

Fighting Fantasy - the bestselling phenomenon of our time!

The world of Fighting Fantasy, peopled by Orcs, dragons, zombies and vampires, has captured the imagination of millions of readers world-wide. Thrilling adventures of sword and sorcery come to life in the Fighting Fantasy Gamebooks, where the reader is the hero, dicing with death and demons in search of villains, treasure or freedom.

Now YOU can create your own Fighting Fantasy adventures and send your friends off on dangerous missions! In this clearly written handbook, there are hints on devising combats, monsters to use, tricks and tactics, as well as two mini-adventures complete with Games-Master's notes for you to start with.

Fighting Fantasy is the ideal introduction to the fast-growing world of role-playing games, and literally countless adventures await you!

Cover and illustrations by Duncan Smith

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STEVE JACKSON Fighting Fantasy

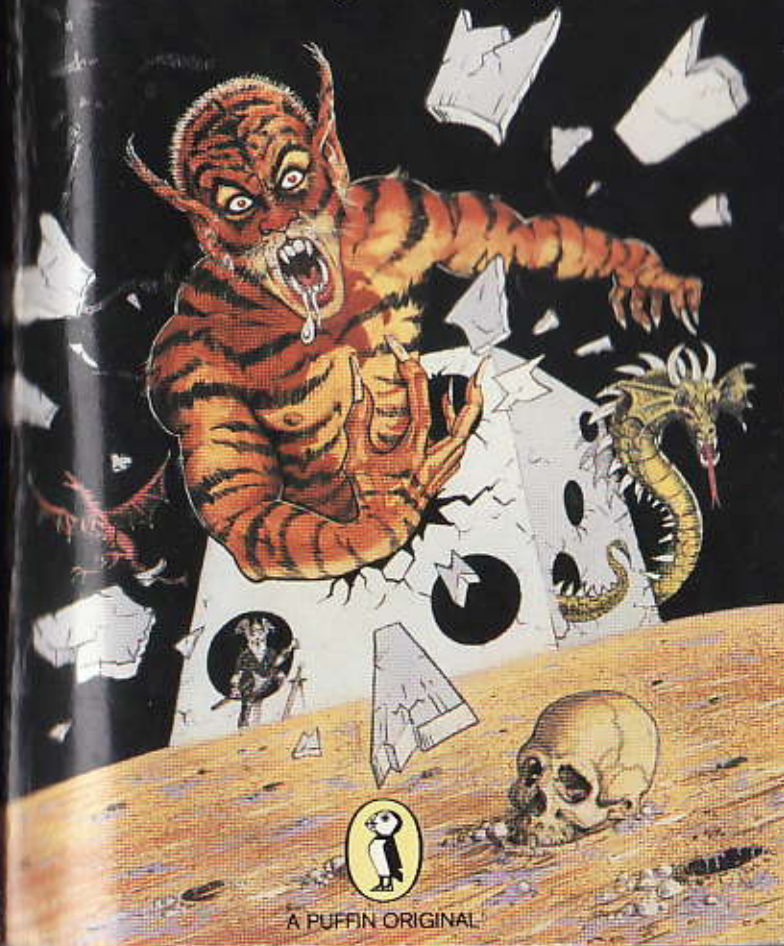
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Steve Jackson

FIGHTING FANTASY

The introductory Role-playing Game



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FIGHTING FANTASY

An Introductory Role-playing Game

The world of Fighting Fantasy, peopled by Orcs, dragons, zombies and vampires, has captured the imagination of millions of readers world-wide and become one of the best-selling phenomena of our time. Thrilling adventures of sword and sorcery come to life in the Fighting Fantasy Gamebooks (created by Steve Jackson and Ian Livingstone) where the reader is the hero, dicing with death and demons in search of villains, treasure or freedom.

Now YOU can create your own Fighting Fantasy adventures and send your friends off on dangerous missions! In this clearly written handbook, Steve Jackson has put together everything you need to know to become a successful GamesMaster. There are hints on devising challenging combats, monsters to use, tricks and tactics, as well as two mini-adventures complete with GamesMaster's notes for you to begin your first full-blooded role-playing game.

Steve Jackson is well known in the world of role-playing games, being the co-founder of the hugely successful Games Workshop chain of specialist shops, as well as the author of several Fighting Fantasy Gamebooks, including: *The Warlock of Firetop Mountain* (with Ian Livingstone), *Citadel of Chaos* and *Starship Traveller*, which are all published in Puffin, and the first two books in his *Sorcery!* series, *The Shantanti Hills* and *Khare: Cityport of Traps*, are in Penguins.

Fighting Fantasy is the ideal introduction to the fast-growing world of role-playing games and literally countless adventures await you!



For John and Mandy

Steve Jackson



FIGHTING FANTASY

An Introductory Role-playing Game

Illustrated by Duncan Smith

PUFFIN BOOKS

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CONTENTS

Introduction	7
1 From Fantasy Gamebook to Role-playing Game	9
The GamesMaster	11
The Adventurers	12
2 The GamesMaster	14
'The Wishing Well'	15
Starting the Adventure	16
Conducting the Game	18
Creative GamesMastering	19
Skill, Stamina, Luck and Probability	21
GamesMastering in Action	22
Other Essentials of GamesMastering:	
Dice; Recording; Atmosphere; Time	29
3 The Adventurers	33
The Adventure Sheet	33
Skill	37
Stamina	37
Luck and Testing for Luck	38
Restoring Skill, Stamina and Luck	39
Mapping	40
Equipment	41

4	Fighting Monsters	43
	Battles	43
	Escaping	45
	Using Luck in Battles	45
	Multiple Battles	46
5	Dealing with Common Situations	51
	Bribery	51
	Carrying Equipment	52
	Doors	52
	Escaping	54
	Falling	54
	Losing a Weapon	55
	Movement	55
	Opening Chests	56
	Picking Pockets	56
	Provisions	57
	Returning to Areas	58
	Searching	58
	Sight	60
	Time	60
	Tiptoeing and Moving Silently	61
	Wandering Monsters	62
	Wasting Time	63
	The Wishing Well	64
	Shaggradd's Hives of Peril	120
	Hints on Developing Role-playing Games	238

INTRODUCTION

What would it *really* be like to live in a medieval fantasy world?

The Puffin Fighting Fantasy Gamebooks and the Penguin *Sorcery!* series have given hundreds of thousands of readers a taste of worlds of magic monsters and treasures in such a way that *they* are the heroes and heroines. But in terms of realism, it is possible even to go one step further.

Fantasy Gamebooks have their limitations. When entering a room, for example, the reader is normally given only two or three choices, such as: 'Will you fight the creature, or run from the room?', or 'Will you draw your sword, or reach into your pack and pull out the collar-bone of an ox?' In a real situation readers, as heroes and heroines, would quite likely want to try something else, like springing a trap, or even talking to the creature. But in a Fantasy Gamebook it is impossible to cover all these alternatives – without, that is, filling an entire book with all the possible outcomes! *Fighting Fantasy* will teach you how you can run your own fantasy adventures to play with your friends. And in these multi-player adventures you will not be restricted merely to two or three options: *anything* is possible.

It is worth mentioning here the origins of the Fantasy Gamebooks. They are very much simplified versions of Fantasy Role-playing Games, but

written so that one player may play. Many of these role-playing games, like *Dungeons & Dragons*, *RuneQuest*, *Traveller* and *Warhammer*, are quite complicated, and their manufacturers recommend them for twelve-year-olds and over. They refer constantly to charts and tables in the rules and require a lot of book-keeping by the players. But the spirit of role-playing games is not so much the tremendous detail and statistics they go into (although there are many 'walking-encyclopaedia' types who revel in the complications of such games). For most players, the real fun comes from the adventure itself.

This book will show readers how to run their own fantasy worlds and, by keeping rules and book-keeping to a minimum, will allow them to get their friends involved quickly in fast-moving adventures. The rules, or 'game system', will be recognized instantly by Fantasy Gamebook readers. But once readers have got the hang of the rules, there is no limit to how they can be modified and adapted to give games of either greater realism or faster-moving play. Indeed no two people ever play a role-playing game the same way. Inventing and modifying rules is all part of the fun!



FROM FANTASY GAMEBOOK TO ROLE-PLAYING GAME

Let's take it for granted that you, the reader, are familiar with *The Warlock of Firetop Mountain*. If you have never played a Fantasy Gamebook before, I recommend that you try one before playing *Fighting Fantasy* as it will make the whole thing much easier to follow. To illustrate briefly how *Fighting Fantasy* works, we'll use *The Warlock of Firetop Mountain* as an example.

You are an adventurer about to enter the Warlock's dungeon. You have rolled up your SKILL, STAMINA and LUCK scores and you are ready to start. But this time you won't be using the book. I am sitting in the room with you. I have in front of me a map of the dungeon drawn out on a sheet of paper. Each room is marked to remind me what monsters and treasures are inside *and this map is hidden from you behind a screen*.

Before you actually enter the dungeon, I'll give you some background information, telling you about the Warlock's riches and the deadly monsters and traps guarding his treasure. This introduction will be something like the 'Rumours' chapter in the book itself. Then I'll describe the cave entrance.

'What do you want to do?' I'll ask. No doubt you'll want to enter the cave - cautiously - and your

adventure will now begin. Looking at my map, and knowing where you are (at the entrance), I'll tell you:

'You step into the cave and walk forwards. The air is cold and cobwebs brush against your face. The cave walls are slimy. A few feet in, you can see nothing but blackness ahead of you. Do you want to keep going?' You'll realize you have forgotten to light your lantern. You'll want to light it before it gets too dark, then continue.

'You light your lantern and continue down the passageway until you reach a T-junction ahead. What will you do next?' In the book, you are only given the option of turning either east or west, but here you may choose to do anything you like. Perhaps you would just like to *look* eastwards and westwards. If so, I'll refer to my map and tell you what you would be able to see from your position. You may want to stop and listen. I would then tell you that you can hear water dripping slowly from the ceiling and also a snoring sound in the distance to the west (the sleeping Orc sentry further down the passage would no doubt be snoring). Let's assume that you look and listen and then decide to take the passageway westwards.

'The snoring gets louder as you walk along the passageway. A few yards on, the passage turns sharply north and set in the rock on the corner is a sentry post. An ugly creature is asleep at its post.' You'll ask me to describe it to determine how strong it is and I'll give you a description. But what will you

do next? In the book you are only given the option of tiptoeing past the sentry. But now you may choose to do anything you like. Will you run it through with your sword? Try to pick its pockets? Turn back the other way? Tiptoe past? Try to snatch its weapon? But you will have to choose quickly, as the guard will wake up if you take your time!

The GamesMaster

From this brief example you can see that, instead of being limited to two or three choices as you are in the book, you may now choose any course of action you like. This is all made possible by the fact that, instead of playing with the *book*, you are now playing with *me*. Role-playing games offer such freedom of choice and flexibility because one of the players 'controls' the game. This controller is known as the *GamesMaster*, or GM for short.

The GamesMaster runs the adventure as the book does in the Fantasy Gamebook series. But since human beings are much more adaptable than a book could ever be, the scope of the adventure is limitless. The GM is a sort of 'god' in the world in which the adventure takes place. He or she must describe the passageways, tell you how a monster will react to your decisions, speak for the creatures you try to talk to, and so on.

An ideal GamesMaster must first of all be familiar with the rules. Chapters 3-5 give all the basic rules

for the game. These rules do not cover *all* the possible situations which can come up in a game, which would be impossible, as you will realize.

Our ideal GamesMaster must also have a vivid imagination. He or she must be able to *imagine* what is happening and what is likely to happen and must put this over to the players, building up the atmosphere of the adventure.

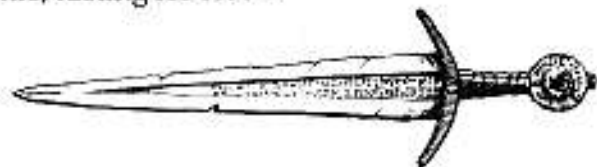
Lastly, a good GamesMaster must be quick-thinking. This is important not only to keep the adventure going at a fast pace so that the players do not get bored, but also to decide quickly whether the adventurers are successful or not in their plans. The rules given here will tell you how to judge all the common situations which are likely to arise, but the GamesMaster will often find that players choose courses of action and plans which are not covered in the rules. Here he or she will have to decide quickly whether or not a plan will work and what dice rolls (if any) the players must make.

The Adventurers

In the example we have just used, you were the only adventurer. But there is no reason why there shouldn't be any number of adventurers. In practice it becomes a little difficult to run an adventure with more than six adventurers. If more than six play, all the decisions tend to be made by the same three or four people, and often the party splits up into two or three groups, making GamesMastering a hectic job.

The adventurers enter the dungeon, for example, as a party and they are all trying to complete the quest that the GamesMaster has set for them (for example, find the Warlock's treasure). They must each roll up their individual **SKILL**, **STAMINA** and **LUCK** scores. They will have backpacks to hold their treasures, lanterns to light their way and Provisions to restore their **STAMINA**. Then they must explore the GM's dungeon, trying their best to survive. In every situation, whether standing at a crossroads or fighting a monster in a room, they must decide between themselves what to do. They announce their decision to the GM, who then tells them what the consequences of their actions are. Thus the adventure unfolds.

Although *Fighting Fantasy* is called a game, it is not really a game in the normal sense of the word. There are no winners or losers. To be successful the players must cooperate rather than compete. But you will be surprised at how your own friends' personalities come out in the game. One may be greedy and always want more than a fair share of any treasure; one may be cowardly and always be the last to join in a fight; another may be the 'berserker' type who always rushes headlong into every battle, lusting for blood!

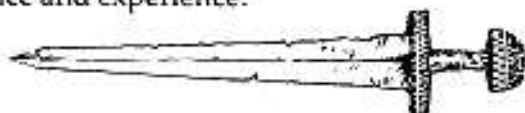


THE GAMESMASTER

Really, the only thing to learn about *Fighting Fantasy* is how to become a GamesMaster. The adventurers need know very little about the rules of the game at the start, as they will just explore, and fight (or run away from) monsters. But learning GamesMastering skills will take some patience and hard work on your part.

Imagine that you are Zeus, King of the Gods, sitting on top of Mount Olympus and watching us mere mortals conducting our daily lives down here on earth. You have ultimate power. You can make anything happen. And we, as humans, are at your mercy. But you are not an evil god. You are very fond of your subjects. You keep an eye out to make sure that we live according to your own rules and wishes, but grant us freedom to do what we want with our lives.

This is the role of GamesMaster. As a sort of 'god' watching over the world in which the adventure takes place, you must watch over and control these adventures. As you can imagine, being a 'god' is not an easy task. It is a skill which improves with practice and experience.



Two ready-made adventures are given in this book. The first, 'The Wishing Well', is a short adventure designed for first-time GamesMasters. 'Shaggradd's Hives of Peril' is a longer adventure for experienced GamesMasters. They are both well illustrated in the Fantasy Gamebook style. These illustrations will help bring the adventures to life inside everyone's imaginations.

As suggested on pages 238-9, there is no reason why you shouldn't design your own adventures. But here we'll concentrate on how to run your first adventure, 'The Wishing Well'.

'The Wishing Well'

On page 64 you will find a map of the whole scenario, in this case an eighteen-room dungeon (not all of the encounters are in rooms, but for convenience we'll call each 'encounter area' a 'room'). The players will enter down the dried-up well (room 1) and can then explore the rest of the dungeon.

Each area of the map (room) is coded with a number. These numbers correspond to references on the following pages. The references describe what is in – and what is likely to happen in – the rooms. Usually on the left-hand page is a picture of the room, which can be shown to the players. On the next page is the reference number and a small location map (so the GM can easily keep track of

where the adventurers are without having to keep turning back to the main map).

The text is in two parts. The section printed in *italic* is to be read out to the other players as they enter the room. Following this (not printed in italic) are the GamesMaster's notes. *The players should never see the GM's notes.* These describe the monsters, tricks, traps and treasures which will be found in the room, together with special rules on what to do if the players decide to do such-and-such.

Read through the entire Wishing Well adventure. You'll notice that it is similar to a Fantasy Gamebook adventure, but with slightly altered rules to allow more people to play and more freedom of choice.



Starting the Adventure

Once you have read through 'The Wishing Well' several times, you will become familiar with the different rooms and what happens in them. Then you are ready to begin an adventure.

The players must be shown how to create their

own characters. By rolling dice they will determine the SKILL, STAMINA and LUCK scores of their own adventurer characters. This is described in Chapter 3. They must also be told what they are trying to do (in this case they are exploring the dungeon looking for treasure). They will also have to be told a little about some of the rules, but not a lot. Tell them:

What their SKILL score represents and how it is used in battle.

The importance of preserving their STAMINA; how they can lose STAMINA and how it may be restored.

How they go about *Testing their Luck*, and how LUCK can always be used in battles.

Explain their initial equipment: sword, backpack, lantern, Provisions (and Potions if they are playing a more advanced adventure).

But this is all they need to know! The beauty of *Fighting Fantasy* is that the players need to be told very little to get them going. Once inside the dungeon, they just have to tell the GM what they want to do each time they are asked.



Conducting the Game

When the adventurers set off into the dungeon, it is your job as GamesMaster to control the adventure. You must keep track of where they are in the dungeon, and describe the passageways they walk along and the junctions that they arrive at. Apart from reference 2 in 'The Wishing Well', corridors and passageways are not described in the text – you must do this from your map.

When they enter a room, you must read out to them the description (in *italic*) on the right-hand page. Covering up the text with a sheet of paper, you must then show them the picture of the room. They must then tell you what they want to do.

This is where GamesMastering becomes interesting. They may choose to do anything. Some of these choices (the most likely ones) will be covered in the GM's notes. If they make these choices, the text will tell you how to deal with them. They may choose a course of action which is covered in Chapter 5. But often they will choose to do things which are not covered by either of these. How do you GamesMaster these choices? This is the most skilful – and also the most enjoyable – aspect of being a GM. We shall call this 'Creative GamesMastering'.



Creative GamesMastering

It is impossible to give rules for every possible action that the players may choose. Being a good GamesMaster involves being able to judge how successful any of the party's plans might be. You may decide that a particular plan will work without 'testing' its chance of success. For example, if they walk into a room leaving the door open behind them, then see a monster on the far side of the room, they may want to run back out of the room. In real life, the monster would never be able to get to them in time, so you would probably allow them to escape without difficulty.

In other situations, they may suggest a plan which may or may not work. You will have to decide what you judge the chance of success to be. This may involve someone *Testing their Luck* or rolling against their SKILL or STAMINA. In other situations, you may just decide that such a plan has a 2 in 6 or 4 in 6, etc., chance of success and roll a die to decide whether it works or not.

To give an example, let's say the party have discovered a Hobgoblin inside a room. They have some rope and they have decided they will try to trick the creature. Two of them will stand outside the door with the rope across the doorway. One of them will pop his head round the door and blow raspberries at the Hobgoblin trying to annoy it into running out of the room after him. As the Hobgoblin runs through the door, the other two will pull on

the rope and trip it up. How can we GamesMaster this situation?

Clearly no Hobgoblin likes to have raspberries blown at it. The Hobgoblin would most likely be very annoyed. As Hobgoblins are stupid and very aggressive, I would give a 5 in 6 chance that the Hobgoblin chases its tormentor out of the door. I roll one die, roll a 3, and declare that the Hobgoblin comes running out of the room. Whether or not the two adventurers by the door succeed in tripping the Hobgoblin up will depend on their own skill and timing. I would require them both to roll two dice and compare the total with their SKILL scores. If they roll numbers less than their SKILLS, then their plan will work. If either rolls equal to or higher than their SKILL, then the plan fails and the party are faced with an angry Hobgoblin out in the corridor with them.

If you study the text of 'The Wishing Well' adventure, you will notice several instances which tell you how to judge if the party do certain things. But there is no doubt that the party will not restrict their choices just to these actions. As GamesMaster you will constantly have to be making on-the-spot decisions about whether or not their plans will work.



Skill, Stamina, Luck and Probability

Your four measures are SKILL, STAMINA, LUCK and what we will call *Probability*. Any plans which would depend on how *skilful* an adventurer is (feats of strength, intelligence, persuasion, etc.) can be decided by rolling against SKILL (a roll less than the individual's SKILL score means success). Any plans that would rely on *luck* (for example, whether an adventurer falling down a pit lands safely or hurts himself, or how an adventurer fares at a game of chance) should involve them *Testing their Luck*.

The GamesMaster may, as he or she sees fit, make *modifications* to these dice rolls (before the dice are thrown) by awarding bonuses or imposing penalties on the rolls. For example, an adventurer may be trying to persuade a wizard to give him some treasure. As GM you have decided that the adventurer will have to roll against SKILL as described above. But as the wizard is probably quite intelligent and may see through the adventurer's plan, the GM may impose a 2-point penalty or 'modifier' on the dice roll, making it more difficult to succeed.

An adventurer's STAMINA is a measure of fitness. If an adventurer's STAMINA is high, he is more likely to succeed at things than if he is on his last legs (STAMINA is low). Very few – if any – rolls will be made against STAMINA itself, but the GM should always keep an eye on an adventurer's STAMINA. A particularly high or low STAMINA should influence whether or not a modifier is used.

Any events, actions or reactions that do not depend on the adventurers themselves (for instance, whether or not a Hobgoblin will chase an adventurer through a door) should be decided by Probability rolls. Here the GM decides that a certain action has a 1 in 6, 2 in 6, 5 in 6, etc., chance of happening. Then a single die is rolled to see whether it happens or not. For example if the GM has decided that there is a 4 in 6 chance that a single Orc the party has just come across will try to escape from them, one die is thrown. If the number rolled is 4 or less, the action happens (in this case, the Orc hightails it away from them).

Certain situations, though, are common to most games. Chapter 5 deals with these one by one, in alphabetical order.



GamesMastering in Action

The following example will illustrate how an adventure in 'The Wishing Well' might actually run. Note how the GamesMaster (GM) judges each situation and in particular how he decides what happens when the adventurers' choices are not covered in the rules.

In this game we have three adventurers: Arm-

strong (A), Bigneck (B) and Crystal (C). They have rolled up their scores and are ready to start:

	SKILL	STAMINA	LUCK
ARMSTRONG	8	23	7
BIGNECK	11	20	8
CRYSTAL	8	19	10

The GM has described the introduction to the adventure; they are standing at the top of the well looking down.

A: What can we see down there?

GM: [*Seeing that the well is deep and there is no light at the bottom*] You can't see the bottom of the well. It's just black down there.

C: I wonder if there is any water down there. I'll throw a stone down the well.

GM: [*Thinking that the well is dried up, but the bottom of the well is likely to be a little muddy as it is underground*] You hear the stone hit the bottom of the well, making a dull 'plop'.

C: Sounds like it's muddy down there. Does the rope tied to the bucket look like it will take the weight of a person?

GM: Yes.

B: Well, I'll lower the rope down to the bottom and climb down it.

GM: Okay, you climb down the rope. [*Then whispering to B, so the others can't hear*] You find yourself at the bottom of a dried-up well. The walls are caked with dried mud and the ground underfoot is

muddy. Leading off northwards from the well shaft is a narrow passageway. *[Shows B the picture.]*

B: I shout back to the surface and tell the others. Okay, Armstrong and Crystal, you can come down. It's safe. There's a passageway leading off to the north.

A: I'll climb down the rope.

C: Me too.

GM: Right. You're all at the bottom of the well. *[Shows them all the picture.]*

C: Let's look up this passageway. What can we see?

GM: Not much. It's very dark. The passageway stretches ahead.

A: Let's go up the passageway.

GM: Are you all walking up the passageway?

B and C: Yes.

GM: *[Reading the GM's notes, there is a chance that they will stumble on the rocky floor as it is dark and they have not lit their lanterns. The GM rolls one die for each of them: the roll is a 4 for A; a 1 for B and a 5 for C.]* It's very dark. You all grope along the passageway. Bigness slips on a loose rock and falls over, grazing his knee - lose 1 STAMINA point. The passageway continues for some twenty metres and then ends in a sturdy door. The walls of the passageway are rocky and the ground underfoot is muddy. *[Shows them the picture.]*

B: We should have lit our lanterns. We all light our lanterns.

GM: Okay.

A: What's this door like? Is it locked?

GM: *[Giving A a sly smile]* Do you want to try the handle?

A: Er . . .

C: No. First I'll listen at the door.

GM: *[Reads the description of room 3. There are birds flying about in there.]* You hear a faint twittering coming from inside.

C: A twittering! What, like birds?

GM: Could be; or could be mice. You can't tell. That sort of noise, though.

B: Well I'm not afraid of birds or mice. Let's try the handle. I'll grab the handle and try to open the door.

GM: It is locked.

A: We're not going to get much further if we don't get into this room. Let's charge the door down.

B: Yes, okay. Off you go, then. Give it a good thump.

A: I try to charge the door down.

GM: Roll two dice, Armstrong. *[Armstrong rolls 6. His SKILL is 8, but the door will not open.]* The door creaks, but does not open. Lose 1 STAMINA point, Armstrong. Suddenly a deep voice resounds around the corridor: 'Beware, unwelcome visitors! Anyone who enters faces certain death within!' The voice seems to have come from the door itself.

B: Well I'm certainly not frightened of a door! Hit it again, Armstrong.

A: No, you hit it! I've just lost a STAMINA point!

B: All right then, I'll charge the door.

GM: Roll two dice. *[The GM knows what will happen – the door will fly open – but as far as the party is concerned, this is just another ordinary locked door. To keep them in the dark, they must still roll dice as normal.]* As you charge at the door, it flies open in front of you. You go flying headlong into the room, trip up, and bang your head on the ground. Lose 1 STAMINA point.

B: How come I'm always falling over? All right then, what can I see inside the room?

A and C: We're looking into the room as well.
The GM reads out the description of room 3 and shows them the picture. The party then starts to discuss what they should do. The GM reads the notes.

A: Hello. Er, we're new around here. Just visiting. Who are you?

GM: They call me Thrushbeard, on account of my pets. Who are you? And who are you visiting?

A: Oh, we're just looking around . . .

C: Yes, we're looking for, er, Trueblade, a friend of ours. Do you know where he might be?

GM: I've never heard of a Trueblade here. Here, have a nut. *[He tosses each a little nut.]* Go on, taste them. They're very nice!

A: Thank you. *[Then he whispers to the others]* Should we eat these things? They might be poisonous.

C: *[Whispers]* I don't know.

B: *[Whispers]* I don't like this little runt. Let's attack him!

GM: What was that you said?

B: Er, nothing . . . *[Whispers to the others]* Come on, let's leap on him.

C: *[Whispers to B]* No, he might be able to tell us something about the dungeon. He seems harmless enough. *[To the GM]* Tell us, Thrushbeard, what's beyond these doors?

GM: Come on, come on. Eat up your nuts. Do you think I'm trying to poison you? That's not very friendly, is it? I've been eating them all day!

A: All right, I'll try one of his nuts. I pop the nut into my mouth and eat it.

GM: *[Rolls one die to see whether it is bad or not. Rolls a 5. The nut is good.]* You chew the nut. It is quite tasty. Thrushbeard says: 'That's more like it. Now you others.'

B and C: Okay, we both eat our nuts.

GM: *[Rolls a die for each of them. Rolls a 1 and a 4.]* Bignek's nut tastes bitter and gives him pains in the stomach. Lose 1 STAMINA point. Crystal's nut tastes fine. Thrushbeard smiles and says: 'That's more like it. I enjoy sharing food with friends. You wanted to know about the other doors? Well, you won't find any other friends down here – they're an evil lot. If you go through the north door here, you'll be making your way towards the inner chambers. But if you're trying to meet the King, you're wasting your time. You can't get through to him without the Crystal Key. Anyway, it was nice chatting to you.'

