.

130

The citizens of Medfield carry you shoulder high around the village. The shaman soon puts the talisman of Scrofatilla, the wild boar god, to work. Within just a couple of days, swine fever has been banished and the herdsmen are once more roaming the forest with their herds of pigs.

Your reward, beyond the satisfaction of knowing you have saved this community from certain ruin, includes bonus AP; 200 if you are an adventurer from outside Medfield, 300 if you are a village hunter and 500 if you are a local citizen.

In addition to this, you are given a full suit of pig leather armour (12 hits, weighs 80 wt. units, STR required 4) and a boar's head helm. The latter is incredibly realistic and makes you look like a porcine version of a Minotaur. As well as providing 3 more points of protection, it gives you the ability to daunt opponents in combat. To do so you need to make a successful SR on WIZ at the level of your opposition's total of level numbers (i.e. 2 uruks, level 1 and 2, means a 3rd level SR is required). Successfully daunted characters only score half their usual combat adds for the first combat turn.

CONGRATULATIONS. You are a true hero.

131

Which way do you turn the handle? Clockwise, go to **171** and anticlockwise, go to **33**.

132

The stalactite is just over 4 feet long and 2 inches in diameter, though it tapers towards the end. It bears more than a passing resemblance to the fighting sticks some of the warrior guilds like to use. It weighs 120 wt. units and requires a STR of 12 and DEX of 8 to use in combat. It will score 5D6 + wielder's level number in hits. Any CON damage you do to an opponent with it is doubled, and it will absorb your level number in magical damage every combat turn.

Now take your prize and leave here by heading to **80**.

133

If you rolled odds, go to **217**. If you rolled evens, a **temple guardian** accosts you, go to the table towards the back of the book to discover who or what you encounter. If you survive, you should proceed to **98**.

134

The west door is locked tight, even if you only just came through it this instant. By the time you have tried the door a few times and given up, you turn east only to discover that the pool has expanded to cover the entire passageway. It is filling rapidly with foul-smelling liquid that is pouring from beneath the east door. You will have to get to that other door and hope you can open it, to escape a watery grave.

Attempt a 1st level SR on SPD. If you are successful, go to **205**, otherwise, head to **79**.

135

Roll 1D6.

- 1 = Reduce CON by 1.
- 2 = Reduce STR by 1.
- 3 = Reduce DEX by 25% for the next 12 paragraphs.
- 4 = Reduce CON by 2.
- 5 = Reduce STR by 2.
- 6 = No effect.

Now, return to the paragraph that sent you here.

136

Although he appeared weak and unarmed, the undead priest suddenly has a long, black-bladed, 2-handed broadsword (6D6 + 2) in his hands. He has an effective CON of 3D6 + 6 and combat adds of 5D6.

His spirit will show you no mercy. If you can reduce his CON to 5 or less, you can temporarily displace his physical presence. Such a success earns you 150 AP, but you had better leave straight away by going to **62**.

137

You slice into the strange, rubbery material of the wall and a gush of black fluid suddenly squirts out all over you. It eats through armour, clothes and even flesh. Your skin and deeper tissues dissolve away to nothing. For a few brief moments you are in agony before your life comes to an end. Your adventure is over, close the book.

138 Truffle Beast MR 36 (4D6 + 18)

A pungent, earthy aroma assaults your nostrils and then the truffle monster appears. It is an amorphous blob of brown-black matter. It can regenerate up to 10 points of lost MR per combat turn. (60 AP)

139

Attempt to make the highest level SR on LK that you can.

If you fail to make a successful roll of any level, you find nothing. Return to **101** and leave.

If you have success at 1st level, go to **220**.

If you have success at 2nd level, go to **111**.

If you have success at 3rd level or higher, go to both **220** and **111**.

140

You lift the iron cover with ease and set it aside. Below, there is a round shaft with an iron ladder attached to one side. About 6 feet down, the shaft is full of the same watery, brown mud that the temple itself sits in. It seems likely that this hole leads to the outside world, though, as an exit it would be a cold, dark and dangerous route to freedom.

If you would like to see if the shaft is a potential way out of Scrofatilla's shrine, you could jump into the mud at **194** or even dive in head first, at **42**. Alternatively, you could climb down and lower yourself gently into the mud, by going to **105**. Should you conclude that swimming through mud is not your idea of fun, you can return to **180** and make a new choice.

141

You are at the north end of a curved corridor that runs roughly north-south. The passageway seems to be carpeted in a pale, green, glistening material reminiscent of a gargantuan snail or slug trail. Beneath the shiny surface, there seem to be faint waves of movement heading southwards. Because of the sharp curve of the corridor, you cannot actually see the far end.

