



SOLOQUEST



FALLEN FROM GRACE

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Dedication: To my son...

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Introduction

Welcome, brave reader, you who hold the key to unlock a world of intrigue and high adventure! In the pages of this book, you are the hero, and the outcome of the story depends upon your actions and choices. You choose which door to open, what to say and how to respond to certain events. You see, this solo game book is divided into numbered entries. These entries further the story, present traps and foes to overcome, and provide you with important information. At the end of each entry, you may be prompted to make a decision. Once you choose your course of action, simply turn to the entry number associated with that decision.

For example, you always begin the story with entry #1. After you finishing reading entry #1, you will see one or more other options. You may be directed directly to another entry (in this case entry #2). At the end of entry #2 you will be presented with another choice. If you follow the forest trail to the east, turn to entry #85. If you choose the western trail, you turn to entry #14. And so on. Do not read an entry unless the text tells you to do so.

Yes, the conclusion of the adventure and the survival of everyone involved rests upon your shoulders! Of course, if you take the wrong path, you can always play again! Even after you complete a game, feel free to try again *because this book has more than one ending!* Some endings are good, and some endings are bad. If you come to a bad end, simply play again from the beginning!

To play the Basic Game, you need only this book, along with a pencil and some paper to make notes, for they will be helpful in your journey.

For a more Advanced Game option, discussed in more detail below, you may also want to have some polyhedral dice. If you do not already have these dice, you should be able to purchase them at your local game store – possibly the same place where you bought this book!

Polyhedral dice come in a variety of shapes (polyhedrons), their name referring to their number of sides. These include the four-sided die (d4), six-sided die (d6), eight-sided die (d8), ten-sided die (d10), twelve-sided die (d12) and twenty-sided die (d20). You will be asked to roll them in certain combinations or to add modifiers. For example, 2d6+3 means you roll two six-sided dice and add 3 to the result. One exception, however, is the percentile roll (d%). This roll generates a number between 1 and 100. You may get a percentile roll by rolling a hundred-sided die (d100), or two ten-sided dice, designating beforehand which die represents the tens digit and which represents the ones digit. You can also roll 1d10 twice, placing the second number after the first. For example, if the rolls were a 7 and a 6, this is 76%. If your first roll is 0 and your next roll is 3, you have rolled 03%. If you roll a zero both times, that's 100%.

To begin, we must first discuss the rules that govern your success or failure as you progress through this book. If this is your first time playing a solo adventure, use the rules outlined in the Basic Game. On your second play, you may want to

use the Advanced Game rules. Experienced solo game book readers may, of course, opt to jump straight to the Advanced Game.

What Is Kalamar?

Kalamar, more appropriately known as the Kingdoms of Kalamar, is a vibrant campaign setting for your *Dungeons & Dragons* (or any other medieval fantasy) roleplaying game, alive with rich characters, imminent danger, complex intrigue and exciting adventure, all awaiting your shaping hand. It is a robust and detailed world filled with many cultures, both human and demihuman. It is also a world rife with adventure possibilities, where fantastic creatures roam the wilderness, evil clerics worship evil deities hellbent on destruction, and the dead rise again to spread terror throughout the world. Here, complex political alliances mix with marauding bands of humanoids and technology and industry come face to face with magic and the fantastic.

In the Kingdoms of Kalamar campaign setting, dwarven warriors carry the body of a fallen leader deep into their underground mountain city, passing the tombs of kings dead for some thirty dwarven generations. Wandering Deji nomads explore the ruins of a fallen civilization deep within the massive Vohven jungle, and awaken a power none could expect. Bold adventurers set off into the Khydoban desert, seeking a country populated with undead and ruled by a powerful lich lord. Barbarian horselords war among each other for control of territory, while Slennish cultists kidnap the innocents left behind the lines. Xenophobic elves patrol the Lendelwood, guarding their ancient city against a threatened human assault. These adventures and more are yours when you step into the Kingdoms of Kalamar.

If you are interested in learning more about the Kingdoms of Kalamar campaign setting (an official *Dungeons & Dragons* campaign world), be sure to visit the Kenzer and Company website www.kenzerco.com – as well as your friendly local game

THE RULES

To play this solo game book, it is important that you read and understand the rules of the game. New readers only need to read the Basic Game rules. If you are familiar with solo game books, or have already played one or more Basic Games with this book, you may wish to try the Advanced Game rules instead.

BASIC GAME RULES

The Basic Game rules describe how to read the entries in this book and the terms associated with them. You will also learn how to use certain abilities and skills, how to make attacks and cause damage to opponents and creatures, and more!

ROLLING THE DICE

If you already have a set of polyhedral dice (see the Introduction for more about dice), you may use them whenever the text asks you to roll a particular die. However, if you do not have dice, or you want to use this book somewhere that dice rolling would be difficult for you or distracting for your neighbors, simply use the tables in the back of this book.

For example, when the text asks you to “roll 1d6,” simply turn to the 1d6 table in the back of this book. Next, close your eyes and use a pencil or similar object to point to a spot on the table. The number you picked is the number you “rolled.” If your pencil lands on a line, or not on the table at all, simply close your eyes and pick again.

EXPERIENCE

Many entries have an Experience Point (EP) value. This is a measure of your success, just like keeping score. Keep track of how many EPs you earn during your adventure, and compare your score with your friends or use your score as a goal for the next time you go through the adventure.

EQUIPMENT

You begin the game with a **fine suit of banded mail armor**, a **small shield**, **two healing potions**, a **deadly mace** and your **Holy Symbol**. During your adventure, you might find additional items that can aid you in your quest. Be sure to keep track of these items on a spare piece of paper. Some of these items may affect how you roll the dice so record that information as well. A few items may have specific numbers associated with them. Be sure to write down the numbers in case you need to know them later! You might also find treasure! Like EPs, you should keep track of the amount of gold you find, and use it to compare scores at the end of the adventure. Though many of the opponents you defeat will leave weapons behind, there is no need for you to keep track of these, as your own mace is as good or better.

ACTIONS

At certain points in the story, you have the option to take an action. Many times, you can simply do it and other times you need to roll the dice to determine the outcome. For example, if you want to walk down a hallway, it is assumed you can do that without any difficulty. On the other hand, if you try to run along a tightrope while dodging a hail of arrows you have to put your trust in the dice. Die rolls fall into certain categories: Ability Checks and random rolls.

ABILITY CHECKS

You make an Ability Check when you attempt to do something out of the ordinary, like lifting a heavy log or holding your breath for a long time. You have six different abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. Which ability you use depends upon what you have to do. For example, lifting the heavy log requires a test of your Strength, while holding your breath for a long period requires a test of your Constitution. Your abilities are listed on Appendix A: Pre-Generated Character Sheet. Each ability is followed by a number. To make an Ability Check, roll 1d20. Your roll must be less than or equal to your ability score in order to succeed. If you fail, you must pay the consequences described in the text!

RANDOM ROLLS

This type of roll is for everything else. The text may ask you to roll a certain die and turn to a particular section depending on your result. Sometimes it is better to roll high and sometimes it is better to roll low. You never know what will be better, which is why we call it a random roll!

DAMAGE

Sometimes your character may suffer a wound as the result of a failed check (for example, dropping that heavy log on your leg is going to hurt!). Your character has a certain number of wounds he or she can take before passing out. These are called your Hit Points, and they are abbreviated as ‘HP’. Keep track of your Hit Points on a piece of paper, and add or subtract as the game dictates. When you run out of Hit Points, the game is over! In the Basic Game, you have 46 HP, as noted in Appendix A: Pre-Generated Character Sheet.

HEALING

Besides the two healing potions you start with, you might find other items that can restore your Hit Points. However, your HP can never be raised above their starting level. For example, in the Basic Game, you start with 46 HP. Now, suppose that after a fierce battle, you have only 40 HP. Later, you find a vial of healing potion that restores 12 HP. You drink it, and heal back to the original 46 HP. The other six healing points are lost. As a cleric character, you also have the ability to cast certain healing spells on yourself or others. Like potions, they cannot raise your hit points above their maximum value.

COMBAT

Think of a fight like the rounds in a boxing match, only each round lasts for a few seconds and there is rarely a break in the action! During a round, both you and your foe get a chance to attack each other and cause damage. In the Basic Game, your character always attacks first, followed by your opponent, unless otherwise noted. Then you attack again, and then he attacks again, and so on until one of you has been defeated. You use the dice to determine whether or not you hit your opponent and how much damage you do. This involves a Combat Roll and a Damage Roll.

COMBAT ROLL

To make a Combat Roll, roll 1d20+1. If your attack is successful, you proceed to make a Damage roll. Otherwise, it is your opponent's turn to attack! When your opponent makes a Combat roll, roll 1d20 for him (do not add +1 for your opponent's roll). If your opponent's attack is successful, make a Damage Roll against yourself.

DAMAGE ROLL

You are armed with a heavy steel mace that deals 1d6+3 points of damage with each successful attack. Every time your Combat Roll is successful, roll for damage and subtract that many Hit Points from your opponent's total. The type of dice your opponent uses for a Damage Roll against you is listed in the text. Combat continues round after round until one of you runs out of Hit Points and dies (if that is you, the game is over!).

CRITICAL HITS AND FUMBLES

Critical Hits and Fumbles can easily turn the tide of a battle. Suppose you make your Combat Roll, and you roll a 20. (You must roll a 'natural' 20; rolling a 19+1 does not count.) Not only does this mean you have hit your opponent, but you have scored a Critical Hit! Roll 1d10 and refer to Table 1: Critical Hits to see what special action takes place. As you can see, it is possible to defeat a mighty opponent with just one attack!

If you Fumble, it can be equally devastating, except you are the recipient of the effects! If your combat roll is a 1, you have fumbled! Roll 1d6 and refer to Table 2: Fumbles.

In the Basic Game, the hero (you) can make both Critical Hits and Fumbles. Opponents can only make Fumbles (if your opponent rolls a natural 20 on his or her Combat Roll, treat it as a normal hit, not a Critical Hit).

Table 1: Critical Hits

- 1 Your mace slams into a particularly soft spot! *Add 1d4 points damage*
- 2 You spot an opening and hammer through your opponent's defenses! *Add 1d4+2 points damage*
- 3 You parry your foe's attack and slam your weapon across his arm! *Add 1d6 points damage*
- 4 Your mace strikes true and you hear the sharp crack of splintered bone! *Add 1d6+3 points damage*
- 5 Your foe howls in pain as your weapon slams into a joint! *Add 1d8 points damage*
- 6 A lightning-fast swing crashes into your opponents' ribs! *Add 1d8+4 points damage*

- 7 Your devastating attack splatters blood into your foe's eyes! *Your foe automatically misses his next combat roll*
- 8 You deliver a tooth-rattling groin shot to your opponent! *Your foe automatically misses his next combat roll*
- 9 Your foe collapses in agony as your mace plows through his defenses and his skull! *Combat ends*
- 10 You crush your foe's skull, putting an end to any fight he might have had left in him. *Combat ends*

Table 2: Fumbles

- 1 You lose your footing and stumble during your attack! *Your opponent may add 1 to his or her next combat roll*
- 2 You are momentarily stunned as you lose control of your weapon! *Your opponent may add 2 to his or her next combat roll*
- 3 You are baffled as you lose total control of your weapon! *You automatically miss your next combat roll*
- 4 You wince in pain as you pull a muscle in your back during your attack! *Take 1d4 points damage*
- 5 Your attack bounces harmlessly off your opponent and slams in your leg! *Take 1d6 points damage*
- 6 You rush at your foe and manage to trip over your own legs, striking yourself! *Take 1d8 points damage*

MULTIPLE OPPONENTS

If at any time you are faced with multiple opponents, simply fight them one at a time. Combat continues until you run away, defeat all the opponents or fall in battle.

ENCOUNTERING THE SAME ENEMY TWICE

It is possible that you may retrace your steps through certain areas. If that should happen, ignore any foes or obstacles (including locks and traps) that you have already overcome.

SPECIAL COMBAT RULES

Three special combat circumstances work to your advantage. These are the Escape Roll, Spells and Turn undead. If you find them too complicated, then simply do not use them! However, they can be very helpful for you, so think carefully before you decide to ignore them.

ESCAPE ROLL

If things start to look grim, it might be in your best interest to run away and fight another day. Instead of making your Combat Roll, you may attempt to escape. Your opponent has the opportunity to block your escape by making a normal Combat Roll. If your opponent succeeds, you suffer damage as normal, and you may then attack or try to escape again. If your opponent's Combat Roll is unsuccessful, then you have managed to slip away!

SPELLS

Some of the spells at your disposal can be used during combat. Instead of making your combat roll, you may elect to cast a spell. Refer to the spell section of the rules for more information on casting spells during combat.

TURN UNDEAD

Clerics are well known for their ability to turn away the living dead (also known as the undead). Through faith, the

cleric becomes a vessel for his or her deity to manifest its holy power. This power can terrorize the undead and cause them to flee from your presence. However, because you are a mere mortal, this ability is predicated on your righteousness and so success is not always guaranteed. When facing the undead, you may skip your combat roll and attempt to turn them. Roll 1d20 and refer to Table 3: Turn Undead.

Table 3: Turn Undead

Undead Creature	Required Roll
Skeleton	8
Zombie	11
Ghoul	14
Shadow	16
Wight	18
Ghast	19
Wraith	20

If the number rolled is equal to or greater than the required roll, the attempt is successful! To determine the number of undead affected, roll 1d4. Affected undead immediately flee. If there are still undead creatures remaining, you may continue with combat.

MAPPING

We recommend you draw a crude map of your path and surroundings as you make your way through the adventure. This can save you a great deal of time and frustration (and keep your character from walking in circles!). It does not need to be fancy, just something to help you keep track of which doors you have opened and which way you have turned.

The entries have been described as they might appear on a map. For example, you might be faced with an intersection with a trail heading east or west. Should you travel west, the western trail will then be described (the trail runs east and west for 30 feet with an intersection visible to the east) as though you were standing in the middle of the path. This is intended to facilitate mapping.

SPELLS

The spells that a cleric may cast are unlike those of wizards. While wizards receive their spells from studying tomes and scrolls, a cleric gets spells from his or her deity, as a reward for service and supplication. Through meditation and prayer, you receive the ability to advance the cause of your deity through spells. During the adventure, you might be given the option of casting a particular spell in order to negotiate a difficult challenge.

Spells with an asterisk after their name can be used at any time, including combat. Spells without an asterisk can only be cast when the adventure gives you the option of casting that spell. What follows is a list and description of the spells available to you. Before you begin your adventure, you must select six 1st level spells and three 2nd level spells. Record them on your character sheet. Once a spell is cast, it is gone

from your memory, so choose wisely! You may select the same spell multiple times.

FIRST LEVEL SPELLS

*Befriend**

Temporarily adds 2d4 to your Charisma score. You may cast this immediately before making a Charisma Ability Check.

*Bless **

This spell permits you to add 1 to your combat roll for the duration of the battle. If used in combat, it must be cast before you take your first swing.

Create Water

You magically create up to 12 gallons of fresh water.

*Cure Light Wounds **

This spell may be used at anytime to heal 3d4 points of damage. Your hit points can not be raised above their maximum level.

Detect Evil

You are able to sense an aura emanating from any evil creature, object or area.

*Invisibility to Undead **

Undead creatures will ignore you, allowing you automatically escape from combat.