B: *[Mutters to the others]* Give me a rotten nut, would he? Come on, let's kill him!

C: *[Whispers to B]* Don't be stupid. We won't gain anything by killing him. *[To the GM]* Thank you, Thrushbeard. Yes, we'll be on our way now. By the way, I don't suppose you could tell us where the Crystal Key is, could you?

GM: I would if I could, but I can't. I don't know where it is.

The party decide to start looking for the key. They leave Thrushbeard's room through the west door. The GM turns to room 12.

GM: You walk along a corridor which ends some distance ahead at a wooden door.

A: I go up to the door and listen.

GM: *[Checks his notes.]* You hear nothing.

A: I'll try the handle.

GM: *[Checks the Doors section of Chapter 5. Rolls one die. Rolls a 3. The door is unlocked.]* The handle turns. The door is unlocked.

A: I open the door *slowly* and look inside.

B and C: We all look inside.

The GM reads out the description of room 12 and shows them the picture.

A: This looks a bit suspicious. Shall I go inside and have a look down the pit?

C: No. Let's go back to Thrushbeard's room and try one of the other doors.

A: Okay. We'll go back.

GM: Right. You walk along the corridor and into the room. Thrushbeard looks a little startled and says: 'You back again? I thought you'd gone.'

A: We thought we'd try the east door instead. Is that all right?

GM: Of course! Go ahead!

And so the adventure continues. From this little illustration, you can see how important it is to keep the game flowing, and how essential it is to *play roles* during the game. The GM has to be aware of what is happening and what is likely to happen. And the GM has to *become* Thrushbeard while the party are talking to him.

Other Essentials of GamesMastering

The above illustration should give you a good idea of how an adventure might actually run. Read through 'The Wishing Well' adventure (pages 64-119) several times until you are familiar with the rooms and what is likely to happen. Then read the sections below. When you have finished this chapter, you should have a good idea of what GamesMastering is all about.

Dice

You should have at least four dice available for the game. As GM, you will need two constantly, as you will be making lots of dice rolls. The other two are for the adventurers. Dice can be used from board games or bought at games or hobby shops.

You will soon realize that, if you only roll dice when this is called for in the rules, you will be letting

the players know more than they should. If, for example, they are searching a room with a secret door in the north wall and you only roll your dice when someone says: 'I'm searching the north wall', then it will immediately be obvious that there is something on that wall but none of the others. You must make lots of fake rolls as the game progresses. If you do this, the adventurers will never know whether a dice roll actually means anything or not.

While on the subject of dice, note that many of the rooms in 'The Wishing Well' say that such-and-such will have a 1 in 6 or 4 in 6, etc., chance of happening. What this means is that you must roll one die to see whether this event happens or not. If, for example, we take room 3: '... each nut has a 1 in 6 chance of being bad ...' As GM, you will tell the adventurers that the Dwarf has thrown each of them a nut and is now trying to persuade them to eat it. When anyone does eat one, the GM must secretly test whether the nut is bad or not. Each nut has a 1 in 6 chance of being bad (and causing STAMINA penalties). So the GM will throw one die. If the result is a 1, then the nut is bad. If the result is anything else, the nut is good. This should be repeated for each nut as it is eaten. If the odds are high (see room 10, where there is a 4 in 6 chance that the Octopus will attack), then there is more chance of the event happening. In the Octopus example above, a roll of 1, 2, 3 or 4 will cause the Octopus to attack. This is just an easier way of describing possible events than saying, 'Roll one die. If the result is 1, 2, 3 or 4, then the Octopus attacks.'

Recording

As well as dice, you will also need to record times and what is happening in battles. For recording things like this, you must always have a pencil and some paper to scribble notes. In other words, your GamesMaster's kit will consist of: two dice, a pencil, some paper, a clock or watch, and this book.

The players will need: their *Adventure Sheets*, a pencil, paper (ideally graph paper) for their map, and at least two dice between them.

Atmosphere

A good GamesMaster is one who can conjure up 'atmosphere' in the game. This is not something that comes naturally, but a skill that comes from experience – and a certain amount of familiarity with the rules. You need a 'feel' for the game and to be quick-thinking enough to react immediately to the instructions given by the adventurers. If the adventurers suggest a course of action which is not covered by the given notes to a room, a good GM will adapt quickly to give a realistic outcome. To a certain extent, this involves making things up on the spot – particularly when the adventurers are talking to a creature they have just come across. The only rule that can be given here is: imagine this is a real situation – what is *likely* to happen? As GM you are 'god' and whatever you say goes. But it must be realistic.

To conjure up atmosphere, you must be something of an actor. When the Dwarf in room 3 talks to

the adventurers, put on a Dwarf's voice. The Dwarf will be quite hurt when the adventurers are suspicious of the nuts. Reflect this in the way you talk to them (as the Dwarf). When the party enter room 4 and touch something (causing a rumbling) be very dramatic about the rumbling. When they enter room 5 and meet Nandras, talk to them (as Nandras) in a confident tone; Nandras knows that he cannot be harmed. You'll soon get the hang of it.

Time

Many of the instructions in 'The Wishing Well' involve time-keeping. You should have a clock or watch with a second hand with you. If the party enter room 5, for example, you will have to note the exact time they walk through the door. Exactly one minute later, Nandras's room will start to materialize. If they kill the Mummy in room 6 but do not burn it to death, it will return to life exactly twenty minutes later. You need to remember all this.



THE ADVENTURERS

If you are now fairly confident of your Games-Mastering abilities, you are ready to play. All that remains is to prepare the other players, who will be the 'characters' or 'adventurers' in the game, for their adventure.

Before the game can start, they must determine their own strengths and weaknesses. Readers of *The Warlock of Firetop Mountain* will be familiar with this procedure. SKILL, STAMINA and LUCK scores for each of the adventurers must be determined.

The Adventure Sheet

Over the page is an *Adventure Sheet*. Each of the players must be given a copy of this sheet. If you can get to a photocopier, permission is given to photocopy this sheet (but for use in your own games only). If you do not have access to a photocopier, pieces of plain paper can be used to note down details.

Handing out dice to the players, you must now instruct them on how to 'roll up their characters' and enter the scores on their *Adventure Sheets*.

Finally, you will give them their allowances of

ADVENTURE SHEET

MONSTER ENCOUNTER BOXES

SKILL
Initial
Skill=

STAMINA
Initial
Stamina=

LUCK
Initial
Luck=

Skill=
Stamina=

Skill=
Stamina=

Skill=
Stamina=

EQUIPMENT
LIST

GOLD

Skill=
Stamina=

Skill=
Stamina=

Skill=
Stamina=

JEWELS

Skill=
Stamina=

Skill=
Stamina=

Skill=
Stamina=

POTIONS

PROVISIONS
REMAINING

Skill=
Stamina=

Skill=
Stamina=

Skill=
Stamina=

equipment (see pages 41-2). These should also be recorded on the *Adventure Sheet*.

Then they are ready to start. It's as simple as that!

They will no doubt start to ask you about the rules of this game. But you need tell them very little, as they must simply decide their choice of action as you describe their surroundings. Telling them little about the rules is actually very realistic. Imagine that they are real fantasy adventurers off on their first quest. Being inexperienced novices they would no doubt make quite a few bad choices and mistakes. They would, however, learn a lot from their first adventure and, the second time they explored, they would be that much more wise.

This is one of the beauties of role-playing games. Beginners need be told little about the rules and the game gets started very quickly. Players learn the rules as they go along – the more experienced they are, the better players they become.

You will have to tell the players a little about their **SKILL**, **STAMINA** and **LUCK** scores as they roll up their characters. They will also need to know a little about how to fight monsters, which is described in the next chapter.



Skill

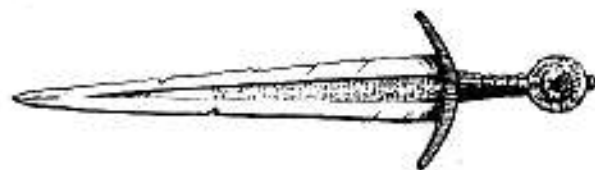
An adventurer's SKILL is determined by rolling one die and adding 6 to the result.

The **SKILL** score indicates an adventurer's own skills in a variety of areas: swordsmanship and general fighting abilities; problem-solving; strength; intelligence; etc. The higher the **SKILL** score, the better.

Stamina

An adventurer's STAMINA is determined by rolling two dice and adding 12 to the result.

STAMINA is a measurement of a character's energy; the higher the better. It represents fitness, will to survive, determination and general constitution. Injury and exhaustion whittle away an adventurer's **STAMINA**, although it may be replenished (for instance, by eating Provisions). An adventurer dies if his or her **STAMINA** score is ever reduced to zero. So be careful.



Luck and Testing for Luck

An adventurer's LUCK is determined by rolling one die and adding 6 to the result.

LUCK is a fact of life in *Fighting Fantasy*. The higher the LUCK score, the luckier that character is. At certain times during an adventure, a character may be required to *Test for Luck* to determine whether a given situation may go for or against that character. Sometimes an adventurer may wish to *Test for Luck* of his or her own choice in order to try and make a situation go favourably.

The procedure for *Testing for Luck* is as follows. An adventurer *Testing for Luck* must roll two dice and compare the total rolled with his or her LUCK score. If the number rolled is *equal to or less than* the LUCK score, the adventurer has been Lucky and the result will go in his favour. If the number rolled is *higher than* the LUCK score, then the adventurer has been Unlucky and the result will go against him.

Each time LUCK is used in this way, the adventurer must reduce his or her LUCK score (on the *Adventure Sheet*) by one point, whether the result has been Lucky or Unlucky. Thus you will realize that the more LUCK is used, the riskier it becomes to use in future.



LUCK can be replenished by finding and using certain artefacts such as Lucky Charms, Potions and so on.

LUCK may also be used in battles at a player's own choice to increase or decrease the effects of wounds. This is explained in the next chapter.

Restoring Skill, Stamina and Luck

Skill

A player's SKILL score will not change much during an adventure. Some traps or special penalties may reduce SKILL. Some Magic Spells or Magic Weapons may increase SKILL. But in the case of Magic Weapons, remember that only one weapon can be used at a time! A player cannot gain two SKILL bonuses for carrying two Magic Swords. Drinking a measure of the Potion of Skill will restore a player's SKILL score to its *Initial* level.

Stamina

A player's STAMINA will change constantly during an adventure as monsters, exhaustion and penalties take their toll. STAMINA is restored by eating Provisions. Each player starts the game with a certain number of Provisions which can be eaten at (almost)



any time during the adventure. Eating Provisions restores 4 STAMINA points. As the number of 'units' of Provisions is limited, players must be careful to manage their Provisions wisely. Remember that a player's STAMINA may never exceed its *Initial* level.

STAMINA may also be restored to its *Initial* level by drinking a measure of the Potion of Strength.

Luck

A player's LUCK score is reduced by one point each time he or she *Tests for Luck*. LUCK may be replenished in two ways. In certain situations where the player has been particularly fortunate (for example, finding a key which is the only way through to the treasure room), the GM should award *Luck bonuses* (usually between 1 and 3 LUCK points). Remember that LUCK scores may never exceed their *Initial* level.

LUCK may also be restored by drinking a measure of the Potion of Fortune. This will restore LUCK to its *Initial* level and increase the *Initial* level permanently by one point. If, for example, a player's *Initial* LUCK score was 9 and this had been reduced (by *Testing for Luck*) to 5, then drinking a measure from the Potion of Fortune would add one to the old *Initial* level (9) and restore LUCK to a new *Initial* level of 10.

Mapping

Players will find it invaluable to keep their own map of the areas they have explored. As their aim will usually be to get out of the dungeon with as much

treasure as possible, they will need to be able to find their way back to the entrance and this will not be easy unless they have been keeping a map.

They can record their own map on a piece of paper (graph paper is especially useful here). But they must decide beforehand exactly who is keeping the map. If the map-keeper dies during the adventure, then the rest of the party may be able to rescue the map. But if the map-keeper disappears, or is otherwise separated from the party (for instance, falls through a trap door or into a pit), then the map disappears with him. If this happens, the GM should snatch away the map they have been keeping. The rest of the party will then have to rely on their memory to find their way out!

Equipment

Each player will start the game with a few items of essential equipment which no fantasy adventurer should leave home without:

- A Sword
- A Backpack
- A Lantern
- Provisions
- Potions of Skill, Strength or Fortune (optional)

Sword. The sword is the most common and the most useful weapon. If a player loses his sword, he will be severely weakened in battles.

Backpack. A rucksack or haversack used for

storing treasures and any artefacts found along the way.

Lantern. Essential for dungeon and night-time adventures to allow the players to see their ways. A Lantern comes with enough fuel for one adventure. Day-time overland adventures will not need Lanterns.

Provisions. Food and drink which may be taken at any time during the adventure to restore STAMINA points. Provisions are measured in units (equivalent to a meal's worth) and the GM must decide how many Provisions the adventurers are allowed at the start. This will depend on the size and length of the scenario. As a rough guide, the GM should allow 2 Provisions each on a short adventure and 10 each on a long adventure. The GM must also approve of when Provisions are eaten. Eating Provisions in the middle of a battle would not be allowed. Eating Provisions in a quiet corridor would be okay.

Potions. At the GM's option, the players may be allowed to take a Potion of Skill, Strength or Fortune (their choice) each. Each Potion has two measures and drinking a measure will restore a player's SKILL, STAMINA or LUCK to its *Initial* level.



FIGHTING MONSTERS

Each creature has a SKILL, STAMINA and ATTACKS score and these are printed in the relevant sections of the adventure.

SKILL and STAMINA scores for monsters mean exactly the same as they do for the adventurers. ATTACKS is a new characteristic, introduced in *Fighting Fantasy* as there can be more than one adventurer involved in a battle. ATTACKS is the number of adventurers that a monster can fight *at the same time*. Most monsters have an ATTACKS score of 1, which means they can only fight one adventurer at a time. Stronger monsters will have ATTACKS scores of 2 or more. This means that they can fight two or more adventurers at the same time. This is explained in more detail below.

Battles

The sequence of combat is:

1. The GM rolls two dice for the creature and adds its SKILL to this roll. This is the creature's Attack Strength.
2. The adventurer rolls two dice and adds his or her own SKILL. This is the adventurer's Attack Strength.

3. If the creature's Attack Strength is higher than the adventurer's, then the creature has wounded the adventurer. The adventurer must deduct 2 STAMINA points. LUCK may be used here by the adventurer to minimize the effects of the wound (see below).
4. If the adventurer's Attack Strength is higher than the creature's, then the adventurer has wounded the creature. The GM must deduct 2 STAMINA points from the creature. LUCK may be used here by the adventurer to inflict extra damage (see below).
5. If the two Attack Strengths are equal, then both have avoided each other's blows. Neither side takes any damage.
6. Once adjustments to STAMINA scores (if any) have been made, this Attack Round has been completed. The next Attack Round is then started (repeat steps 1-5).
7. This is continued until the STAMINA of either the creature or the adventurer has been reduced to zero (death).



Escaping

In some situations, the GamesMaster may allow adventurers to run away from a battle (see also page 54). If an adventurer wishes to *Escape* from a battle, and the GM allows it, the creature will automatically inflict a final wound as the adventurer flees (deduct 2 STAMINA points – but LUCK may also be used in the normal way). Such is the price of cowardice.

Using Luck in Battles

Adventurers always have the option of using LUCK during a battle either to inflict a more serious wound on a creature or to minimize the effect of wounds struck against themselves.

If an adventurer has just wounded a creature, he or she may *Test for Luck* in the usual way (see pages 38-9). If the adventurer is Lucky, then a severe wound has been struck and the creature must lose an *extra* 2 STAMINA points. If the adventurer is Unlucky, then the wound was a mere graze and 1 STAMINA point must be restored to the creature (that is, only 1 STAMINA point has been deducted instead of the normal 2).

If the adventurer has just been wounded by a creature, then he or she may also *Test for Luck*. In this case, if the adventurer is Lucky, 1 STAMINA point is restored (so the result is a deduction of 1 STAMINA point instead of the normal 2). If the adventurer is

Unlucky, then the blow is more serious and an *extra* STAMINA point must be deducted.

Remember that in both these cases, the adventurer has *Tested for Luck* and 1 LUCK point must be deducted from his or her LUCK score.

Multiple Battles

Multiple Battles are all battles *except* those in which one adventurer fights one monster. In *Fighting Fantasy*, most battles will be Multiple Battles.

The actual battle procedure is the same for all battles, whether Multiple or not. Both sides roll Attack Strengths, compare, deduct STAMINA points, etc. But when more than two opponents are fighting, the *Order of Battle* (who fights who) is important.

The Order of Battle is decided according to a general rule that anyone (including creatures) who wants to fight, must fight each Attack Round. This general rule is illustrated below with examples.

The ATTACKS score of a creature comes into play in Multiple Battles. This ATTACKS score is the maximum number of adventurers that a creature can fight in one Attack Round. An ATTACKS score of 1 means it can only attack one adventurer each Attack Round. An ATTACKS score of 3 means it can attack up to three adventurers in an Attack Round. All adventurers automatically have an ATTACKS score of 1.

Here are three examples which between them cover most situations likely to arise in *Fighting Fantasy* adventures.

Example 1: Three Adventurers versus One Goblin

Three adventurers are surrounding a poor, solitary Goblin in a room. They close in to attack. The Goblin has an ATTACKS score of 1. This means it can only attack one adventurer each Attack Round.

First of all, the GM must decide which of the adventurers will be attacked by the Goblin. This is normally done by rolling a die to choose an adventurer at random: for example, 1-2 means it attacks adventurer A, 3-4 means adventurer B and 5-6 means adventurer C. Let's say the GM rolled a 5. The Goblin will attack C this round.

The GM then rolls two dice and determines the Goblin's Attack Strength. Adventurer C rolls two dice and determines his Attack Strength. Wounds (if any) are recorded as normal. The Goblin's Attack Strength is noted, to be compared with the other adventurers.

Adventurers A and B then both roll dice and announce their own Attack Strengths. If either or both of these are higher than the Goblin's Attack Strength, then their blows inflict normal wounds on the Goblin. But if either (or both) are *lower* than the Goblin's Attack Strength, *they are not harmed*. The Goblin could not attack them as it has an ATTACKS score of 1. It could only attack one adventurer and it has already attacked C. So neither A nor B will take

any damage – no matter what the difference in Attack Strengths – as the Goblin was unable to attack them.

In the next Attack Round, the GM will dice again to decide whether the Goblin attacks A, B or C, and the procedure is repeated. Note that the GM does not *have* to choose an adventurer at random. It is entirely up to the GM which adventurer the Goblin attacks (after all, the GM is the Goblin). One of the adventurers may have stolen the Goblin's treasure, in which case the Goblin would be more likely to concentrate on attacking this adventurer.

Example 2: Four Adventurers versus One Giant Octopus

This is an encounter which may come up in 'The Wishing Well' adventure. Again we have a number of adventurers against a single monster, but this time the monster has an ATTACKS score of 8. The Octopus can attack up to eight adventurers at once.

But if a monster's ATTACKS score is greater than the number of adventurers, *this does not mean that it gets extra attacks*. The ATTACKS score is the maximum number of adventurers it can fight at once. It is not an indication of the number of attacks it can automatically have each round.

The adventurers splash into the water and the GM announces that each of them feels something wrapping itself around their legs. In front of them a great bulbous head rears out of the water and the Octopus attacks. The GM rolls two dice for the

Octopus, adds its SKILL and announces its Attack Strength. This Attack Strength *will apply to each of the adventurers*. Each of the four adventurers will then roll the dice and announce their own Attack Strengths. Anyone whose Attack Strength is lower than the Octopus's Attack Strength will take damage. Anyone whose Attack Strength is higher than the Octopus's will wound the creature. Once STAMINA deductions are made, the next Attack Round will follow.

Note that here, the Octopus's Attack Strength is compared to all four adventurers. It can fight up to eight adventurers at once. The Goblin above could only fight one adventurer. If nine adventurers had attacked the Octopus, then the GM would have had to decide which adventurer was *not* being attacked by the Octopus, and this adventurer could have had a 'safe' attack against the creature.

Note also that the Octopus only rolls once – not four times – for Attack Strength; and the Octopus cannot use up its four spare ATTACKS to fight each adventurer twice in an Attack Round.

Example 3: Two Adventurers versus Two Calacorms and One Skeleton

In this example, there are more monsters than adventurers. Calacorms have an ATTACKS score of 2, while Skeletons have an ATTACKS score of 1.

When more than one monster is involved in a fight, the GM should first ask the adventurers which monsters they wish to fight. Let's say

adventurer A chooses the first Calacorm and adventurer B chooses the Skeleton.

Those monsters that have been selected will fight back at their attackers. Any spare monsters will usually select an adventurer at random to attack (toss a coin or throw a die – but again this is up to the GM's discretion).

In this case the Attack Round between adventurer A and the Calacorm is fought as normal. Then adventurer B fights the Skeleton as normal. Let's say the second Calacorm has chosen to attack adventurer B. This will be a 'safe' attack on B, comparing the Calacorm's Attack Strength with that already rolled for B. If the Calacorm's Attack Strength is higher, it wounds B. If the creature's Attack Strength is lower, it is not wounded, as B has already used up his only attack on the Skeleton.

This example is interesting in that both adventurers may have chosen to attack the first Calacorm. Having an ATTACKS score of 2, the Calacorm rolls once and applies its Attack Strength to both adventurers. The other Calacorm and the Skeleton can then have 'safe' attacks on the adventurers.



5

DEALING WITH COMMON SITUATIONS

The following is a list of situations common to most adventures, and guidelines for dealing with them.

Bribery

Most monsters with some degree of intelligence value Gold. It is up to the GamesMaster whether or not a monster is open to bribes and just how much information will be given for what sort of bribe. As a general rule, roll one die. This is the number of Gold Pieces that the monster will ask for. If the party cannot afford this much, or offer less, decide a Probability chance (1 in 6, 3 in 6, etc.) to test whether the monster will accept a lesser bribe, and roll one die.

Monsters will usually only give clues and bits of information for a bribe. They will not give the whole game away by directing the party immediately to the main treasure store. Again, it is up to the GamesMaster to decide how much information will be given.

Bribes need not be given only for information. A monster may be persuaded to release a prisoner,

give the party a particularly useful item of equipment or even help them in a battle for Gold.

Carrying Equipment

Adventurers cannot carry an unlimited amount of equipment. The GamesMaster must watch what each adventurer is carrying. Anyone carrying a full load will not be able to carry anything else and must leave an object behind before being able to carry another. As a general rule, allow each adventurer to carry no more than ten items of equipment, excluding Gold and Provisions.

Large items may count as more than one item of equipment. It would be unrealistic, for example, if one adventurer were carrying ten chests full of treasure. Again, this is for the GamesMaster to decide.

Doors

Locked Doors

Doors can be either unlocked, locked, or magically locked. Magically locked doors either require a spell to open them, or they will be under the control of a sorcerer. In either case, they may not be opened by normal means. In the adventures included in this book, all magically locked doors are noted in the text. Ordinary doors have a 2 in 6 chance of being

locked. Roll one die for each door; a roll of 1 or 2 means it is locked, a roll of 3-6 means it is unlocked.

Opening Doors

Unlocked doors can be opened easily by simply turning the handle. Magically locked doors can only be opened magically.

Locked doors can be opened with the correct key, or they can be broken down. Only one adventurer may charge a door at a time. To break down a door, the adventurer must roll two dice. If the number is less than his or her **SKILL**, the door breaks down. If the number rolled is equal to or greater than his or her **SKILL**, the door holds fast. The adventurer may charge again, but this time a modifier is added: 1 point is added to the dice roll. On the third attempt, 2 points are added to the dice roll, and so on.

Each time an adventurer attempts to charge down a door (including the first), 1 **STAMINA** point must be deducted.

Secret Doors

Secret doors are hidden doorways that can only be found by careful searching. To *detect* a secret doorway, the GM must roll a number on two dice less than the adventurer's **SKILL** (see Searching, pages 58-9). If this is successful, the adventurer will know there is a secret doorway there, but will not know how to open it. Finding the secret catch which will

open such a door is a matter of **LUCK**. An adventurer must successfully *Test for Luck* to find the catch which will open the door.

Escaping

According to the rules given in Chapter 4, the adventurers can *Escape* from a battle at the cost of one extra wound. With you as GamesMaster watching the battle, you are in a position to tell them whether or not an *Escape* is allowed. If a monster has boxed the adventurers in a dead-end passageway, or has trapped them in a corner of a room, an *Escape* will not be possible. If the adventurers tell you they wish to *Escape*, you must decide whether their *Escape* is possible or not.

Some monsters – the more intelligent ones – may try to *Escape*. The rules for monsters *Escaping* are exactly the same as for the adventurers.

Falling

An adventurer falling off a wall or into a pit risks injury. Generally speaking a human can fall two metres without injury. Falling out of a tree or off a building usually means some injury. Death is inevitable over fifty metres.

The extent of an injury is decided by distance and **LUCK**. To decide whether a falling adventurer is injured and how bad the injury is, the adventurer

must *Test for Luck*. A 1-point modifier is added to the dice roll for every ten metres of fall. Thus a fall of thirty metres would add 3 points to the dice roll. An *Unlucky* roll means that the adventurer is injured.

The number of **STAMINA** points of injury is 1 + (1 for every ten metres of fall). If an adventurer falls thirty metres and is *Unlucky*, the injury will be 4 **STAMINA** points.

Losing a Weapon

If an adventurer loses his or her sword and does not have a replacement weapon, he or she will lose 4 **SKILL** points until another weapon is found.

Movement

Movement in *Fighting Fantasy* is regulated for convenience. Since the game consists of instructions/descriptions between the adventurers and the GamesMaster, there are no 'turns' as such. It is up to the GamesMaster to make sure that some sort of control is being kept on movement. If, for example, the adventurers are in a long corridor and they tell you: 'We keep on going down the corridor', choose convenient times to double-check their wishes, such as: 'Right, you're half-way down the corridor. Do you want to keep going?' As a rough guide, pause every twenty metres and check their instructions. This is particularly important with long

corridors and essential with traps like the Endless Passageway in 'The Wishing Well'. In shorter stretches you will normally have a convenient break-point (for instance, a junction).

Opening Chests

Chests are similar to doors in that they may be locked or unlocked. But there is a 5 in 6 chance that a chest will be locked. If the chest is an average, non-magical one, an adventurer must roll two dice against SKILL to break it open. A roll totalling less than the SKILL score will break open the chest.

An adventurer may try more than once to break open a chest, but each time he or she does so, the blow blunts the sword being used and this will mean a penalty of 1 SKILL point whenever the sword is being used.

Unlocked chests, of course, do not need to be broken open. Some chests may have secret compartments or false bottoms. These will only be discovered if an adventurer decides to search the chest (see Searching).

Picking Pockets

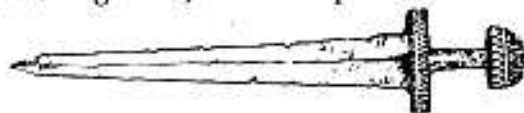
An adventurer (and some monsters) may attempt to pick the pocket of a monster or even other members of the party. This is attempted by a straightforward roll against SKILL. If the number rolled is less than

the adventurer's SKILL score, the pickpocket is successful. However the GM must use judgement to add any penalty modifiers to the roll, depending on the situation. In a crowded bar, for example, there is a good chance that a pickpocket would be successful, so the GM should not add on any modifiers. But if an adventurer and a monster are alone together in a room, it is highly unlikely that the adventurer would be able to pick the monster's pocket and a high modifier (6-8) would be added.