If you decide to set off to discover what is at the south end of the corridor, go to **55** or you could turn around and go through the door behind you, to **27**.

142

You find a likely stalactite that you can easily reach and start to pull. If you can make a 2nd level STR SR, you manage to dislodge part of it and can go to **78**. If you fail, you can make another attempt but this time with a +1 modifier. For every subsequent effort, though, you must roll to see if a temple guardian turns up. A roll of evens on 1D6 means you should go to the table towards the end of the book to discover who or what you encounter. If you give up without retrieving part of the stalactite, return to **19** and make a new choice.

143

The eldritch forces within the bone sap you of your energy. Reduce your CON and WIZ by a total of 1D6 + 2, permanently. You may spread the reduction any way you choose, as long as each attribute drops by at least 1 point.

144

The instant you cast a shadow on the object, the energy blasts cease. Resting amid the detritus on the floor is a large wild boar tusk, still glowing faintly. Surely, this is the sort of talisman you are looking for. Pick it up at **1**.

145

As the final word of power escapes your lips, the light fades. It feels just like the minutes before the sun goes down. You sense a powerful presence, though you can see no one or nothing nearby to account for this feeling.

If you were using magic at the start of or during combat, the spell seems to work but then is suddenly snuffed out. The distraction this causes, means you only get half of your combat adds for this combat round, as well as wasting WIZ (or STR).

If you were casting a spell for some other reason, it fails. You waste the WIZ (or STR) you used to power the spell and your CON drops by half the number you just expended in casting.

146

Attempt to make 1st level SRs on LK and WIZ. If you make both rolls successfully, you walk serenely to your chosen exit. Go to **80**.

If you fail the LK SR but not the WIZ, go to **109**.

If you fail the WIZ SR but not the LK, go to **38**.

If you fail both rolls, go to **26**.

147

The carved boar's head in the door really is a piece of fine craftsmanship. It has jewels for eyes, highlights picked out in faded gold leaf, and a thick brass ring through the snout forming a sturdy knocker. To open the door, you could cautiously push it back and sneak into the next room, by going to **58**. You could, of course, announce your presence to all and sundry by using the brass knocker before you proceed, by going to **187**. If those jeweled eyes take your fancy, you could try to remove them at **95**.

148 Tusk Brother

Xaverna Suslex Level 2 Elf Warrior

STR 12	CON 7	DEX 22	SPD 9	
INT 11	WIZ 22	LK 15	CHR 14	Adds +13

Boar spear (4D6 + 2), Scale Mail (8 x 2), Target Shield (4 x 2). (50 AP)

If you are rendered unconscious, rather than killed outright, you should go to **225**.

149

You reveal all about your mission to this undead creature. He was the Tusk Father, or High Priest of Scrofatilla, and he even remembers saving Medfield from the swine fever many years ago. It turns out that a dark cult developed within the temple's acolytes and they poisoned him, though they never had the courage to remove his corpse. He applauds your efforts but is very doubtful that you will succeed.

Finally he warns, "Whatever you do I wouldn't leave here through the arch in the north wall. That way leads only to disaster. Perhaps, I can help you a little before you move on though." Suddenly, you are facing a corpse again but you have had your CON, permanently, increased by 1D6 and any poisons you have been exposed to, have been removed from your system.

The north archway leads to **19**, the west door to **113** and the south door to **55**.

150

You are a ranger specialist. Roll up your attributes normally (you may wish to roll 4D6 and choose the best 3) but your DEX must be at least 15, there is no need to have rolled a triple on this occasion. You have the ranger bonus of doubling the results for DEX SRs for your chosen ranged weapon. For earlier versions of the rules, do the same, but instead of the missile skills of a ranger you get a +2 modifier on all ranged weapon SRs (i.e. you get to add 2 to your 2D6 roll when attempting your DEX roll). You may choose equipment as you see fit but you start with a set of leather armour and a self-bow. Finally, you have an enchanted ring that gives you a +1 bonus when making SRs on your non-physical attributes (LK, WIZ, INT & CHR).

Now, go to **10**.

151

There is one large shard of stalactite with a sharp edge to it. With a bit of work by a decent sword smith, it could be made into a dagger which, will score 2D6 + wielder's level in combat hits. Now, take your prize and leave here by heading to **80**.