Light

This spell creates a light source, similar to torchlight. It lasts for over an hour.

SECOND LEVEL SPELLS

*Aid **

This spell may be cast during combat. For the duration of the battle, you may add 1 to your combat roll. You also gain 1d8 temporary hit points. This is the only time your hit points can exceed their maximum level. Any damage you receive is first subtracted from these magical hit points before you begin to lose your normal hit points. At the end of combat, any magical hit points remaining are lost.

*Cure Moderate Wounds **

This spell may be used at anytime to heal 3d6 points of damage. Your hit points can not be raised above their maximum level.

Find Traps

Any traps in the area are magically apparent. You are not able to disarm them, but you will likely be able to bypass them without suffering the consequences.

Silence 15' Radius

This spell creates a sphere of silence that inhibits conversations, spell-casting or any sounds within the area of effect from taking place.

Snake Charm

This spell causes snakes to cease their actions and begin to sway, as if in a trance.

Speak With Animals

You are able to communicate with animals, asking and receiving answers to basic questions. The animal may not cooperate and may flee. If the animal is friendly, it may perform certain tasks.

ADVANCED GAME RULES

The Advanced Game uses the same rules from the Basic Game, with a few additions and alterations. The main difference is that rather than use the pre-generated character, you create your own!

CHARACTER GENERATION

In this book is a blank character template. It is similar to the Appendix A: Pre-Generated Character Sheet, except all the relevant scores have been left blank. I recommend you copy the template onto a blank sheet of paper rather than write in your book. If you do write in the book, be sure to use a pencil!

The hero of any good story needs a name. This could be your own name, or any name you want. The choice is yours. Write the name in the first blank. Using dice rolls, we now determine your character's skills and abilities.

ABILITIES

Your abilities represent your character's physical and mental attributes. Abilities are measured on a scale from 3 to 18, with a score of 11 being about average. A higher score indicates a higher level of development. The scores are not listed in order of importance. In general, for this game book, you may want to assign your highest score to your Wisdom. To determine your scores, roll 3d6 six times and record the results on some blank paper. These are your scores. Next, read the descriptions of the six different abilities. You must decide which ability receives which score.

STRENGTH (Str)

Strength represents your muscular development and your ability to use it. As a cleric, Strength is not necessarily your highest priority. However, if you want to be a great fighter, you might want to be sure that Strength is your second greatest ability. A high Strength score gives you a better chance of striking your opponent and causing damage! In the blank next to Strength, write one of your six scores. Using the following chart, note any bonuses or penalties that correspond with your Strength score and write them in the appropriate blanks.

Strength Score	Combat Roll Modifier	Damage Roll Modifier
3-6	-2	-3
7-9	-1	-2
10-11	0	0
12-15	+1	+2
16-18	+2	+3

When you make a Combat Roll or Damage Roll, you always add or subtract the appropriate Strength modifier.

DEXTERITY (Dex)

Dexterity is a measure of your agility and coordination. A high Dexterity score grants you a better chance of avoiding an attack aimed in your direction and allows you to react more quickly in any tense situation. Choose one of your remaining scores and refer to the following chart to record your results:

Dexterity Score	AC Modifier	Reaction Modifier
9	+1	+1
10-11	0	0
12-15	-1	-1
16-18	-2	-2

You might have noticed that a high Dexterity score results in negative modifiers. That is not a misprint. The lower your Armor Class, the more likely you are to avoid being hit in combat, and the better your Initiative Roll (see below) will be.

CONSTITUTION (Con)

Constitution is measurement of your fitness, health and ability to withstand stresses to your body. A high Constitution means that you have more Hit Points at your disposal. Write down your score and refer to the following chart for your HP modifier:

Constitution Score	Hit Point Modifier
3-6	-6
7-9	-4
10-11	0
12-15	+4
16-18	+6

In a moment, we will determine your Hit Points. Remember to use this modifier!

The remaining abilities do not have corresponding modifiers. That is certainly not to say they are not important, but for the sake of this game, they do not require modifiers.

INTELLIGENCE (Int)

Intelligence represents your education, memory and problem-solving ability. This helps you to overcome a mental challenge! Assign one of your remaining scores to this ability.

WISDOM (Wis)

This is the bread-and-butter ability for a good cleric. In a regular role-playing game, this is called your Prime Requisite, in other words, the most important ability for your particular calling in life. You should assign your best score here. Any cleric worth his salt must have a score no lower than nine. This is a measure of your common sense and judgment. You become wise through life experiences, not from studying

books. A high Wisdom score helps you avoid dangerous situations and grants you access to additional spells. Assign one of your remaining scores to this ability.

Wisdom Score	Additional Spells
9-12	0
13	One first level
14	Two first level
15	Two first and One second level
16-18	Two first and Two second level

CHARISMA (Cha)

Charisma represents your leadership abilities and how others perceive you. A high Charisma score helps you get your way when dealing with others! Assign one of your remaining scores to this ability.

HIT POINTS (HP)

In the Basic Game we said that your hit points represent how many wounds you can endure. A cleric is a capable combatant and your hit point score reflects that fact. A few of the opponents you will potentially face in this adventure may have more hit points than you. Thankfully, you have faith and determination (and spells!). To determine your starting hit points, roll 2d8 and apply your Con modifier. Add 28 to this total and you have your starting hit points. For example, you have a Con of 14 (+4 HP). Roll 2d8+4 and add 28. Suppose you roll a 3 and a 6 ($3 + 6 + 4 + 28 = 41$). Your character has 41 hit points.

ARMOR CLASS (AC)

This is a combination of the armor you wear and your Dexterity modifier. The lower your AC, the harder you are to hit! In this adventure, you are equipped with finely crafted banded mail armor. It is a combination of leather, chain and metal plates. You also have a sturdy buckler (a type of small shield). In the Advanced Game, banded mail armor (AC 4) and a buckler (AC 1) grants you a base AC 3 (remember, in this game a lower AC is better than a high AC). Apply your Dex modifier to determine your final AC.

EQUIPMENT

Just like the Basic Game, you begin with **armor, a small shield, two healing potions, a deadly mace** and your **Holy Symbol**. Be sure to leave room to add extra items as you discover them during your adventure. Some items may have a specific number associated with them. Record this number in case you are asked for it later!

Congratulations! You have created your very own character! Before you begin your quest, we need to address some changes to the rules defined in the Basic Game as well as explain new rules used in the Advanced Game.

ROLLING THE DICE

As in the Basic Game, you may use polyhedral dice, or the tables in the back of this book. For example, when the text asks you to “roll 1d6,” simply turn to the 1d6 table in the back of this book. Next, close your eyes and use a pencil or similar object to point to a spot on the table. The number you picked is the number you “rolled.” If your pencil lands on a line, or not on the table at all, simply close your eyes and pick again.

MAPPING

Just as in the Basic Game, we recommend that you map your progress on a piece of paper. The entries have been described as they might appear on a map. For example, you might be faced with an intersection with a trail heading east or west. Should you travel west, the western trail will then be described (the trail runs east and west for 30 feet with an intersection visible to the east) as though you were standing in the middle of the path.

EXPERIENCE

Just like in the Basic Game, entries with an Experience Point (EP) value are a measure of your success, just like keeping score. Keep track of how many EPs you earn during your adventure, and compare your score with your friends or use your score as a goal for the next time you go through the adventure.

ACTIONS

The Advanced Game incorporates the same rules regarding actions as explained in the Basic Game. When there is a chance of failure, you are asked to make an Ability Check or a random roll.

ABILITY CHECK

The rules regarding Ability Checks are the same in the Advanced Game. Roll 1d20 and compare the result with the pertinent Ability Score. Your roll must be less than or equal to your Ability Score to be successful.

RANDOM ROLLS

The rules regarding random rolls are the same in the Advanced Game. Roll the required die and turn to the entry indicated by your result.

DAMAGE

The rules regarding damage are the same in the Advanced Game. Subtract any damage you sustain from your Hit Points and do the same for your opponents.

HEALING

The rules regarding healing are the same in the Advanced Game. Items that allow you to heal damage can never raise your HP above their starting level.

COMBAT

In the Basic Game, your character always attacked first. In the Advanced Game, you might not be as fortunate. Before your first Combat Roll, you must determine who attacks first. This is called the Initiative Roll.

INITIATIVE

You determine Initiative (who attacks first) by rolling 1d10 and adding or subtracting your Dexterity reaction modifier. Roll 1d10 for your opponent. The person with the lowest score attacks first. This attack order remains until the battle is over.

COMBAT ROLL

To make a Combat Roll, roll 1d20 and add your Strength modifier to the result. Compare this total with your opponent's Armor Class (listed in the text as AC) and refer to Table 4: Character Combat.

Table 4: Character Combat Table

If Enemy's AC is:

10 9 8 7 6 5 4 3 2 1 0 -1 -2

then You need:

7 8 9 10 11 12 13 14 15 16 17 18 19

Find your foe's Armor Class along the top row and then read the corresponding number on the bottom row. You need to roll this number or better in order to successfully hit your opponent. For example, your enemy has an AC of 4. You need to roll a 13 or better on the 20-sided die (including your modifier). If your attack is successful, you proceed to make a Damage roll. Otherwise, it is your opponent's turn!

When your opponent makes a Combat Roll, you roll 1d20 and refer to Table 5: Adversary Combat.

Locate the Hit Dice (HD) of your opponent along the top row and cross-reference it with your AC. Your opponent needs to roll this number or better to score a hit on you.

DAMAGE ROLL

Instead of rolling 1d6+3 to determine how much damage you inflict with your mace, roll 1d6+1 and apply your Strength modifier to damage. Write this number down next to your mace on your character sheet.

CRITICAL HITS AND FUMBLES

In the Advanced Game, both you and your opponents can make Critical Hits or Fumbles. If the 20-sided die comes up a '20', that counts as a Critical Hit. If you roll less than 20, but your modifiers raise it to 20 or higher, that is considered a normal hit, not a Critical Hit. A Fumble occurs the same way. A die roll of '1' is always a Fumble, just as a natural die roll of '20' is always a Critical Hit. Whenever you roll a '20' or a '1' for yourself or your opponent, refer to the Critical Hit or Fumble table in the Basic Game section.

MULTIPLE OPPONENTS

If at any time you face multiple opponents, roll Initiative for each opponent. As in the Basic Game, you fight them one at a time. Combat continues until you escape, defeat all the opponents or fall in battle.

ENCOUNTERING THE SAME ENEMY TWICE

It is possible that you may retrace your steps through certain areas. If that should happen, ignore any foes or obstacles (including locks and traps) that you have already overcome.

ESCAPE ROLL

The rules regarding the Escape Roll are the same in the Advanced Game. You may attempt to escape instead of making your Combat Roll. If your opponent scores a hit on its Combat Roll, it blocks your escape and you suffer any damage caused by its hit. If your opponent misses its Combat Roll, you escape without suffering any damage!

TURN UNDEAD

The rules regarding your ability to turn away undead abominations are identical to the Basic Game. You must roll

TABLE 5: ADVERSARY COMBAT TABLE

YOUR AC	OPPONENT'S HIT DICE								
	<1-1	1-1	1	1+	2	3	4	5	6
AC 9	10	9	8	7	6	5	4	3	2
AC 8	11	10	9	8	7	6	5	4	3
AC 7	12	11	10	9	8	7	6	5	4
AC 6	13	12	11	10	9	8	7	6	5
AC 5	14	13	12	11	10	9	8	7	6
AC 4	15	14	13	12	11	10	9	8	7
AC 3	16	15	14	13	12	11	10	9	8
AC 2	17	16	15	14	13	12	11	10	9
AC 1	18	17	16	15	14	13	12	11	10
AC 0	19	18	17	16	15	14	13	12	11
AC -1	20	19	18	17	16	15	14	13	12

the required number or higher in order to turn the undead. If successful, roll 1d4 to determine how many of your opponents flee.

SPELLS

The spells are identical to those described in the Basic Game. However, as a 3rd level cleric, you may select four 1st level spells and one 2nd level spell. Check your Wisdom score to see if you are entitled to any additional spells.

This completes the Advanced Rules section. If you want even more complexity, you may disregard the Advanced Rules and use the standard HackMaster rules as outlined in the *HackMaster Player's Handbook* (available at your friendly local game shop or bookstore). If you are a fan of the current *Dungeons & Dragons* game rules, this game book works with that system as well.

OTHER RULES SYSTEMS

Using the HackMaster System

The Basic and Advanced Rules in this gamebook are fully compatible with the rules outlined in the *HackMaster Player's Handbook*. This combination provides you with the ultimate gaming experience. Use your own judgment to resolve any conflicts that might arise. Roll up a new 3rd level cleric character (or use an existing character of comparable level) and begin.

Using the *Dungeons & Dragons* d20 system

For the most part, you should not have any difficulty adapting this solo adventure to the *Dungeons & Dragons* d20 system. You may roll up a new 3rd level cleric character instead of using the Advanced Game character creation system. However, a few modifications are required, and some of the more difficult rules to apply in a solo game book (such as multiple types of attacks, attacks of opportunity, or effects that last over a period of time) may be, or have been, omitted. Use your own judgment to resolve any conflicts that might arise.

Armor Class (AC) – Using these rules, a higher AC is better than a lower one. Your banded mail armor gives you AC 6, plus (or minus) your Dexterity modifier. If you find items that improve your AC (such as a *ring of protection*), your AC increases by the indicated number, rather than decreasing it.

Combat – You will find usable d20 combat information for each opponent in Appendix D: Opponent Statistics (d20), referenced by the text entry number. Use any d20 rules that exist for Critical Hits. Ignore Fumble results.

Initiative – You determine Initiative (who attacks first) by rolling 1d20 and applying your Dexterity modifier, plus any other abilities (such as the Improved Initiative feat (+4 to initiative)). Roll 1d20 for your opponent and add his or her

Initiative modifier, as noted in Appendix D: Opponent Statistics (d20). The person with the highest score attacks first. This attack order remains until the battle is over.

Combat Roll – To make a melee Combat Roll (known in d20 as an attack roll), roll 1d20 and add your Strength modifier, plus any other bonuses. If your attack roll is equal to or greater than your opponent's AC, you proceed to roll damage. Otherwise, it is your opponent's turn to attack! When your opponent makes an attack roll, roll 1d20 for him and add his attack modifier (noted on Appendix D: Opponent Statistics (d20) as "Atk.") If your opponent's attack is successful, roll damage against yourself.

Begin Your Adventure Here

1) The inviting green blur of the Kalasali Woods appears over the darkening horizon and you stop to rest your weary dwarven legs. You have maintained a brisk pace for nearly a week and now your destination is in sight. By midmorning of the next day, you will leave the warmth of the open road and enter the woods in search of redemption.