Provisions

The adventurers can stop and eat Provisions whenever they like during an adventure, but not in a battle or a possibly dangerous situation. When in doubt, just imagine how realistic it would be for someone to stop and eat in that situation. As GM, you have the final word as to whether an adventurer can eat or not. If you say no, then they cannot take Provisions at that time.

The number of Provisions that a party starts an adventure with depends on various factors: how long the scenario is; whether Provisions can be found in the scenario; and so on. An average-sized adventure (such as *The Warlock of Firetop Mountain*) should require 10 Provisions. A short adventure ('The Wishing Well') should require 2 Provisions.



Returning to Areas

Quite often the party will return to a room or an area that they have already visited. In these cases, the GamesMaster must set the scene again, taking into account what happened when they visited the room the last time. If, for example, they fought a monster and took its treasure, then the GM will describe the monster dead on the floor and the empty treasure chest. If they ran away from the monster, it will still be alive and ready for battle.

This flexibility is another one of the reasons why a role-playing game can be more realistic than a solo Fantasy Gamebook.

Searching

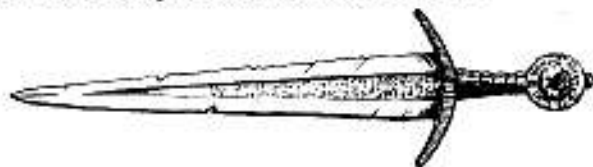
Adventurers will often want to search the rooms or areas looking for treasure or hidden objects. When they wish to do this they must tell the GamesMaster exactly where they are searching (for example, 'I'm searching the north wall', or 'I'm looking through the wizard's bookcase'). Whether or not there is anything there to be found, the GM must roll against that adventurer's SKILL.

Noting the adventurer's SKILL, the GM must roll two dice in secret. If the number rolled is less than the adventurer's SKILL, then anything available to be found (for example, secret passage or special spell book) *will* be found. If there is nothing there,



then the GM will announce that nothing has been found, whether or not the roll has been successful. Note that this is why the GM, not the adventurer, makes the roll. Otherwise it would be a little too obvious whether or not there *was* anything to be found.

Anything obviously in view will not have to be searched for (a wooden chest in the middle of the floor, for example). Another interesting illustration is the Calacorm's room (13) in 'The Wishing Well'. The Calacorm's treasure is hidden behind a painting. If an adventurer says: 'I search the south wall', the GM will roll against SKILL. If the roll is successful, the GM will announce that the treasure behind the painting has been found. But if the adventurer instead says: 'I look behind the painting', then the GM will declare that the treasure has been found without a SKILL roll, as the treasure would be in full view once the picture has been moved.



Sight

The party will often ask you: 'We look down the passageway ahead of us. What can we see?' In the darkness, such as in a dungeon or at night, adventurers can only see a metre or so ahead of them. With a lantern or a torch, they may see twenty metres ahead, but no more. In daylight they will be able to see as they could be expected to see – whatever would be realistic.

Remember that they would not be able to see around bends! You must only describe to them what they can see in a straight line.

Time

In *Fighting Fantasy*, game time is real time. You will notice in the scenarios and rules that instructions are given which last 'for ten minutes' or 'every minute'. These are real time measurements. When you play the game you should have a watch or clock – preferably one with a second hand – near by.

The GamesMaster is the one who keeps track of time. For example, room 5 in 'The Wishing Well' is an empty room which suddenly becomes a wizard's study after one minute. You must secretly note the time the adventurers entered this room. If they leave before one minute, they will never know it was a wizard's study. Don't tell them: 'You're in an empty room, but if you hang on a minute it will become a wizard's study!' In room 6, the Mummy

will come back to life after twenty minutes and seek revenge on the party. But they don't know that – you must keep this noted down secretly and when twenty minutes are up you will send the Mummy off on its quest.

When adventurers receive penalties which last for a certain length of time (for instance, being frightened by the Ghost in room 8 of 'The Wishing Well'), you should not tell them that the penalty will wear off after a time. Instead you should keep your own record and only announce that the penalty has worn off when it does. This will prevent them from wasting time until they are back to normal. And in real life, they would never really know how long it would take to get over such a penalty – if ever!

Tiptoeing and Moving Silently

Occasions will often arise when an adventurer wishes to creep quietly past a guard or sleeping monster. This will be successful if the adventurer rolls a number on two dice less than his SKILL score. Modifiers should be added to this roll by the GM as necessary. For example, if a monster is asleep in a cavern snoring loudly, the adventurer should have little trouble creeping past, so a modifier will not be added. But if the adventurer is creeping behind a fully alert monster and is walking across a glass floor in a pair of tap-dancing shoes, he will be much less likely to succeed and a reasonable modifier should be added.

Wandering Monsters

If the party spend too much time arguing, or the GM just wishes to spice up a boring part of the adventure, the following Wandering Monsters may be introduced by rolling one die. Wandering Monsters are particularly useful when you are making up your own adventures.

Dungeon Adventures

Die Roll	Creature	SKILL	STAMINA	ATTACKS
1	Goblin	5	3	1
2	Orc	6	3	1
3	Gremlin	6	4	1
4	Giant Rat	5	4	1
5	Skeleton	6	5	1
6	Troll	8	7	3

Overground Adventures

Die Roll	Creature	SKILL	STAMINA	ATTACKS
1	Goblin	5	3	1
2	Giant Bat	5	4	1
3	Giant Rat	5	4	1
4	Wolfhound	7	6	1
5	Werewolf	8	9	2
6	Ogre	8	10	2

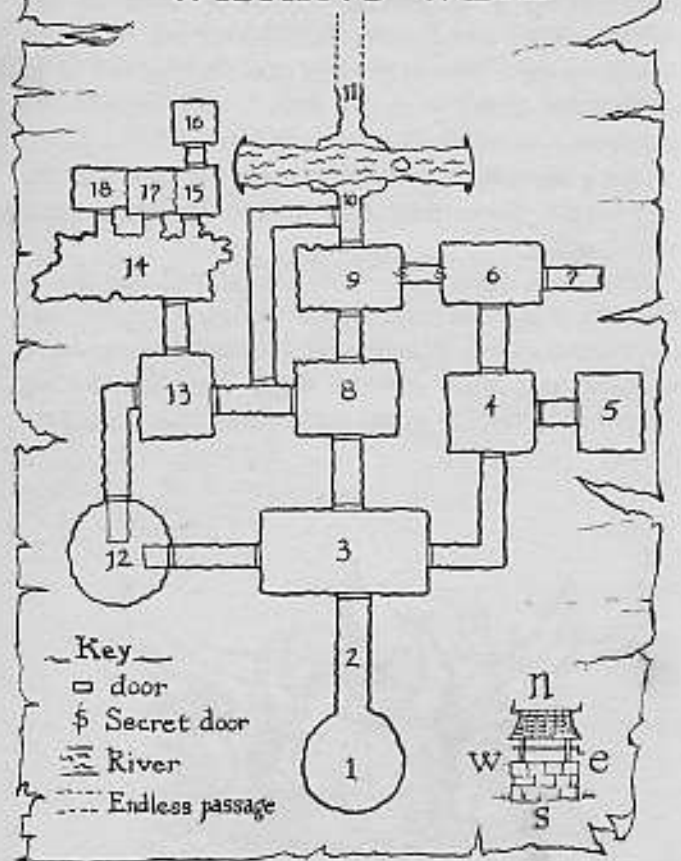
Wasting Time

Often, to your frustration, you will find that the party spend a long time deciding what to do, arguing about which direction to take, and so on. In a room with a monster, you can always use it to hurry them along: it might attack. In passageways and open spaces, the best way to hurry them up is to roll for a Wandering Monster once for each minute they waste. Soon they will realize that they must react quickly.

After each minute of wasted time, roll one die. A roll of 1 indicates that a Wandering Monster has discovered them. Wandering Monsters never have treasure and they always fight! See Wandering Monsters to decide what sort of monster discovers them.



THE WISHING WELL



This adventure is set at the bottom of an ancient well where nobles and princes of long ago used to come, cast in their gold coins and make their wishes. All of this gold collected in the bottom of the well. When the well dried up, treasure hunters from far and wide set off to find it, hoping for riches. But when they reached the well, they found that the quests ahead of them were far more dangerous than they had thought . . .

The Wishing Well is a fairly simple little scenario designed for first-time GamesMasters. An adventure in the dungeon at the bottom of the well should take no more than an hour and a half.

Before you start running an adventure in the Wishing Well, study the map opposite, and read through the rooms on the following pages. Chapter 5 should also be read as it gives guidelines on how to decide what happens in certain common situations. When you have read all this you are ready to start the adventure.



The Adventurers

The players, who will become the adventurers in this scenario, must first roll up their **SKILL**, **STAMINA** and **LUCK** scores and note these down on their *Adventure Sheets*.

Next you must announce their equipment, which they will also note down on their *Adventure Sheets*. Each will have:

- A Sword
- A Backpack
- A Lantern
- 2 Provisions
- No Potions

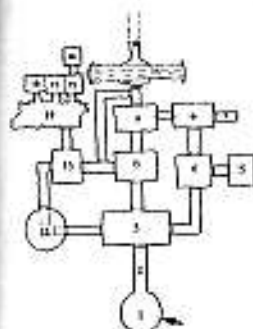
You will have to tell them a little about how **SKILL**, **STAMINA** and **LUCK** work. You must then read to them the first paragraph of this chapter (in italics) to give them some background to the adventure. Then they are ready to start.



They start their adventure at the top of the well. They will first of all have to get down the well. At the top of the well is a bucket which can be wound up and down the well with a handle.

When they are at the bottom of the well, you will see on the map that a number 1 is printed on the map here. Turn to reference 1. The paragraph in italics should be read out to the players. The paragraphs in ordinary print are notes for the GamesMaster which should not be read out to the players. The picture on the previous page should be shown to them, keeping the text covered up.

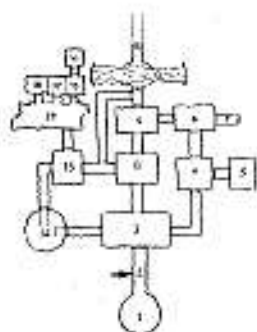
As the adventurers travel from room to room, you should read out the paragraphs in italics to the players, show them the picture and follow any instructions for the GamesMaster. Remember that you must keep the map and the instructions hidden from the players. They never know what is hidden behind the next bend. *But you do!*



You are at the bottom of a dried-up well. The walls are caked with dried mud and the ground underfoot is muddy. Leading off northwards from the well shaft is a narrow passageway.

It is important to note here whether the party have left themselves a means of escape. If they leave the bucket at the bottom of the well, or if they untie the rope at the top and rest it over the pulley, they will be able to get back to the surface.

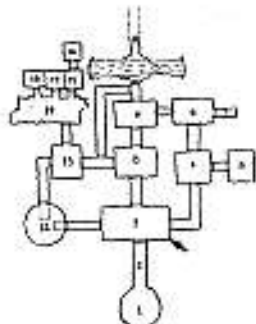
Assuming they survive their adventure, of course!



The passageway continues onwards for some twenty metres and then ends in a sturdy door. The walls of the passageway are rocky and the ground underfoot is muddy.

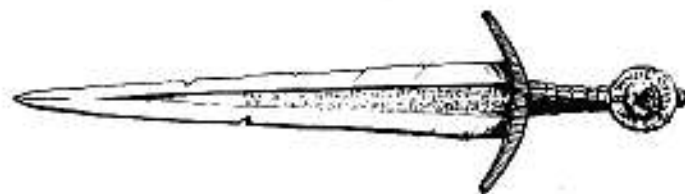
In order to see properly, they will have to light a lantern. If they do not do this (give them some time to suggest this before imposing the penalty), they each stand a 1 in 6 chance of stumbling over and grazing their knees for 1 STAMINA point of damage.

The door is locked. They will only get through it by trying to charge it down (see page 53). The first time anyone tries to charge down the door, it will not open and a loud voice will boom out: 'Beware, unwelcome visitors! Anyone who enters faces certain death within!' If they decide to try again – which they will have to do, otherwise they will get no further – the door will fly open. Whoever was charging it will go flying into the room, trip up and bang his or her head on the ground (1 STAMINA point of injury).



The room is rectangular and closed doors in the middle of each wall lead off to the north, south, east and west. Birds flutter round the room, but as you enter, they all fly off into one corner and nestle into the beard of a man sitting at a table. He is short and stocky, and his long beard stretches from his chin over the table. He is picking small round objects from a pouch and popping them into his mouth. They may be nuts of some kind. As you enter, he raises an eyebrow.

They have come across Thrushbeard, the Dwarf. Thrushbeard is not an enemy, and will not fight them unless they decide to attack him. He will ask them about themselves (where they come from, what their names are, what they want, and so on). If they talk to him, he will toss each of them a nut and persuade them to eat it. If they refuse to eat the nuts, he will say no more to them, no matter how hard they question him. If they eat the nuts, he will keep talking. But each nut has a 1 in 6 chance of being bad and giving its eater indigestion (1 STAMINA point of damage). Thrushbeard will not give away much



information about the dungeon but, if they ask him how to get to the treasure, he will tell them that they will need the 'Crystal Key' to enter the King's chambers.

If they decide to attack Thrushbeard, he is:

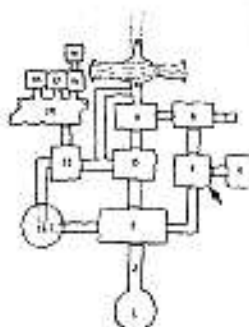
THRUSH-

BEARD SKILL 7 STAMINA 7 ATTACKS 1

While they fight him, the birds nestling in his beard will fly into the air and dive-bomb the adventurers. In each Attack Round roll one die for each adventurer. A roll of 1 or 2 indicates a successful attack by the birds (for 1 STAMINA point of damage).

The doors leading from Thrushbeard's room are all unlocked.





The room is rectangular and doors lead from it to the north, south and east. The floor is bare and rocky and you cannot see anything alive in the room. Along the west wall, various objects are hanging. In the centre of the wall is a large portrait of a warrior, dressed in battle armour. A large sign under the portrait reads:

'These objects are the property of Marg, the Slaymaster. Touch them not if you value your life.'

The objects that the message refers to are: a silver necklace; a small leather pouch; an axe; and a sparkling jewel set in a pendant. The room is lit by a burning torch which is stuck into a crack in the wall.

Although they don't know it, Marg is long dead. If they wander around the room, they will notice that the portrait's eyes follow them wherever they go. If they touch any of the objects, a deep rumbling sound will start. This will disappear as soon as they move away from the object. If they take an object down from the wall, a loud siren will sound and footsteps will be heard coming from all directions. But these sounds are only illusions and, in reality,

they are quite safe if they take any or all of the objects. Even the portrait will not harm them. The objects are:

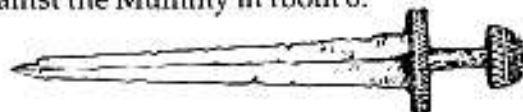
Silver Necklace. A Necklace of Choking. Anyone who wears it will be choked to death unless they can roll a number less than their SKILL score three times in succession on two dice. If it is instead placed in someone's backpack, it will do no harm.

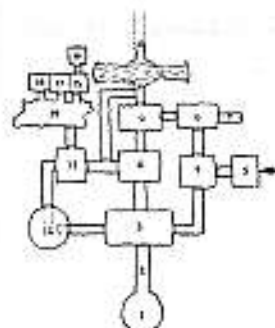
Leather Pouch. This is a Pouch of Plenty. It will be found to contain a Gold Piece. If this Gold Piece is taken out, another will appear in the pouch after fifteen minutes, and this will go on for ever. But a new coin will only materialize if the old one is removed.

Axe. You must describe this axe as a fine-looking weapon. In actual fact, despite its appearance, it is a poor specimen and anyone using it will deduct 1 point from their Attack Strength roll in a battle. But only you will know this; its user will not!

Jewel in Pendant. This is an Ice Jewel. If it is taken by an adventurer, it will soon melt down to a worthless liquid. So the next time that adventurer looks into his or her backpack, only the pendant and a small pool of liquid will be found. The pendant is made of iron and is of no value.

Flaming Torch. This is an ordinary torch, with no special properties. But it will be especially useful against the Mummy in room 6.





This room is bare-walled and empty. You have entered through the only door. It is roughly square, with rocky walls and floor.

The room is, in fact, enchanted. If the adventurers stay in this room searching around for one minute, it will suddenly change:

Something is happening. Shapes are beginning to form in the room. You can make out a bookcase lining the north wall. A fireplace with a burning fire is becoming visible in the centre of the east wall. A tall, lean man is standing by the fireplace, looking at you. Along the south wall stands a pedestal, on top of which is a cup of fuming liquid. The man opens his mouth and speaks: 'So! Nandras has some visitors, eh? And what do these intruders want in here?'

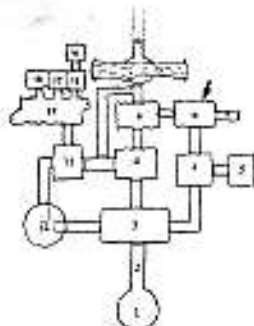
Nandras is a wizard. If any of the party attack him, he will cast a Freeze Spell to stop them before they can reach him – they will be frozen on the spot. Nandras keeps the Crystal Key they need to get through to the Spider King's chambers. He will tell them this if they start asking about how they can get

through to the treasure. But he will not give them the key unless they kill the Mummy (in room 6), who has been causing a nuisance. If they have not taken any of the treasure from room 4 (Nandras will know the truth as he can read minds), and if they correctly tell Nandras exactly what is hanging on the wall of room 4 (necklace, pouch, axe, jewel, torch, portrait and sign), he will tell them that room 4 can do them no harm and that they should take the flaming torch to fight the Mummy. He will also tell them to be careful of the silver necklace.

If they successfully defeat the Mummy and return to him, Nandras will give them the Crystal Key they need.

Frozen Adventurers. Any adventurers affected by Nandras's Freeze Spell will thaw out and return to normal after ten minutes.





The door to this room is made of stone, but it is unlocked. Inside the door is a large room. Your lantern lights up strange hieroglyphics (picture script), which cover the walls. In the centre of the room, on a stone altar, is a great stone coffin. This is open and its lid rests against the altar. As you enter, a shape rises from the coffin. It is a human shape, wrapped in bandages, and it raises itself out of the coffin and comes towards you! Only one other door leads from this room, to the east.

This creature is a Mummy. For disturbing its rest, it will attack the party. Mummies move slowly, but they are very powerful:

MUMMY SKILL 10 STAMINA 11 ATTACKS 1

Although the party may defeat this creature (reduce its STAMINA to zero), they will not kill it. Twenty minutes after it has been defeated it will come back to life and will seek revenge on its attackers. If they are not a long distance away from the Mummy, it will try to find them and fight them again; particularly whoever dealt the final blow. A

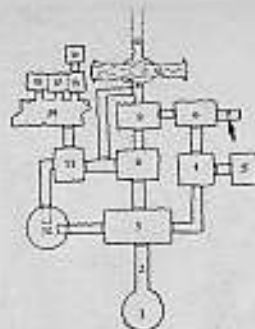
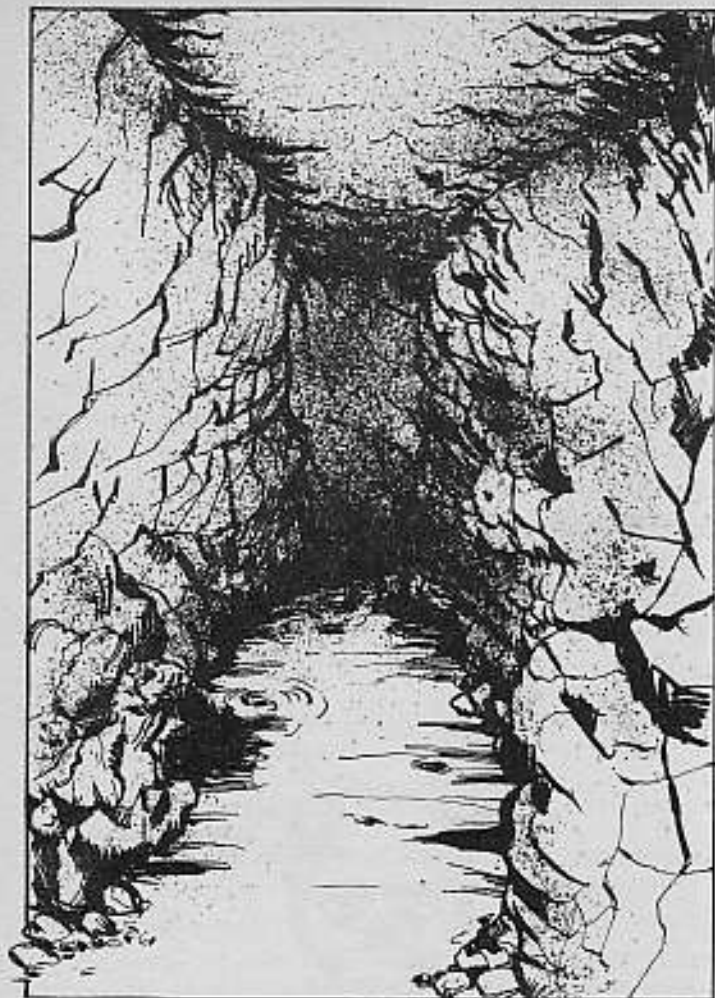


Mummy can be destroyed by fire. If one of the adventurers has taken the flaming torch from room 4 and is using it as a weapon, a successful hit will set fire to the Mummy and destroy it for ever. But a flaming torch is not such a good weapon as a sword and that adventurer must deduct 3 SKILL points while using the flaming torch.

Inside the Mummy's coffin are 12 Gold Pieces and an Emerald (worth 10 Gold Pieces).

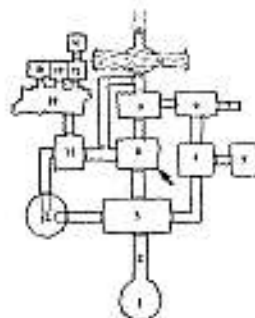
There is a secret door in the west wall of the room, if the party can find it.





You arrive at a dead end in the passage.

This dead end has no secret doors or passages leading from it and the party can only continue by going back through the Mummy's room. But how long is it since they killed the Mummy? Remember that twenty minutes after they kill the Mummy it will come back to life!



This room looks like a prison of some kind. The walls are bare and grubby. The floor is dusty and littered with bits of wood and stones. A few broken bones are scattered about. There is a foul stench hanging heavy in the air. Doors lead to the north, south and west. Along the east wall are five skeletons, chained to the wall. Presumably this is all that is left of five adventurers who came through this way some time ago! Three wooden chests rest on the ground beneath the dangling feet of the middle three skeletons.

Indeed, this is an old prison room. The party will no doubt suspect that the skeletons will come to life if they try to touch the chests. But the skeletons are long dead and will do them no harm. You may try to keep them on their toes by telling them that the chains begin to rustle as they approach the boxes – and watch them breathe sighs of relief as you tell them this was only the wind blowing through the entrance door! The real danger in the room is inside the chests (which are locked).

The first chest (the left-hand one as they look at the wall) contains 4 Gold Pieces and a mouse.

The second chest (the middle one) is the home of a

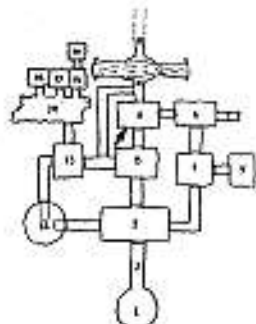
Ghost. If they open this chest, the Ghost will fly up into the air and fill the room with an evil laugh. This will frighten the party so badly that they must each deduct 2 SKILL points for the next thirty minutes until they get over the shock. The Ghost itself cannot harm, or be harmed by, the party, as it does not have a physical body. However, it will taunt the adventurers by telling them that they are all doomed to die unless they put all their treasure into its box. Some of the party will no doubt do this. After a few minutes, the Ghost will return to its box and close the lid or, if this is impossible, it will disappear through a wall.

The third chest (the right-hand one) contains what appears to be a magic wand. In fact it is a Chameleon Serpent, a creature with the ability to mimic similar objects. If anyone picks up the wand, it will turn into a Serpent in their hand:

SERPENT SKILL 6 STAMINA 7 ATTACKS 1

As it will already be in the hand of one of the adventurers, this adventurer will take an immediate wound as soon as the Serpent reveals itself (2 STAMINA points of damage). After this, the party can fight the Serpent. If the party decide to investigate the box, they may discover that there is a secret compartment in the bottom which contains 3 Gold Pieces and a small vial of Potion of Stamina; enough for one person to drink and restore his or her STAMINA to its *Initial* level. But you needn't tell them that it is a Potion of Stamina – just tell them that it is a vial of liquid.





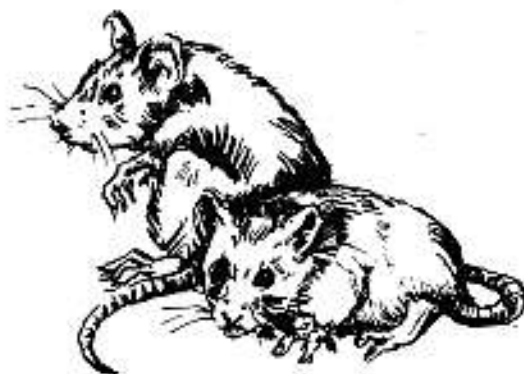
The room is rectangular and doors in the north and south walls are the only ways out. The walls and ceiling of this room have been painted with a huge mural depicting a country scene. Trees, flowers, meadows, birds, insects and the like are painted all over. Gradually the sounds of the countryside become louder until you could swear you were standing in a wood. But nothing is moving.

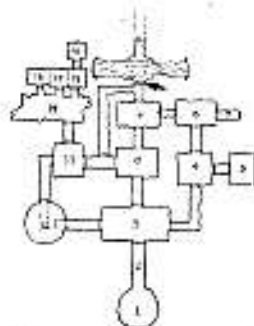
This room is the home of a Wood Pixie, who will be watching the party enter from one of the corners of the room. This Pixie is very small – about twenty centimetres high – and can fly on thin wings. As it watches the party, it chuckles and twitters. Throw a dice every thirty seconds after the party have entered the room. On a 1 or 2, someone in the party will notice the little creature.

Once the Pixie has been noticed, it will remain well out of reach of the party. It has three magic spells and will use these according to how the party react. If they react aggressively, it will cast a Drowse Spell on the two most aggressive adventurers. This will cause them to become drowsy (deduct 2 SKILL

points and reduce to half STAMINA) for fifteen minutes. If they are friendly, it will cast a False Treasure Spell, creating a small pile of treasure (10 Gold Pieces) in a corner of the room. This treasure will appear to be real, but will disappear ten minutes after it has been created. If the party are not particularly friendly or aggressive (or if you, as the GM, just feel like being mischievous), it will cast a Disfiguration Spell over one of the adventurers. He or she will become disfigured (squinty eyes, warts, rotten teeth, etc.) for ten minutes.

If the party search around the room, they may find the secret door which is hidden on the east wall. This will allow them into a passage which leads to room 6. Remember that when they get to the far end of the passage, it will appear to be a dead end unless they find the secret door.