152

You find a fine, golden thread that you pull until it snags, revealing that there is a hidden opening in the east wall. When you finally manage to slide the panel back, there is a shiny, brass button on the end. Its enchantment doubles the hits taken by the holder's shield. Beyond the hidden panel is a dim tunnel. You could just squeeze inside. Once within, you could not possibly turn around again. If you want to get in and start crawling, go to **70**, otherwise, return to **180** but note you can find the secret passage and go straight to **70** if you change your mind.

153

By the time you get to the east wall, a further energy blast has hit you and reduced your WIZ, permanently, by a number of points equal to the number of the pulse (i.e. second pulse does 2 points damage, third pulse 3 points etc...). Unfortunately, you cannot get either of the doors open. Now, return to the last paragraph of **33** and make a new choice.

154

The spirit of a former High Priest to Scrofatilla blesses you with leadership skills. Increase your CHR by 2D6 and add leadership as a new CHR-based talent with a +3 bonus.

155

You are in a roughly oval room with wooden doors heading north and south and a doorway to the east. A striking spiral pattern that finishes at the room's centre is painted on the floor, but you cannot tell if it is crimson on white or vice versa. As you stare at the different colours, they seem to pulse alternately lighter and darker. The effect is quite hypnotic and despite it being otherwise empty, you get the feeling that unseen eyes are in here observing you.

If you feel uncomfortable with the slightly paranoid sensation this place gives you, then you can leave immediately at **211**. If the continuing mesmeric qualities of the spiral attract you, then you can walk to the centre of the pattern, either on the crimson part, at **20** or the white part, at **83**.

156

Go to **52**.

157

Gudrun the Red, for this is he, will get you across the ravine on the back of his giant lizard 'Ardro'. This will cost a mere 2 SPs. Don't worry if you don't have the cash at the moment, he'll happily accept an IOU. Now go to **37**.

158

The moment the statue is pointing along the southeast passage, a smile appears on his face and he says, "That's more like it." Every few seconds, the phrase is repeated and it quickly becomes very annoying. Now, return to **113** and make a new choice.

159

As you float, glide or flap across to solid ground, there is a great eruption from the mud pool and what could almost be described as an enormous, muddy arm, thrusts up in an attempt to grab you. Make a 1st level SR on the average of your SPD and DEX (round up).

If you succeed, you dodge the malevolent, grimy, limb and get to safety, go to **130**. If you fail, go to **228**.



160

The light fades away rapidly to utter blackness. You sense you are in the presence of the spirit of the great boar and your integrity is being questioned. Use your WIZ like an MR to create dice and adds, and do the same with CHR. Roll totals for them both and compare the two.

If WIZ is the victor, you may increase one of your physical attributes by 2 points.

If CHR is the victor, you may increase one of your non-physical attributes by 2 points.

If both rolls are identical, go to **22**.

161

You find a small section of wall that, when pressed in just the right place, makes the mighty tongue descend. If you want to leave the temple now and forget your quest, you can do so by just closing the book. If you choose to continue with this adventure, make a note that you can open the front door at will and return to **110** and make a new choice.

162

Within moments of swallowing, you feel as if you are going to throw up. Then, just when you think the urge has passed, you do so in quite spectacular, gut-wrenching fashion. By the time you have finished, your CON and WIZ have both dropped, permanently, by 2 points. The strange gnomes have disappeared and you had better too, by going to **80**.

163

You are swift enough to get a hand to a weapon and start hacking at the tentacle. It immediately releases its grip on you and slips back into the pool. The gnomes have all vanished. Best leave now, by going to **80**.

164

Attempt to make a 1st level SR on WIZ. Success, means you find a necklace made from wild boar teeth. The wearer's physical attributes are all doubled in the hour before sunset. Now proceed to **147**.

165

Attempt to make a 1st level SR on a non-physical attribute (INT, WIZ, LK, CHR).

If you fail your SR, the gnomes continue their advance. Go to **14**.

If you are successful, you calm the gnomes down and they explain, in their staccato manner, one starting a sentence and another one finishing it, that they trawl the pool of 'Blissnars' to retrieve poison crystals, which they can trade with the outside world. What this bizarre pond is doing here within Scrofatilla's shrine is anyone's guess but you have, at least, appeased the gnomes who reward you with a pair of their poison stones. Find out their properties at **69** and then proceed to **80** to leave this place.

166

Having dispatched Gudrun, you stand gasping for breath when the large foot of the giant lizard narrowly misses you. To avoid becoming people puree, you must make a 1st level SR on SPD. If you succeed, go to **87**. If you fail, you are squashed into the earth, close the book your adventure is over.

167

You turn and run for the first exit you can. Attempt to make a 1st level SR on SPD.