You find a soft patch of dry grass and sit, rummaging through your pack for a small knife. Almost instinctively, you begin whittling away at a small chunk of oak that you found earlier. You have always found working with your hands to be cure for grief. As you pry the slivers of wood away, you reflect back on the time when you lived on the road. It was rarely easy, though you were quite content hiring out your stonemasonry skills for most of your half-century of life. But the wanderlust that gripped your heart was more than you could resist. You always wanted to see more of the world you came to know and to explore strange lands you had only heard about over a mug of foaming ale. You have already experienced your fair share of the 'bad' side of adventuring; the cold nights, the hungry mornings, the sore muscles, the hungry mornings...but in your heart, you knew that one day all this 'adventuring' would pay off. Perhaps it already had. A little over a year ago, you met another dwarf on the road and you fast became friends. During the months you traveled together, you learned a great deal from Reegan. He introduced you to Dirasip, his deity. You were quickly converted and began to learn the skills granted by The Eternal Lantern to her followers. You were always grateful for the aid bestowed upon you during times of need and the incredible rewards of prayerful supplication. Before you met Reegan, you walked a darker path. You took many lives for the wrong reasons. The tenets of your newfound faith allow you to take the life of a creature bent on evil, but before your conversion you were a hired axe and you were often called upon to end the lives of the good and evil alike, all in

the name of coin. Reegan's friendship changed your outlook and your life and you traveled together learning from one another. After a few short months, you were alone again. Reegan lived a long life, even by dwarven standards, and one morning The Shining One decided it was time for her stout servant to return home. You have been alone ever since. This morning marks over two months since Reegan breathed his last breath.

Even with the wounds of his death still fresh in your heart, Dirasip found it in her infinite wisdom to inflict even more despair upon your already troubled mind. It has only been a week since that fateful morning when your world collapsed around you. Closing your eyes, you remember in agonizing detail the events that led you this far and will lead you still deeper into the unknown pathways of the Kalasali Woods and the Ep'Sarab swamp beyond.

Mourning the death of your friend, you sought solace in the woods near your home. After finishing your prayers and morning meal, you washed your face in the crisp, cool water of a nearby stream. You wrung out your beard and shook your hands dry and then returned to camp for reflection and study. Halfway through your meditations the air was cut by a shrill cry. Grabbing your mace, you muttered a quick prayer and trotted quietly into the woods.

Not far away was a small clearing. Peering through the brush, you spotted four foul-smelling goblins surrounding a young maiden and her brave suitor. Hopelessly outmatched and trembling, the man slashed at the air with a dagger hoping to frighten away the attackers. The goblins did not slow their advance and fell upon the frightened couple. With a roar of indignation, you charged into the goblin ranks, crushing the nearest goblin under your mace. Their morale suddenly tested, the goblins looked to their leader who began barking out commands in his guttural language. Wasting no time, you stepped over your fallen enemy and parried a sword stroke aimed at your head. You countered with a vicious

head butt, driving your foe onto his heels. Before he could regain his balance, you swung your mace. The goblin instinctively raised his arm to deflect the blow and winced as the bones in his forearm proved no match to your attack. His splintered arm now useless, the goblin begged for an end to his pain and you obliged him, ending his dark and miserable existence at the same time.

Pouncing on the next goblin, you realized that you failed to observe the events unfolding in the middle of the clearing. After dispatching your foe, you glanced over and saw the final goblin standing over the man, a crimson patch forming on his tunic. His companion knelt at his side, her eyes rimmed with tears, pleading for mercy. You bellowed at the remaining goblin and he turned to face your charge. Feigning a swing, you drove an iron-shod boot into your enemy before slamming the head of your mace into his trembling frame.

The dirty work finished, you approached the couple, your barrel chest heaving with exertion. The human woman was sobbing, her hand gently caressing her lover's brow. You raised your hand in a gesture of peace and she nodded, bidding you to approach. Kneeling along side the fallen man, you examined his wounds. Thankfully he still lived, however a deep ravine was opened in his belly.

"Fear not, milady, I am a healer and I can help him!" you offered. Removing your helmet, you solemnly placed your roughened hands on the young man and cleared your mind, preparing to cast a healing spell. Muttering the precise supplication, you awaited the pulse of energy to flow from your hands and into your subject. After a few seconds, you began to notice that something was wrong. The electrical tingle that normally accompanied the magic was gone and in its place was a faint chill. Gasping in surprise, you pulled your hands back from the man and opened your eyes. The woman looked at you and began to shudder, her hope failing. You were suddenly aware that this peaceful grove, once filled with birdsong was now uncomfortably quiet.

Even the air seemed unnaturally still. You quickly put your hands back into position and called forth another spell. Chanting the words of power, you suddenly faltered, the memory of the incantation gone from your mind. With a trembling voice, you explained to the lady that for some unknown reason, you were unable to heal him with your divine magic. You reached into your bag and produced a small flask filled with a healing potion and offered it to the man. He drank and the grievous wound began to close rapidly. With the danger averted, you rose and took a few cautious steps away from the man, staring at your hands, now bereft of power. Looking up to the heavens, you silently beseeched your god for answers and aid. The comforting emotion that normally served as an answer to your prayers did not wash over you. In its place was emptiness and despair.

"What have I, thy servant, done to lose favor in thy sight?" you whispered, desperate for an answer. But nothing came, only the soft clatter of falling leaves in the morning air.

After a few seconds of lonely contemplation, you returned and offered to escort the young couple back to town. The man rose, able to walk, and thanked you profusely. You acknowledged his thanks and encouraged them to make haste, for there were likely more goblins lurking in the woods. As a precaution, you traveled in silence and your thoughts quickly turned back to the absence of your deity. Surely the head of the Assembly of Light would have some much-needed answers.

Once back in town, the couple invited you to return with them to their home for a warm meal and rest, but you declined so that you could attend to your own urgent business. As you walked towards the church, you searched the depths of your mind and soul for a possible explanation and you were constantly reminded of Reegan. Was his death somehow linked to your present pain?

Inside the Assembly hall, you found several acolytes kneeling before a large glass window, the brilliant light of the sun reflecting off their faces. You were

encouraged by the sight of devotion to your god and hope began to swell within your chest. You made your way towards the private study of the High Lantern, the head of the Order of Light. He was the high priest that assisted with your necessary rituals of conversion and had always been open to counsel. You quietly rapped on his door, calling your name, and his clear voice answered back through the door, calling "Enter, son of light!"

You stepped into the room, your hands nervously clutching your beard. The High Lantern studied your demeanor for a few moments before speaking again.

"Why do you look so forlorn, good dwarf? Let daylight soothe you!"

"I am afraid something terrible has befallen me! This morning I rescued two innocent travelers from harm and when I attempted to heal their wounds..." you stammered, tears welling in the corners of your eyes, "the blessing failed. I could no longer remember the supplication and the energy...it was gone! I offered up a prayer to Dirasip, wondering what had happened, and there was no answer. For the first time since my conversion, I was alone." The last few words echoed in the silent chamber while the High Lantern eagerly listened.

After a moment of contemplation, the High Lantern exhaled deeply. "The spells granted to you each morning are not predicated upon your standing with The Shining One. Only spells of great power, as of yet unattainable to you, demand such devotion. Those within your current abilities are based upon your learning and preparation within the order. Even a fallen cleric can cast those rudimentary spells available to you. The only reason I can see for your present situation is that you are finally reaping the wages of sin.

Yes, your life before your conversion was rife with debauchery. You have told me as much. I believe that you have been cast into shadow until such time as you pay for your former misdeeds."

The proclamation stung your heart and you began to sob, recalling your past as a hired mercenary. Wiping your eyes on your forearm, you mustered the courage to speak.

"What must I do to atone for my past?" you implored.

"You must adjourn to your home to contemplate your past. Return here before nightfall and I will have the answer you seek. Go now, I must commune with our god to plead your case."

With a reverent bow, you backed out of the room and made the long silent journey to your home. You sat in a darkened corner, meditating on your past deeds. On the day of your acceptance and conversion you felt in your heart that your transgressions had been forgiven and that you would be granted a clean start at a new life. Though it now appeared that your accountability had not been washed away and that you would be required to somehow demonstrate your obedience.



Before sundown, you walked in silence to the Assembly Hall and met with the High Lantern. He escorted you to his chambers and closed the door behind him. With a deep sigh, he began to speak.

"The bards sing tales of a brave hero long ago who fought for light and right. His name was Mokira and his deeds were many. Entire armies of the living dead were destroyed through his faith. After a long and fruitful life, he fell ill and passed from this world. While his spirit undoubtedly found its way back to Dirasip, his body was taken from a temple by an evil priest and defiled. Why do I tell you this? To the north-east lie the Kalasali Woods, beyond which you will find the Ep'Sarab Swampland, commonly known as the Willowwood. Beneath the foul waters of that festering bog is a network of tunnels. It has been revealed that the remains of this brave warrior of light lie entombed within the catacombs. As your penance, you are commanded to retrieve the sacred remains and return them to their rightful place within this Assembly Hall. Once his body is properly laid to rest, your sins shall be forgiven. You must travel alone and you shall leave in the light of the next morning."

His words brought hope and drew back the troubled curtain of grief that had cast its shadow over your soul for the last few hours. Expressing your gratitude, you bowed and excused yourself to rush home to make preparations.

When you awoke in the morning and completed your prayers, a comforting peace fell over you. This good omen was a beacon to you during the initial steps of your path to forgiveness. Better still, you felt the faint tingle of energy that was absent the day before, signaling a return of your magical talents. Grateful that you would have them with you as an aid and comfort, you donned your armor and equipment and headed towards redemption.

For several days, your travels were unremarkable. Besides the occasional caravan bearing trade for the markets of Bet Kalamar, you encountered very little during the long march towards

the Kalasali Woods and the quiet ground where you now sit.

You open your eyes and sigh heavily, placing the wooden carving back into your pouch and begin assembling a humble meal. Gnawing the stale bread and cheese, you gaze up at the darkening sky and pray that the morning will bring you joy. The stars watch over you as you sleep, and your dreams are filled with visions of hope.

A few hours after the first light of the morning sun crests the eastern horizon, you approach the shadows of Kalasali. Following a worn game trail heading towards the north, you leave the warmth of the morning and step into the forest.

Go to 2.

2) The trail, covered with leaf litter, is not hard to follow. Every now and again an inquisitive songbird flutters down from the protection of the forest canopy and investigates your presence. With mace in hand, you forge your way through the overgrowth towards your destiny. If you can accomplish your mission, surely your deity will welcome you back into favor. You follow the path for several minutes before the trail suddenly splits. To the south is the way out of the forest, though you should not leave until your quest is finished. To the east and west the trail continues through the trees.

If you head east, **Go to 85.**

To head west, **Go to 14.**

3) You notice a slender green vine stretching across the trail in front of you. It is probably harmless, but just in case, you step over it and continue on your way.

To head north, **Go to 43.**

To head south, **Go to 56.**

4) After traveling about 40 feet, the trail forms a lazy arc around a mound of fallen timber.

To head north, **Go to 81.**

To head east, **Go to 91.**

5) Unable to resist the urge to rest, you sit down on the soft carpet of leaves and lean your back against a large oak. Voices fill your mind, encouraging you to sleep. You enthusiastically comply, closing your eyes and welcoming the darkness. As you sleep, blissfully unaware of the large colony of hallucinogenic mushrooms lining the path, you continue to inhale their toxic spores which lull you deeper and deeper into a catatonic state. The spores are capable of killing lesser animals and thriving off their decomposing flesh. However, you are merely rendered unconscious. This comes as little solace since your loud snores alert a pack of wild dogs which waste no time tearing you limb from limb while you dream of better things.

Your quest ends here. Try again.

6) The forest opens up into a large clearing, roughly 40 feet in diameter. There are tracks everywhere, both boot tracks and animal prints. You can not tell how recent any of the tracks are, but clearly this forest is teeming with activity.

You are at a crossroads. To head north, **Go to 30.**

To head east, **Go to 14.**

To head south, **Go to 86.**

To head west, **Go to 110.**

7) Humming a tune to yourself, you enjoy the warmth of the sun on your face. Thus distracted, you fail to detect the pair of hobgoblins heading down the path towards you! As you pump your mace a few times to test your grip, the hobgoblins arc around towards your flanks, their barbed hunting spears at the ready. Eager to begin the battle, you shake your mace overhead and bark out a dwarven war cry!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 12 or better to hit the hobgoblin; if you hit, you deal 1d6+3 HP of damage. The hobgoblin must roll a 13 or better on 1d20 to hit you; if it hits, the hobgoblin deals 1d6+1 HP of damage. The hobgoblins have 27 and 25 Hit Points.

Advanced Game Combat: Hobgoblins (AC 5; HD 1+; HP 27, 25; Damage 1d6+1)

If you defeat the two hobgoblins, **Go to 15.**

If you escape, **Go to 45.**

8) The carrot tastes even better than you had anticipated and you tuck an extra one in your pouch for the journey ahead.

Go to 95.

9) The trail continues to the east for roughly 40 feet. You begin to notice a faint musky stench in the air, not unlike a skunk. You begin to reconsider your decision to head this way when a deep growl startles you. The brush to your right begins to quake and a savage brown wolverine leaps out, his razor sharp claws yearning to rend your flesh!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 12 or better to hit the wolverine; if you hit, you deal 1d6+3 HP of damage. The wolverine must roll an 11 or better on 1d20 to hit you; if it hits, the wolverine deals 2d4 HP of damage. The wolverine has 36 Hit Points.

Advanced Game Combat: Wolverine (AC 5; HD 3; HP 36; Damage 2d4)

If you defeat the wolverine, **Go to 16.**

If you escape, **Go to 20.**

10) *EP: 270*

Flailing with all your might, you manage to drive the beast back into the woodpile. Once pinned against the timber, you slam your mace into the wolverine until long after his body ceases to twitch. After catching your breath, you inspect the lair and find 20 gold coins in a pouch scattered amongst the bones, some of which undoubtedly belong to whoever carried these coins to their death at the hands of the wolverine. After adding the coins to your own pouch you head back to the main trail.

Go to 61.

11) The trail to the south is quickly swallowed up by slender vines and hanging ivy. You twist your way around and over the rough terrain for approximately 40 feet. Suddenly the trail opens into a small clearing. At the center is a large black boulder covered in moss. The trails appear to end here at this clearing.

Roll 1d6. If you roll 1-4, **Go to 80.** Otherwise, you head back to the north. **Go to 85.**

12) *EP: 70*

The last goblin swings his spear in a wide arc hoping to disembowel you. You easily jump backwards to avoid the stroke and charge him before he can recover. Driving him back against the rock, you grip his arm with your own and twist, wrenching his shoulder out of joint. You spin and the goblin sprawls to the ground, his useless arm dangling freely. Before he can rise, you cave in his skull with your mace and give him a few more blows for good measure.

You examine the markings on the boulder left by the two goblins. You are unable to make out what it says, but you are certain that it is in your best interest to obliterate it. Once that is completed, you head back to the east along the only trail out of the clearing.

Go to 92.

13)

Make a Dexterity check!

If you succeed, **Go to 42.**

If you fail, you slip repeatedly as you try to climb the crude ladder. Eventually, you throw your mace down in disgust and head back. **Go to 6.**

14) The worn trail heads east and west for roughly 60 feet. As you walk your thoughts drift towards Reegan and his loss stings your heart. He had been a true friend and ally. His memory grants you strength and you push onwards. Further to the west you see a large clearing.

To head west, **Go to 6.**

To head east, **Go to 2.**

15) *EP: 130*

You splinter the shaft as a spear thrust narrowly misses your neck and pivot, tripping your foe with a well placed kick to the knee joint. Scrambling atop the hobgoblin, you ram the handle of your mace into his eye and pound out a few of his yellow teeth as he howls in anguish. You lay the point of the mace head against his throat and drop your weight against it, bringing the battle to a swift end.