The passageway eventually reaches an underground river. As you approach this you can hear a beautiful voice singing a sad melody. When you reach the edge of the river and look downstream you can see a stunningly beautiful girl with long blonde hair sitting on a rock in the middle of the stream, singing. The only way onwards is to walk across the river. On the far bank, a passageway leads straight ahead.

The singing girl is a Mermaid. Her voice, and her appearance, are so beautiful that all the male members of the party will immediately fall in love with her. She will pick one of them (decide this by rolling a die) and try to entice him into the water to join her on the rock. Whoever she has chosen will desperately want to swim over to her. You must ask this person whether he wishes to join her of his own free will. If he wants to, he can jump in and swim to the rock. If he does not, he must *Test his Luck*. But in this case, if he is *Unlucky*, he will be able to resist the girl's influence and can continue the adventure, though now heartbroken. If he is *Lucky*, he cannot

resist and plunges into the water to swim to the rock. Once he has reached the Mermaid, the happy couple will swim off down the river and will never be seen again.

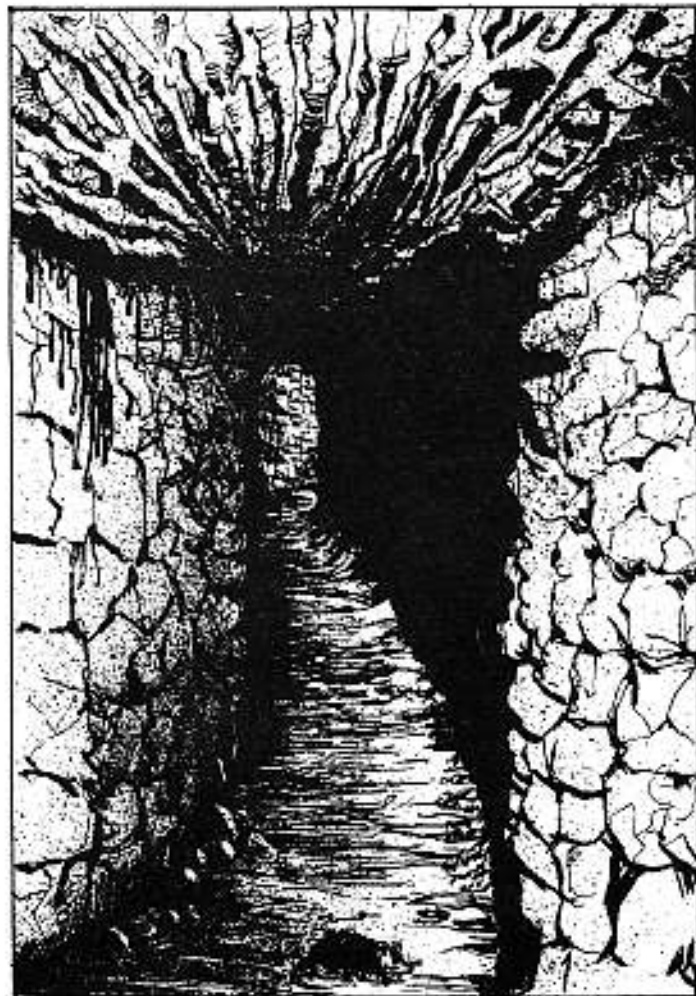
But before they swim off, the rest of the party may try to rescue their lovesick comrade by diving in after him and fighting the Mermaid:

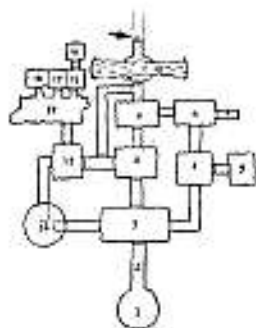
MERMAID SKILL 4 STAMINA 7 ATTACKS 1

If they do this, however, the love-crazed adventurer will try to defend her and will fight against the other adventurers! If the Mermaid is killed, he will slowly come back to his senses and the adventure can continue.

Also hiding in the river is a Giant Octopus. This Octopus lives near the river-crossing by the north bank. If the party attempt to cross the river to the north bank, they stand a 4 in 6 chance that the Octopus will attack them:

GIANT OCTOPUS SKILL 6 STAMINA 8 ATTACKS 8



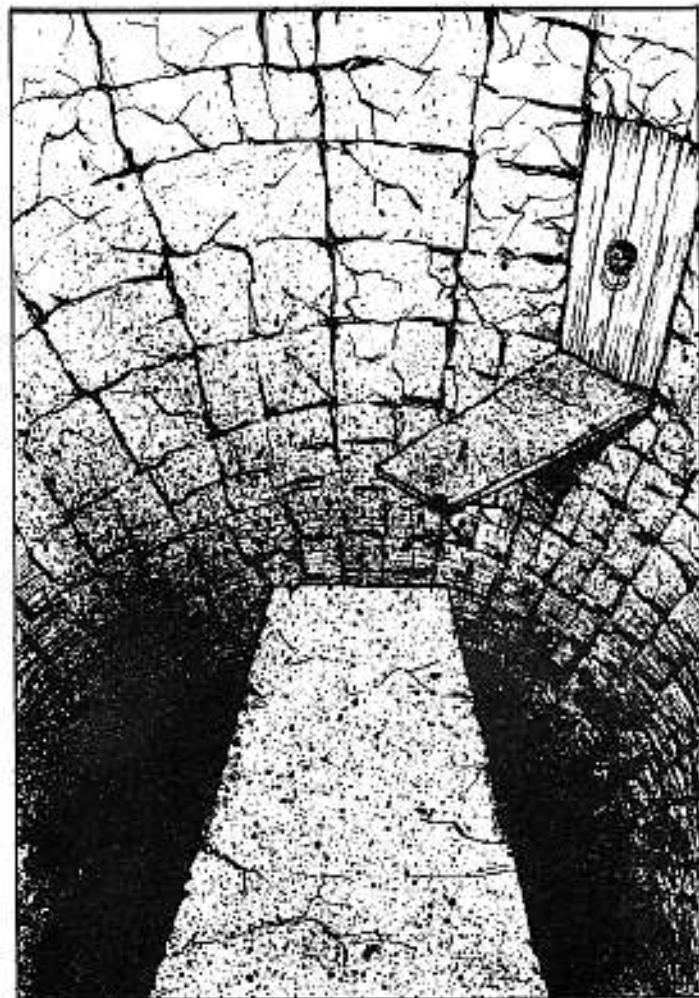


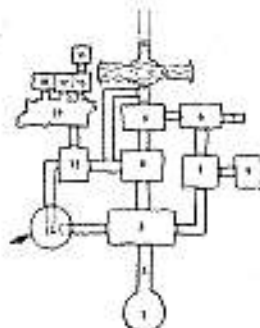
The passageway continues ahead for as far as you can see.

This is an endless passageway. The party may continue along it for as long as they like, but it will never end. You may try to disguise its true nature by adding descriptions like: 'It starts to curve round to the left', or 'The walls become slimy and you can hear drips ahead.' Eventually they will realize it leads nowhere and turn back.

Their long trek down the passageway will be quite exhausting. Keep a note of how long they spent walking down it and back. When they get back to the bank of the river deduct 1 STAMINA point each for every minute they spent in the endless passageway.

Whether or not the Mermaid and the Octopus will still be there when they arrive back will depend entirely on what happened before. If they ignored the Mermaid, she will still be there. But if they fought her, or she lured off one of the party, she will not. In the same way, if the party encountered the Giant Octopus before, it will not be there. But if it did not attack them on their way through, it will again stand a 4 in 6 chance of attacking them.





Inside the door, a narrow stone walkway leads out over a great, round pit which drops down as far as you can see into blackness below. Looking around the walls of the pit you can see another walkway, similar to the one in front of you, which leads to another door.

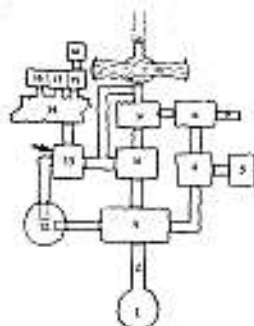
This is a Pitfall Trap. If anyone or everyone from the party walks out along the walkway, the door will slam shut behind them and the walkway will start to move back towards the door. In one minute's time, the end of the walkway will be flush with the door and anyone who is trapped on it will plunge into the pit below. Both walkways are booby-trapped in the same way, so it doesn't matter which one they entered by.

There are various ways of escaping from the trap. This trap is sprung by someone walking through the doorway, so jumping on to the other walkway will not cause this second walkway to move. Anyone trying to jump on to the second walkway must roll a number on two dice less than their **SKILL**, otherwise they will miss the walkway and plunge down the

pit. But remember that the walkway they are standing on is moving into the wall, so the longer they leave it, the further they have to jump! To reflect this, you may penalize the victim by adding up to 4 points to the dice roll, depending on how long they have taken deciding to jump. If they decide straight away, you should not penalize them at all, but if they leave it until their minute is almost up, you should add the full 4 points of penalty. If they decide to leave things behind (weapon, backpack, treasure, etc.) to lighten their load, this will make the jump easier and you must decide how many points to *deduct* from the dice roll to account for this.

Neither of the doors can be opened while either of the walkways is moving. As soon as a walkway has fully retracted into the wall, it will come out again (this takes another minute), then the doors may be opened and the victim(s) can escape. If anyone is holding the door open when the victim walked through, the door will cause 3 **STAMINA** points of injury as it slams shut, unless that person successfully *Tests their Luck*. If more than one person is holding the door open, they will hold it back successfully if their combined **SKILL** scores exceed 20. If any other means are used to try to hold the door open, you must decide whether or not they are successful.

At the bottom of the pit lives an Ogre, who feasts on the bodies of unlucky adventurers who fall into his trap. But the long fall kills his victims before they get to see who has created this trap.



The room is evidently living-quarters of some kind. A table and chair stand in one corner and a bed in another. Doors lead north, west and east from the room. Hanging on the south wall are: a picture (a landscape of a marshy swamp-land), two rusty old crossed swords, and a one-stringed musical instrument. A snoring noise makes you look again at the bed. Two ugly reptilian heads are poking out from under the covers! Their eyes flick open at the same time and stare at you!

Although the party will think that they have disturbed two reptile creatures, husband and wife, the two heads belong to a Calacorm. Calacorms are strong but weak-willed creatures with lizard-like bodies and two heads which chatter incessantly to each other (use your imagination to create this chatter for the party). The Calacorm will demand



that the party leave the room and, if they do not, it will spring to its feet, grab a sword from under the bed, and attack:

CALACORM SKILL 9 STAMINA 8 ATTACKS 2

Calacorms are frightened to death of mice and if the party has with them the mouse from room 8, they may release it. The Calacorm will jump up on the bed and shriek in terror, allowing the party to investigate the room or leave.

There is nothing remarkable about the Calacorm's treasures; the two swords are just rusty old swords and the musical instrument is just that. Behind the picture they will find the Calacorm's real treasures in a hole in the wall. Here they will find 6 Gold Pieces, a Throwing Dagger, an Amulet on a chain of dull metal, and a bunch of four keys.

The Throwing Dagger can be used in a battle (only once per battle) and it has a 5 in 6 chance of striking its victim for 2 STAMINA points of damage. You must use your judgement to decide whether or not the dagger can be used. For example, if a monster appeared across a room, an adventurer would be able to throw the dagger at it. If, however, a monster appeared from behind and grabbed the adventurer, he or she would have no time to throw the dagger at it. Each time someone uses the dagger, they will have to remember to pick it up after the battle. If they forget, it is lost.

The Amulet is a lucky talisman and an adventurer may deduct one point from the dice roll when

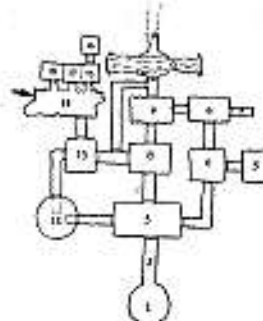
Testing for Luck if wearing this Amulet. But do not tell them this – they must discover its power by trial and error!

The bunch of keys is of no use. Calacorms just like collecting keys.

The door to the north is firmly locked and they will not be able to break it down. It will only open if they have a Crystal Key, given to them by the man in room 5. A sign on this door reads 'Do Not Enter – by Order of the Spider-King'.

If the Calacorm is still alive, because it is still quaking in fear on the bed while the mouse is running around, it may be persuaded to give the party some information. It may tell them how the Throwing Dagger or the Amulet works, or that they will need the Crystal Key from Nandras to get through the door. Alternatively, you may allow the party the option to spare the Calacorm's life when it is reduced to 4 STAMINA points. It will thank them for their mercy and give them some of the information above.





You are in a long, closed cavern in the rock. The room is roughly rectangular and in the rocky folds of its walls are small dark crevices. All is silent. In the north-east corner, a dark alcove is guarded by a glistening spider's web, stretching across its entrance.

The party will have to explore this cavern to find the three hidden doorways in the rock. Keep track of their positions as they search around the cavern. Along the north face they will find short passageways leading to the three doors to rooms 15, 17 and 18. The door to room 18 (the treasure room) is magically locked and cannot be opened without the necessary spell.

There is nothing in the alcove behind the spider's web, but if anyone tries to cut through it, he will become snared in it. The tangling effect of the web is recreated by throwing dice. Any adventurer touching the web is caught. He or she will escape by rolling a total of 12 or more in the following way: the first roll (two dice) counts towards this total; the second roll counts *against* this total; the third roll is

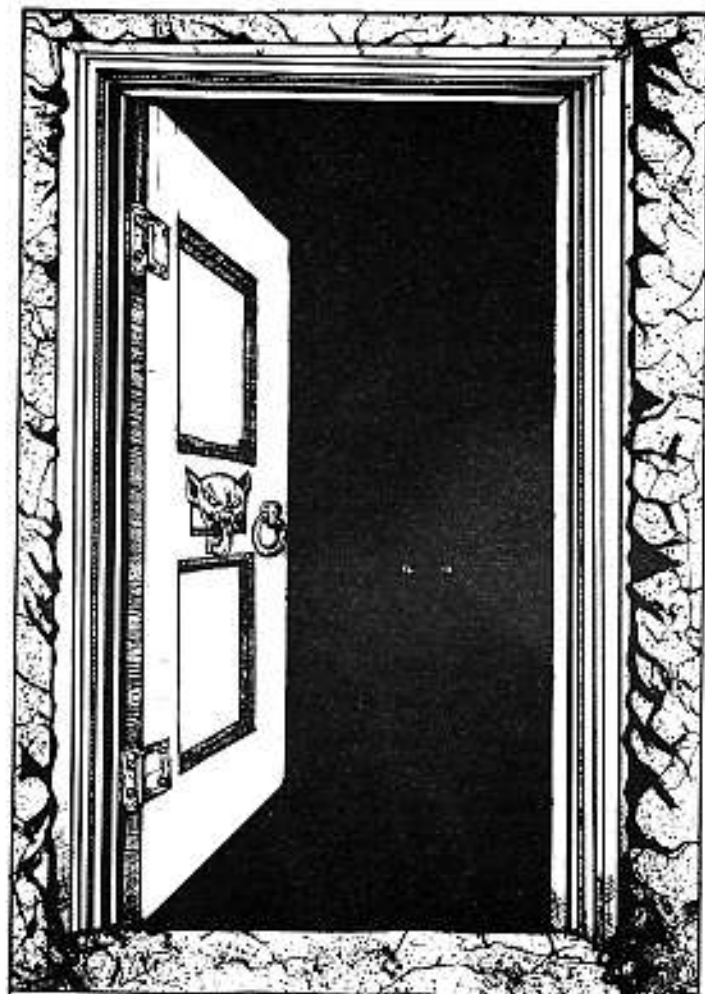
added to the new total; the fourth roll is *subtracted*; the fifth roll is *added*; and so on. The adventurer must keep on rolling until he or she has a running total of 12 or more – which could take some time! When this happens, the adventurer is free from the web. If, for example, the dice rolls are 10, 8, 5, 9, 12, 4, 9, then the adventurer will escape on this last throw, as the running total is: (Dice roll 10) 10, (subtract 8) 2, (add 5) 7, (subtract 9) -2, (add 12) 10, (subtract 4) 6, (add 9) 15. Escape!

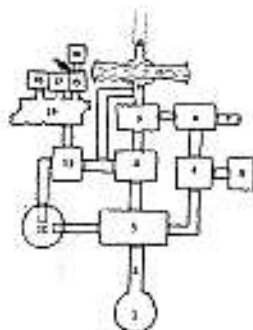
Lurking in the south-west corner of the cavern is a Nandi Bear. This is a great hulking brute, half-human, half-bear and bigger than both. Nandi Bears are very fond of eating humans (particularly human brains). If anyone explores the south-west corner of the cave, the Nandi Bear will spring out and surprise its victim, automatically getting in a wound for 2 STAMINA points of damage.

NANDI BEAR SKILL 9 STAMINA 11 ATTACKS 2

If no one explores the south-west corner within the first minute, the Nandi Bear will creep round the walls. It will always do this without the chance of being seen. Roll one die every half minute for the Nandi Bear. If you roll an even number, it will edge clockwise round the wall; if you roll an odd number it will edge anti-clockwise. Each time it moves, it will nip three or four metres along the wall. You will have to keep track of its movements and it will spring out at any adventurer who comes near it.

There is no treasure in this cavern.





Everything is pitch-black. Even a lantern will not light the area, so you have no way of telling whether this is a large or small room – or indeed whether it is a room at all! From deep in the blackness you can see two deep red points of light and a low growling confirms your suspicions. Something is watching you.

The room is under a Darkness Spell; lanterns and torches will not light it up. The red eyes belong to a Hellhound, who will attack the party if they step into the room:

HELLHOUND SKILL 7 STAMINA 6 ATTACKS 2

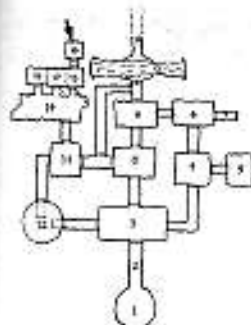
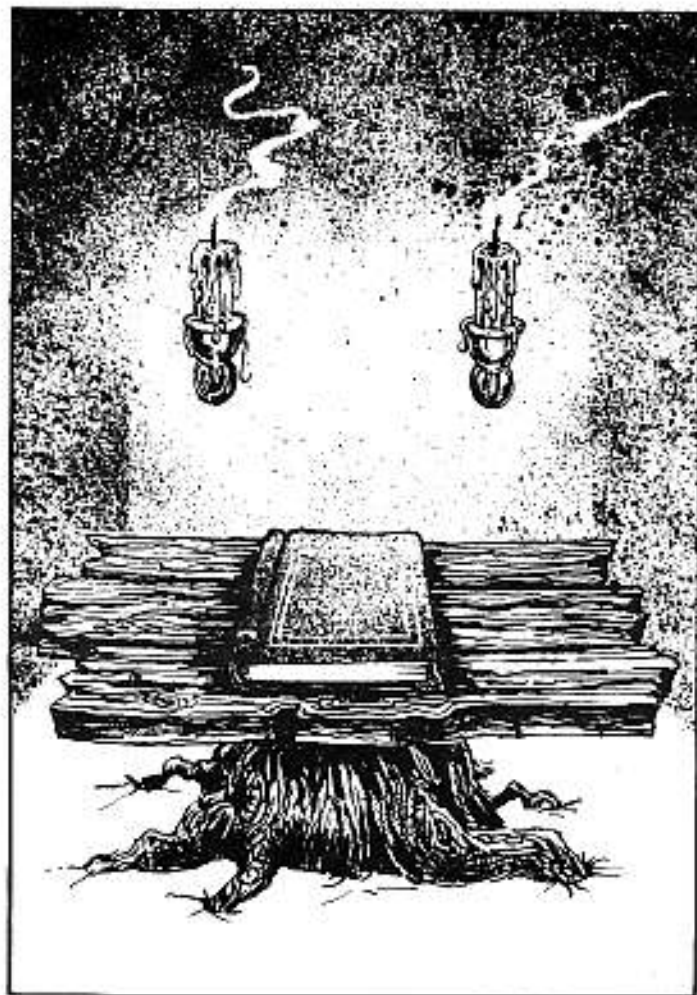
If the party get to see the dog, they will find it is larger than a wolf and as black as coal. Apart from strong jaws and sharp teeth, a Hellhound has an extra weapon – its Breath of Fire. Each Attack Round there is a 2 in 6 chance that its fiery breath will scorch its victim for 1 STAMINA point of damage. Each round it has 2 attacks; once for its teeth and claws and once for its breath. It may concentrate both these on the same victim.



Any adventurer fighting the Hellhound in the darkness must subtract 2 points from their Attack Strength roll. If the party manage to lure the dog out of the room, they will fight it as normal.

Should the party put the dog out of action and search the room, they will find a door in the north wall leading to room 16. If they search the centre of the room, they will stumble across a dead body, savaged to death by the Hellhound. The corpse's pockets contain 8 Gold Pieces, and around its waist is a Magic Sword. Anyone using this sword may add 1 point to their Attack Strength dice roll.





The room is bare except for a wooden table against the north wall. Two candles, mounted on the wall above the table, light the room. On the table is a leather-bound book. There are no doorways leading from the room except for the one through which you entered.

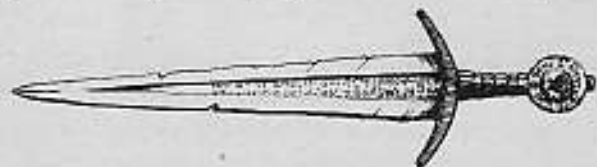
This room is harmless – unless anyone touches the book on the table. The party will need to read the book as it contains the spell necessary to open the Treasure Room door. But if anyone touches the book, a Zombie will appear in the north-east corner of the room and attack the party. If they defeat this creature, another will appear in its place. This will continue for ever until the book is replaced on the table exactly as it was before. Even if the party take the book with them, Zombies will continue to appear and fight them, wherever they are.

ZOMBIE SKILL 6 STAMINA 6 ATTACKS 1

Zombies are undead, mindless bodies, usually brought back to life by some superior being. Anyone killed by a Zombie will become a Zombie

himself. If this happens to anyone in the party, then this dead adventurer will rise up and attack the party (with a SKILL of 6 and STAMINA of 6).

While the party are fighting the Zombies, one member can be searching through the book for useful information. You can tell the party that it is a Spell Book. They will have to go through it page by page until they reach page 11, where the spell for



the Treasure Room door is. Scanning a page takes 1 Attack Round. Allow one Attack Round against the Zombie, then tell the book reader that there is nothing useful on that page of the book, then go back to the fight for another Attack Round, then back to the reader, and so on. The reader of the book can choose whether to go through the book page by



page, or whether to flick backwards and forwards through it. He or she must tell you which page he or she is on. Only page 11 will contain any useful information (tell them there are twenty pages in the book).

The spell is:

*Fanananana
Cosim Patana*

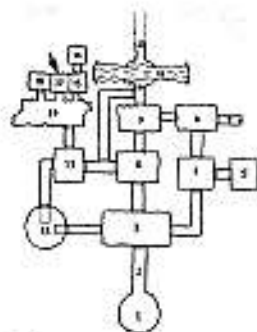
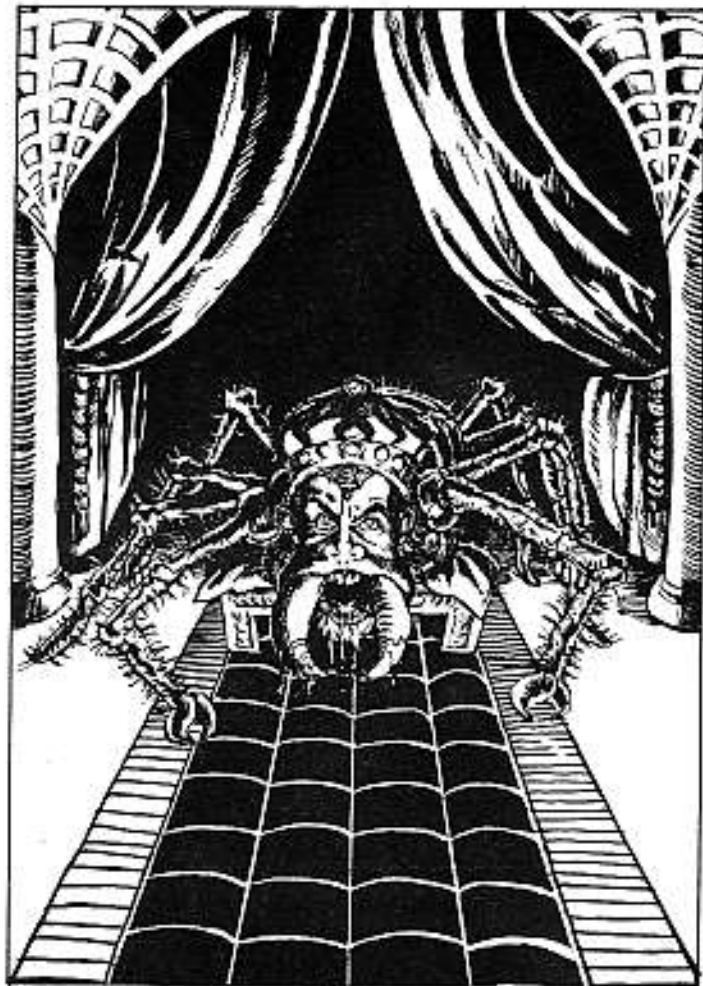
It is pronounced:

*Fa-nah-na-nah-na
Coe-sym Pah-tah-na*

Unless the party recite it correctly, with the correct pronunciation, in front of the Treasure Room door, it will not open.

When showing the party the spell, write it down for them. Otherwise, if you read it out to them, they will know how to pronounce it correctly.



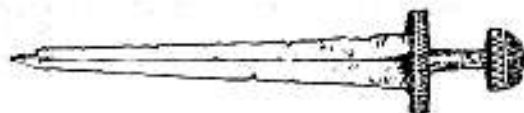


The room inside is lavishly decorated with rich drapes. Hanging across each of the corners on the ceiling are golden net-like webs. This is the throne room of the Spider-King! Seated – or rather squatting – on a hand-carved bench at the far end of the room is the Spider-King himself; an ugly, bulky creature with a spider's body and the head of a man. As you walk in, his eyes open and he glares at you. 'Impudent intruders!' he cries. 'Bow down to the ground before the Spider-King!'

The Spider-King is a powerful creature:

SPIDER-KING SKILL 10 STAMINA 16 ATTACKS 2

If the party try to escape without fighting him, or if they refuse to bow down to him, he will release a huge spider's web on to them. This will drop down from the ceiling and the party will have to try to escape from it. The procedure for escaping is exactly the same as in room 14. But this web is heavy and tiring. Each adventurer must try separately to free himself, and each time their running total drops below 0 (becomes a minus number), they will lose



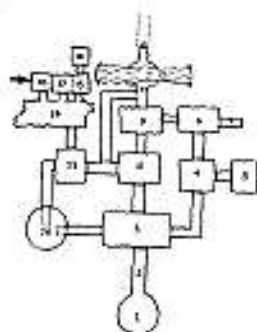
1 STAMINA point. As soon as anyone escapes from the web, the Spider-King will close in for battle.

The Spider-King battles with his two forelegs and his mandibles. He has a poisonous bite and there is a 2 in 6 chance that each successful attack will be a poisonous bite. This poison inflicts double damage (that is, 4 STAMINA points instead of the normal 2).