If you succeed, you manage to dodge past your dusty opponent. Roll 1D6.

1-2 You dash out through the north archway, to **19**.

3-4 You run through the west door, to **113**.

5-6 You speed through the south door, to **155**.

If you fail this SR, the 'dust devil' attacks you from behind scoring direct CON damage equal to the number you failed the roll by multiplied by 2. Should you survive this injury, you must go to **46** to continue the fight.

168

Your stroke is deflected and you hit yourself scoring 1D6 of direct CON damage.

169

The walls really do seem to be oozing a fetid, salt-laden fluid. If you would like to drink some of it, go to **213** or to use it to wash your face and hands in, go to **45**. Alternatively, you could slice off a little bit of the substance of the wall itself by going to **65**.

170

The stalactite shatters into thousands of tiny pieces. You are free of it but it has left a faint green sheen on the palm of your dominant hand. This causes some interesting changes to your physical abilities. First, you get extra dice in unarmed combat equal to the number of 10s in your STR rating. Second, you now have a "grip of iron", that means you have a +5 modifier when you have to make a STR SR that involves gripping something (e.g. holding a door shut by pulling on the handle, holding a colleague who is dangling over a cliff etc...).

Now, leave by going to **80**.

171

As you turn the handle there is little resistance and the light entering the room gradually fades until it is pitch black. If you decide to turn the handle back the other way, go to **33**, while if you wish to just sit and wait in the dark to see what happens, go to **203**.

172

Even at an increased pace, it will take you 3 combat turns to get away from this room.

Attempt to make a 1st level SR on LK for each of these combat turns. If you are successful, roll a single D6, while if you fail this SR, roll 1D6 3 times.

Every time you roll an odd number on these D6s, you are struck and must go to **135** to see what happens to you.

173

With your eyes downcast, looking for secret compartments or discarded treasures, it comes as something of a shock when one of the ectoplasm creatures spikes you in the back for 1D6 + 1 in direct CON damage. If you remain conscious after this, go to **91**.

174

The bone fragment transforms into a living skeleton with an MR equal to the total of your 2 highest attributes. It can regenerate up to 5 points of damage per combat turn. If you manage to reduce the undead creature's MR to 0 at any point, it will crumble to dust. Among the remnants, you espy a silver medallion on a fine golden chain. If you want to claim this prize, take it and go to **56**. Otherwise, return to **180** and make a new choice.



175

Climbing the odd brown wall slick with water, is not as easy as it looks. Attempt to make both 1st and 2nd level SRs on DEX. If you succeed at them both, go to **112**. If you fail one roll, you manage to slide back down the wall without injuring yourself but you had better return to **98** and leave here. If you fail both SRs, you fall flat on your back doing the totals that you failed them by in direct CON damage. If you remain conscious, you find yourself staring into a puddle of the fluid. Go to **29** to find out what you see there.

176

Roll 2D6.

Increase your STR and CON by this amount, in total. Distribute the gains as you see fit.

177

After an hour or so hiking through Colcott Woods, the trees begin to thin out and you arrive at the edge of the ravine. Just northeast of where you now stand, you can see a rope bridge spanning the 80 feet or more to the far side. It is quite a sight but closer inspection reveals that the ropes are old and many of the wooden slats are missing or broken. Perhaps, more worrying than its apparent dilapidation, is the lack of any sort of handrail to hold on to. This, combined with the swaying motion brought about by the brisk breeze blowing down the ravine, suggests any crossing here will be quite a challenge.



If you are going to use the rope bridge, you could crawl across on your hands and knees by going to **93** or you could walk across, trying to balance, by going to **208**. Alternatively, if you prefer to head back into the wood and find another route, head for **66**.

178

You prattle on and just when you are beginning to run out of things to say, you look across at the priest and discover that he is, once more, a desiccated corpse. With his return to his more natural state, you could consider relieving him of his silver circlet by going to **189** or his ebony rod at **59**. To leave straight away, go to **62**.

179

The painting was clearly once a fine piece of art, though it is rather faded and cracked where the plaster has started to crumble. It looks like there really is an archway through which you could approach the altar and pay homage to the god of the wild boars. All you would have to do is walk straight ahead. There are even depressions in the floor, next to the wall, that suggest many feet may have passed this way, in former times.

To try to take that step forward into the passage, go to **53**. If you would like to think about how you might get into the passage, if it actually exists, go to **18**. Otherwise, you can leave via the northeast door, to **216** or the southeast door, to **27**.