After resting for a few moments, you rummage through their belongings for anything that might aid you in your quest. You find several scraps of meat, most of which appear to be edible, 10 gold coins and a small satchel of clean bandages. You avail yourself of the items (heal 6 hit points) before you continue down the forest trail.

Go to 58.

16) *EP: 270*

Gasping for breath, you turn your head as the musky scent of your dead opponent burns your eyes. Such a savage foe! You continue to the east a short distance before the trail melts away in the thick foliage. Rather than get lost in the woods, you turn back and head west.

Go to 20.

17) You grab onto a sturdy log and heave it away from the pile. After clearing away two more similar logs you come face to face with the razor-tipped claws of the wolverine sleeping inside! You nearly drop your mace in fright and prepare to defend your life against this fierce opponent. Because of the speed and agility of the beast, you cannot escape. If you would like to cast *Speak With Animals*, **Go to 44.**

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 12 or better to hit the wolverine; if you hit, you deal 1d6+3 HP of damage. The wolverine must roll an 11 or better on 1d20 to hit you; if it hits, the wolverine

deals 2d4 HP of damage. The wolverine has 37 Hit Points.

Advanced Game Combat: Wolverine (AC 5; HD 3; HP 37; Damage 2d4)

If you defeat the wolverine, **Go to 10.**

18) The trail snakes around some thick underbrush and you are cautious not to make too much noise as you follow the path. Soon the trail splits, forming a 'T' intersection.

To head east, **Go to 32.**

To head south, **Go to 71.**

To head west, **Go to 96.**

19) The trail runs north and south roughly 80 feet. You hear the unmistakable chirps and chatter of squirrels in the trees above you. Every time you look upwards, you see nothing but leaves and branches. Yet you know they are up there, watching and waiting for something.

To head north, **Go to 20.**

To head south, **Go to 99.**

20) The trail leads you to a small clearing where the trail splits, heading north, east and south.

To head north, **Go to 101.**

To head east, **Go to 9.**

To head south, **Go to 19.**

21) *EP: 5*

"Hold! I mean you no harm, none at all. I was wandering through the woods and happened upon your tree!" you explain, showing your hands to be empty.

The man cocks his head to the side for a second or two and then lowers his bow.

"This is not my tree. I do not own it anymore than you own the stone you work. But that is beside the point. I am Hallis and I use this tree stand from time to time for my own purposes. Please sit and tell me more about yourself. This is the first time I have ever seen a dwarf climb a tree and I am most interested in learning what motivated you to take such a risk!"

smiles the man as he steps down from the branch and gestures to a small wooden stool near a wooden cask of drinking water.

Hallis seems keenly interested in what you have to say, although you are not sure if he is interested in the company as much as the tale. The two of you speak for nearly an hour and Hallis warns you that several bands of goblins have been spotted recently in the woods. He also advises you to take care around mushroom clusters. While many varieties are delicious, some carry deadly toxins that can paralyze or incapacitate their victims. He wishes you well on your quest and you take your leave, braving the frightening decent down the wooden ladder. Once you are on firm ground again, you head back.

Go to 6.

22) The trail turns sharply to avoid a large lichen-covered boulder.

To head north, **Go to 108.**

To head east, **Go to 88.**

23) You rush back into the hut and gently place the acorn back on the table. When you head back outside, the sounds of the forest have returned. You quickly head back the way you came.

Go to 55.

24) The trail branches here, heading north and west.

To head west, **Go to 111.**

To head north, **Go to 59.**

25) The trail heads south before turning eastward. Several large rocks line the trail, almost as if they were placed here for some reason. After heading east another 30 feet, the trail ends at the remains of a cairn. The pile of stones has been spread around the clearing and whoever was laid to rest here has been ransacked. Several bones, still draped in cloth, lie amongst the stones of the cairn. No animal

could have done this. You leave the gravesite and head back.

Go to 77.

26) You are at a 'T' intersection. To the north, the trail enters a particularly dark section of the forest.

To head north, **Go to 35.**

To head east, **Go to 59.**

To head south, **Go to 40.**

27) The dim interior of the hut is very humble. A cot, a chair and a small wooden wash basin surround a small table. On the table is a highly polished oak carving of an acorn nearly the size of your fist. A bough of holly encircles the wooden figure along with a few freshly picked wildflowers.

If you take the acorn carving, **Go to 72.**

Otherwise, **Go to 53.**

28) The trail runs north and south for roughly 100 feet.

Make a Wisdom check!

If you succeed, **Go to 49.**

If you fail, **Go to 7.**

29) This acorn statue might well prove useful in your quest and you decide it would be wise to keep it until such time as you can bring it back on the return journey through the woods. Even so, you begin to nervously hum a tune in the hopes of mentally blocking out the harsh silence that pervades the forest. As you head south along the flowered path you begin to feel better and chuckle at yourself for being so easily frightened. You quicken your pace and head towards the clearing where the trail splits. As you walk, a small green vine shoots out from the flowers and entangles itself around your ankle. You pull your foot away and the vine breaks easily. A dozen more vines dart out and grapple your feet and begin to pull you towards the ground. Like small darting vipers, several more vines strike out at you and secure your arms, easily resisting your futile struggles. A deep grunt from the woods to the east

startles you and you crane your neck to the side, but all you see are flowers. The petals, once beautiful, now seem to judge you with contempt.

A large hairy brown hump begins to move towards you through the flowers bringing with it the sounds of deep, heavy breathing. An angry snort causes your bowels to clench in fear and you begin to mutter a prayer to Dirasip. However, much like you felt several mornings ago, you feel alone. Abandoned by your deity, you must face the consequences of your disobedience and the large brown bear shuffling towards you through the flowers will offer you no quarter. Unimpressed by your cries, the bear places a heavy paw on your chest and crushes the wind from your lungs. He rips at your belt pouch, opening a deep crimson gash in your side. As quickly as the attack began, the bear picks up the pouch in his giant maw and shuffles off into the woods as you vines release you from their clutches.

Weeping with pain and guilt, you rise to one knee and labor heavily to draw in breath. Your pouch is gone along with any gold, items or healing you might have had remaining. You pick up your mace and pray for several minutes before your deity grants you comfort. You gratefully offer your thanks before you continue towards your much needed redemption. Lose 20 hit points.

Go to 55.

30) After trudging through the brush, you discover that the trail splits here, heading north, east and south.

To head north, Go to 64.

To head east, Go to 39.

To head south, Go to 6.

31) Donning your helmet, you head back.

Go to 106.

32) The trail continues east for roughly 40 feet before the undergrowth closes in and obscures the trail. You forge ahead another few feet and push aside a wall of leafy branches only to come face

to face with a large wolf! With a snarl, the wolf snaps at you! Any attempts to escape are thwarted by the thick brush growing over the trail.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 10 or better to hit the wolf; if you hit, you deal 1d6+3 HP of damage. The wolf must roll an 11 or better on 1d20 to hit you; if it hits, the wolf deals 1d4+1 HP of damage. The wolf has 35 Hit Points.

Advanced Game Combat: Wolf (AC 7; HD 3; HP 35; Damage 1d4+1)

If you defeat the wolf, Go to 41.

33) The path continues westward for a short distance before ending at a large pile of downed timber. The wood reeks of a potent mixture of urine and animal scents. A few bones litter the ground around the log pile and you begin to wonder if this is some sort of lair or den.

To investigate the log pile further, Go to 17.

If you would rather head back to the main trail, Go to 61.

34) The trail heads north and south roughly 100 feet over smooth terrain. At the south end, the trail turns and heads west. About halfway along the trail a crude path branches off and heads west.

To head north, Go to 120.

To head west, Go to 119.

To head south and turn west, Go to 77.

35) The trees seem to close in around you, dimming the sunlight along this 100-foot stretch of trail. The air here is cold and still. As you head north you sense that someone or something is watching you, perhaps the trees themselves. You are suddenly reminded of how you had felt while waiting at your home for the High Lantern to pass judgment. It had felt very much like these woods do now. Cast into cold shadows. What if you were unsuccessful in your quest? What if you were unable to return to the warmth and light of your deity? Like

poison, your own self-doubt begins to sap your strength and will. Your legs feel very weary and for a moment you consider stopping to rest.

Make a Constitution check.

If you succeed, Go to 62.

If you fail, Go to 5.

36) The path parallels a line of trees for approximately 140 feet. At the eastern end, the trail turns to head southward. At the western end is a small clearing where the trail diverges. Kicking aside some of the leaf litter as you walk, you notice a variety of animal tracks mixed in with the tell-tale scuff marks left by boots. Someone has been down this trail since the last rain but you are unsure as to whether or not they were friend or foe.

To head east and turn south, Go to 113.

To head west, Go to 78.

37) The weight of the snake drives you to the ground and you find that you are immediately wrapped up in the vice-like grip of the constrictor. You struggle to free your arms, but they are pinned to your body. Thrashing does you no good as the snake only responds by squeezing tighter and tighter. The first audible cracks you hear are your ribs breaking. As your spinal column is crushed, shooting pain burns down your arms and legs and blood begins to trickle freely from your mouth as bone shards dance through your lungs. You are grateful when death finally comes to save you from this agony.

Your quest ends here. Why not try again?

38) After following the path for a short distance you see that the trail branches. To the west, the trail turns and heads north.

To head west and turn north, Go to 68.

To head east, Go to 56.

To head south, Go to 115.

39) After walking a short distance, a path branches off and heads south.

To head east, **Go to 77.**

To head south, **Go to 104.**

To head west, **Go to 30.**

40) The path is often obscured by leaf litter but you manage to follow it without any difficulty. About halfway along the 100-foot length of trail you spot a large inviting patch of mushrooms. You draw nearer to investigate and suddenly the air around the fungal colony is filled with tiny particles as the mushrooms release their spores in unison. Make a Constitution check! If you succeed, you fortunately avoid any ill-effects caused by inhaling the spore cloud. If you fail, you hack and cough wildly for several minutes as you try to clear your lungs. Lose 4 hp.

To head north, **Go to 26.**

To head south, **Go to 85.**

41) *EP: 65*

As the wolf lunges towards you, you sidestep and sweep your mace across the back of your foes' head, caving in his skull. You pause a few moments to catch your breath before you continue. The trail appears to end here, so you head back to the west.

Go to 18.

42) You manage to maneuver your ample frame up the crude ladder and climb high up into the tree. After 40 feet or so, you arrive at another large crack in the tree covered with animal skins. Pushing the skins aside, sunlight floods into the hollowed trunk and you crawl outside and onto a wooden platform built into the boughs of the tree. You have never been overly fond of great heights and you decide to stay as far away from the edge as you can manage. No sooner do you make it to your feet than a stern voice calls out from above you.

"What business do you have up here, dwarf!"

You spin around and see a bearded hunter dressed in skins sitting in a

branch a few feet above the opening from which you just crawled. He has an arrow readied in his long bow and he awaits your answer.

Make a Charisma check!

If you succeed, **Go to 21.**

If you fail, **Go to 65.**

43) The trail rounds a large tree stump and turns sharply. You sit on the stump to rest for a few moments before you continue.

To head west, **Go to 54.**

To head south, **Go to 75.**

44) Summoning the strength of will needed to communicate with the animal world, you implore the wolverine to cease his attack, assuring him that you meant no harm. The wolverine pauses for a moment and you relax, convinced that your spell has saved you from mutilation. Unfortunately, the wolverine was merely deciding on one of your softer locations upon which to focus his ire.

In a split second, you are covered in a ball of clawing fury. Blood splatters from the deep crimson ravine carved into your throat and you hold up your hands in a feeble defense. Your last moments of life are spent being raked mercilessly by this savage foe!

You are dead. Why not try again?

45) The trail forks here.

To head north, **Go to 50.**

To head east, **Go to 118.**

To head south, **Go to 28.**

46) You feel something tug on your ankle and look down just as you step through a slender green vine crossing the path, breaking it. You hear a creaking sound to your left and wince as a crossbow bolt flashes through the leaves and embeds itself in your calf. Cursing your carelessness, you remove the bolt and limp over to inspect the bushes. You smash the trap to pieces with your mace, which relieves your pain to a small degree. Lose 5 hp.

To head north, **Go to 43.**

To head south, **Go to 56.**

47) The trail ends rather abruptly in a very small clearing. You quickly search the edge of the clearing to see if it begins again but with no results. You take off your helmet and mop the sweat from your brow with your beard, unaware of the large snake lurking in the trees above you. As a fortunate afterthought, you buff a few scratches off your helmet and spot the reflection of something hurtling towards you from above!

Make a Dexterity check!

If you succeed, **Go to 84.**

If you fail, **Go to 37.**

48) The trail courses over a gentle hill before emerging in a small clearing ringed with great oak trees. At the center is a muddy circle of earth scoured with animal prints. The dry grassy soil is churned and pocked with tracks of varying sizes made by both paw and hoof. The grove has a certain solemnity about it and you remove your helmet out of respect. You cannot fathom what might have brought so many different kinds of animals here and images of stags and wolves dancing unafraid under the moon and stars fill your mind. Perhaps some elvish magic has been wrought here. Whatever the case, you do not wish to disturb this sacred meeting place for fear of inciting the very will of nature against you.

Make a Wisdom check!

If you succeed, **Go to 100.**

Otherwise, **Go to 31.**

49) You hear the faint rustle of leaves coming from the north and carefully sneak a few paces off the trail and hide yourself behind a stout tree. With gnats buzzing uncomfortably near your eyes, you wait patiently for the count of ten breaths. Perhaps it was just a deer or another harmless woodland creature? Just as you rise from your crouch you spot a pair of hobgoblins heading down the trail. Their yellow teeth and eyes are offset by the orange

hue of their skin. However, you are more concerned with their barbed spears used for hunting prey. From your position, it is likely that you can ambush them with your mace or sit quietly and let them pass. If you choose to attack, you may make one free Combat Roll.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 12 or better to hit the hobgoblin; if you hit, you deal 1d6+3 HP of damage. The hobgoblin must roll a 13 or better on 1d20 to hit you; if it hits, the hobgoblin deals 1d6 HP of damage. The hobgoblins have 27 and 25 Hit Points.

Advanced Game Combat: Hobgoblins (AC 5; HD 1+; HP 27, 25; Damage 1d6)

If you ambush and defeat the two hobgoblins, **Go to 15**.

If you would rather wait for them to vacate the area, **Go to 58**.

50) The trail runs north and south for roughly 100 feet. At the mid point, a small trail branches off to the east.

To head north, **Go to 78**.

To head south, **Go to 45**.

To follow the trail to the east, **Go to 98**.

51) You step inside the darkened trunk and notice a crude wooden ladder fashioned in the wall of the old tree. It heads up into the darkness.

To climb the ladder, **Go to 13**.

Otherwise you find nothing else of interest and head back. **Go to 6**.

52) The trail traverses some rough terrain as you head east. After 40 feet or so it evens out and you are able to continue without difficulty. Eventually the trail ends at a small sunlit clearing. The peaceful surroundings remind you of the purpose behind your quest and fill you with a renewed vigor. You discover the remains of a small fire pit at the far end of the clearing.

Upon closer inspection, you presume that it is at least two days old. You notice several large boot prints in the

soil near the fire. Too large for a goblin, they were most likely left by woodsmen. When you are finished examining the clearing, you head back to the west.

Go to 68.

53) You take your leave of the hut and step back into the clearing.

To inspect the surrounding area, **Go to 93**.