If the party do bow down as he requests, he will allow them to talk to him. Eventually a fight will come about, but at least the party will not have to struggle with the web.

If they defeat the Spider-King, they will find 18 Gold Pieces in a box under his throne, and also a note telling them that the Treasure Room door can only be opened with a spell and that this spell is guarded by a Hellhound.





The room is little bigger than a cupboard. In the centre of the wall opposite is an ornate table, and on this table is a wooden chest.

Remember that they cannot enter this room without the spell from room 16!

The chest contains the Spider-King's treasure: 48 Gold Pieces and 4 Jewels, worth 8 Gold Pieces each. The chest is not booby-trapped (although they will certainly suspect that it is), nor is it locked.

They have achieved their goal here. It is now up to



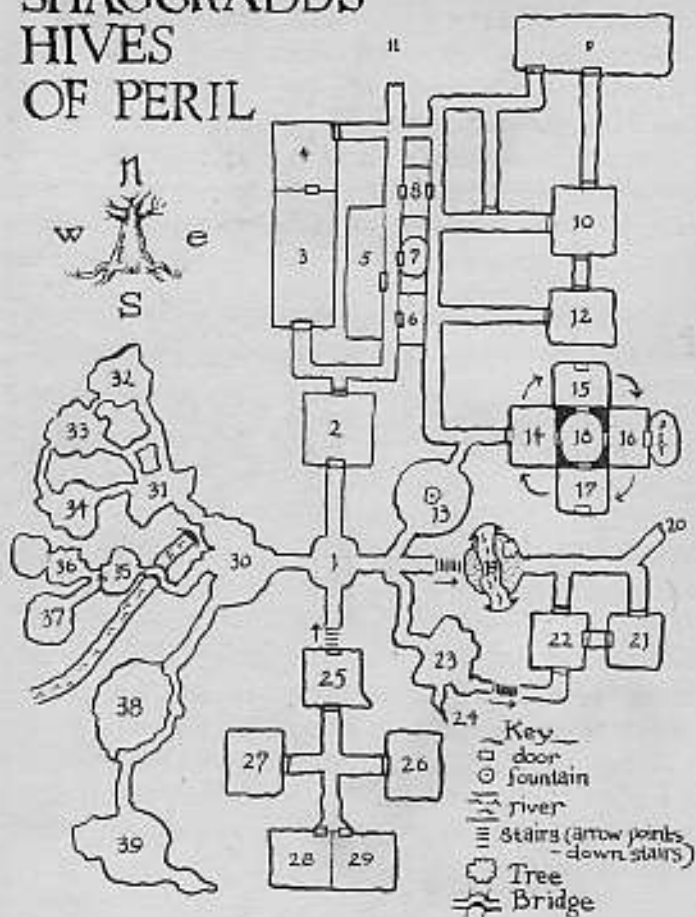
you whether you want the adventure to end here, or whether you want them to get out of the dungeon alive.

If you want them to escape from the dungeon taking their treasure with them, they must retrace their steps. In every room where they have defeated a creature living within, you should roll up a Wandering Monster (see page 62) for them to face on the way back. If they go through a room in which the original monster is still alive, you must decide whether or not this creature will fight them or let them through. The intelligent creatures will probably let them through for a few Gold Pieces.

When they reach the well, they still have to get back up to the surface. If they haven't left themselves a suitable escape, then they will remain in the well for ever!



SHAGGRADD'S HIVES OF PERIL



This is a full-scale adventure set in a dungeon underneath a great oak tree. Shaggradd, a Black Elf, discovered the dungeon herself and bought the land around the tree. Although she realized there were considerable treasures hidden in the dungeon, she was not a swordswoman and would be no match for the creatures and traps guarding these riches. Instead she now allows parties of treasure-hunting adventurers to enter and explore the dungeons, charging them a fee of 10 per cent of their plunder when – or if – they can get out alive.

For this adventure, you should allow the party 6 Provisions each. If you are feeling generous, or if this is their first adventure, you may also allow each of them to take a Potion of Skill, Strength or Fortune.



The hand-made sign nailed to the trunk of the tree caught the attention of all of you. 'Shaggradd's Treasure Vaults this way. Are you bold enough to try your luck?'

Following in the direction of the arrow, you entered a wood. The path ended in the middle of the wood at a clearing where a tall oak tree, now long dead, stood on its own. As you approached, an old woman scurried up to you and now she stands before you. She is thin and dark-skinned, with a wrinkled face.

'Aha!' she exclaims. 'A party of adventurers wishing to explore the treasure vaults, perhaps?' You agree that you certainly wish to know more and she continues: 'Ten years ago I bought this wood when I discovered the treasures beneath it. But I am an old Elf and I would not survive a journey through the underground hives. My friends, you are welcome to enter these hives and seek out all the gold you can find. All I ask is that you pay me ten per cent of anything you find.'

If they wish to go ahead, they must agree to pay the Black Elf ten per cent of any treasure they discover. She will show them the way into the dungeon. They must climb up to the top of the oak

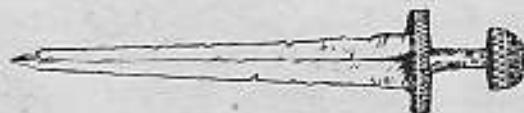


tree and there they will find a rope which they may climb down to reach the dungeons. The rope drops down into room 1.

If they try to bargain with her, she will not show them the way in. If they attack her:

SHAGGRADD SKILL 4 STAMINA 4 ATTACKS 1

They will no doubt kill her easily and again be faced with discovering how to enter the dungeon.



If you wish to set a time limit on the game – let's say two hours – you may also add the following announcement from Shaggradd:

'But do not fear unduly for your safety, adventurers. For, before you enter, I will cast a Return Teleport Spell on each of you. Exactly [two hours] from now you will return here – if you are still alive.'

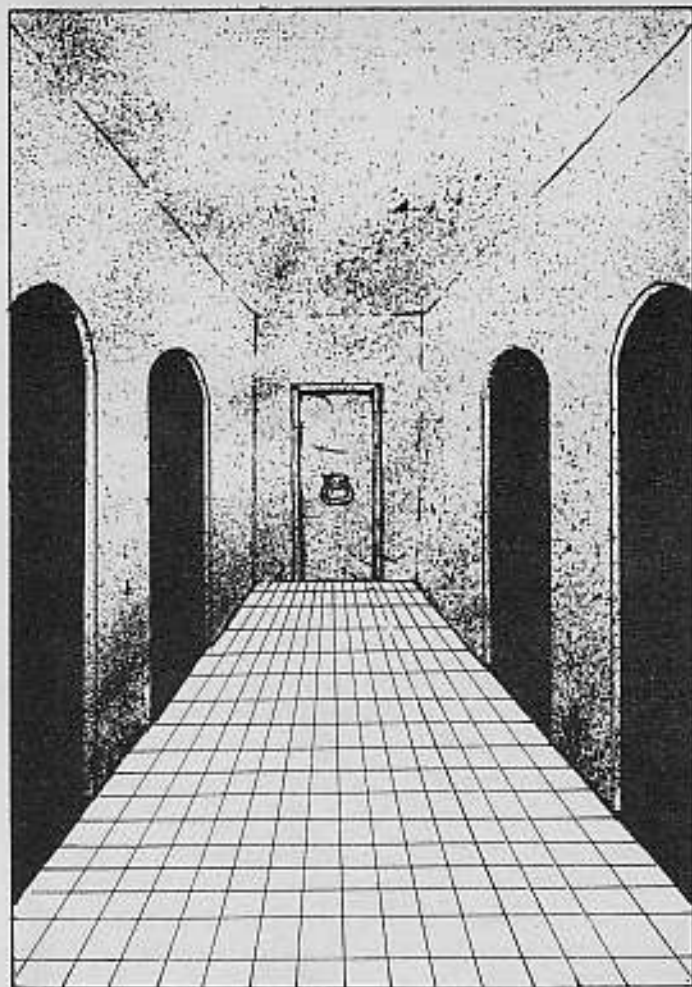


1



You climb down the rope until you reach the floor of a small chamber which has been dug into the earth. Four paths lead off from the chamber: to the north, south, east and west.

They are in the centre of the dungeon.



2



The room is large and rectangular. It is bare inside and a door is set in the wall directly opposite you. Along the east and west walls are archways. In the archways themselves you can see nothing but blackness.

There are four archways, two on each side of the room. Although you must lead them to believe that passageways probably run out from the archways, they instead are the frames of four mirrors. These magical mirrors distort their reflections. Any adventurer looking into one of these archways will see a distorted reflection of himself or herself, but so distorted that the reflection will seem to be a monster.

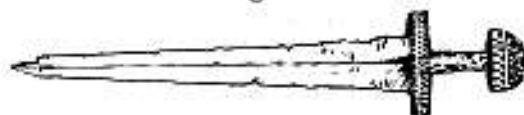
As you can imagine, the monster will mimic their actions. If they jump back, the monster will disappear, then reappear if the adventurer steps forwards. If the adventurer should draw a weapon, so will the monster. If the adventurer advances towards the monster, the monster also appears to advance.

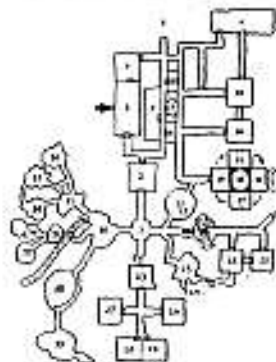
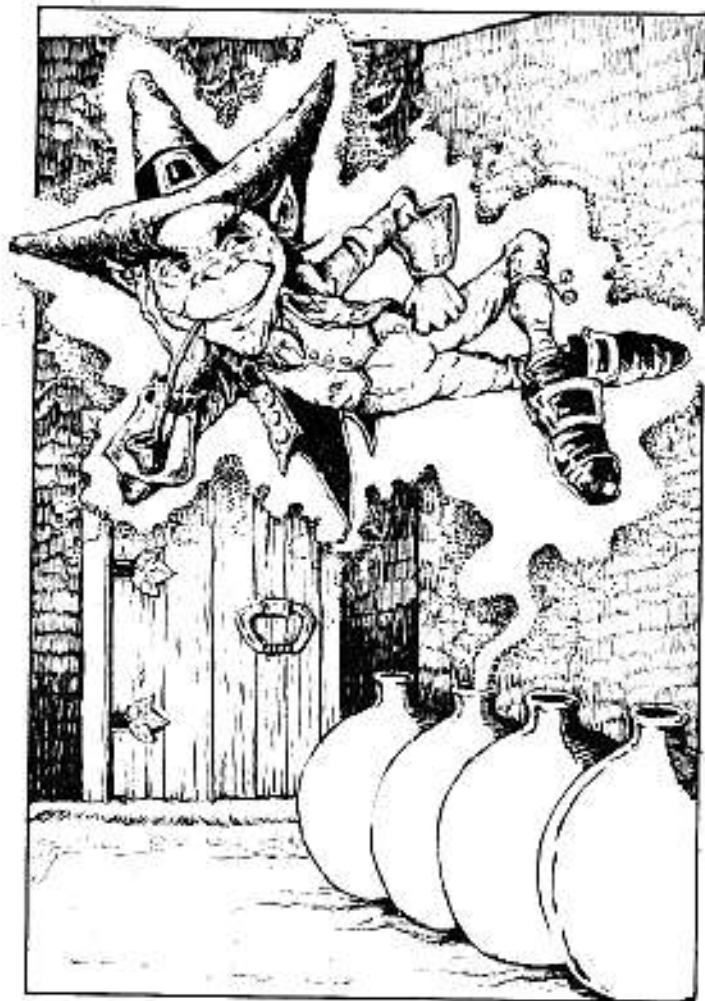
The walls of the room are able to speak, and are activated when a reflection appears. A voice will

boom out: 'What have we here? Foolish adventurers! Why, you look too puny to face a lame sparrow! Do you carry those swords for show? Let me see whether or not you have any courage!' The adventurers will think the reflection in the mirror is taunting them. The voice will continue to taunt them as long as the reflection remains, trying to tease them into a fight. If two adventurers step in front of archways, two voices will challenge them.

The reflections and the voices are harmless. If any of the adventurers strike out at the reflections, they will shatter the mirror they hit. Glass will shower them. Roll to see what the damage is, according to the following table:

Die Roll	Effect
1	Glass splinters blind one eye. Permanently reduce SKILL by 2 points.
2	Glass cuts forehead badly. Blood runs into eyes. Reduce SKILL by 1 point for twenty minutes until bleeding stops.
3	Glass cuts sword arm. 2 STAMINA points of damage.
4	Glass causes minor scratching all over. Deduct 1 STAMINA point.
5-6	No damage.





Inside is a green room. A green, but somewhat grubby, carpet spreads across the floor. The walls are painted a rich, leafy-green colour, and so is the ceiling. The room itself is long and rectangular, with doors in the north and south walls. Along the east wall are four large copper urns with narrow necks and fat bodies. As you are looking at these, a small head pops out of one of them and turns towards you. 'Well strike me down!' it says in a squeaky little voice. 'What have we here? Visitors? Love us and save us, Muldoon; we can have some fun here!'

The little creature – a small man less than a metre tall, and dressed in green clothes – floats into the air and over towards you.

If they stay in the room with Muldoon, the Leprechaun, they will find him to be a jolly little fellow, but fond of practical jokes. He has some magic and may try any or all of the following: changing the colour of the room; changing sword blades to rubber (wears off after five minutes); making an adventurer speak in a high-pitched voice for ten minutes (you can insist that this player must actually speak like

this for the ten minutes); creating little mounds of foul slime on the floor (cow dung or rotten fish, for example) which the adventurers will step into; cursing an adventurer with warts on the face (these will disappear in ten minutes); etc.

He will chat to them and answer questions, but will not give away much information about the dungeon. After they have chatted for two minutes or so, he will ask whether they want to see what's inside his urns. Numbering the urns 1-4 from north to south, they contain:

First Urn. A liquid which appears to be water. One minute after it has been touched, it will start to burn like an acid. This painful burning will last for one minute (deduct 2 STAMINA points). It will not actually do any damage to flesh, but will just hurt badly.

Second Urn. A mushy substance which smells foul. It is unpleasant, but will do no harm. In fact it is a pulped fruit and may be eaten for a gain of 4 STAMINA points.



Third Urn. A deep growling sound is coming from within the urn. In fact there are no creatures inside, but 6 Gold Pieces and a silver necklace (worth 8 Gold Pieces).

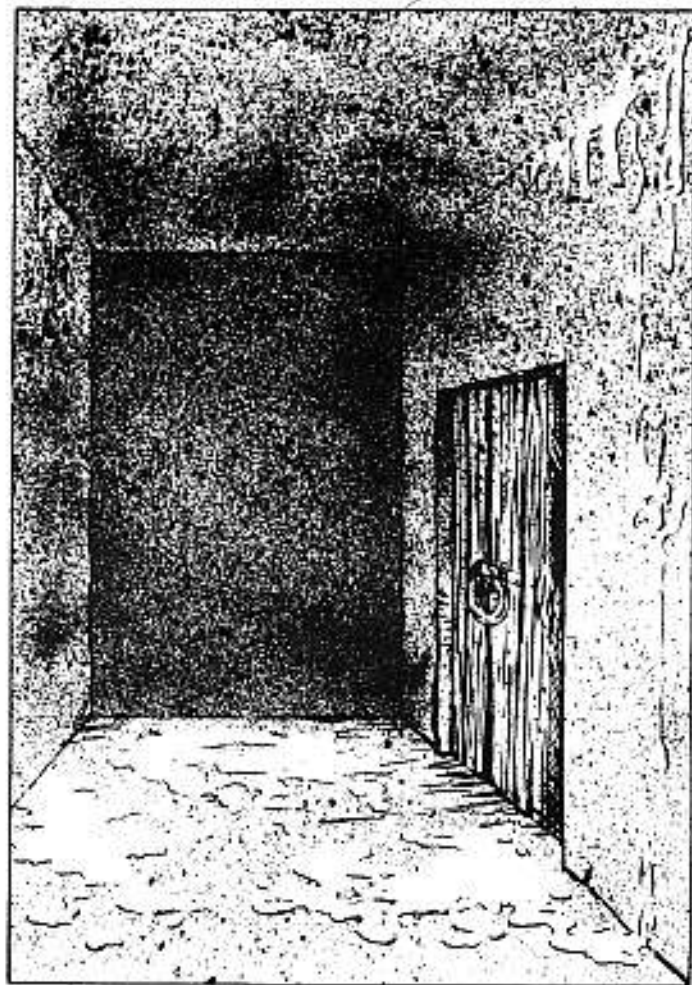
Fourth Urn. Contains folded cloths and material. Also contains a poisonous spider which may bite an adventurer for 4 STAMINA points of damage. Roll one die every fifteen seconds while an adventurer is groping around inside the urn. A roll of 1 or 2 indicates that the spider bites.

The urns have narrow necks so adventurers will have to plunge their hands inside to feel around. As they are made of copper, they cannot be broken open. If they ask the Leprechaun for advice, he will advise them to try the first or second urn.

The Leprechaun usually shuffles the urns round between visitors, so if they return to this room, the urns will have been moved round.

If the adventurers wish to try fighting the Leprechaun, they will have no success. He will fly out of reach each time they attempt to attack.





The room is dark, damp and cold. It appears to be empty. Doors in the south and east walls are the only ways through.

The room is a Room of Cold and the temperature will drop below freezing as soon as both doors are closed. The doors will slam shut and lock once the adventurers are inside and when this happens, the adventurers will start to freeze. There are two ways to escape. If they can break one of the doors down in the normal way, the temperature will rise rapidly. If they search the room they may locate a secret trap-door in the floor which opens to reveal the control room. The master control is a large lever, which is in the up (on) position. If they pull it down, the cold will cease and the room will gradually warm up. This lever also releases the doors.

For every fifteen seconds they are trapped in the cold, they will lose 1 STAMINA point.

Inside the control room they will find (if they search) a pouch on the floor containing 8 Gold Pieces.



This appears to be a storeroom of some kind. All sorts of things have been thrown inside, in no particular order. Boxes, chests, rubble, wooden doors and tools lie against the west wall. Along the north wall are what appear to be stuffed animals and monsters. Paintings, furniture and the like are also scattered around.

This is a Fantasy Room and running it will take great ingenuity from a GamesMaster. Having described the room as being a sort of jumble-sale warehouse, exactly what happens will be decided by the adventurers.

The room fulfils fantasies. Anything that the players expect to happen here will happen. For example, if someone says 'Watch out, I bet one of those animals will come to life!', then one of the stuffed



animals *will* come to life. If someone else then says 'Look out, it's going to attack!', then it *will* attack. If someone says 'I expect there will be some treasure in one of these chests', then there will be some treasure in one of the chests. But these things will only come true if the adventurers say something which indicates that they are *expecting* something to happen. If someone just says 'I wonder whether the animals will come to life?', then nothing will happen.

If they start looking through all the junk in the room, they will come across all sorts of things not mentioned in the description above. If they mention *anything specific* (like 'Let's see if we can find a brass shield'), then you must roll one die. If you roll 1, then they will find what they are looking for. If they happen to choose something which would spoil the game (such as a cannon, or 1,000 Gold Pieces), then you will have to be quick-witted enough to restrict its power (for example, there is no gunpowder for



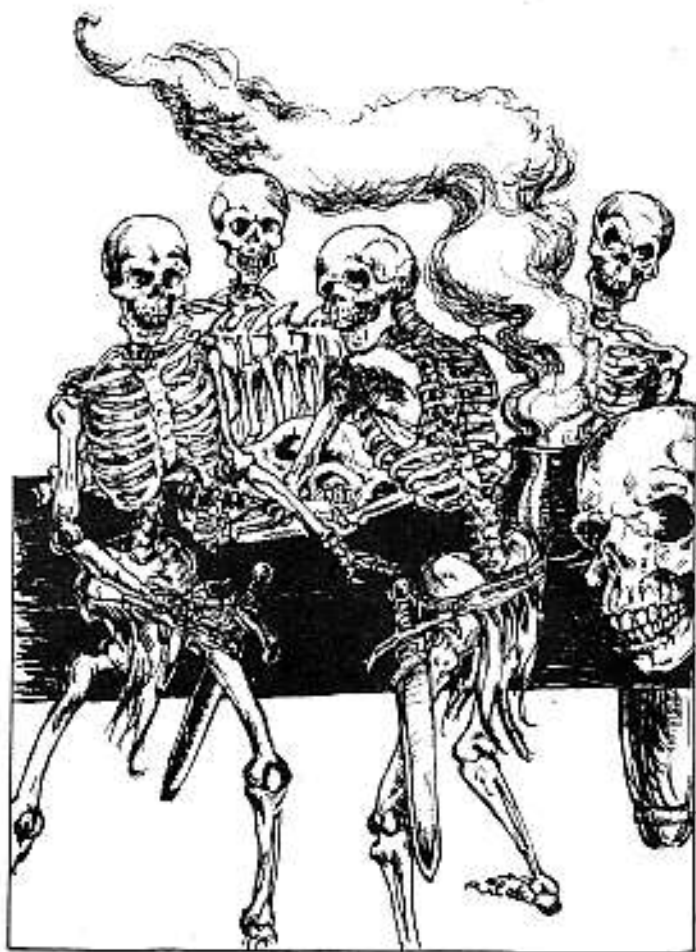
the cannon, or the thousand Gold Pieces are stuck together in such a way that they could not be carried out of the room).

The Fantasy Room will cease to make their wishes come true *as soon as they realize its power*. Once they notice that everything they expect is happening and try testing this, the room will not work and will revert to being a storeroom.

As it is likely that the party will suspect that the stuffed animals and monsters come to life and fight them, their scores are:

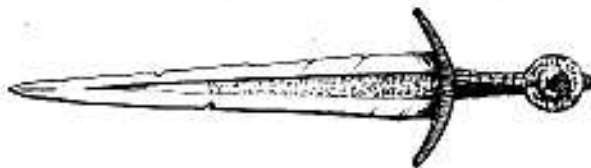
	SKILL	STAMINA	ATTACKS
HYENA	5	6	1
RHINOCEROS	7	13	1
GORILLA	8	10	2
GOBLIN	6	4	1
GOBLIN	5	4	1
HOBGOBLIN	6	7	1
HOBGOBLIN	6	6	1





A strange sight greets you inside the room. The room is square with bare walls. The only furniture is a large wooden table and on this table is an almost complete skeleton of a wild animal – a great cat of some kind. Running around this skeleton, evidently trying to put the bones together, are five Skeletons who turn to stare at you as you enter. A strong smell hangs in the air and you recognize it as glue. On one corner of the table is a large silver pot containing this foul-smelling adhesive.

As soon as the party enters, four of the Skeletons will attack with swords. The fifth Skeleton concentrates on putting the final touches to the skeleton they have been working on. One minute after the party has entered the room, this Skeleton will glue the head in place and, once the job has been completed, the Tiger Skeleton will come to life, leap off

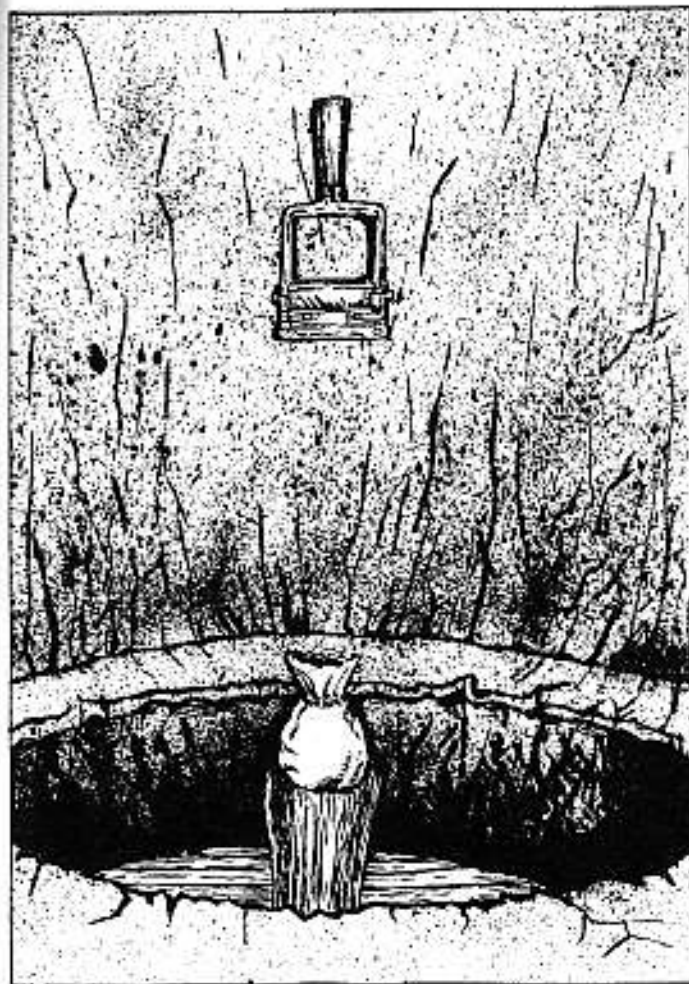


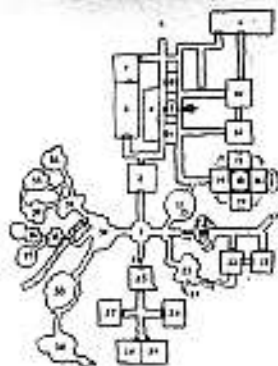
the table and attack. The party will not be able to get near the fifth Skeleton until they have killed the other four, who will defend their work-mate to the death.

	SKILL	STAMINA	ATTACKS
First SKELETON	6	6	1
Second SKELETON	5	6	1
Third SKELETON	6	5	1
Fourth SKELETON	7	5	1
Fifth SKELETON	5	5	1
TIGER SKELETON	8	7	2

If the party stay in the room for more than forty-five seconds, the fumes from the adhesive will start to affect them and they must each deduct 2 SKILL points for the remainder of the encounter. The effects will wear off as soon as they leave the room.

The only treasure in the room is the silver glue-pot, which is worth 5 Gold Pieces.





This room is circular in shape. A rocky ledge, about a metre wide, runs around the rim of a shallow pit. The pit is a perfect circle and is just over a metre deep. The floor of the pit is wooden, but its walls are stony. In the centre of the pit is a thick pole, about a metre tall, and on top of this pole is a leather pouch. Set in the wall of the room, directly across from the door, is a heavy lever.

As the party will no doubt suspect, this room is a trap. They may walk freely around the ledge, but once anyone steps on the wooden floor of the pit, it will start to spin very fast and anyone in it will be flung against the rocky sides. Anyone caught like this may suffer between one and four STAMINA points of damage (roll one die: 1-4 means this many STAMINA points of damage; 5-6 means no damage). The lever is a decoy. It cannot be moved and has no effect on the spinning pit.