180

You are in a strange, roughly circular room. You imagine this is a bit like what the inside of a snail's shell must be like, as there is a distinctly spiral quality to the walls and the somewhat pointed ceiling. The floor also has a twisted unevenness that ends with a round steel plate at its centre. It looks like this is a drain cover, albeit an ornate one with a boar's head on it. Distressingly, the doorway you came in through from the strange maze of tunnels has vanished. You will have to find an alternative route out of here.

All around the walls, there are heavy, wooden shelves, literally groaning under the weight of dozens and dozens of boars' heads. There are all sorts of porcine skulls here; large ones, small ones, ones that look ancient beyond imagining and others that might have been placed there just yesterday.

To take a look at the contents of the shelves, go to **49**. If you think the steel cover is worth investigating, go to **72**, while if you prefer to search the rest of the room, go to **34**.

181

The glowing object is a large wild boar tusk. This must be the enchanted relic you are looking for. Go to **1**.

182

As soon as the leprechaun statue is pointing west, an angry expression appears on his face and he shouts the words, "I'll be blowed if I'm going that way." Every few seconds the phrase is repeated and it quickly becomes very annoying.

Before you can turn him in a different direction, you wink out of existence for a brief moment, and reappear elsewhere within the temple.

Roll 1D6. Odds takes you to **41**. Evens takes you to **141**.

183

You find a hidden button. When you push it, the blobs vanish. You can now leave this room.

184

After what seems like hours, you finally come to the end of the eerie circular tunnels and enter a normal stone-built chamber. Go to **180**.

185

You still manage to score a killing blow on the boar and he staggers off into the forest, trailing blood behind him. You get the total of the attributes that you had successful SRs on in bonus AP.

186

Spell Checker

Whenever you cast a spell, roll 2D6 and go to the appropriate cell in the table to discover the outcome. You will expend the WIZ whatever happens.

WIZ is regained at 1 point per 2 paragraphs visited.

1 st Die ↓	2 nd Die →	1 or 2	3 or 4	5 or 6
1 or 2		Spell Works	Spell Fails	Spell Works
	3 or 4	Spell Works	Go to 145	Spell Fails
	5 or 6	Spell Fails	Spell Works	Spell Works

187

You rap the ornate brass knocker firmly against the door producing sharp noises that start to echo around you. As the sound fades, the door swings silently open to reveal a rather gloomy room beyond. Go to 21.

188

You clearly subscribe to the notion that in the universe's pursuit of eternal balance, your hand being stuck to a shiny piece of green stalactite is a purely temporary event. How long do you plan to wait for the universe to rescue you? Every 2 turns you wait, roll 1D6 and if it is evens, go to the temple guardian table and see who or what you meet. If you survive the time you planned to wait, go to the paragraph indicated below.

4 turns go to 6. 6 turns go to 94.
8 turns go to 156. 10 turns go to 199.



189

Attempt to make a 1st level SR on CHR. Failure, takes you to 97, while if you succeed, you take the circlet and can go back to 62 and leave. It is worth 160 GPs.

190

You are hit by another wave of magical energy. Roll 1D6. 1=CON, 2=DEX, 3=SPD, 4=INT, 5=WIZ, 6=CHR. Increase this attribute, permanently, by 2. Now, return to the last paragraph of 33 and make a new choice.

191

You are trying to hit a very large target at a range of 25 yards. You need to make a 2nd level DEX SR to hit. Make your shot and if you hit, calculate the number of hits you score. Before you have time to judge your success or otherwise, the red haired man you were trying to help has grabbed up an axe and is charging at you.

Gudrun the Red has the following attributes;

STR 20	CON 23	DEX 20	SPD 14	
INT 12	WIZ 9	LK 13	CHR 14	Adds +19

He wields a mean Great Axe (5D6 + 3) and is wearing an Arming Doublet (2 x 2). You have only just enough time to grab your weapon and defend yourself. He will fight to the death. If you defeat him, go to **43**.

192 Tusk Brother

Rensus Razorbak Level 2 Dwarf Warrior

STR 26	CON 28	DEX 9	SPD 24	
INT 6	WIZ 8	LK 10	CHR 16	Adds +26

Heavy Mace (5D6 + 2), Scale Mail (8 x 2). (70 AP)

If you are rendered unconscious rather than killed outright, you should go to **225**.

193

Your quest failed. As you pass back through Colcott Woods, you find Medfield and all the other small settlements like it, lying ruined and abandoned. For surviving, you receive bonus AP. 150 if you are an adventurer from outside Medfield, 200 if you are a village hunter and 300 if you are a local citizen.