To head back, **Go to 55**.

54) The trail, running east and west, branches off to the north. Judging by the small pile of droppings on the trail, a deer passed through here earlier this morning.

To head north, **Go to 128**.

To head east, **Go to 43**.

To head west, **Go to 92**.

55) This small glade is filled with a sea of wild flowers. Vivid blues, reds and yellows glisten in the bright sunlight overhead. The low hum of industrious bees darting from blossom to blossom fills the air. The path, rimmed with animal prints, splits here heading north, east and south. The flowers appear to overflow down the path to the north while the tracks head off to the east.

To head north, **Go to 105**.

To head south, **Go to 125**.

To head east, **Go to 60**.

56) The trail leads you to a 'T' intersection.

To head north, **Go to 75**.

To head south, **Go to 66**.

To head west, **Go to 38**.

57) *EP: 10*

"My friend, why do I interest ye?" you speak softly to the small being barring your way. His whiskers twitch rapidly and your mind is filled with animal thoughts. You marvel at the speed with which this squirrel communicates and you are barely able to keep up with the

constant flow of new information. The squirrel begins by reassuring you that he and his cohorts mean you no harm. In fact, they have been waiting for you for several days and were pleased to finally meet you.

"Waiting for me?" you mumble, "Who, er, what told you I was coming?"

Again the flood of thoughts assaults your mind. The squirrel replies that several days ago the morning sun told them a great and noble one would pass through the woods and they were to offer assistance. No sooner do the thoughts register in your mind than three young squirrels descend from the trees, each bearing a small acorn. These are placed at your feet and you would almost swear that the squirrels had bowed after leaving your gift. You pick up the small nuts and examine them with your roughened hands. The squirrel-thoughts continue and you learn that these three nuts can be used during times of need to heal 6 hp each (record this on your character sheet). The squirrel then continues, advising that there is great danger nearby along the trail to the east. They advise you to turn back and head south. Almost as an afterthought, the squirrel offers to show you a secret way through the thick brush to the west. You thank the squirrel immensely for the aid and produce a small crust of bread from your pouch and offer it to your friend. He takes the piece from your hand and munches hungrily at it while waiting for you to decide your next move.

If you decide to head south, the squirrels bid you farewell, having completed their mission. **Go to 20**.

If you follow the squirrels along the secret way to the west, **Go to 69**.

58) To head north, **Go to 45**. To head south, **Go to 110**.

59) The trail emerges into a small clearing and branches off in all four directions.

To head north, **Go to 115**.

To head east, **Go to 66**.

To head south, **Go to 24**.

To head west, **Go to 26**.

60) The trail splits here, heading north, south and west. Several fresh animal tracks lead north through the trees. The fragrant smell of wildflowers wafts in from the west.

To head north, **Go to 106.**

To head south, **Go to 114.**

To head west, **Go to 55.**

61) The forest path heads east and west approximately 120 feet. At the midpoint, a smaller path branches off to go north. At the eastern end the path turns to lead southeast. A few clouds have begun to gather overhead and the sunlight surrounding you begins to dim slightly. You are painfully reminded of the fear and despair that you felt a few mornings ago when the light and gaze of your deity had dimmed from your presence.

To head west, **Go to 114.**

To head north down the small path, **Go to 83.**

To head east, **Go to 90.**

62) Slapping your face to suppress the grogginess, you continue walking. After a few steps you discover a large patch of mushrooms lining the trail, their spores wafting overhead. There are many varieties of mushrooms and you suspect that these must be a type of hallucinogenic fungus which would account for your sudden weariness. You decide to quickly turn around and head back before succumbing to the powerful toxic spores.

Go to 26.

63) Lying on your stomach with your beard in the dirt, you reach inside the burrow. You feel the splintered ends of several bones and nothing else of interest. You brush yourself off and head back.

Go to 92.

64) The path leads north for roughly 60 feet before it turns to the east. Directly above you is a chorus of birdsong. Several small sparrows flutter down to just above your head and

examine you briefly before flying back up into the safety of the canopy. You turn east and follow the trail for another 20 feet or so before it ends at a small clearing. Before you can turn to head back, a dark blue scrub jay swoops down and lands a few feet away from you. It lets out a sharp trill and stamps the ground twice.

If you ignore the bird and head back the way you came, **Go to 30.**

If you have prepared *Speak With Animals* and wish to cast it, **Go to 97.**

65) "Wait! I did not know anyone was up here!" you explain, showing both your hands to be empty.

"Well I am up here and I do not appreciate intruders. Now be a good dwarf and scurry back from whence you came!"

Not especially eager to be on the receiving end of an arrow in the face, you quickly step onto the wooden ladder and begin to climb down. Halfway down the ladder your foot slips. Make a Strength check! If you succeed, you manage to hang on while you reposition your foot and you climb down the rest of the way. If you fail, you lose your grip and plummet 20 feet to the ground. Lose 10 hp.

Go to 6.

66) The trail continues for roughly 40 feet over easy terrain before turning sharply. You pause and take a long swallow from your waterskin before you continue.

To head north, **Go to 56.**

To head west, **Go to 59.**

67) The trail heads west roughly 40 feet before it opens into a rather large clearing. In the clearing is an enormous black boulder. Two goblins are carving something in the boulder with crude tools. When you enter the clearing they exchange their tools for spears and hiss at you. Clutching your mace, you prepare to end their miserable lives.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 10 or better to hit the goblin; if you hit, you

deal 1d6+3 HP of damage. The goblin must roll a 15 or better on 1d20 to hit you; if it hits, the goblin deals 1d6 HP of damage. The goblins have 22 and 25 Hit Points.

Advanced Game Combat: Goblins (AC 7; HD 1-1; HP 22, 25; Damage 1d6)

If you defeat the two goblins, **Go to 12.**

If you escape, **Go to 92.**

68) The trail meanders through some dense brush before emerging back into a small clearing where the trail heads north, south and east. To the north, the trail appears to bend sharply to the west. To the south, the trail turns and heads east. A small snake slithers through the leaves on the side of the trail as you enter the clearing. You pause to survey your options.

To head north and turn west, **Go to 82.**

To head east, **Go to 52.**

To head south and turn east, **Go to 38.**

69) The secret way, while easy for a squirrel to negotiate, is rather difficult for a husky dwarf. Any attempts at stealth are cast aside as you push your way through the thick brush, slender branches whipping past your face. After a short distance, you emerge into a small clearing and a distinct trail begins, heading northwest. At this point the squirrels bid you farewell and disappear into the trees to continue their simple life.

Go to 24.

70) Your search reveals nothing out of the ordinary. The clearing is surrounded by trees and wildflowers.

To enter the hut, **Go to 27.**

To head back, **Go to 55.**

71) The trail is well-defined here and you can follow it easily. After approximately 40 feet, the trail makes a sharp turn.

To head north, **Go to 18.**

To head east, **Go to 99.**

72) You place the acorn in your pouch and go back outside. After a few seconds, you notice that the clearing has grown very quiet. The low drone of the bees busily at work is gone and the air is very still. The chatter of squirrels and ever-present chorus of birdsong that normally fills the forest are replaced with an uncomfortable silence. A gnawing sense of guilt begins to build in your heart and you place your hand on the acorn carving in your pouch, fearful of the consequences of your actions.

If you return the acorn, **Go to 23.**

Otherwise, **Go to 29.**

73) The trail ends at a large tree. A few feet above the ground is a large beehive, the occupants busily milling about the clearing. A few of them buzz around you before going about their business. You can hear running water to the north, but the trail ends and the undergrowth is too thick to try to negotiate. As you turn to head back to the south your stomach growls hungrily, eager for a taste of sweet honey.

Make an Intelligence check.

If you succeed, **Go to 109.**

If you fail, **Go to 89.**

74) The trail leads south for roughly 25 feet before ending at a small burrow. By the looks of it, it has been long abandoned.

To reach inside and feel around, **Go to 63.**

To head back, **Go to 92.**

75) The path heads north and south approximately 100 feet. The trail zigzags back and forth a few times to maneuver around a large stone or tree in the path.

Make a Dexterity check!

If you succeed, **Go to 3.**

If you fail, **Go to 46.**

76) *EP: 200*

Calling upon The Eternal Lantern, you ask for sufficient water to nourish

these small seeds. Sprinkling a few drops from your waterskin, the dried soil covering the seeds begins to darken and small puddles of water seep up from the earth, bathing the ground encircling the hallowed clearing and nourishing the acorns. With a contented smile, you bid the grove farewell. As you turn to leave, you notice a magnificent deer, his many-pronged antlers a testament to his age and experience, staring at you through the trees. The noble animal tilts his mighty rack to the left and bounds off through the woods. Please record the number '122' on your character sheet.

Go to 31.

77) The trail continues east and west roughly 60 feet. Halfway along the wooded trail a path branches off and heads south. At the eastern end of the trail, it turns and goes north.

If you travel east and turn north, **Go to 34.**

To head south, **Go to 25.**

To head west, **Go to 39.**

78) After traveling for a few minutes over light terrain, you see a small clearing ahead where the trail appears to diverge and continue north, east and south. You notice several animal prints in the soft earth alongside the trail. While most are likely old, several appear to be quite fresh.

To head north, **Go to 125.**

To head east, **Go to 36.**

To head south, **Go to 50.**

79) You struggle through another 40 feet or so of dense brush. A few strokes of your mace clear away some of the vegetation more difficult to traverse. Whatever animals use this trail must be small indeed! The trail turns sharply to the east.

To follow the trail to the east, **Go to 47.**

To head back, **Go to 45.**

80) Reaching out a gloved hand, you lift a large patch of moss and notice

some faint writing etched into the obsidian surface of the boulder. You carefully examine the writing, but you are unable to decipher it. Based on the crude workmanship, you deduce that it was likely the work of a goblin or other less-intelligent race. It is not unheard of for them to scrawl messages on stones and trees, and this one appears very old indeed. Just in case, you deftly chip a large gouge through the center of the message, obliterating its meaning. With a smile, you turn back to the north.

Go to 85.

81) The path opens into a quiet clearing where young saplings reach up towards the sun through the thin grass and wildflowers. As soon as you step into the clearing, a warm voice calls out to you from the tree line. "I have been waiting for you, master dwarf!"

If the deer spotted you, please turn to the entry you were instructed to record. This is the only time you will need to know that entry number so you may erase it from your character sheet.

Otherwise, **Go to 112.**

82) The trail widens as you approach an intersection. There appears to be another intersection roughly 40 feet to the southwest. To the east, the trail turns and travels southward after a short distance.

To head north, **Go to 91.**

To head east and turn south, **Go to 68.**

To head southwest, **Go to 90.**

83) After roughly 40 feet, the trail turns sharply to the west. Fresh animal tracks dot the soft trail, although you are unsure what sort of beast might have left them.

Make an Intelligence check! If you succeed, **Go to 121.**

Otherwise, to head west, **Go to 33.**

To head south back to the main trail, **Go to 61.**

84) The weight of the snake drives you to the ground and you find that you are immediately wrapped up in the vice-like grip of the constrictor. Before the breath is squeezed from your lungs, you manage, quite fortuitously, to free both your arms! If you have a *Snake Charm* spell available and would like to cast it, **Go to 87**.

Otherwise you must fight your way free! Regardless of whether or not the snake makes a successful attack, you

lose 1 hp per round due to constriction. You also suffer a -1 penalty to your combat rolls.

Basic Game Combat: You attack first. Roll 1d20. You must roll an 11 or better to hit the snake; if you hit, you deal 1d6+3 HP of damage. The snake must roll an 11 or better on 1d20 to hit you; if it hits, the snake deals 1d4 HP of damage. The snake has 33 Hit Points.

Advanced Game Combat: Snake (AC 6; HD 3; HP 33; Damage 1d4)

If you defeat the snake, **Go to 94**.

85) After tramping along a narrow path, you arrive at a four-way intersection. You scan all four directions, but the overgrowth is too thick to discern anything of value.

Make a Wisdom check. If you pass, **Go to 129**.

Otherwise, to head north, **Go to 40**.

To head east, **Go to 96**.

To head south, **Go to 11**.

To head west, **Go to 2**.

86) The trail heads south for a short distance before turning sharply to the west. You push aside some overgrowth with your hands and follow the trail around the turn. After walking another 60 feet or so, the trail ends at a huge hollow tree. A large crack runs up the trunk as though hewn by the axe of the giant lords. The crack is large enough for you to walk through.

If you would like to step inside the hollowed trunk, **Go to 51**.

Otherwise, you turn back. **Go to 6**.

87) *EP: 175*

Calling upon The Eternal Lantern for help, you command the snake to obey your will. As quickly as it began, the constriction ends and you scuttle away as the snake begins to rhythmically sway from side to side. Thanking your deity for saving you from harm, you dash back the way you came, plowing through the overgrowth.

Go to 45.

88) The trail goes east and west for approximately 160 feet over relatively smooth terrain.

To head west, **Go to 22**.

To head east, **Go to 117**.

89) Relying on speed and strength rather than brains and common sense, you take a few practice swings with your mace before approaching the hive and smashing it open. Ignoring the painful stings, you grab a handful of



crushed honeycomb and dash into the woods hoping to evade the angry swarm that is forming. Lose 2 hp.

Go to 54.

90) Your short strides carry you onward towards a small clearing where the trail diverges. Glancing at the trees, you wish they could speak and direct you towards your goal. Looking down each trail, you spot another intersection to the northeast and south, each roughly 40 feet away. To the northwest, the trail turns sharply and heads westward.

To head northeast, **Go to 82.**

To head south, **Go to 120.**

To head northwest, **Go to 61.**

91) The trail makes a sharp turn around a thick tree trunk slick with moss.

To head west, **Go to 4.**

To head south, **Go to 82.**

92) The trail continues for a short distance before forming a "T" intersection.

To head west, **Go to 67.**

To head south, **Go to 74.**

To head east, **Go to 54.**

93)

Roll 1d6.

If you roll 1-2, **Go to 132.**

If you roll 3-4, **Go to 102.**

If you roll 5-6, **Go to 70.**

94) *EP: 175*

Mustering all the courage you can manage, you assail the snake with your mace. Slowly the grip eases and you are able to wriggle free from the deadly embrace. You lie next to the lifeless body of the snake to recover your breath for what feels like an eternity. Once you feel well enough to rise, you head back, eager to put this clearing behind you!

Go to 45.

95)

To enter the hut, **Go to 27.**

To head back, **Go to 55.**

96) The trail travels east and west. There are fresh markings on the ground, but you are not sure who or what recently passed through here.

To head east, **Go to 18.**

To head west, **Go to 85.**

97) You cast the spell and introduce yourself to the jay. A beautiful flood of music cascades into your mind and you comprehend the intricacies of birdsong. The bird welcomes you to the woodland realm and you nod your head in respect, your mind fully understanding the delicate speech. The jay takes a few steps towards you and acknowledges that the birds had been told to await your coming and offer you assistance.

"How could you know I would be passing through here?" you inquire.

Again, a song woven from avian melodies is translated in your mind and you understand. Several days ago when they awoke to greet the morning sun, they were told to await a great and noble one who would grace the forest. No sooner do the thoughts register in your mind than three young red-breasted robins descend from the canopy bearing small berries in their beaks. They place them at your feet and you think for a moment that they actually bowed after depositing the gift. You nod your head in respectful reverence and accept the gifts, carefully examining them in your roughened hand. These three berries, the jay explains, can be used in times of need to grant you +1 to your combat rolls for the duration of a battle (record this on your character sheet). As a show of gratitude, you produce a small piece of bread from your pouch and offer it to the jay. He snatches it up in his black beak and flies back up into the trees. You pause for a moment to express your gratitude to Dirasip for this wonderful gift and then head back.