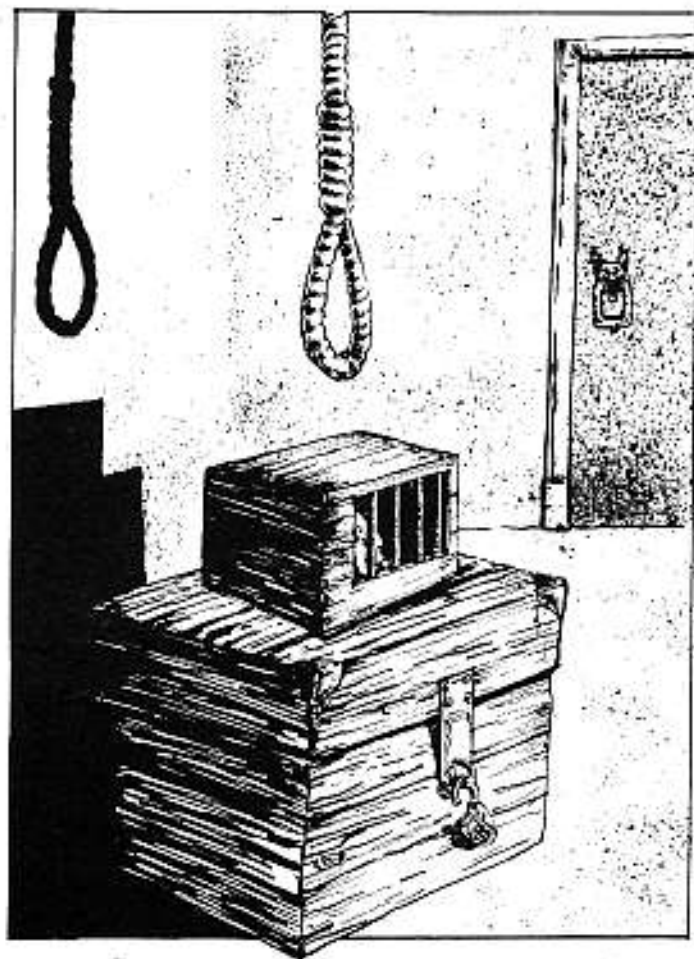
The pouch on the pole contains 9 Gold Pieces. Their best way of taking it is to throw something at it, knock it into the pit while the pit is spinning, and then grab it as it is flung to the edge.



Grabbing things (the pouch or fellow adventurers) from the pit will be successful if the person who is grabbing successfully Tests his Luck. However, when an adventurer attempts to grab people, there is a chance that the weight will pull the adventurer into the pit as well. An adventurer may only grab another adventurer if the rescuer's SKILL and STAMINA scores are equal to or greater than those of the victim. Otherwise the rescuer will be pulled into the pit. If the rescuer is being held by other members of the party, then he or she will not be pulled in and the rescue will be successful.

The pit will stop spinning after ten minutes. By this time, anyone in the pit will have passed out. A deduction of 7 STAMINA points must be applied to anyone who is trapped in the pit and must wait for it to stop to climb out.





This square room has bare walls and the floor is dusty, with rubble and debris scattered about. There is another door opposite the one through which you entered. Towards the middle of the north wall stands a wooden box. There is a lock and catch for locking it, but this is undone. On top of this box is another, but this one looks like a small cage of some kind, with bars along the front. Hanging next to these two boxes, from the ceiling, is a thick rope tied into a noose at the end.

The room contents are not nearly so sinister as they appear. The cage contains an ordinary domestic rabbit. It has no magical properties or special powers. The box underneath, which looks like a treasure chest, contains a Chestrap Beast (and some treasure). The noose is quite ordinary – just a length of rope hanging from the ceiling.

The Chestrap Beast is a type of Gremlin which lives inside boxes. It has very long arms and launches surprise attacks on anyone opening its box, by grabbing and slashing its victim's neck with its long, sharp fingernails. If anyone tries to open the chest,

this person will stand a 4 in 6 chance of being slashed (for 4 STAMINA points of damage) by the Chestrap Beast. In addition, there is a 2 in 6 chance that the Beast will grab the adventurer (for 6 STAMINA points of damage, as the Beast will slash at a victim it has grabbed). The adventurers may attack the Chestrap Beast within its box:

CHESTRAP

BEAST

SKILL 5 STAMINA 6 ATTACKS 1

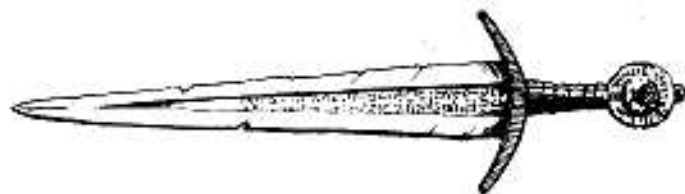
Any adventurer held by the Beast will be unable to join in the attack.

If the adventurers kill the Beast, they will find inside its box 6 Gold Pieces, a wooden stick tapered at one end, and a dozen green leaves. The leaves are nothing special (the Chestrap Beast eats green leaves), but the stick is a magic wand capable of releasing a small fireball. If this wand is held by its widest end and the tapered end is pointed at any-



thing living, a small fireball will shoot out of the end at the target. Anyone using the wand must tell you which end they are holding. If they hold the tapered end, the fireball will shoot into their own body! Remember also that nothing will happen unless the tapered end points towards a living creature. Anything alive which is hit by the fireball will suffer 5 STAMINA points of damage. The wand has enough charge for five uses and after each use, it will take forty-five seconds to prepare itself for the next blast.

If the adventurers release the rabbit from the cage, there is a 2 in 6 chance that the rabbit will try to open the Chestrap Beast's box. If it does this, the adventurers will be alerted to the danger inside the box when the Beast grabs or slashes the rabbit.



MENU

Whortle Soup	1gp
Home made Vittles	3gp
Pookie's Stew	3gp
Aardwolf Joint	2gp
Gloister & Bread	3gp
Bomba Fruit	1gp
Herb Tea	1gp
Orc Ale	2gp



This is a large chamber in which tables and chairs are arranged around the middle of the room. A counter stretches along the east wall. On this counter are bowls, mugs, knives, etc. Behind the counter are three Dwarfs, who look up as you walk in; they smile and point to a board on which some sort of message is written. There are two doors leading from the room, both in the south wall (you have entered through one of them).

They have entered Pookie's Eating House. Pookie is a Dwarf who runs the place with his two brothers. The board they were pointing to is a Menu, which offers:

Whortle Soup (a creamy grey vegetable soup	1 Gold Piece
Home-made Vittles (little pastry balls with tough, chewy meat inside)	3 Gold Pieces

Pookie's Stew (a hot stew with meat and vegetables)	3 Gold Pieces
Aardwolf Joint (the thigh of an Aardwolf, roasted on a spit)	2 Gold Pieces
Gloister and Bread (bread with a portion of runny, cheese-like goo)	3 Gold Pieces
Bomba Fruit (a succulent fruit the size of a large apple)	1 Gold Piece
Herb Tea (foul-smelling warm tea)	1 Gold Piece
Orc Ale (a strong alcoholic drink)	2 Gold Pieces

The adventurers may order and eat any of these (but they will have to pay for them when they arrive). Anyone eating one item from the menu may add 2 STAMINA points. Eating two items adds 4 STAMINA points, but eating three items still only adds 4 STAMINA points. Some of the items have special properties:

Whortle Soup. Reacts differently on different creatures. Roll one die for each person eating Whortle Soup. 1-4 means no special effect; 5 causes an allergic reaction and the adventurer breaks out in

red spots; 6 means the adventurer becomes hot and dizzy and passes out for 1½ minutes (but no harm caused).

Gloister. This tastes awful, but restores LUCK. You must tell anyone eating Gloister how bad the taste is ("Do you want to keep on eating?") but if they finish off their portion, they may restore their LUCK to its *Initial* level. Pookie doesn't keep much Gloister in store. He will be sold out if the party orders more than two portions. Because it is so runny, it will be difficult for them to take with them, so you must tell them it will not be solid enough for them to store in their backpack and wait to see whether they come up with any ingenious way of taking it. If their solution is reasonable, allow them to take it.

Bomba Fruit. This is a particularly nourishing fruit. If eaten along with any other food, it will double the gain in STAMINA points (by itself it is only worth 2 STAMINA points).

Orc Ale. This is a potent alcoholic drink. Roll one die for its effect on each drinker:

Die Roll	Effect
1-2	Drinker feels happy and light-headed. No special effects.
3-4	Drinker slurs speech and is uncoordinated. Deduct 2 SKILL points for thirty minutes until effect wears off.
5	Drinker becomes violent and will attack the nearest person (another member of the party or a Dwarf).

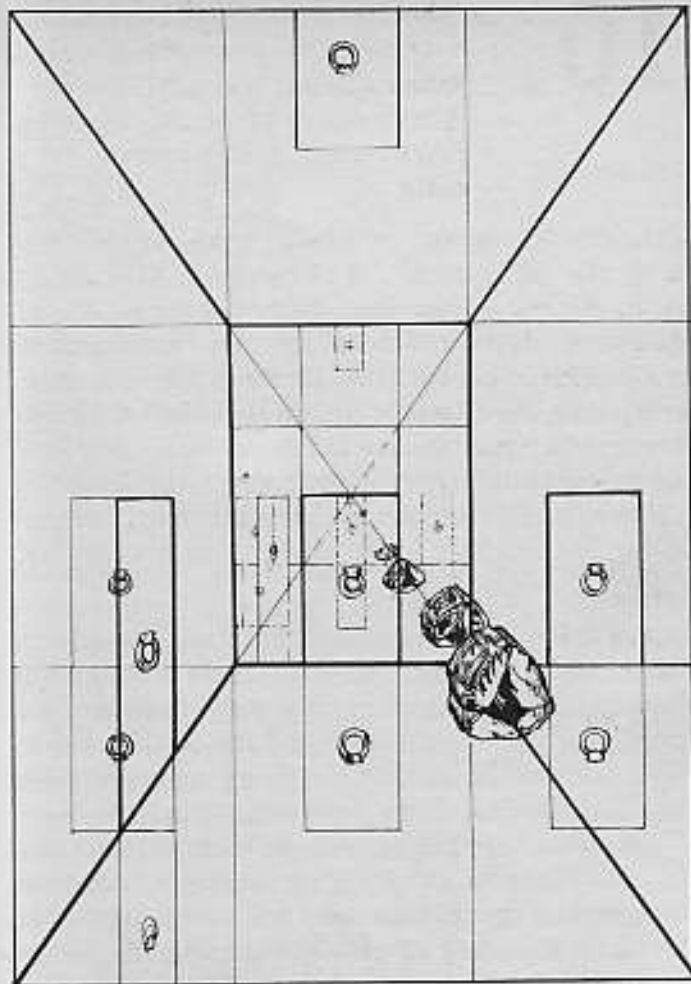
- 6 Drinker becomes violent as above but falls unconscious after fourth Attack Round. Will revive after thirty minutes but must permanently deduct 2 SKILL points.

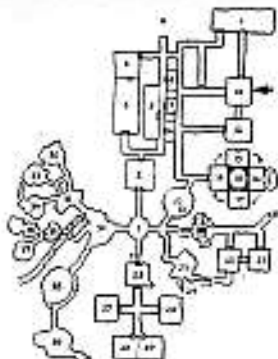
If the Orc Ale drinker becomes aggressive (roll of 5 or 6), the other members of the party may try to either disarm or stun him. On a successful attack against the drinker, the attacker may opt to disarm or stun him instead of inflicting the normal damage. In this case the attacker must roll one die, choosing to go for a stun or disarm. A roll of 1 or 2 is a successful stun; a roll of 1-3 is a successful disarm.

If the party decide to attack the Dwarfs, they are:

	SKILL	STAMINA	ATTACKS
POOKIE	8	6	1
GLANTIE	6	6	1
HUNGIE	6	7	1

The till behind the counter contains 2 Gold Pieces. It has not been a good day for trade.





This room is square and, as you shine your lantern inside, it lights up brilliantly. When your eyes accustom themselves to the light, you can see that the room is lined with mirrors. Each wall, the floor and the ceiling are large glass mirrors and it takes some concentration to decide how big the room is. There are doors in the north, south and west walls. The only item in the room is a leather backpack, lying against the east wall.

The floor of this room is a trap. Once the adventurers are in the room, the floor turns from solid to liquid and they will fall into the water beneath. The pool is only a metre and a half deep, so their heads will be above the surface, but living in the water is a family of Ripper Sharks, who will attack.

Give the party fifteen seconds from the time you tell them about the trap. If they are bright enough to look around in the water, they will notice the Ripper Sharks before they attack and the fight will start as normal. If they don't look around the water, the first they will know about the Sharks is when one of the adventurers has his/her leg bitten (for 4 STAMINA

points of damage) – then the fight will continue as normal.

There will be as many Ripper Sharks as there are adventurers:

	SKILL	STAMINA	ATTACKS
ADULT MALE	8	6	1
ADULT FEMALE	7	6	1
JUVENILES (each)	6	5	1

Roll dice to decide who is attacked by which Shark. Because the adventurers are in water, they must deduct 2 points from their Attack Strength dice rolls.

If they kill the Sharks, they can (if they remember) search for and find the backpack which has now sunk into the water. In it they will find: 2 Jewels (a ruby and an emerald), each worth 7 Gold Pieces and a copper ring. This ring has the power to warn them of danger. If it is being worn on a finger, it will begin to heat up if the adventurer enters an area which contains a trap (for instance, it would have started to burn as the adventurer entered *this* room.) It will not react to *obvious* danger (for instance, if the adventurer enters a room with a monster clearly in view).

If the party try to *Escape* during their battle with the Sharks, they may do so. They may head towards any of the doors. But because they are in water, it will take them twice as long to reach the door, so they will take the *Escape* penalty twice.

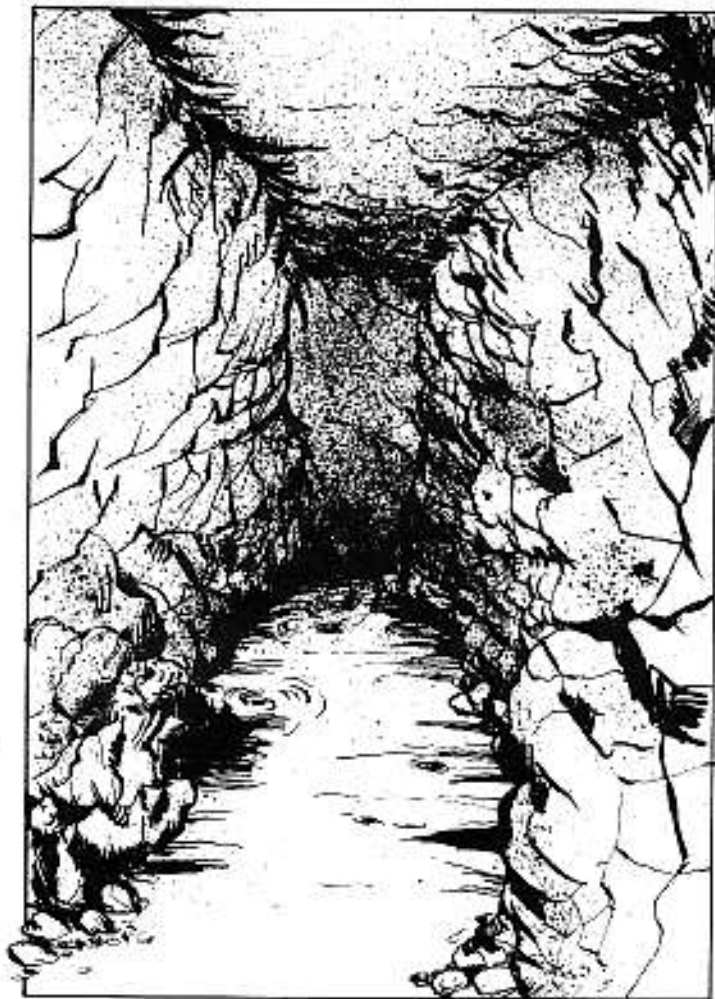


You come to a dead end in the passageway. There appears to be no way through.

This is a dead end, but one with a difference. If they search for secret doors, they will come across a lever which looks as though it could release a catch. In fact it doesn't. If they pull the lever, a jet of gas will knock them all out, and when they come to, they will find themselves in different surroundings.

If the party is transported to another section of the dungeon, roll one die to see where they appear:

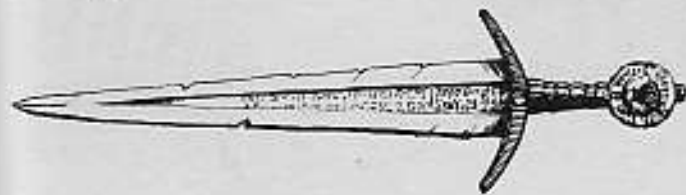
Die Roll	New Location
1	On the stairs between 22 and 23
2	At the crossroads joining rooms 25-29
3	In room 37
4	In room 18
5	At the dead end marked 20
6	Back in room 1





The room is small and dark. As your lantern flashes across the floor, it comes across a body dressed in rags. As the light searches for a face, the bundle of sackcloth shifts and a voice calls out: 'Who's that? Who are you? What do you want here? Be off with you! Leave a poor old man in peace!' The man's face is wrinkled and a long grey beard is wrapped under his head as a pillow. He squints as you shine the light in his eyes and holds up his hand as a shield. He is grubby, but his face is kindly. Apart from the doors in the north and west walls, there is nothing in the room.

This old beggar will do them no physical harm, but will ask for a Gold Piece to buy a cup of Herb Tea. If they give him one, he will ask for more a few





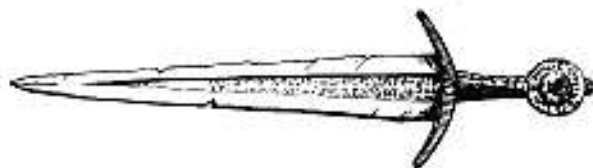
minutes later; if they don't, he will persist in asking. They can talk to him, but they may be deceived by his replies. Everything Barnabas the Beggar says, when asked a question, is a lie.

You will have to answer their questions in a misleading way, so that they think that the answers are genuine, but he will never tell them the truth. Try not to make it obvious that he is lying, otherwise they will discover his secret and quickly grow tired of him.

If they wish to attack him, he is:

BEGGAR SKILL 4 STAMINA 6 ATTACKS 1

If they wish him to join the party, roll one die. If you roll a 4, 5 or 6 he will agree to join them. You will have to react for him and fight for him. If they give him a weapon to use, he will increase his SKILL to 6.





The corridor opens out into a circular chamber. This is decorated with green plants and statues of beautiful women around the walls. In the centre of the chamber is a flowing fountain from which water jets into the air, splashing down into a pool at its base. A sign carved into the fountain reads 'Toss in a Coin' but there are no coins in the fountain. Directly across the chamber a passageway leads onwards.

This fountain has limited magical abilities. If anyone does throw a coin into it, nothing will happen unless they actually speak a wish.

It is up to the GM whether or not the wish can be granted. Modest wishes should be allowed (such as restore SKILL, STAMINA or LUCK – but not all three – to Initial level) but extravagant wishes (such as 1,000 Gold Pieces, or protection from all attacks, or six more wishes) should not be allowed. You must give them no clue as to whether the wish is working or not. There is no one in the room but them, so there would be no clues. If the wish is reasonable, it will



simply happen. If it is unreasonable, nothing will happen.

One final point. The pool of 'water' at the base of the fountain is not water at all but a strong acid. It will not affect gold, but will certainly affect skin if anyone puts their hand into the liquid. A quick touch (for instance, to test the liquid) will cause a burned finger and 2 STAMINA points of damage. A full plunge up to the elbow (for instance to recover a thrown-in coin) will cause severe damage (6 STAMINA points) and the hand may not be used again in this adventure. If this is an adventurer's sword hand, deduct 2 SKILL points permanently.

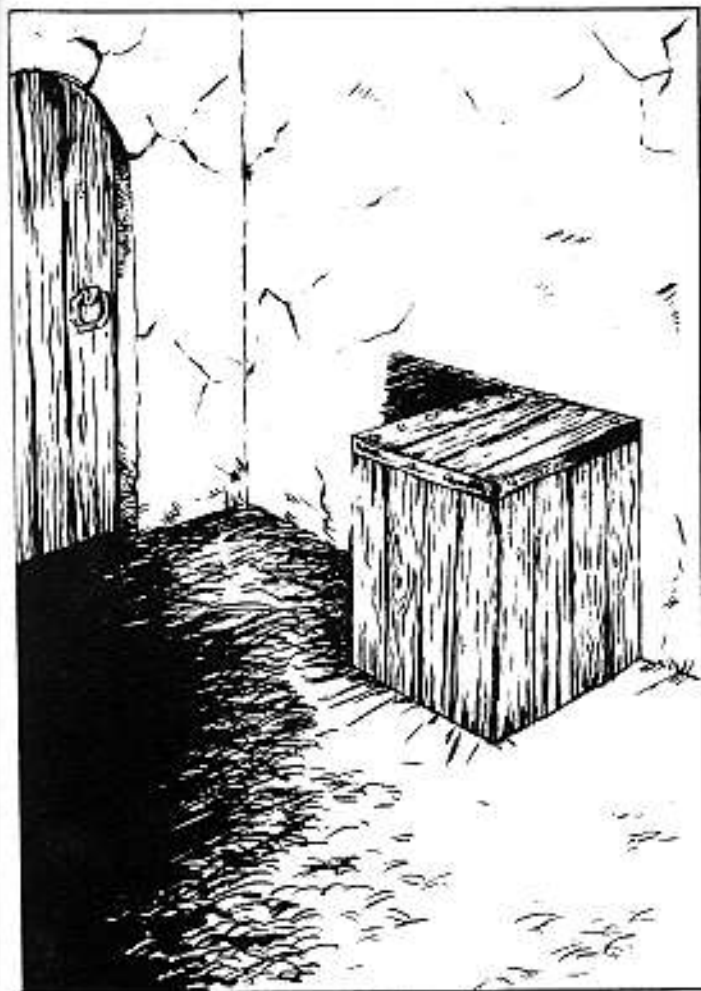
The plants and statues are perfectly normal.



This little group of five rooms is peculiar in that they shift position every twenty seconds. The four outer rooms (14-17) all revolve clockwise around the central room once anyone has entered the complex. Once the party has entered room 14, you must keep track of time and the position of the rooms. After twenty seconds, room 17 will line up with the corridor they have entered from. Twenty seconds later, room 16 will be there. The shifting takes a micro-second and the party will not be able to feel the shift at all: after all, they remain in the same room.

Each room has one door which exits to the centre of the 'wheel' (room 18) and another which exits to the outside. If a room is on the west side (lined up with the corridor), the door to the outside will be unlocked. If the room is on the east side, this door will be locked, but may be charged down. If the room is in the north or south positions, the door will be locked and may not be opened, even by charging.

If anyone charges down the 'outside' door to a room when it is in the east position, they will fall down a pit fifteen metres deep (see Falling rules for possible damage). The party will only be able to rescue him if they can come up with a clever and plausible method of getting him up. They may pull him up with rope, if they have any, but he would not be able to climb the walls of the pit. And don't forget the rooms shift every twenty seconds!





This room is bare-walled, with a dirt floor. The only thing you can see in the room is a wooden box resting against the wall.

See the previous page before you go on to this room.

The room is indeed empty. The box resembles a large open tea chest, turned upside down. It is pushed up tight against the wall, but is not heavy and can be lifted easily.

It covers a smaller chest (resembling a treasure chest) which is locked. But to get at the treasure chest, the party will have to remove the box.

While the box is pressed against the wall, it is sealing off a hole in the wall. This hole is about the size of the entrance to a dog kennel and trapped inside the hole is a Giant Aardwolf! Needless to say, as soon as they take away the box, the Aardwolf will escape and attack them.

Aardwolves are relatives of the Hyenas and stand about the size of a large wolf. They have yellow-grey coats with black stripes. Normally they will not



attack humans as they prefer insects, but this one has been sealed in its hole for some time and is *mean*:

GIANT

AARDWOLF SKILL 7 STAMINA 7 ATTACKS 1

If the party defeat the Aardwolf, they may investigate the chest. See Opening Chests in Chapter 5. If they open the chest they will find a parchment scroll with the following message on it (read it slowly to them): BAY AT DRAGONS KEEP TO FEAR NO SHOW.

The parchment will crumble to dust once it has been read. After you have read the message to them, you must not repeat it. If they can remember the message, they will soon realize that, when read backwards, it tells them how to keep Dragons from attacking.





The room is bare. Cries and screams are coming from one corner and, as you look towards the noise, you can make out a small basket in which a baby is lying.

The baby is a normal human baby. It is lying on golden sheets and is wrapped in woolly rags, crying loudly.

If the party try to comfort it, it will stop crying. If, however, they start acting aggressively or try to steal its sheets, it will surprise them.

It is, in fact, a Changeling – an infant able to change itself into all sorts of creatures. It will take the following forms and attack them, changing from



one to the next when they have reduced it to 4 STAMINA points or less.

WEREWOLF SKILL 8 STAMINA 8 ATTACKS 2

When they have reduced it to 4 STAMINA points, it will change into:

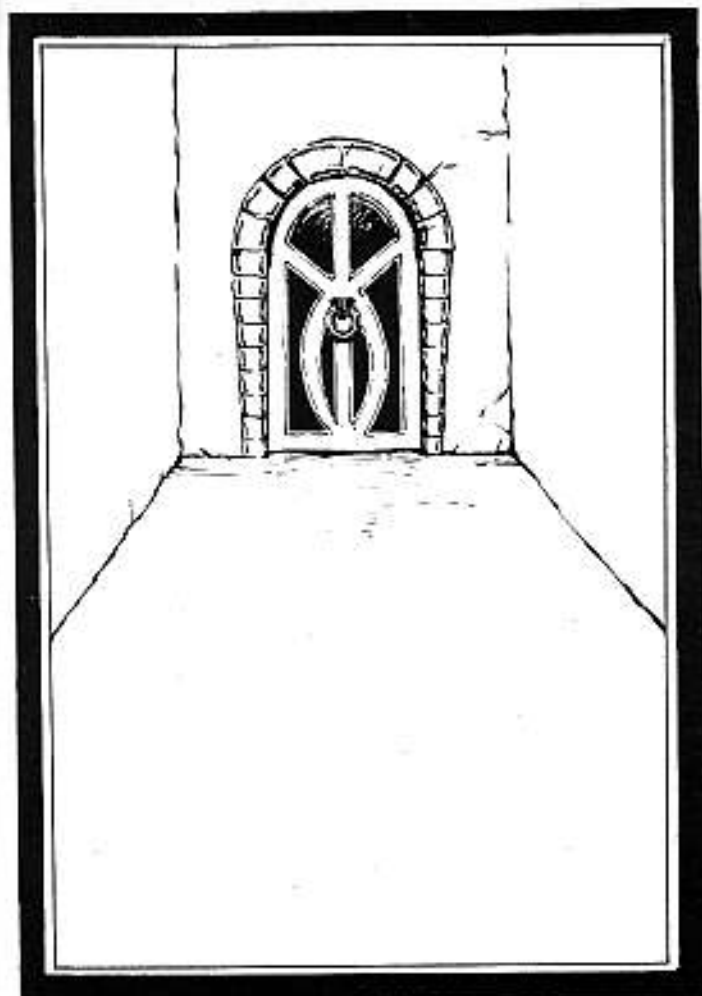
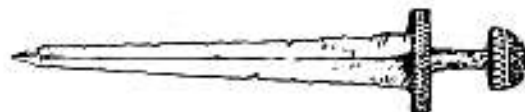
GOBLIN SKILL 5 STAMINA 5 ATTACKS 1

When they have reduced the Goblin to 4 STAMINA points, it will change into:

FIRE DEMON SKILL 10 STAMINA 10 ATTACKS 3

This is its last change. If the party defeat it as a Fire Demon, it will die.