Close the book, your adventure has ended.

194

You plunge in and soon your feet touch the bottom of the cold and clammy mud pool. It will take you 2 combat turns to reach the surface. Go to **126**.

195

You have produced a light by which to see and can now make out the symbols on the wall. To the right of the handle is a pictogram of an eye with a large pupil, while on the left is a similar image but this one has a small pupil. If this is useful information and you would like to turn the handle, go to **131** or you could cast your light over the rest of the room to get a better look elsewhere, at **68**.

196

Water starts to make the stalactite hiss and produce pale wisps of smoke. It doesn't seem to have done much more than this when, unexpectedly, the green rock drops to the floor. Go to **132** to inspect your prize.

197

You slam into the wall at the end of the frictionless passage at high speed, doing 1D6 in direct CON damage. If you remain conscious while you lay in a heap gasping through the pain, your bruised and battered frame slips through the solid wall into **155**.

198

At the centre of the spiral, you find the wing feather of a golden heron. This rare talisman allows the holder to fly, just as if they had cast a 'Fly Me' at the lowest possible level. It can be used up to twice per day.

199

Go to **52**.

200

Roll up your attributes in the normal way. As a solid citizen of Medfield your adventuring skills are limited. Make sure STR and DEX are no higher than 14, even if you are from a kindred that has either or both of these attributes up rated. Your friends and neighbours will find you a one-handed weapon of no more than 4D6 damage and a total of 12 points of armour protection. Now, go to **10**.

201

As you trudge along the woodland trail, a pair of kobolds jumps out in front of you swinging their adzes (3D6) menacingly in your direction. They each have a CON of 10 and score 8 combat adds. They will fight to the death. Fortunately, you have time to grab your own weapon before melee begins. If you are victorious, you may take their weapons and the 2D6 SPs they are carrying, before returning to **66** but ignore the first line.



202 Hoglets MR 4 each (1D6 + 2)

D6 + 2 in number

You are surrounded by a small herd of young swine. They are very fast and nip around you biting at your feet and legs. You can only score hits against the level number of your highest SPD SR per combat turn, though you can keep the rest of them at bay with your combat total. (10 x number AP)

203

After what feels like several minutes, your eyes are drawn to the faint, pink glow in the middle of the floor. Gradually, the light cast by the object increases until you can make it out to be a tusk from a wild boar. Surely, this must be the sort of talisman you are looking for? Best go and fetch it at **1**.

204

When worn against the skin, this relic will bring the holder strength in battle. STR is doubled on combat turn 1, multiplied by $1\frac{1}{2}$ on combat turn 2 and by $1\frac{1}{3}$ on combat turn 3 of any battle, as long as they are involved from the beginning of the conflict.

205

You get to the door and open it allowing the brackish fluid to disperse over the floor beyond. Go to **98**.

206

You have stepped or slipped into one of the oily puddles on the floor. Check your D6 roll against the list below, to discover what happens.

- | | |
|----------------------------------|--|
| 1 = Neurotoxin, reduce DEX by 1. | 2 = Healing potion, restore D6 CON damage. |
| 3 = Acid, ouch! Reduce CON by 2. | 4 = Enchantment increases LK by 2. |
| 5 = Anti-magic, reduce WIZ by 3. | 6 = Freezing, reduce STR by 1. |

207

The moment you begin to speak, 6 gnomish faces turn dark frowns in your direction. You haven't even finished your greeting when you are drowned out by the gruff, oddly high pitched voices from their blackened mouths.

"Ere!" starts one.

"Ooo are you?" continues another.

"And what are you doin' 'ere?" questions a third.

"You can't come in just like that," adds the fourth.

"Disturbing our work" a fifth finishes.

Finally the last of their number shouts, "Up and at 'im. Let's see the intruder off!"

With that, they all march out of the pool with looks of even grimmer determination on their faces than before.

As they emerge from the pool, it is all you can do not to laugh. Their legs are only half as long as their torsos. They are the weirdest, squattest gnomes you have ever seen and they do not look the least bit threatening. If you want to take them on in combat, go to **14**. If you prefer to try to negotiate with them, go to **165**. Finally, you could try to make a run for one of the exits by going to **36**.

208

Attempt 3 1st level SRs on DEX. If you make them all successfully, you make it safely to the other side and can proceed to **37**. If you fail any or all of these SRs, add up the numbers you missed each SR by to give your failure total. Then roll 2D6 as if you were attempting a SR (doubles add and roll over as usual) with this number as your target.

Succeed here and you can also proceed to **37**, fail again and you must go to **7**.