Go to 30.

98) The trail leads east for roughly 40 feet before it ends at a small clearing. There are some smoldering ashes lying in a fire pit. Someone was here very recently. Feeling vulnerable, you quickly scan the trees for any sign of an ambush. Rather than stand out here in the open, you decide to quickly head back.

Go to 50.

99) The path follows a gentle grade for a few feet before leveling out again. On more than one occasion you spot a squirrel staring at you intently from the backside of a tall tree. You have heard of carnivorous flying squirrels that attack in great swarms, but this particular fellow seems harmless enough.

"Good morning, young master!" you offer as you raise your right hand in greeting. The squirrel flinches at the sound of your voice but continues to stare at you. Unsure as to whether or not you are being regarded as an intruder or a potential meal, you continue down the trail, which makes a sharp turn.

To head north, **Go to 19.**

To head west, **Go to 71.**

100) As you turn to leave the grove, you notice many tiny mounds of dry earth, similar to beads on a necklace, encircling the trampled earth. The dry earth covering one mound has crumbled away, exposing a tiny acorn. The arrangement would suggest that these seeds have been purposely planted awaiting the rains. You check your waterskin and sigh, knowing that you do not have enough to water all of the seeds.

If you have prepared *Create Water* and would like to cast it now, **Go to 76.** Otherwise, **Go to 31.**

101) You step ahead to the north and suddenly a squirrel scampers out from the underbrush and into the trail, blocking your progress. His bushy tail swishes back and forth while his dark eyes gaze at you, unblinking.

If you frighten him off, **Go to 116.**

If you have prepared *Speak With Animals* and would like to cast it now, **Go to 57.**

102) The clearing is surrounded by trees and wildflowers. A few feet away from the clearing you spot a small well-tended garden and a crude shovel fashioned from wood. Your stomach pleads with you to sample one of the tender, young carrots.

If you take a carrot, **Go to 8.**

Otherwise, **Go to 95.**

103) After roughly 40 feet, the trail stops at a thick wall of brambles. To the north you hear the sound of rushing water. Rather than risk climbing through the thorny brambles, you head back.

Go to 124.

104) The path, covered with leaves, leads south roughly 25 feet. The trail ends at a large wall of thorny vines. A dead stag is sprawled in the thorns, two dozen black arrows protruding from his ribs and back. You inspect the arrows and confirm that they are goblincraft. They take sport in destroying the beauty of the forest and this noble stag threw himself into the thorns to escape the goblin pursuit. Once he was tangled in the brush, the goblins must have used him for target practice and left him to rot. You pull the valiant creature from the thorns and lay his body on the forest floor where he will no longer be put on display. Disgusted and vowing vengeance, you head back.

Go to 39.

105) The flowers ebb northwards roughly 40 feet towards a small thatched hut nestled in a clearing between two mighty trees. The circular hut, approximately 20 feet in diameter, is in good condition and appears very warm and inviting.

To enter the hut, **Go to 27.**

To inspect the rest of the clearing, **Go to 93.**

To head back, **Go to 55.**

106) The trail, littered with animal tracks, makes a sharp turn here.

To head east, **Go to 48.**

To head south, **Go to 60.**

107) As you bend down to pull up a tender carrot, you spot a flicker of movement to the east. With his thick tail swishing behind him, a small fox stares at you for a few moments before scampering off to the east. You cannot help but feel that he was watching your every move.

Go to 95.

108) You follow the path over a small hill and through a large gap in a wall of thick brambles that lines the northern edge of the trail. Once through the brambles, you emerge along a vast riverbank lined with a vast expanse of smooth stones. On the other side of the river is a menacing wall of thorns and vines. You can see an entrance through the brambles leading you into the northern forest. To river is not deep and you can traverse it quite easily.

To cross the river, **Go to 202.**

To head back to the south, **Go to 22.**

109) *EP: 2*

You know that smoke is often used to facilitate the honey harvest. Building a small fire near the hive, you place a pile of damp leaves in the flames and eagerly wait as the bees vacate the hive. Acting quickly, you use your carving knife to dislodge a slice of sweet honeycomb. With your prize in hand, you smother the small fire and head south, savoring the sweet treat.

Go to 54.

110) The forest path darts through the trees and around several large stone formations. While many of the stones appear natural, your dwarven sense is alerted to the fact that several of them have been placed here. Based upon the particular arrangements, you believe that they are burial cairns laid here long ago. Turning back to the matter at

hand, you continue along the trail which follows a slow bend.

To follow the trail to the north, **Go to 28.**

To follow the trail to the east, **Go to 6.**

111) The trail leads west for approximately 40 feet before ending at a large fallen tree. You work your way around the tree, but the trail has been overgrown with brush. You head back.

Go to 24.

112) "I have awaited your arrival for sometime, my friend. I am known by many names to my woodland friends, but you may call me Sterling Oakenshield."

As the bearded man, dressed in brown and green robes, speaks, a spry mountain chickadee darts from the safety of the trees and gently lands on his shoulder. He whispers softly to his feathered guest who immediately flies back into the leafy shelter.

"You have been waiting for me? I am afraid we have never met and I was not told I should expect to find anyone here in the forest. Perhaps you have confused me for someone else?" you offer.

"No, 'tis certainly you that I await. You may not be aware, but your every step since you stepped foot in the forest has been observed from near and far, for I have eyes and ears throughout this wooded realm. Know this, dwarf, there are many forces at work in these woods, both good and evil!"

Make a Charisma check!

If you succeed, **Go to 126.**

Otherwise, **Go to 135.**

113) This short 50-foot section of trail runs north and south. At the north end, the trail turns west. At the south end it turns east. Deep into the brush to the south you hear a chorus of birdsong. The delicate melodies revitalize your strength and you press on, encouraged by your surroundings.

To head south and turn east, **Go to 120.**

To head north and turn west, **Go to 36.**

114) The path makes a sharp turn here to navigate around a large mossy boulder.

To head north, **Go to 60.**

To head east, **Go to 61.**

115) The trail goes north and south roughly 60 feet. Halfway down the trail you spot a frightened hare trying desperately to free itself from a snare trap. You guess that either a goblin or a woodsman must have set this trap. You take pity on the poor rabbit and carefully release it. You would hate for it to fall into the cruel hands of a goblin cook. It scampers off without looking back and you continue on your way.

To head north, **Go to 38.**

To head south, **Go to 59.**

116) Stamping your boots, you hiss angrily at the squirrel and he darts off into the trees. There is a sudden chatter above you in the trees and then silence. The trail continues for another 20 feet or so before it ends abruptly at a large pile of deadfall. You turn around and head back to the south.

Go to 20.

117) You are at an intersection where the trails converge. Sterling Oakenshield waves at you from the south and wishes you speed on your quest.

To head north, **Go to 123.**

To head east, **Go to 124.**

To head west, **Go to 88.**

118) The trail wriggles through some heavy brush and you grimace as more than one slender branch whips across your face. After roughly 40 feet, you see that path turns northward through even more thick brush.

To continue north, **Go to 79.**

To head west, **Go to 45.**

119) The path leads into the deep brush approximately 45 feet. Sweeping aside a tree branch that extends across the path you come face to face with a snarling wolf! His hair standing on end, the wolf bares his bright teeth and snaps at you! The thick brush prevents you from escaping.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 10 or better to hit the wolf; if you hit, you deal 1d6+3 HP of damage. The wolf must roll an 11 or better on 1d20 to hit you; if it hits, the wolf deals 1d4+1 HP of damage. The wolf has 32 Hit Points.

Advanced Game Combat: Wolf (AC 7; HD 3; HP 32; Damage 1d4+1)

If you defeat the wolf, **Go to 134.**

120) After traveling for a short distance, you arrive at a crossroads of sorts. Several paths meet in a ruddy circle of grass and soft earth.

To head north, **Go to 90.**

To head south, **Go to 34.**

To head west, **Go to 113.**

121) *EP: 5*

You notice that several of the trees alongside the trail are marred by deep scratches left by tooth or claw.

To head west, **Go to 33.**

To head back to the main trail, **Go to 61.**

122) You turn towards the direction of the voice and see a bearded man dressed in dark green and brown robes step out from behind a large tree. He smiles as he approaches, and bids you to lower your mace.

"I have awaited your arrival for sometime, my friend. I am known by many names to my woodland friends, but you may call me Sterling Oakenshield."

As he speaks, a spry mountain chickadee darts from the safety of the trees and gently lands on his shoulder. He whispers softly to his feathered guest who immediately flies back into the leafy shelter.

"You have been waiting for me? I am afraid we have never met and I was not told I should expect to find anyone here in the forest. Perhaps you have confused me for someone else?" you offer.

"No, 'tis certainly you that I await. You may not be aware, but your every move since you stepped foot in the forest has been observed from near and far, for I have eyes and ears throughout this wooded realm."

With that, the magnificent stag that witnessed your deeds in the sacred circle steps fearlessly into the clearing and stops alongside the druid.

"Aye, I know of your generosity and heart, good dwarf. As a follower of Belanar, The Old Oak, I can recognize those with good and evil intent. There are many dark forces at work in these woods, but I feel that you are not among them. I know not why you are here, but if I may aid thee, I shall."

You introduce yourself and explain your mission to Sterling, who listens intently to your tale. When you arrive at the part where you offered your services to the acorns planted around the sacred circle, tears rim his eyes and he pats you gently on the shoulder.

"My stout friend, I have no doubt that you will succeed in your quest. Allow me to offer you a word of advice. Beyond the river to the north, the woods become a veritable maze of bramble, hedge and brush. Likewise, they become far more dangerous. The goblin infestation is somewhat controlled on this side of the river, but the same cannot be said for the woods to the north. Be on your guard and may the light of your god shine in your favor!"

You thank the druid and continue on your way. As you leave the clearing, you are suddenly aware of all the creatures, great and small, observing your departure. Please record 'Sterling' along with the number '138' on your character sheet.

Go to 117.

123) The path ends after roughly 40 feet. To the north, through a thick wall

of brambles and deadfall you hear the sounds of running water.

Roll 1d4.

If you roll a 1-3, **Go to 137.**

If you roll a 4, **Go to 141.**

124) The path splits around the base of a large tree.

To head north, **Go to 103.**

To head northeast, **Go to 127.**

125) This 80-foot section of the forest path runs north and south. Tall boughs arc gracefully overhead, shrouding the path with a gentle shade. A faint breeze carries the sweet smell of pollen through the trees and your spirits are lifted up by the peaceful scene. Dozens of animals have left their footprints in the soft earth alongside the path and most appear to head towards the north.

To head north, **Go to 55.**

To head south, **Go to 78.**

126) “Master of the forest, I assure you that my intentions are good. If I have trespassed, I mean no harm to you or your animal brethren. I am here to fulfill the will of my deity, The Eternal Lantern!”

The druid eyes you suspiciously as you explain your quest. As you recall certain parts of your journey, a bird or squirrel calls out to the druid apparently confirming your tale. After you finish, Sterling closes his eyes and ponders your words for several seconds.

“Before I can allow you to pass deeper into the forest, I would ask you to prove your worth.” he proclaims.

If you have prepared Befriend and wish to cast it now, **Go to 142.**

Otherwise, **Go to 136.**

127) You follow the path over a small hill and through a large gap in a wall of thick brambles that lines the northern edge of the trail. Once through the brambles, you emerge along a vast riverbank lined with a massive expanse of smooth stones. On the other side of the river is a menacing wall of thorns

and vines. You can see an entrance through the brambles leading you into the northern forest. To river is not deep and you can traverse it quite easily.

To cross the river, **Go to 216.**

To head back to the southwest, **Go to 124.**

128) The trail becomes very faint in spots as you head through here. You can hear the sounds of running water to the north.

To head north, **Go to 73.**

To head south, **Go to 54.**

129) You cannot help but feel that you are being watched. The uncomfortable feeling causes the bile to rise in your throat. Glancing carefully around the clearing, you decide to hurry along, keeping a close eye on your surroundings.

To head north, **Go to 40.**

To head east, **Go to 96.**

To head south, **Go to 11.**

To head west, **Go to 2.**

130) Crawling on your belly, you are able to get past the dense brush blocking your path.

To continue, **Go to 352.**

To head back, **Go to 283.**

131) As you round the tree, you hear a soft whine and you instinctively jump backwards just as a crossbow bolt flies through the space you had occupied a moment ago. The goblin that fired the bolt steps out from his hiding place and begins to frantically reload.

Go to 133.

132) The clearing is surrounded by trees and wildflowers. A few feet away from the clearing you spot a small well-tended garden and a crude shovel fashioned from wood. Your stomach pleads with you to sample one of the tender, young carrots.

If you take a carrot, **Go to 107.**

Otherwise, **Go to 95.**

133) Before the goblin can reload, you leap towards him, mace at the ready! He draws a sword and prepares to meet your charge.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 10 or better to hit the goblin; if you hit, you deal 1d6+3 HP of damage. The goblin must roll a 15 or better on 1d20 to hit you; if it hits, the goblin deals 1d6 HP of damage. The goblin has 25 Hit Points.

Advanced Game Combat: Goblin (AC 7; HD 1-1; HP 25; Damage 1d6)

If you defeat the goblin, **Go to 192.**

If you escape, **Go to 208.**

134) *EP: 65*

Your mace connects with deadly accuracy and shatters your opponent's jaw. Blood dripping from his splintered maw, the enraged wolf lunges at you and you smash it between the eyes with the head of your mace. After resting for several moments, you return the way you came.

Go to 34.

135) “I assure you that I am not evil nor do I mean thee harm. Please allow me to pass, I have a great quest to complete and nothing will obstruct me from my goal!” you offer, bowing before the druid.

“Rise, dwarf. You may pass, but know that I will be watching you from the earth and sky. Your every step will be recorded by the trees and grass. Tread softly and respect the forest and we will have no further quarrel.”

You thank the druid and continue on your way. As you leave the clearing, you are suddenly aware of all the creatures, great and small, observing your departure.

Go to 117.

136) “Great druid, I am bound by my faith to do and say that which is right and just. On my honor, I am not here to cause harm to thee or the woods and creatures that you so love. Please allow

me to fulfill my quest and restore my standing with my god." you plead.

Sterling nods his head and beckons you to pass. You thank the druid and continue on your way. As you leave the clearing, you are suddenly aware of all the creatures, great and small, observing your departure.

Go to 117.

137) You find nothing of interest here and decide to head back.

Go to 117.

138) After your morning prayers at dawn, you bid Sterling farewell and continue the long journey back home. Your heart is full, knowing that you accomplished all that was asked by The Eternal Lantern. Your journey in peace and solace, comforted by your incredible successes.

When you arrive at the Assembly of Light, you carry the remains of the noble Mokira with beaming pride. You lay them before the altar where they will be blessed and the great servant of Light will once again be able to rest.

With news of your arrival, the High Lantern rushes into the chapel displaying a great smile across his face.