If they search the Changeling's basket, they will find the golden sheets (these are not worth anything) and a grubby sackcloth at the bottom. The grubby sackcloth is, however, a cloak of invisibility and anyone wearing it will become invisible. However, as with Frodo's ring, this cloak drains energy. Each time it is used, it will drain 1 STAMINA point from the wearer for every ten seconds (or part of ten seconds) it is worn. Also, while wearing the cloak, the wearer becomes a non-physical body, and will not be able to touch physical objects (fight monsters, open doors, etc.).





The room is bare. You can see nothing in it at all.

If the party stay in the room longer than fifteen seconds, a ghostly white figure will enter through a wall. This creature is a Spectre. It detests human beings and will try to trick the party into harming themselves. They cannot harm it, as it has a non-physical body.

It may try to persuade them that it has magic powers and has just cast a spell which will allow them to walk through walls. Anyone trying this will



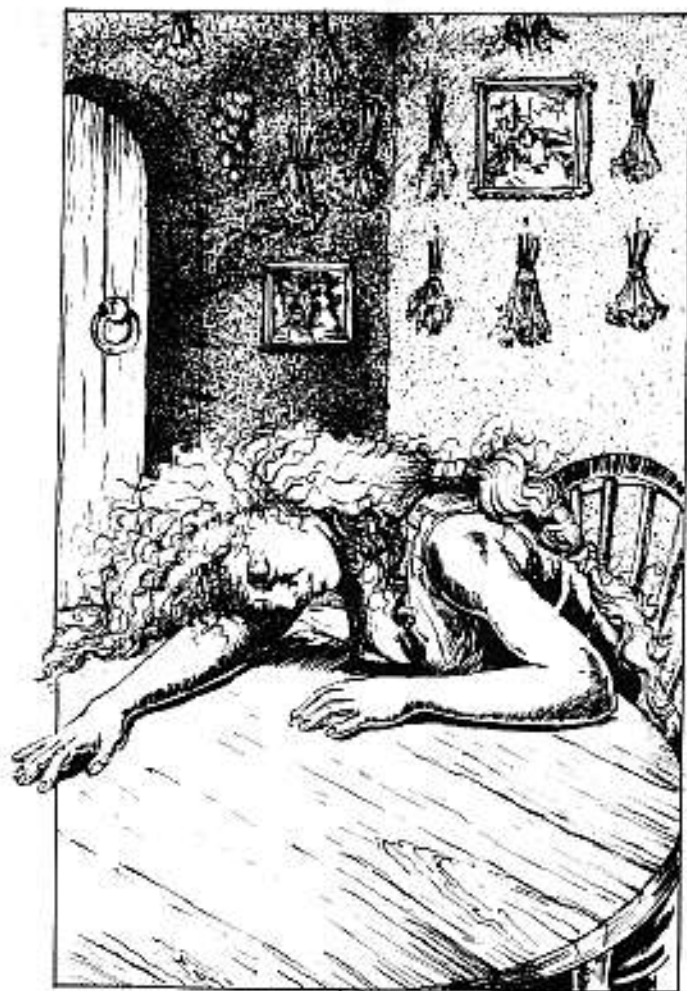
of course walk straight into the wall, causing 2 STAMINA points of damage. The Spectre will be incredulous and apologetic.

Or it may merge itself with one of the adventurers. When it does this, it will have some control over that adventurer's will and may cause him or her to do something unexpected or dangerous, such as swipe at a fellow adventurer with a sword or put a hand into a lantern, burning it, either of which would cause 2 STAMINA points of damage.

It will talk to them and answer all their questions, but will mislead them as best it can, telling them the wrong way to go, directing them into danger, etc.

There is no treasure in this room.

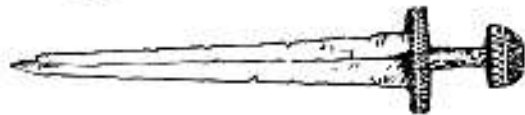




The room is sparsely decorated. Dried flowers and sweet-smelling herbs hang on the walls, along with a couple of paintings. A table and some chairs are the only furniture. Sitting on one of the chairs, slumped asleep over the table, is a young woman. She is quite beautiful, with waist-length blonde hair.

If the party stay in the room, the girl will wake up. She will be startled and a little afraid to see them. She will mumble a few words and point her fingers at them as if to cast a spell, but nothing will happen and she will burst into tears.

She is an apprentice witch, and not a very good one at that. She is quite harmless. She is also quite hungry and will ask them continually for Provisions. If they give her Provisions, she will give them





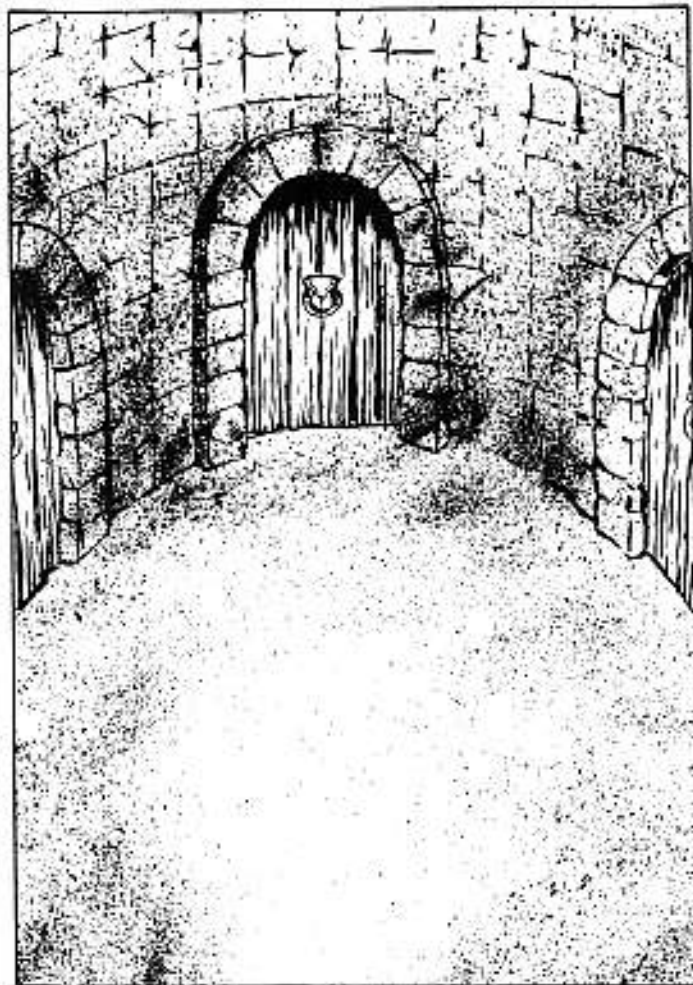
information. First she will tell them about the shifting rooms. For more Provisions she will tell them about any of the other rooms in this block of five (14-18) that they have not yet visited. For more Provisions she will tell them about room 12 or 13 (whichever they have not yet visited). For more Provisions - she has a voracious appetite - she will tell them about another room they have not yet visited (choose one at random).

The only things of use in the room are cloves of garlic which hang on the wall. She will trade these for some Provisions. If they decide to fight her, she is:

APPRENTICE

WITCH

SKILL 5 STAMINA 7 ATTACKS 1





You are in a small round room with four identical doors around the walls (north, south, east and west). There is no furniture, nor anything alive in the room.

This is the central room of the complex. Remember the surrounding rooms shift every twenty seconds, in a clockwise direction.





As the party walk down the corridor, they reach a flight of stairs going downwards. If they continue on . . .

As you touch the tenth step, you hear a faint click. Suddenly the stairs have collapsed! They have folded flat to form a steep chute which you tumble down. For several metres you slide and bump down the chute until it flattens out and you begin to slow down. At the bottom, your speed takes you across a gravel bed and plunges you into water. You have landed in an underground river.

The adventurers must each lose 2 STAMINA points for their bumps and bruises. However, they may if they wish *Test their Luck* here. Anyone who does so and is Lucky will not suffer any damage.

On the west bank of the river (where they have just come from) there is merely a gravel bank. The chute has changed back into stairs – but if they try to climb the stairs, the chute will re-form when they go beyond the tenth stair. On the east side of the river, the bank is somewhat wider and there is a strange

underground tree, with large fruits hanging from it. Leading out from the east bank is a passageway cut into the rock. There is nothing dangerous in the river (but *they* don't know this!), and they may walk across.

The tree on the east bank has large green fruits on it. They look succulent and edible. If anyone touches one of these, five of the fruits will 'hatch' and turn into Tree Geese. These Geese are very much like ordinary farmyard geese but are red in colour and have furious tempers. They will fly into the air and attack the party. Each Goose is identical:

TREE GOOSE SKILL 6 STAMINA 5 ATTACKS 1

Because the Geese are able to fly in attack, the adventurers must deduct 2 points from their Attack Strength dice rolls. But once a Goose has been reduced to 2 STAMINA points or less, its wing has been broken and it will not have this advantage. There is a Brass Key hanging from the branches (see room 29).





You reach a dead end in the passageway.

This is a dead end. There is no way through.

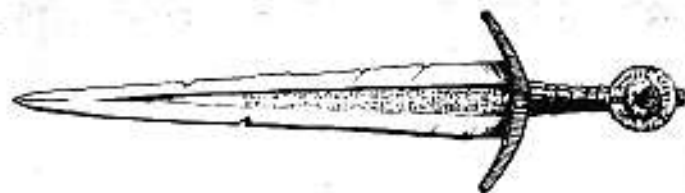




A blast of hot air hits you as you enter the room. It's like an oven in there! The room is square and there are doors in the north and west walls. But running diagonally across the room from the north-east to the south-west corner is a line of glowing coals. The coals extend right back almost to the south-east corner. But in this corner is a small platform and resting on the platform are two objects: a parchment scroll and a ring.

Unless they can think of some ingenious plot, there is no way any of the adventurers will be able to walk across the coals. If anyone puts their foot on the coals, they will take 3 STAMINA points of damage. Walking any further across the coals will take 5 STAMINA points of damage per step – and it is five steps to the corner and five steps back again.





If they stay in the room for longer than thirty seconds, a small creature will walk out of the coals towards them. It is a lizard-like Salamander and it will walk up to them, stop and look at them. The Salamander is able to withstand the heat from the coals. It will squeak at them but will not attack. They may talk to it if they have a Green-Haired Wig from room 22, but otherwise there is nothing they can do. If they try to fight it, they can do so:

SALAMANDER SKILL 3 STAMINA 3 ATTACKS 1

If they have the Green-Haired Wig, they may talk to the Salamander. It will not give them much information, but it is quite friendly. If they ask it to go to the corner and bring back the scroll and the ring, it will do so (this will take two trips, as it cannot carry both). The scroll will burn up on the way back. The ring is an ordinary gold ring (worth 3 Gold Pieces) which belongs to the Wizard in room 36.





The room is tidy and presentable. A bed, a table and chairs furnish the place, and crude drawings of animals have been etched into the wall. Doors are set in the north, south and east walls. The floor is clean, although a pile of bones in one corner catches your attention. You can hear a snoring coming from the bed. Underneath the bedclothes a man is sleeping. A mop of flaming red hair rests on the pillow.

If the party stay in the room for more than fifteen seconds, the man will wake up, spring out of bed and stand before them. He is tall and strong, over two metres tall, and he will tell them to clear off. If they don't go, he will get angry. If they still don't go, he will attack:

RED-HAIRED

MAN SKILL 8 STAMINA 9 ATTACKS 1

When they have inflicted 3 STAMINA points of damage, the man will stop fighting and a change will come over him. Hair will begin sprouting around his face and hands. His shirt and breeches

will split. As his mouth opens to roar, the party will see sharp teeth. This man is a Weretiger, covered in black-striped orange fur. He will attack:

WERETIGER SKILL 9 STAMINA 11 ATTACKS 3

If they defeat the Weretiger, they can search his room. Under his pillow is a Green-Haired Wig. When anyone puts this wig on, a mouse will run across the floor and stop at that person's feet. It will squeak, and the wearer of the wig will be amazed to find that he or she can understand the mouse, who is saying 'Yes, master, what can I do for you?' There is probably nothing it can do, and it will eventually scurry off. The mouse has, however, revealed the wig's secret. Anyone wearing the wig is able to talk to animals.

If they search the Weretiger's belongings, they may find 10 Gold Pieces in his pockets.





You enter a large underground cavern cut into the rock. Three passageways lead from the cavern; one to the east, one to the south and one to the north-west. From the look of the rocky walls, someone has been working here, as some of the surfaces have been cut recently. In one corner stands a pile of tools: picks, shovels and hammers.

This chamber, and the passageway to the south, are under construction. If the party investigate the walls, they will find a vein of black rock along the west wall. They may chip some of this out with a pick. In fact it is coal, but you must tell them only that it is a black rock.

There are no treasures here. If they take any of the tools with them to use as weapons, they must deduct 1 point from their Attack Strength rolls if using a pick or hammer, or 2 points if they are foolish enough to use a shovel.



The passage narrows the further you walk along it until it is too low to stand up. A couple of metres ahead, it ends.

This is a dead end. It is an area of the dungeon which is being tunnelled but no one is working on it at the moment. They will find nothing of interest here.

However, should you wish to extend this dungeon, this is a suitable place for you to continue the passage into your own designed areas of rooms, monsters and traps. Try this once the adventurers have explored most of the rest of the dungeon.



A foul smell hangs in the air. The room is roughly square in shape but the south-east corner is dark and dingy. You cannot tell what lies there. But lying on the floor around the edges of the room are six bodies; perhaps dead or perhaps asleep. A door opposite leads onwards. There is no furniture in the room, but against the west wall is a mound of earth and a shovel.

The bodies around the walls are six Zombies. They are under the control of Anatol-Ra, an Evil Priest who is watching the party from the dark alcove. Once the adventurers enter the room, he will command the Zombies to awaken and attack (but the adventurers will still not know he is there). The Zombies - vacant-faced, undead, human wretches - will attack mindlessly:

ZOMBIE SKILL 6 STAMINA 6 ATTACKS 1

Remember, there are six of these Zombies. Any member of the party who is killed by a Zombie will not die, but will instead become themselves a Zombie, under the control of Anatol-Ra. Any such

adventurer will rise up and start to attack the party (with a SKILL of 6 and STAMINA of 6).

If the party defeat the Zombies, Anatol-Ra himself will step forward. If the party have an Amulet of Ra, he cannot harm them. If they don't, he will cast a spell and they will be transported somewhere else in the dungeon (you choose a spot).

If they have the Amulet of Ra, the spell will not work. He will cry: 'You have the Amulet! My end is nigh!' and will rush towards them to attack:

EVIL PRIEST SKILL 8 STAMINA 10 ATTACKS 1

If they defeat him, they will find 15 Gold Pieces in his pockets and a silver bracelet round his wrist. This bracelet is his means of controlling the Zombies. Four minutes from the time the first Zombie died, they will one by one come back to life. Whoever is wearing the bracelet can control them. The party may take them with them on their quest and can command them to attack. But the second time they die, they are dead for good.





The air inside the room is clammy. The walls are bare and the floor is muddy. A croaking noise directs your attention to the north-east corner of this square room. Sitting in the corner is a Giant Toad on a mound of matted straw. There do not appear to be any other doors in the room.

If the party approach the Giant Toad, it will hop forwards and attack:

GIANT TOAD SKILL 5 STAMINA 7 ATTACKS 1

The toad has a long tongue which it can whip out to attack the adventurers. A poison gland on the end of this tongue causes a painful wound. Anyone successfully wounded by the Toad will suffer 4 STAMINA points of damage instead of the usual 2.

If the party defeat the Toad and investigate its corner, they will find it is sitting on two large eggs, both yellow in colour. The left-hand egg is solid; its shell merely disguises a solid gold Tree Goose's egg, worth 23 Gold Pieces. But the right-hand egg is

dangerous. If they touch it, it will hatch into a Cockatrice which will attack them immediately:

COCKATRICE SKILL 7 STAMINA 7 ATTACKS 2

A Cockatrice is a strange creature with the head and body of a cock, leathery, spiked wings and a long serpent's tail. It is a ferocious beast and is known as the King of the Serpents.

The Cockatrice has a poisonous breath which will paralyse anything living it comes in contact with. Anyone who is wounded by the Cockatrice will first of all take the normal 2 STAMINA points of damage, then must roll two dice to see which area of the body is affected:

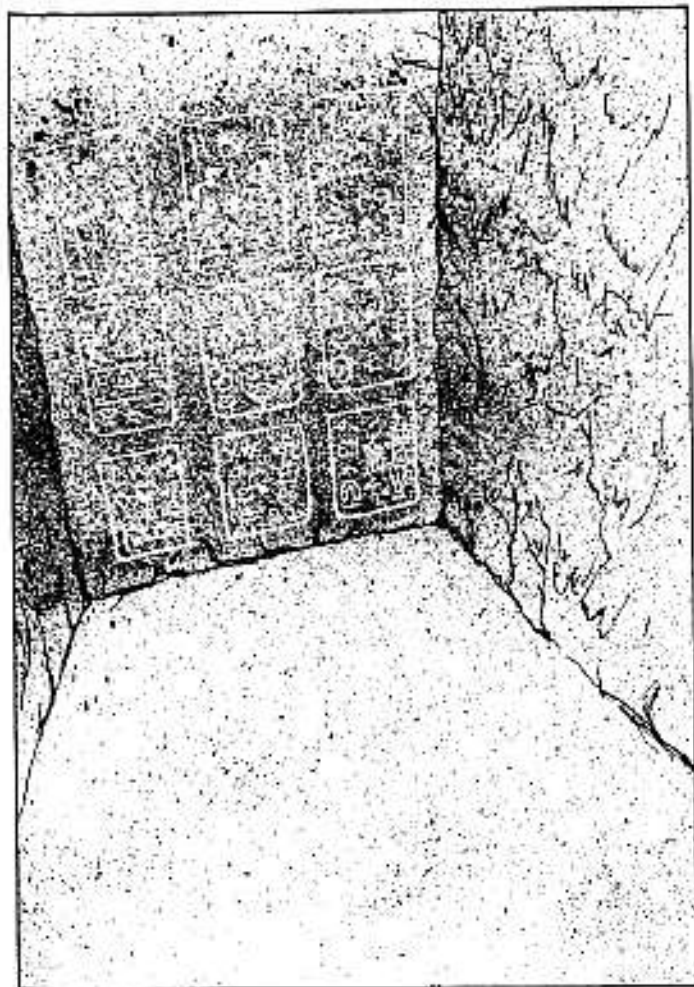
Dice Roll	Area Affected	Effect
2	Brain	Death.
3	Sword arm	Can only use other arm to fight. Deduct 4 SKILL points.
4	Back	Difficult to move. Deduct 3 SKILL points.
5	Left leg	Can move at limping pace only. Deduct 2 SKILL points.



- | | | |
|----|---------------|---|
| 6 | Non-sword arm | Cannot use arm. Deduct 1 SKILL point. |
| 7 | None | No penalty. |
| 8 | One eye | 3-D vision gone. Deduct 1 SKILL point. |
| 9 | Right leg | Can move at limping pace only. Deduct 2 SKILL points. |
| 10 | Both legs | Cannot move (may be carried). Deduct 3 SKILL points. |
| 11 | Both arms | Cannot fight or use arms. |
| 12 | Heart | Death. |

Anyone caught by the Cockatrice's poison may *Test their Luck*. If they are Lucky, they may roll the dice again. If they prefer the second result they may take this penalty and ignore the first roll.

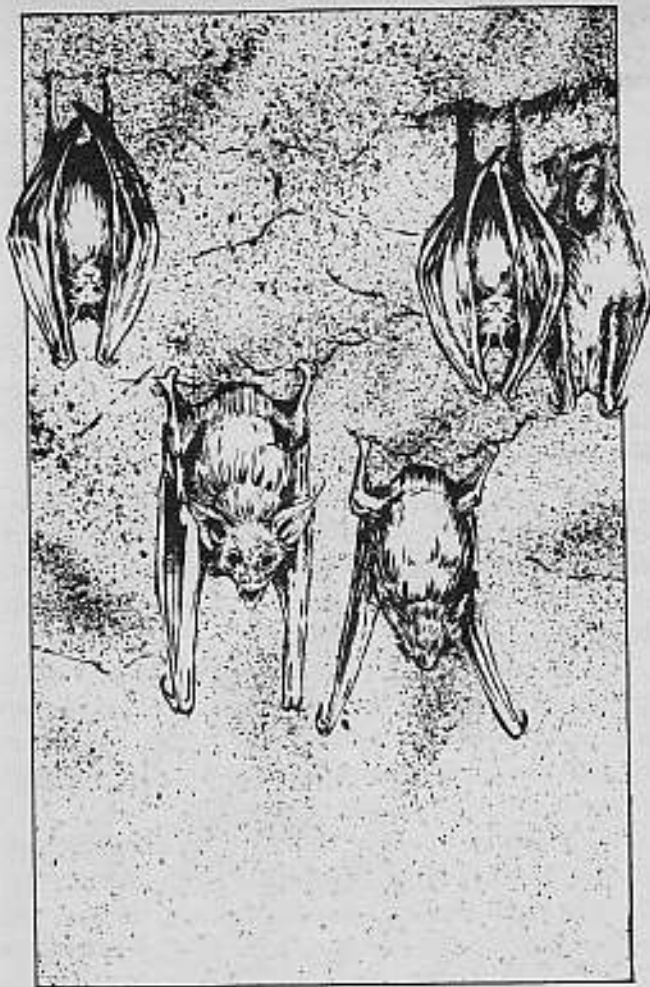
The Cockatrice will die if it sees its own reflection in a mirror. Anyone trying to do so must *Test their Luck* twice successfully to get it to look in the mirror.

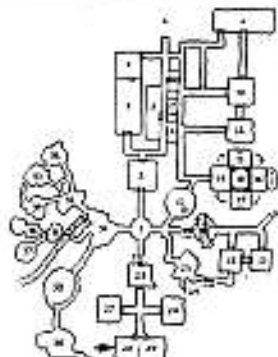




The room has walls, floor and ceiling of red clay. There is nothing inside the room, but hieroglyphics (picture writings) have been drawn on the west wall. There appear to be no other doors in the room.

This is an empty room. The hieroglyphics mean nothing.





The room is long, rectangular and bare. A chirping sound in the north-west corner attracts your attention, and your lantern lights up a small family of bats hanging from the ceiling here. There appear to be no doors through.

If the party stay in this room for longer than twenty seconds, one of the bats will leave its perch and fly towards them. It will hover in front of them and, in an instant, turn into a Vampire, with long, sharp teeth and a rich black robe.

Unless they attack straight away, he will try to hypnotize them and they will only save themselves by *Testing their Luck* successfully – otherwise they will fall under his control. He will instruct any such victims to attack the rest of the party.

The Vampire may be held at bay with garlic or a crucifix, to allow the party to escape (once his attention has been broken, any hypnotized victims will return to normal). He may only be defeated with silver weapons. If anyone has a silver weapon, the Vampire will fight:

VAMPIRE SKILL 10 STAMINA 15 ATTACKS 3

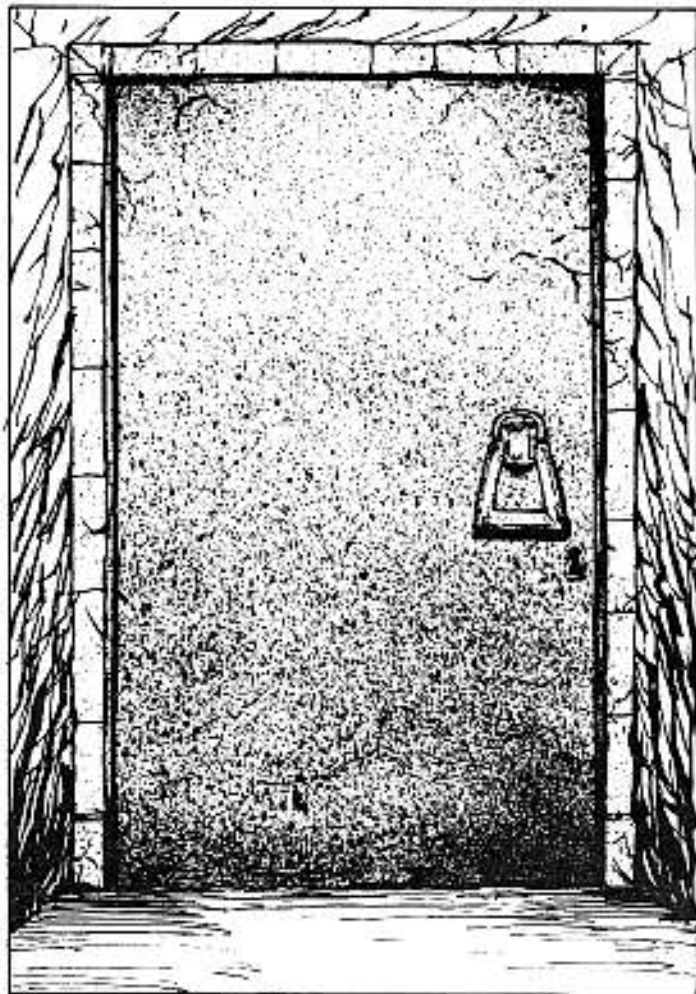
If he is defeated, his hypnotic powers will disappear.

If the party try to fight him without a silver weapon, conduct the battle as normal, but even when an adventurer thinks he or she has wounded the Vampire, he will suffer no damage.

The other bats hanging from the ceiling will do no harm; they are merely decoys for the Vampire.

If the party search the room, they may find a secret compartment in the south wall which hides the Vampire's treasure. If they can open it, they will find 86 Gold Pieces, Jewellery and Gems worth another 12 Gold Pieces, and a Potion. Instructions are written on the potion bottle. It is a *Potion of Life*. If given to any recently killed creature (or person), it will bring them back to life, though at half STAMINA. Recently dead, in this case, means within the last two hours.



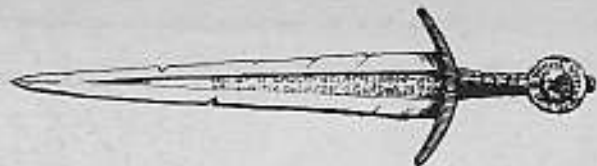


The door is sturdy and made out of stone. It is firmly locked.

The door cannot be broken down. If they have the Brass Key from the tree in room 19, the door will open. Inside is a storeroom containing all sorts of different objects, and some of these might be useful to the party. There are no monsters inside.