209

It strikes you that the figure in the painting is kneeling before Scrofatilla and perhaps you should do the same. As you bend down to assume a position of supplication, you notice that the slight dips in the floor conform perfectly to where your knees and legs go. Slowly, you pass through the solid wall and glide gracefully along a corridor covered with pale marble before traversing the wall at its far end, to arrive at **155**. The wild boar god blesses you with the gift of an enchanted weapon, the 'Sus Sax'. This is an ordinary dagger of the type, scoring 2D6 + 5 hits, but gets double damage (not dice) and double spite, versus all porcine, ursine and lupine creatures (that's pigs, bears and wolves to you). Were-types are included in this as well.

210

You are in a small, square room with wooden doors in the south and west walls and a large archway in the north wall. On a dais in the northeast corner, there is a high-backed stone chair. Sat on the chair, is the desiccated corpse of what must once have been a tall and powerful human male. The ragged and rotting clothes that still cover his trunk and limbs were clearly made of fine material. He has a rod of ebony resting on his lap and there is a fine silver circlet, resting at a jaunty angle, on his head.

While you take in this scene, a cloud of dust forms around the stone chair and starts to swirl around giving the impression that the corpse has, somehow, become animated. You must be mistaken, surely.

If you would like to take a closer look at the chair and its deceased occupant, go to **75**. If you prefer to search the rest of the room away from the dais and its grisly contents, go to **31**. You may favour getting out of here as soon as possible, in which case the south door will lead you to **155**, the west door to **113** and the north archway to **19** but you must go via **16** first.

211

Roll 1D6 and note the result.

If you head north, go to **57**. If you head south, go to **133**. If you decide to go east proceed to **11**.

212 **White Sow MR 28 (3D6 + 14)**

The sow barrels towards you squealing wildly. She gets 2 points of armour protection from her tough hide. (30 AP)

213

You scoop up a handful of the fluid and drink it straight down. It is salty and gritty with an earthy sort of aroma. YUK! It is repulsive and your tongue feels like it is covered in sand. However, you are now immune to poison, if it is delivered in food or drink. The fluid has stopped flowing now. Return to **98** and leave here.



214

Even as your hand approaches a second skull, you get the sensation of hot breath on the back of your neck. Turning, you discover a huge creature, with the body of a muscled human and the head of a wild boar, standing there. He has a broad-headed spear in one hand and a short double-headed axe in the other. The monster booms at you, "You dare disturb the sacred rest of Scrofatilla's servants. Die worm!"

The brabus has a CON of 50 and gets combat adds of 24. Spear 5D6 and axe 3D6.

If you are victorious, you get 100 AP and can take the great swine spirit's weapons as your prize. Go to 25.

215

You will need to make a 1st level DEX SR to hit each gnome. But while you are aiming, you are a static mark for them to target. Every time you take a shot, roll 1D6. When you roll a 3 or a 6, you

must go to 135, then return here to continue your battle. Or, you can go to 80, to try to leave here.

216

You are in a roughly oval-shaped room with wooden doors heading southwest, southeast and east. The floor and walls are painted bright white and have thousands of bubble-like indentations all over them. In fact, there is no part of any surface in here that is at all flat. The floor you are standing on, therefore, is very uneven and here and there, you can see puddles of an oily liquid filling some of the holes. A skylight, high up in the north wall, provides the light in here.

Once you are properly inside and the door has shut behind you, a gentle breeze begins to blow. The force of the wind rapidly increases, until you are being buffeted by violent gusts. Just taking a step forward becomes a real effort.

What do you do now? To turn around and leave by the door you came in by, you can just return to the paragraph that sent you here. If you prefer to leave via one of the other doors, walking across uneven ground through the tempest that is now raging, go to 127.

Alternatively, you could attempt to climb up to the skylight and then crawl out that way; it looks big enough to accommodate you, by going to 4.

217

A single bubble floats to the floor in front of you. As it lands and pops, there is an ear-shattering explosion and you are showered in pieces of wood and masonry. The concussion does 1D6 + 2 hits (only head and trunk armour will provide any protection and just half hits at that).

218

You find subsequent parts of the strange wall are much tougher to slice into. Go to **137**.

219

You come across a tatty leather purse containing 20 SPs.

220

You find a small vial of liquid. This is 'Luck Lotion'. There are 3 applications and each can be used to improve your chances of success with any LK SR by effectively making it a level 0 roll (avoid a fumble to succeed). E.g. You must crack open a safe, so you drink a dose and make the SR easier, or you have to attempt an impossible shot with a bow, so you apply some lotion to the arrow and improve your odds.