"My child, you are indeed a faithful servant and you shall be blessed for your deeds. Having proven yourself worthy you are welcomed back into the graces of the Assembly. Return here this evening. I have a special gift I would like to bestow upon you as a token of your great service."

You thank the head of your order and return home to rest, a great weight having been lifted from your stout shoulders. You smile as you enter your humble dwelling, setting your heavy pack on the floor. You wash the grime from your face and beard and lie down to finally rest from your labors, dreaming of the great gift that awaits you.

You have succeeded in your quest, but more adventure still awaits you. Why not try again?

139) You are unable to find a safe way around the brambles. Disappointed, you head back.

Go to 283.

140) *EP: 2*

The scratches appear to be goblin runes. While you are unable to read what has been etched in the stone, you feel it would be wise to scratch them away with the head of your mace. You then head back.

Go to 248.

141) While most have been claimed by birds and other animals, you notice several succulent berries growing from the brambles. Refreshed by the sweet fruit (restore 2 hp), you head back.

Go to 117.

142) *EP: 50*

"My friend, there is no need to prove yourself through magic or guile! But the very fact that you would call upon The Eternal Lantern for aid in this moment has proven to me that your trust lies not in your own flesh but in the hand of faith. Therefore, I believe you. Go forth with cheer and strength. May The Old Oak watch thy steps and open the path before you!" smiles the druid.

You thank the druid and continue on your way. As you leave the clearing, you are suddenly aware of all the creatures, great and small, observing your departure.

Go to 117.

143) Two goblins holding black-tipped spears are greedily stuffing berries into their mouths. The juice trickles down their neck like a bloody beard. Sensing you approach, they grin savagely as they turn and ready their spears!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 10 or better to hit the goblin; if you hit, you deal 1d6+3 HP of damage. The goblin must roll a 15 or better on 1d20 to hit you; if it hits, the goblin deals 1d6 HP of damage. The goblins have 24 and 27 Hit Points.

Advanced Game Combat: Goblins (AC 7; HD 1-1; HP 24, 27; Damage 1d6)

If you defeat the two goblins, **Go to 149.**

If you escape, **Go to 248.**

144) Calling upon your deity, you focus your thoughts upon the mind of the dire wolf. The flow of thoughts ceases abruptly and the wolf, driven by madness and fear, begins to growl and paw the earth in a desperate attempt to free itself. Not all creatures are willing to openly communicate and this animal is no exception.

If you attempt to free the dire wolf, **Go to 157.**

If you slay the beast, **Go to 171.**

Otherwise, you leave the dire wolf to its fate and head back. **Go to 244.**

145) The dire wolf steps back on his haunches as you approach, your left hand held out in a gesture of peace. You set your mace on the ground to free up your right hand to allow you to work the chain off the stake. As soon as your attention is diverted, the wolf lunges and clamps his sharp teeth into the soft tissues of your hand. Twisting and pulling, you cry out as bones are dislocated and fractured. The force of the attack pulls you closer and the frenzied beast releases your hand long enough to reposition his teeth on your neck. The rhythmic spurt of your blood only fuels the rabid fire that burns deep within the beast and he continues unabated until you are sufficiently lifeless to satisfy his needs.

Your quest ends here. Try again.

146) You are unable to decipher any of the runes.

Go to 196.

147) With a spry step and a deftness that defies appearance, you manage to avoid any entanglements and continue on your way.

Go to 152.

148) Your eyes quickly adjust to the light and you find yourself in a small clearing.

Go to 159.

149) EP: 70

The head of your mace, coated in a fine spray of blood and bone fragments, digs deeply as it crashes down on your foe. With bones jutting from fractured limbs, the remaining goblin puts up little resistance as you crush the evil from it. Your work finished, you help yourself to some of the berries as of yet untouched by the foul goblin hands. When you have eaten your fill, you head back.

Go to 248.

150) After your morning prayers at dawn, you bid Sterling farewell and continue the long journey back home. Your heart is full, knowing that you accomplished all that was asked by The Eternal Lantern. Your journey in peace and solace, comforted by your incredible successes.

When you arrive at the Assembly of Light, you carry the remains of the noble Mokira with beaming pride. You lay them before the altar where they will be blessed and the great servant of Light will once again be able to rest.

With news of your arrival, the High Lantern rushes into the chapel displaying a great smile across his face.

"My child, you are indeed a faithful servant and you shall be blessed for your deeds. Having proven yourself worthy you are welcomed back into the graces of the Assembly. Return here this evening. I have a special gift I would like to bestow upon you as a token of your great service."

You thank the head of your order and return home to rest, a great weight having been lifted from your stout shoulders. You smile as you enter your humble dwelling, setting your heavy pack on the floor. You wash the grime from your face and beard and lie down to finally rest from your labors, dreaming of the great gift that awaits you.

You have succeeded in your quest, but more adventures exist for you to discover. Why not try again?

151) EP: 105

The head of your mace, coated in a fine spray of blood and bone fragments, digs deeply as it crashes down on your foe. With bones jutting from fractured limbs, the remaining goblin puts up little resistance as you crush the evil from it. Your work finished, you help yourself to some of the berries as of yet untouched by the foul goblin hands. When you have eaten your fill, you head back.

Go to 248.

152) The path turns sharply here.

To head south, Go to 261.

To head west, Go to 254.

153) As you round the tree, a crossbow bolt fired from the brush nestles painfully in your hip. Howling in rage, you see a lone goblin emerge from hiding and try frantically to reload his crossbow. Lose 4 hp.

Go to 133.

154) EP: 130

Never underestimate a dwarf when cornered. Biting and punching your way through your opponents with a fiery rage, you savagely beat the Hobgoblins with your mace. After pounding the breath from their shattered ribcages, you heave the bodies off the cliff face for good measure and head back.

Go to 317.

155) As soon as both of your feet are within the confines of the circle, a shimmering glow spreads up from the stones, obscuring your vision. A sudden wave of nausea flows over you and you feel as though you are spinning violently. You fight the urge to cry out and grit your teeth. As quickly as it began, the sensations cease and you open your eyes.

Go to 148.

156) EP: 65

With your back to the river, you hum praises to your deity as you extinguish the sinister glow of evil in the hobgoblin. Purging his filthy soul with your mace you pound him into a quivering pulp of humility. You eventually heave his body off the cliff and onto the riverbank where it is baptized by the lazy current. Your holy work completed, you head back.

Go to 317.

157) Summoning enough courage to approach a snarling wolf is no small feat, yet somehow you manage. Tucking your beard into your belt, you hold out one hand and approach cautiously, trying to win the confidence of the angry creature.

Roll 1d4.

If you roll 1-3, Go to 145.

If you roll 4, Go to 168.

158) They appear to be scratches and nothing more. With nothing else of interest here, you head back.

Go to 248.

159) You are standing at a crossroads. Four paths lead out from the small clearing.

To head north, Go to 316.

To head east, Go to 237.

To head south, Go to 254.

To head west, Go to 228.

160) The circle is roughly six feet in diameter with eight rays projecting from the center of the circle. Crude runes have been etched into the earth surrounding the circle.

Make an Intelligence check!

If you succeed, Go to 190.

Otherwise, Go to 169.

161) Your eyes quickly adjust to the light and you find yourself in a small clearing.

Go to 197.

162) The circle is roughly six feet in diameter with eight rays projecting from the center of the circle. Crude runes have been etched into the earth surrounding the circle.

Make an Intelligence check!

If you succeed, **Go to 181.**

Otherwise, **Go to 146.**

163) EP: 10

The gentle tingle of magical energy surges through your limbs as you contemplate the black boulder. Through a filter of magical energy, the boulder pulsates like a blackened heart with waves of dark colors ebbing from the surface. This stone has been consecrated as a sacrificial altar to a perverse god. The blood of victims cries out from the surface of the smooth stone. Having seen enough, you turn your head in disgust and will the magical spell to be at an end to spare you the palpable taste of evil that has been spilled before your eyes.

You lack the proper rank and implements to give the altar a thorough cleansing but perhaps you can dispel some of the dark spirit of the stone by invoking The Eternal Lantern. If you have prepared a Light spell and would like to cast it, **Go to 187.**

Otherwise, you quickly distance yourself from the vile monument.

To head north, **Go to 335.**

To head east, **Go to 250.**

To head west, **Go to 235.**

164) Your beard snags on a bramble and the thorns seem to jump out and bite your arms and hands as you free yourself. Rubbing the tender scratches, you continue on your way. Lose 1 hp.

Go to 189.

165) Turning your back to the river, you continue on your quest.

Go to 317.

166) Pulling with all your dwarven might, you drag your stout frame up

onto the boulders. The path continues to the west down a gentle slope.

To head west, **Go to 222.**

To climb down and head north, **Go to 262.**

To climb down and head south, **Go to 240.**

167) The path ends after a short distance at a large pile of boulders and logs leading down to a trail below that runs north and south.

To climb down the pile, **Go to 193.**

To head west, **Go to 222.**

168) EP: 15

The dire wolf steps back on his haunches as you approach, your left hand held out in a gesture of peace. You set your mace on the ground to free up your right hand to allow you to maneuver the chain off the stake. Working quickly, you slip the chain free and the creature immediately bolts down the trail to what you hope will be a better life. A few minutes after you have finished, it begins to dawn on you how foolish you were to free a snarling wolf. Fortunately, luck was shining upon you and you are able to walk away with all your fingers intact.

Go to 244.

169) You are unable to decipher any of the runes.

Go to 183.

170) While you are admiring the view, you hear the unmistakable hiss of steel being drawn behind you. Turning towards the sound you see two fierce hobgoblins with axes drawn charging you! With the cliff at your back, there is no escape. Raising your mace, you meet their charge.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 12 or better to hit the hobgoblin; if you hit, you deal 1d6+3 HP of damage. The hobgoblin must roll a 13 or better on 1d20 to hit you; if it hits, the hobgoblin deals 1d6+1 HP of damage. The hobgoblins have 27 and 25 Hit Points.

Advanced Game Combat: Hobgoblins (AC 5; HD 1+; HP 27, 25; Damage 1d6+1)

If you defeat the two hobgoblins, **Go to 154.**

171) You take a deep breath and approach the wolf to end his miserable existence. These beasts are often used as goblin mounts and are undoubtedly stained by their perverse evil. You have even heard of goblin tribes that purposely infect the wolves with vile fevers that spread disease and madness. This solitary creature was likely left here to die after the fevers peaked and he was no longer manageable. The deathblow is clean and swift and you head back to continue your journey.

Go to 244.

172) With an elegance and grace that belies your race, you negotiate the pile with little difficulty. Pleased with yourself, you continue on your way.

Go to 307.

173) A cluster of birds take flight as you pass a group of nests buried deep within the hedge.

To head north, **Go to 242.**

To head south, **Go to 307.**

174) Stomping through the dried brush, you climb down into the ravine. Suddenly the ground beneath your right foot begins to shift and move! You step back and a large scorpion scuttles out from beneath your boot. The creature, fully two feet long, raises its stinger as a sign of aggression and snaps at you with a claw! If the scorpion scores a critical hit, you lose 1 additional hp due to poison.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 14 or better to hit the monstrous scorpion; if you hit, you deal 1d6+3 HP of damage. The monstrous scorpion must roll a 12 or better on 1d20 to hit you; if it hits, the monstrous scorpion deals 2d4 HP of damage. The monstrous scorpion has 35 Hit Points.



Advanced Game Combat: Monstrous scorpion (AC 3; HD 2; HP 35; Damage 2d4)

If you defeat the scorpion, **Go to 191.**

If you escape, **Go to 203.**

175) Try as you might, the thorns seem to grab at you with every step. By the time you negotiate the path, your arms and face are scratched and bleeding and you are quite annoyed. Lose 1 hp.

Go to 152.

176) *EP: 5*

By all accounts, these are goblin runes and this circle appears to be used as a form of warding device.

Go to 179.

177) The sounds of heavy breathing ahead of you cause you to freeze in your tracks. Peering ahead, you see a dire wolf sprinting towards you!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll an 11 or better to hit the dire wolf; if you hit, you deal 1d6+3 HP of damage. The dire wolf must roll an 11 or better on 1d20 to hit you; if it hits, the dire wolf deals 2d4 HP of damage. The dire wolf has 40 Hit Points.

Advanced Game Combat: Dire wolf (AC 6; HD 3; HP 40; Damage 2d4)

If you defeat the dire wolf, **Go to 212.**

If you escape, **Go to 242.**

178) As soon as both of your feet are within the confines of the circle, a shimmering glow spreads up from the

stones, obscuring your vision. A sudden wave of nausea flows over you and you feel as though you are spinning violently. You fight the urge to cry out and grit your teeth. As quickly as it began, the sensations cease and you open your eyes.

Go to 161.

179) If you step into the stone circle, **Go to 258.**

If you kick apart the stone circle, **Go to 226.**

If you would rather head back, **Go to 229.**

180) The circle is roughly six feet in diameter with four concentric circles surrounding a central stone. Crude runes have been etched into the earth surrounding the circle.

Make an Intelligence check!

If you succeed, **Go to 176.**

Otherwise, **Go to 182.**

181) *EP: 5*

By all accounts, these are goblin runes and this circle appears to be used as a form of magical transportation.

Go to 196.

182) You are unable to decipher any of the runes scrawled around the arcane circle.

Go to 179.

183) If you step into the stone circle, **Go to 178.**

If you kick apart the stone circle, **Go to 194.**

If you would rather head back, **Go to 348.**

184) A small stone shifts under your feet and you tumble beard-first down the rock pile. You finally land on the dirt path amid a cloud of dust. Rising to your feet, you wince as you feel the muscles in your back tighten and throb. Lose 5 hp.

Go to 307.

185) Three goblins holding black-tipped spears are greedily stuffing berries into their mouths. The juice trickles down their neck like a bloody beard. Sensing you approach, they grin savagely as they turn and ready their spears!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 10 or better to hit the goblin; if you hit, you deal 1d6+3 HP of damage. The goblin must roll a 15 or better on 1d20 to hit you; if it hits, the goblin deals 1d6 HP of damage. The goblins have 22, 24 and 27 Hit Points.

Advanced Game Combat: Goblins (AC 7; HD 1-1; HP 22, 24, 27; Damage 1d6)

If you defeat the three goblins, **Go to 151.**

If you escape, **Go to 248.**

186) Make a Strength check!

If you succeed, **Go to 166.**

If you fail, **Go to 198.**

187) *EP: 450*

"May the glory and light of The Eternal Lantern illuminate this wretched stone!" you cry as you beseech divine aid.

The surface of the stone begins to vibrate and splinter as rays of pure light burst forth from within. Blazing white cracks race across the blood-stained surface as the evil nature is cast out of the altar. The acrid smell of sulfur fills the air and a pure black liquid trickles from the stone to pool around the boulder in a ring of vile essence. You watch in awe as the hue of the stone begins to change to a more natural color. A blinding flash fills your eyes and with the roar of a thunderclap, the light is gone and any remnant of evil is purged from the stone. Falling to your knees, you remain absolutely still for several minutes while you quietly contemplate the miracle you have witnessed. After offering your heartfelt thanks to your god, you rise and begin to march towards your goal. Record 'Stone' and the number '150' on your character sheet.

To head north, **Go to 335.**

To head east, **Go to 250.**

To head west, **Go to 235.**

188) *EP: 2*

Scattering the stones with your boot, you scuff away the runes and obliterate the circle. Crawling back through the thorns, you make your way back to the path.