If the party search the room, you must conduct their search as follows. In a normal way (one that does not make it too obvious what is happening), you must ask each of the party what they are looking for. If they name a 'possible' object they can

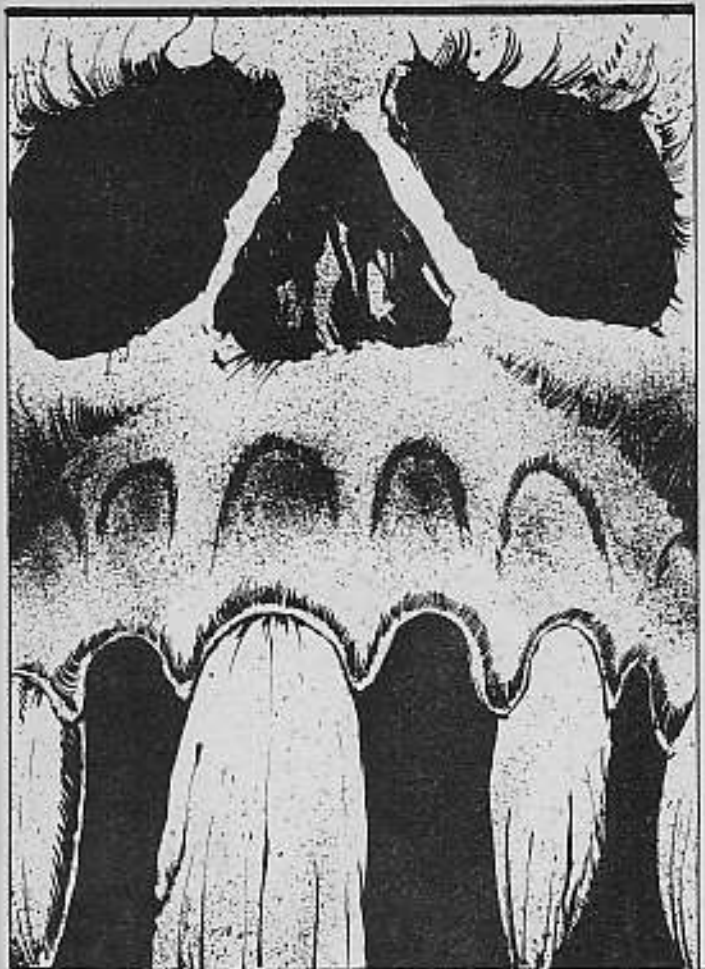


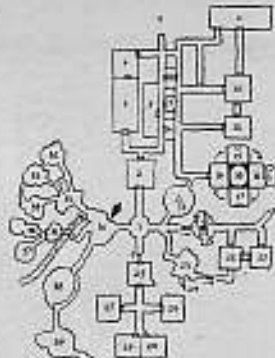


Test their Luck. If they are Lucky, they will find it. Each adventurer is allowed only one such search.

An object is 'possible' so long as it is *not* a Gem, Jewel or some Gold Pieces (there is no treasure here), nor a magic item (for instance, Ring or Potion). If, for example, someone searches for a Silver Dagger, then this is 'possible'. If another person searches for Asbestos Boots to walk across the coals in room 21, these would also be 'possible'. But searching for 50 Gold Pieces or a Diamond Necklace would not be 'possible'.

Do not tell them what is 'possible' and what is not. They will find out for themselves. Remember also that each adventurer is only allowed one search.





You enter a large underground cavern. Ahead of you, carved into the rock face, is the image of a huge skull. Three of its teeth are missing and through each of these gaps a tunnel leads onwards.

There is nothing unusual about this chamber.





The passageway widens into a large chamber. On the other side of this chamber are three passages running deeper into the rock.

A great Cave Troll lives in this chamber. At the moment it is in one of the passageways which run deeper into the rock. Roll one die to decide which of the three it is in: 1-2 for the left-hand passage; 3-4 for the middle passage; 5-6 for the right-hand passage. If they happen to choose the passage the Troll is in, they must fight it:

CAVE TROLL SKILL 8 STAMINA 9 ATTACKS 3

The Troll has no treasure. If the party hang around the cavern for more than one minute, the Troll will appear from its passage and attack them in the cavern.



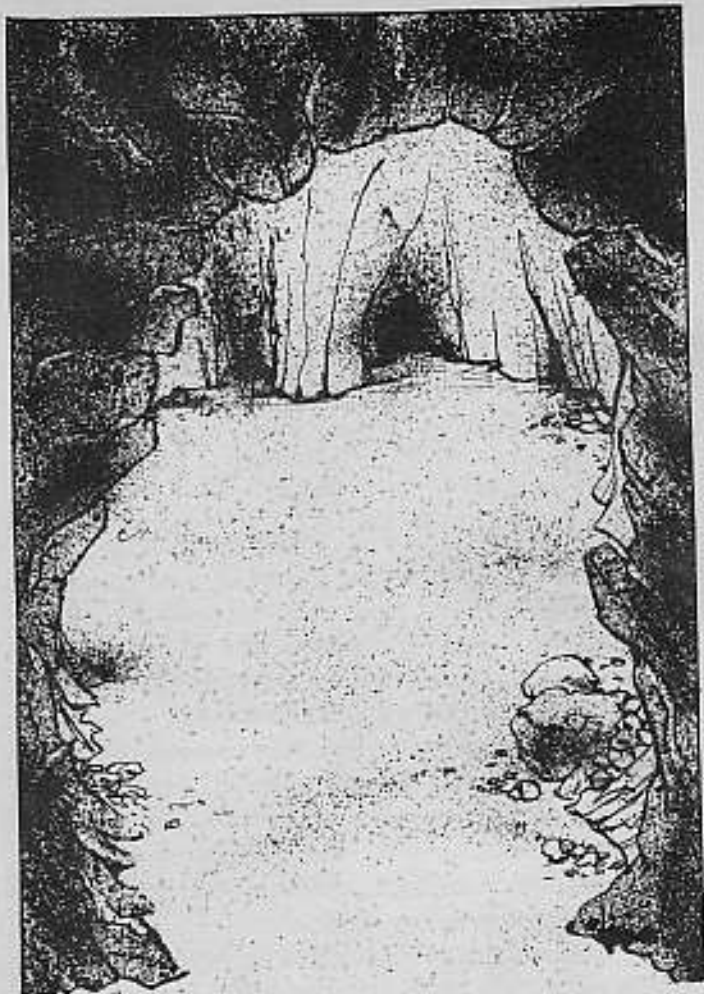


The passageway opens out into a large cavern. The folds of the rocky walls cast shadows over possible entrances to passages or caves.

If the party search the walls they will find a narrow passageway running from here to cave 33 (or a wider passage to cave 31 if they entered from cave 33). Along the northern wall they will find a cave in which a Great Ape is hiding. If they enter this cave, it will attack:

GREAT APE SKILL 8 STAMINA 11 ATTACKS 2

There is no treasure here.





You enter a cave with smooth, rocky walls. A shuffling noise makes you stand on your guard. A quiet, squeaky voice calls out to you, 'Are you friend or foe?' The voice bounces round the walls and you cannot make out where it is coming from.

If they answer the voice, they may claim themselves to be either friends or foes. If they choose to call themselves foes, the voice will answer: 'Then I must ask you to leave, as you are not welcome here.' They will search the cavern without finding anything, and the voice will disappear.

If they claim to be friends, the voice will ask them to lay their weapons in front of them. If they refuse, the voice will disappear and they will find nothing in the cavern. If they lay their weapons down, an old man with a walking stick will step forwards from a secret chamber in the north wall.

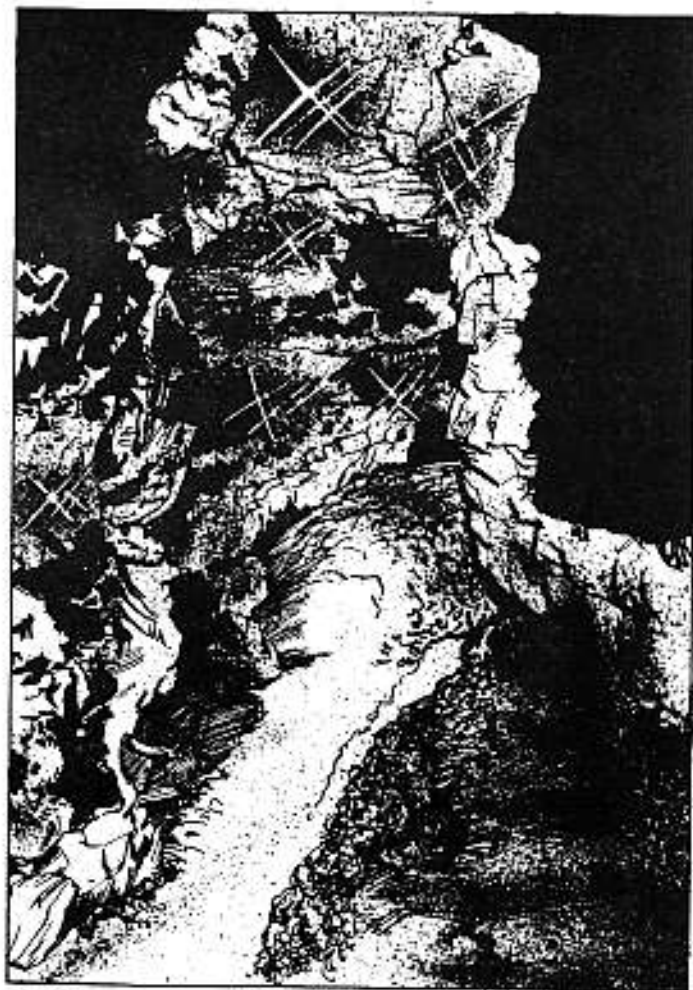
He will introduce himself. His name is unpronounceable, but he is known as the Man of Many Years. He wishes to ask a favour of them. If they will take him with them and guide him safely to meet

Morphyr (his friend) in room 36, he will be eternally grateful. They will no doubt ask what's in it for them. To this question he will always answer along the lines of: 'Surely you would do an old man a favour without demanding a reward?' In fact they *will* be rewarded if they take him to room 36, but he will never tell them this; he will always try to sidestep the question. If they wish to fight him, or he joins in any fights along the way, he is:

MAN OF
MANY YEARS SKILL 3 STAMINA 4 ATTACKS 1

There is nothing to be found in his chamber. If they take him with them, they may ask him questions along the way, but he will be a devious character, never answering any of their questions directly (you will have to use your own skill as a Games-Master here). For instance, if they ask where treasure is, he will answer: 'Everywhere, but no treasure is without its danger!' or 'Search and ye shall find!' If they take him to room 36 to meet Morphyr (assuming that they have not already killed Morphyr), he will reward them with two Silver Daggers (which can be used against the Vampire in room 28). These are hidden in a secret compartment in his stick, so they will not find them if they kill him!





The passageway widens out into a large, dark cavern. Your lanterns pick out nothing unusual around the cavern, but small flares of light glow in the air and then die out, as if large fireflies were darting around. Every so often, the flutter of tiny wings passes close to you and high-pitched chirpings indicate that living creatures are flying around. But you can see nothing.

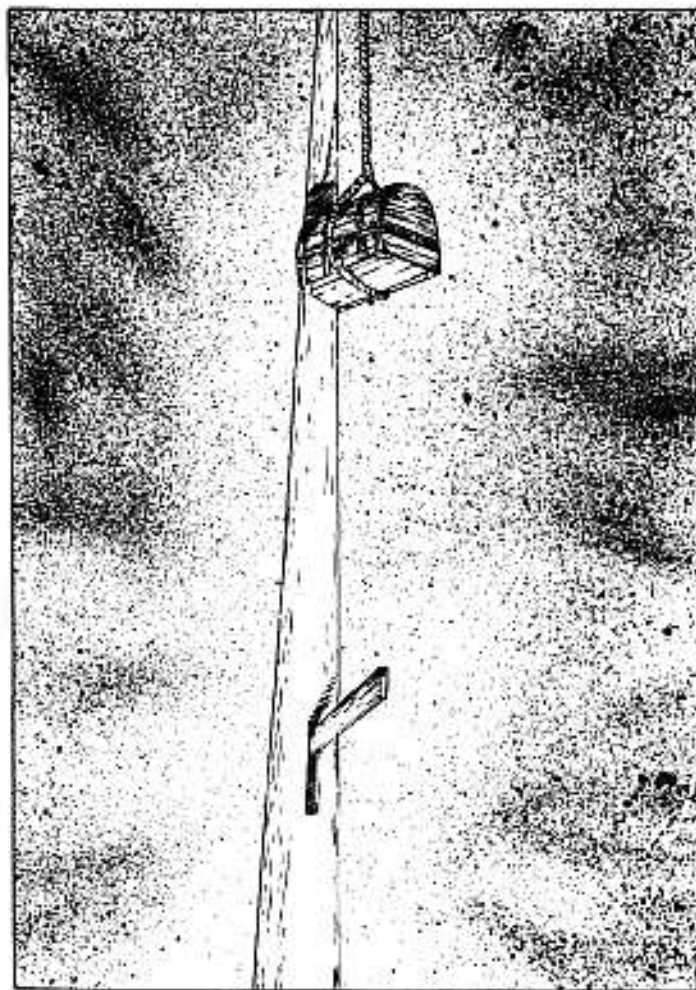
This cavern is inhabited by Faeries. They are invisible except for their glows, which they can turn on and off at will. They are mischievous creatures – no one knows what they will do next. But they will remain invisible. The party will never see them.

Roll one die every fifteen seconds and use the following table to determine what the Faeries will do.

Die	Action
Roll	
1	Cut a hole in someone's backpack (die to decide whose). All contents will fall out. Backpack useless.



- 2 Bite someone on back of neck (die to decide who). Causes 1 STAMINA point of damage.
- 3 Undo seams of someone's pants. Pants fall apart.
- 4 Steal one item from someone's backpack.
- 5 Throw a stone at someone's head for 1 STAMINA point of damage.
- 6 Tie someone's bootlaces together. As soon as they move they will trip up, falling over for 1 STAMINA point of damage.



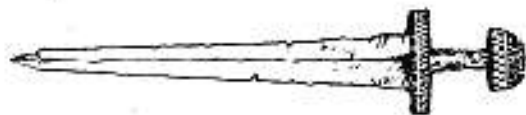


You enter a small, rocky cavern. Your lantern lights up a tall wooden pole half-way along the back wall which stretches from floor to ceiling. Set into the pole, at about shoulder level, is a lever. Hanging from the ceiling above the lever, some six metres up, is a small wooden chest.

The lever is in the up position. The pole is too smooth to climb and if anyone tries to do so, they will slide down and push the lever down.

This set-up is a trick. They cannot reach the wooden chest. If they push the lever down, this is what will happen:

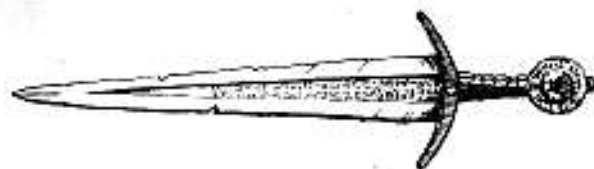
Your lanterns go out and all around you goes black. A great rushing of air sweeps you round and round as if in a whirlwind. You all lose consciousness. When you awake, you are in another similar chamber with rocky walls and a tall ceiling.

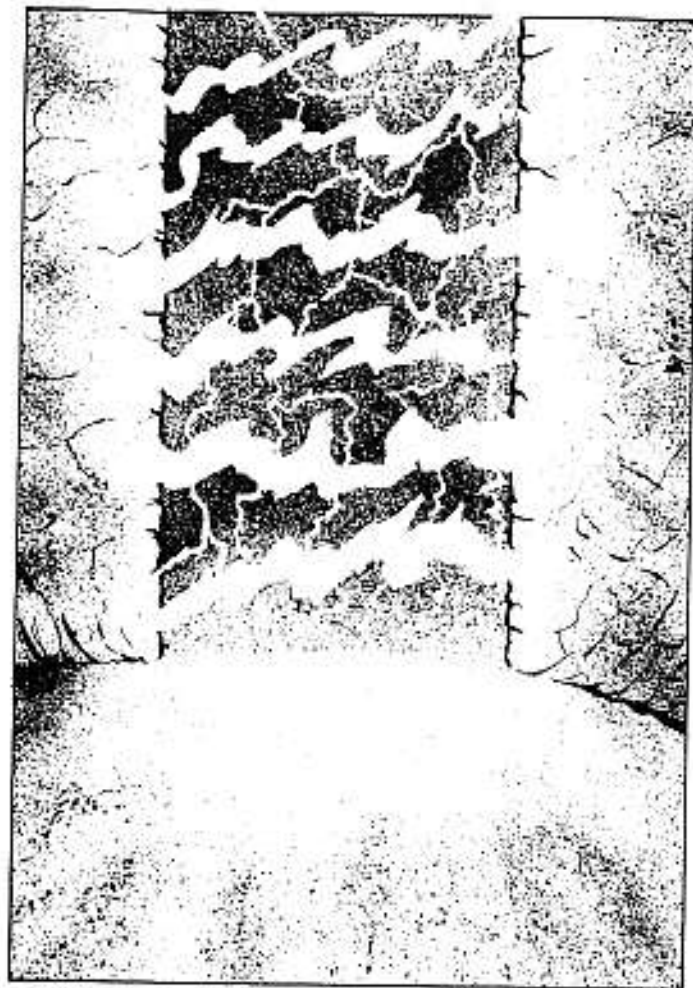


- Although they will think they have been transported to another room, they are in fact in the same room – but the pole and chest have disappeared. If they walk back down the corridor, they will cross the bridge again. If they search around the west wall, they may find a secret doorway leading out to the rooms beyond.

If the Man of Many Years is with them, he will scratch his head and say something like: 'My, my! How everything changes. I could have sworn that Morphyr lived around here somewhere. Is there any way through the west wall? I'm sure he lives near here. But then again, perhaps he's moved . . .'

As you can see from the map, there is a secret door opening into a passage which leads westwards to two rooms beyond.





An electrical crackling greets you as you enter the chamber. The cavern is shaped like an '8' and across the middle, fat sparks form a barred doorway between the two halves of the area. A sound – something like a ritual chanting – is coming from the far side of the chamber, but it is difficult to make out anything through the sparks.

If the Man of Many Years is with the party, he will recognize the chantings and call out to Morphyr. The electric barrier will be switched off.

Otherwise, the party may explore the 'ante-room' that they are in. If they search the wall just to the right of the barrier, they will find a button which shuts down the power and the barrier will disappear. If they do *not* shut down the barrier but touch it, the current will send them flying across the room with a powerful jolt (for 6 STAMINA points of damage). If they touch the sparks with anything metal (for example, a sword), it will kill them instantly.

Once the barrier has disappeared they will be able to see through into the room beyond. It is the living-

quarters of Morphyr, a powerful wizard. A table, chairs, bookcase, bed and other furniture are neatly arranged in the room, with drapes and paintings lining the walls. Morphyr will step towards them.

If the Man of Many Years is with them, he will hobble forwards to greet his friend, thank the party, and offer their reward (two Silver Daggers). If they stay to talk to the wizard and tell him of their quest, he will grant them one wish – he will conjure up something for them. You must decide whether or not to allow the wish they ask for. Don't allow anything too valuable or, if you are cunning enough, grant them a slight variation which they cannot use. For example, if they ask for a special magic sword which kills all known creatures, make it so heavy that no one can lift it! But you ought to grant any *modest* wishes. If they have the ring from room 21, he will be extremely grateful and allow them another wish – this time for something a bit more valuable. He will also give them 5 Gold Pieces each.

If the old man is not with them, Morphyr will not be amused at their intrusion. He will tell them to go.



If they refuse, he will wave his hand at someone and send them sprawling backwards (no damage). He will ask them if they have come across his gold ring. If they have it and give it to them he will grant a wish and give them 5 Gold Pieces each. If they stay with him and pester him, he will begin to get annoyed. He will conjure up the following creatures and command them to attack:

	SKILL	STAMINA	ATTACKS
GOBLIN	6	4	1
HOBGOBLIN	6	7	1
MUMMY	10	11	1
GIANT	9	11	2

If they defeat all these creatures, he will begin to weaken from using so much magic. He will disappear and the party can search his room. They will find an Enchanted Axe (add 1 to Attack Strength roll when using), 30 Gold Pieces and a Potion of Fortune (1 dose left).





You enter a round cavern from which a number of shadowy tunnels lead off. A fire burns in the centre of the main chamber.

There are six short tunnels leading off from this cavern, each ending in a shallow cave. Down one of these caves (dice to decide which one) lives a Yeti – an abominable snowman. If they should discover him, he will attack straight away:

YETI SKILL 5 STAMINA 11 ATTACKS 1

The Yeti is a large, ape-like, hairy creature. It moves slowly, but has an additional weapon – a freezing touch. When it wounds an adventurer, roll 1 die. This is the number of *additional* STAMINA points of damage inflicted by the Yeti's touch.

If they defeat the creature, they will find a Golden Amulet around its neck. This is in itself worth 20 Gold Pieces. But it is also a powerful magic item. This is the Amulet of Ra and it offers protection from all priestly magic (see room 25).





Ahead, the passageway opens out into a huge cavern. A dull red glow comes from the floor in the centre of this cavern and the temperature is climbing rapidly. As you approach, you can see that the cavern contains a wide pit and the glow is coming from a hellfire burning below. Another passageway leads on from the pit to the south and the two passages are linked by a narrow walkway which is in a state of decay. Loose rocks and cracks lead you to believe that walking along the walkway would indeed be risky.

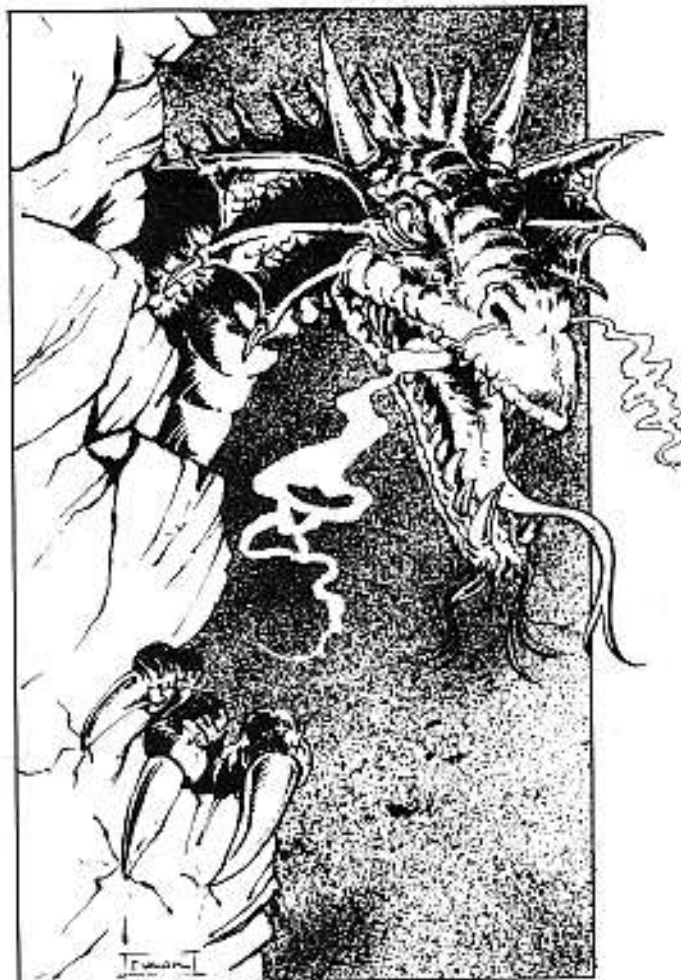
If they decide to try the walkway, they must each Test their Luck. If Lucky, they will succeed in groping their way to the other passage. If Unlucky, they will

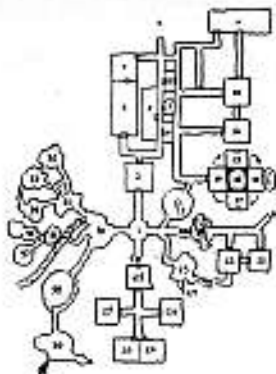




slip into the pit. Anyone who slips must *Test his Luck* again. If they are Lucky this time, then they will have managed to clutch on to the ledge. Someone else may then try to rescue them. The rescuer must first of all *Test his Luck* to make sure *he* doesn't fall into the pit. Then he must *Test his Luck* again to see whether he manages to haul their comrade from the pit. If he is Lucky, he manages a successful rescue. If he is Unlucky, both adventurers plunge to their deaths.

Don't forget, everyone must repeat this procedure when they return through this cavern!





You enter a large, bare-walled cavern. Piles of dung on the ground, plus mangled bones of large animals indicate that something awesome lives here. The cavern is irregularly shaped but in the east wall is a wide cave opening. While you are watching this cave, a roaring jet of flame and a billow of white smoke shoot from the entrance, followed by a huge, green, lizard-like head.

This cave is the home of a huge Dragon:

DRAGON SKILL 15 STAMINA 26 ATTACKS 4

If the adventurers fight the Dragon, you must also work out the damage inflicted by its Dragon breath. In the first Attack Round, and every third one after that, it will send a jet of fiery breath at one of the adventurers (dice to see which one). When this happens, roll one die:

Die Roll	Breath Effect
1-3	Misses. No damage.
4-5	Burns adventurer for 4 STAMINA points of damage.
6	Direct hit. Death.



If the adventurers have been to room 14 and have deciphered the parchment, they may stride forward fearlessly. The Dragon will not attack.

Inside the Dragon's cave they will find its pile of treasure: 68 Gold Pieces and 14 Gems (worth 8 Gold Pieces each). If they have already killed the Dragon, they can leave with this. If they have merely held the Dragon at bay by showing no fear (see page 169), the Dragon will not attack unless they start piling the treasure into their backpacks. If they do this, the Dragon will roar and attack. They will have to run for their lives! They will have to fight the Dragon for 4 Attack Rounds (hence two blasts of Dragon breath) on their way out. If they escape with the Dragon's treasure, award them 2 LUCK points each.



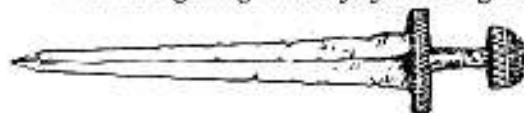
HINTS ON DEVELOPING ROLE-PLAYING GAMES

Fighting Fantasy provides a basic system of rules for running fantasy role-playing adventures. But the two scenarios given are by no means the limit to how the system can be used. Indeed, once you have run these two adventures, you will probably be coming up with your own ideas for designing scenarios.

There is no reason why all adventures should take place in dungeons. Castles (*The Citadel of Chaos*), wildernesses (*The Forest of Doom*), cities (*City of Thieves*), ruined temples and haunted houses are also ideal settings. It is even possible to combine these into an on-going campaign, as the *Sorcery!* series does.

Good sources of ideas can be found in fantasy novels, films and comics. Monster scores and special powers can be found in *Fantasy Gamebooks*. Rules can be modified to suit special situations which come up in your own adventures.

After you have taken your friends down the Wishing Well or Shaggradd's Hives a few times they will soon learn all their secrets. Try designing your own adventures – scenarios in which only you know what is going on. It is very satisfying to control a world which you have created. For, in the game-worlds of *Fighting Fantasy*, you are 'god'!



As described in this book, *Fighting Fantasy* is a 'talking game'. The adventure unfolds as the GamesMaster and the adventurers simply talk to each other. The only other essential equipment needed is pencils, paper and dice.

But thanks to the more complicated role-playing games, all sorts of playing aids, designed to help GamesMasters and make the games look more exciting, are already available. Of these, *Fighting Fantasy* players may be especially interested in two accessories: *Miniature Figures* and *Floor Plans*.

Various companies (notably Citadel Miniatures in Newark, Nottinghamshire) produce hundreds of miniature metal figures which can help bring adventures to life. Adventurers, Wizards, Elves, Dwarfs, Skeletons, Goblins, Dragons and so forth are manufactured, and are quite cheap. They can be painted individually and used to represent the adventurers playing the game and the monsters they come across.



Floor plans (produced by Games Workshop in London) are printed cardboard sheets of dungeon passageways, rooms, stairs, grass, trees, water, etc., drawn to scale for the miniatures. They can be cut up and arranged to form any shape of dungeon or outdoor scenario.

When both are used together, figures and floor plans add an extra dimension to the game. Not only does *Fighting Fantasy* become much more exciting to look at, but it is also possible to control play much more conveniently. As GM you can always tell accurately whether or not players have actually entered a room, who is nearest the monster, and so on.

Both these products are available from model, hobby and games shops, or direct from the manufacturers by mail order.