221

While searching, you have neglected the dust cloud that was surrounding the chair. You glance up to discover that it is a mere few feet away and bearing down on you like a veritable tornado. In the panic of the moment, you drop all of the stones and must either make a run for it at **167** or stand and face up to the 'dust devil' at **46**.

222

You are back in the circular room where you found Scrofatilla's enchanted tusk. In the curving east wall, there are 2 wooden doors heading roughly northeast and southeast. Between them, a decorative arch has been painted on to the wall but it is so faded now that you cannot make out any detail. The stone door in the west wall is still shut. If you want to go northeast, go to **216** while to head southeast, you should go to **27**. To try to open the stone door in the west wall and pass back into the entrance hall to the temple, go to **67**.

223

Four large molars drop from their sockets in the great jawbone. Each of them will act like a mini 'Hellbomb Burst', scoring 40 points of damage, when thrown against a hard surface or if they are hit or crushed.

224

You are seriously gored, tusked and trampled by the boar. You scream out as your life is being taken from you, then suddenly you are back in the room with the spiral pattern on the floor. You still have the spear in your hand. It is a fine weapon. It is called 'Sharkul', is 6 feet long and weighs 60 wt. units, requiring STR 8 and DEX 10 to wield. It scores 6D6 + 4 in combat and has a 'Vorpal Blade' matrix embedded in the handle that, any wielder, can power, once per battle, with the sacrifice of 6 points of WIZ to Scrofatilla.

225

You have been captured by the Brotherhood of the Tusk and stripped of all your belongings. This band of fanatics needs a large labour force of slaves to work on their farms and down mines to feed and finance their evil cult.

Roll 1D6 + 1. This is the number of years you will spend in slavery until you can escape. For each year, you must attempt to make 1st level SRs on STR and CON. Every failed SR means you must reduce that attribute by the amount you missed the SR by.

If you survive long enough to regain your freedom, go to **193**.

226

Add your WIZ to the number you just rolled.

If the result is even, go to **51** and if it is odd, go to **73**.

227

You find an enchanted talisman; a lock of wild boar hairs trapped in amber. The holder of this beautiful object can fight with double STR and CON for 1D6 of combat turns. Thereafter, these attributes drop to half levels for the same number of full turns before returning to normal. Now, proceed to **147**.

228

The muddy appendage captures you in its cloying embrace and drags you down to dirt-ridden doom. Your adventure is over, close the book.

Temple Guardians

Roll 2 dice and find the appropriate cell in the table, then go to the paragraph indicated. The AP reward for victory in battle is listed with each encounter.

1 st Die ↓	2 nd Die →	1 or 2	3 or 4	5 or 6
1 or 2		WHITE SOW (54)	TUSK BROTHER* (106)	WORM CREATURE (40)
	3 or 4	TRUFFLE BEAST (138)	SPIRIT OF SCROFATILLA (160)	TUSK BROTHER* (148)
5 or 6		TUSK BROTHER* (192)	HOGLETS (202)	BLACK BOAR (60)

You can only meet the Spirit of Scrofatilla on one occasion so, if you roll that cell a second time, re-roll until you get an alternative encounter.

If you have a second (or even a third) encounter with a particular temple guardian, increase the MR by 10 or the STR of the character you are facing by 5, compared to your previous meeting.

To be able to use a missile weapon or to cast a spell before melee is joined, you need to make a 1st level SR on SPD.

* Tusk Brother weapons are all coated in the soured milk of wild sows. If any hits are inflicted, this acts as a poison that will slowly begin to diminish the victim's STR. After every 5 paragraphs they must attempt a 1st level SR on STR and if this is failed, their STR drops by 1 point. The effects are not permanent and can be reversed by a week of rest and good food away from adventuring.

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The simple folk of Medfield are desperate to cure the virulent form of swine fever that is decimating their domestic pigs. The only possible course of action is to search out Scrofattila's Shrine, hidden deep within Colcott Woods, and try to find some talisman or enchanted artifact that may save the day. Dare you cross the great ravine and explore the abandoned temple in an attempt to avert this ecological disaster?

Temple of the Wild Boar is a solitaire adventure for use with Tunnels & Trolls™. It has been designed for Deluxe T&T and is compatible with the 7th/7.5 Editions without modification and could easily be adapted for the 5th Edition using the notes below. A single low-level humanoid character with no more than 30 combat adds may take up the challenge. Some magic is allowed, but you will find that the influence of the god of the pigs can make its outcome somewhat unpredictable.