Go to 283.

189)

To head north, **Go to 307.**

To head west, **Go to 207.**

190) *EP: 5*

By all accounts, these are goblin runes and this circle appears to be used as a form of magical transportation.

Go to 183.

191) *EP: 175*

Smashing through the thick exoskeleton with your mace, you disable one of the menacing claws. The scorpion, reeking of bitter poison, thrusts its tail at your leg and you sidestep the attack easily before delivering the killing blow. Eager to avoid any further aggressive relatives of your foe, you climb out of the ravine and head back.

Go to 203.

192) *EP: 35*

Braining the goblin with your mace ends any fight left in your foe. His left foot still twitching spasmodically, you heave the goblin into the thicket and head back.

Go to 208.

193) Make a Dexterity check!

If you succeed, **Go to 172.**

If you fail, **Go to 184.**

194) *EP: 2*

Scattering the stones with your boot, you scuff away the runes and obliterate the circle before returning.

Go to 348.

195) Two sword-wielding goblins leap out of a concealed pocket in the hedge and charge!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 10 or better to hit the goblin; if you hit, you deal 1d6+3 HP of damage. The goblin must roll a 15 or better on 1d20 to hit you; if it hits, the goblin deals 1d6 HP of damage. The goblins have 25 and 22 Hit Points.

Advanced Game Combat: Goblins (AC 7; HD 1-1; HP 25, 22; Damage 1d6)

If you defeat the two goblins, **Go to 225.**

If you escape, **Go to 307.**

196) If you step into the stone circle, **Go to 155.**

If you kick apart the stone circle, **Go to 188.**

If you would rather walk back through the brambles, **Go to 283.**

197) You are standing in a small clearing where four paths meet.

To head north, **Go to 250.**

To head east, **Go to 201.**

To head south, **Go to 234.**

To head west, **Go to 345.**

198) Try as you might, you are unable to pull your stout frame up and onto the rocks. Frustrated, you kick the stones and continue on your way.

To head north, **Go to 262.**

To head south, **Go to 240.**

199) While you are admiring the view, you hear the unmistakable hiss of steel being drawn behind you. Turning towards the sound you see a fierce hobgoblin with scimitar drawn charging you! With the cliff at your

back, there is no escape. Raising your mace, you meet the charge.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 12 or better to hit the hobgoblin; if you hit, you deal 1d6+3 HP of damage. The hobgoblin must roll a 13 or better on 1d20 to hit you; if it hits, the hobgoblin deals 1d6+1 HP of damage. The hobgoblin has 28 Hit Points.

Advanced Game Combat: Hobgoblin (AC 5; HD 1+; HP 28; Damage 1d6+1)

If you defeat the hobgoblin, **Go to 156.**

200) EP: 155

Knocking the goblin from his mount, you grind his bones into the dirt with your mace and boot. Turning to face the wolf, you punch him squarely in the left eye. Howling and snapping, the wolf clamps onto your beard and pulls you forward onto your belly. Enraged, you tear a great bloody clump of fur from the wolf with your hands and drive a thumb into his wounded eye. Blinded and in pain, the wolf releases his grip and you scramble to your feet. Circling one another, you taunt the wolf with your beard before charging recklessly at your foe, your steel mace leading the way. After delivering a killing blow, you search the goblin and find 12 gold pieces and some healing salve that can be used to restore 10 hp.

To head back, **Go to 345.**

201) After traveling east for nearly 50 feet, the path empties in a large clearing, roughly 60 feet in diameter. Thin wisps of wild grass dance lazily beneath your feet as you enter the wide space. A mighty willow tree dominates the clearing. Thin green strands dangle from its lofty boughs casting a somber shadow on the base of the tree. From your vantage point you can clearly see a large object suspended from the tree swaying within the shadows.

If you approach the tree, **Go to 266.**

If you have prepared *Detect Evil* and wish to cast it now, **Go to 286.**

If you have prepared *Find Traps* and wish to cast it now, **Go to 296.**

If you would rather leave, **Go to 223.**

202) With the sounds of the river to the south, you find yourself in a large clearing surrounded by thick brambles and thorns. Tall trees stab upwards majestically through the tangled snarl. From within the wall of thorns, small birds peer cautiously at you as you approach. The lightly graveled path branches off in several directions.

To head north, **Go to 208.**

To head east, **Go to 251.**

To head west, **Go to 221.**

203) After 60 feet, the path diverges.

To head north, **Go to 229.**

To head east, **Go to 236.**

To head west, **Go to 242.**

204) After your morning prayers at dawn, you bid Sterling farewell and continue the long journey back home. Your heart is full, knowing that you accomplished all that was asked by The Eternal Lantern. You journey in peace and solace, comforted by your incredible successes.

When you arrive at the Assembly of Light, you carry the remains of the noble Mokira with beaming pride. You lay them before the altar where they will be blessed and the great servant of Light will once again be able to rest.

With news of your arrival, the High Lantern rushes into the chapel displaying a great smile across his face.

“My child, you are indeed a faithful servant and you shall be blessed for your deeds. Having proven yourself worthy you are welcomed back into the graces of the Assembly. Return here this evening. I have a special gift I would like to bestow upon you as a token of your great service.”

You thank the head of your order and return home to rest, a great weight having been lifted from your stout shoulders. You smile as you enter your humble dwelling, setting your heavy pack on the floor. You wash the grime

from your face and beard and lie down to finally rest from your labors, dreaming of the great gift that awaits you.

You have succeeded in your quest, but more adventures still exist. Why not try again?

205) EP: 50

The trap glows with an intense aura, warning you of danger.

To investigate the circle, **Go to 180.**

To head back, **Go to 229.**

206) There is nothing of interest here, so you head back, frustrated by the maze of trails that crisscross the forest.

Go to 264.

207) The path splits here, slicing through the dense hedge.

To head north, **Go to 222.**

To head east, **Go to 240.**

To head south, **Go to 310.**

208) After walking a short distance, the path diverges in several directions.

To head north, **Go to 269.**

To head east, **Go to 248.**

To head south, **Go to 202.**

To head west, **Go to 351.**

209) The forest path diverges here, spreading out in several directions.

To head north, **Go to 323.**

To head east, **Go to 320.**

To head south, **Go to 335.**

To head west, **Go to 305.**

210) The path diverges here, offering a choice of four directions.

To head north, **Go to 325.**

To head east, **Go to 346.**

To head south, **Go to 336.**

To head west, **Go to 332.**

211) After 50 feet, the trail ends at a small clearing dominated by a vacant

campsite. The remnants of a fire still smolder in a freshly dug pit. A few pieces of armor, roughly man-sized, are strewn about the clearing haphazardly. Several of the pieces are smeared with dried blood. More blood on the ground catches your eye. It appears that something was dragged through the clearing and down the trail. With nothing else of interest here, you head back.

Go to 300.

212) *EP: 120*

A terrific uppercut to the snout sends the dire wolf reeling. Sensing victory, you wrap your thick arms around his throat and squeeze, forcing the beast to the ground. The whimpers are followed by a resounding crack as you fatally dislocate his neck. Lying back against the reeking hair, you catch your breath before continuing down the path.

To head east, Go to 242.

To head west, Go to 250.

213) *EP: 70*

Brains and teeth fly as your mace scores hit after hit. As the last goblin attempts to crawl to safety with his leg horribly crushed, you drop your mace head between his shoulder blades, shattering his spine. A quick rummage through their belt pouches results in 2 gold coins and a parcel of fetid meat which you promptly discard before heading back.

Go to 327.

214) You bite into the supple flesh of the cap and gulp down the delicious morsel paying no heed to any potential ill effects. To the contrary, the mushrooms warm your heart and restore 2d6 hp. Satisfied, you head back.

Go to 289.

215) After following the path for 40 feet you arrive at an intersection.

To head north, Go to 316.

To head east, Go to 237.

To head south, Go to 254.

To head west, Go to 228.

216) The gentle din of the river to the south serves as a reminder that you have come quite far in your quest, yet there still remains a great peril to the north before you reach the swamps. The walls of thorns and thistle seem to press in against you as you enter the northern woods. Tall trees solemnly thrust upwards from the precarious hedge, a reminder of the perseverance you know you must exhibit in this quest. The graveled path splits before you.

To head north, Go to 254.

To head west, Go to 244.

217) The trail diverges here, branching off in several directions.

To head north, Go to 339.

To head east, Go to 326.

To head south, Go to 264.

To head west, Go to 320.

218) Forty feet to the south, the path ends at a small clearing.

Roll 1d6.

If you roll 1-2, Go to 267.

If you roll 3-6, Go to 246.

219) *EP: 5*

The package is filled with a nourishing gruel prepared with healing magic. Surely this is a gift from Sterling and you swear an oath to repay his kindnesses. The gruel may be used at any time to heal 3d4 hit points. Placing the parcel in your pouch, you head back.

Go to 324.

220) *EP: 65*

With deadly precision, you trip your foe and cave in the back of his skull with your mace. Searching his pouches you find 5 gold coins. Contented, you head back.

Go to 305.

221) After walking a short distance, the trail turns sharply.

To head north, Go to 283.

To head east, Go to 202.

222) After roughly 50 feet or so, the path splits.

To head east up a gentle slope, Go to 167.

To head south, Go to 207.

To head west, Go to 234.

223) The trail leads to a small clearing. From here, you may follow a path in several directions.

To head north, Go to 250.

To head east, Go to 201.

To head south, Go to 234.

To head west, Go to 345.

224) There is nothing of interest here, so you head back.

Go to 324.

225) *EP: 60*

The fury of your blows drives your opponent to the ground where you grind him under your mace. As he squeals in fear, you stomp your heel into a soft abdomen and sweep your mace across his face, cleaving his jaw in a spray of blood and yellow teeth. Wiping the gore from your mace and armor, you continue on your way.

To head north, Go to 242.

To head south, Go to 307.

226) Disrupting the stone circle causes a bright flash of heat and light to spray out of the central stone before it fizzles out in a puff of acrid smoke and ash. The heat blisters the flesh of your leg and you pull it back reflexively, wincing in pain. Lose 4 hp. Frustrated, you head back.

Go to 229.

227) There is nothing of interest here and the proximity of your goal fills you with a much-needed excitement. You

rush back to find a way to gain entrance through the barrier and into the Willowwood.

Go to 210.

228) It feels as though the heavy brush is closing in around you and you take care not to snag your beard on any of the thorns or prickly leaves. Small birds dart in and out of the hedge, apparently immune to the painful foliage. At the western end of the path, it turns north. At the east end is a small clearing where several paths converge.

To head east, **Go to 215.**

To head west and turn north, **Go to 348.**

229) After following the trail for another short distance, it splits yet again. Shaking your head at this confusing labyrinth of thorny growth, you continue.

To head east, **Go to 319.**

To head south, **Go to 203.**

To head west, **Go to 271.**

230) The path travels north for a short distance before turning westward. As soon as you make the turn, a goblin and his dire wolf mount attack you!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 10 or better to hit the goblin and an 11 or better to hit the dire wolf; if you hit, you deal 1d6+3 HP of damage. The goblin must roll a 15 or better on 1d20 to hit you and the dire wolf must roll an 11 or better on 1d20; if it hits, the goblin deals 1d6 HP of damage and the dire wolf deals 2d4 HP of damage. The goblin has 21 Hit Points and the dire wolf has 31 Hit Points.

Advanced Game Combat: Goblin (AC 7; HD 1-1; HP 21; Damage 1d6) and Dire wolf (AC 6; HD 3; HP 31; Damage 2d4)

If you defeat the goblin and the dire wolf, **Go to 200.**

If you escape, **Go to 345.**

231) The trail ends abruptly at a small clearing.

Roll 1d6.

If you roll 1-4, **Go to 206.**

If you roll 5-6, **Go to 238.**

232) EP: 65

Rolling to your left, the hobgoblin avoids your overhand smash. At the same time, he grabs your ankle and attempts to pull you to the ground. Underestimating your strength and balance, he tugs in vain as you crush his wrist with your mace. The bones break freely and his hand dangles limply, held by mere skin and tendons. Kicking your foe in the nose results in a great rush of blood that washes across his face to stifle his squealing. Dashing his brains out with your mace ends the battle and you step on your foe, victorious. After emptying his pouches in your hand, you add 10 gold coins to your stash.

Go to 227.

233) The trees appear normal in every regard. Rather than waste valuable time searching the clearing any further, you head back.

Go to 265.

234) The trail splits here around a cluster of stones.

To head north, **Go to 223.**

To head east, **Go to 222.**

To head west, **Go to 270.**

235) The path turns sharply here.

To head east, **Go to 315.**

To head south, **Go to 306.**

236) After 35 feet the path drops down into a dry ravine. Dried weeds and brush fill the deep, dry gouge carved into the earth by floodwaters.

To inspect the ravine, **Go to 174.**

Otherwise, you head back. **Go to 203.**

237) After a brisk walk through a sea of snarling brush, the path splits suddenly.

To head north, **Go to 274.**

To head south, **Go to 309.**

To head west, **Go to 215.**

238) Two goblins with spears rush at you from their hiding place alongside the trail!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 10 or better to hit the goblin; if you hit, you deal 1d6+3 HP of damage. The goblin must roll a 15 or better on 1d20 to hit you; if it hits, the goblin deals 1d6 HP of damage. The goblins have 22 and 24 Hit Points.

Advanced Game Combat: Goblins (AC 7; HD 1-1; HP 22, 24; Damage 1d6)

If you defeat the goblins, **Go to 213.**

If you escape, **Go to 327.**

239) EP: 45

Calling upon divine aid, you open your mind to the forest cat and begin by telling him you pose no threat. The cat growls and a flood of thoughts pour into your head. The cat is not agitated and was told that a plump and savory dwarf would be roaming the woods and that you were not to be molested. Somewhat cautious about being thought of as plump and savory, you press the cat for more information. Having slain a hobgoblin recently, the cat is eager to feed and urges you to avoid disturbing the meat as it ages behind a grove of trees to the north. However, possibly to bring about an end to the conversation, the cat informs you that the festering swamp you seek is to the north and very near. You thank the cat for the aid and he begins to lazily clean the blood from his paws with his coarse pink tongue. Encouraged, you quickly head back.

Go to 299.

240) After traversing the thick briars for 60 feet, the trail turns sharply. The thorny brush seems to swell in towards you with each step.

Roll 1d4.

If you roll 1, **Go to 164.**

Otherwise, **Go to 189.**

241) The path turns sharply here.

To head north, **Go to 263.**

To head east, **Go to 270.**

242) The trail splits around a large rotting tree.

To head east, **Go to 203.**

To head south, **Go to 262.**

To head northwest, **Go to 294.**

243) Traveling north for just over 50 feet, the trail ends suddenly at a large colony of fragrant mushrooms. The woody smell of the flavorful treats is enough to force you to wipe your lips with the back of your hand.

If you eat one of the mushrooms, **Go to 214.**

If you would rather turn back, **Go to 289.**

244) This section of the forest path runs east and west approximately 160 feet. The shriek of a red-tailed hawk overhead reminds you that Sterling and his allies continue to observe your progress. The gravel crunches under your iron-shod boots as you make your way through the hedge, your steel mace leading the way. About halfway down the trail, a smaller path branches off northward.

To head north, **Go to 291.**

To head east, **Go to 216.**

To head west, **Go to 318.**

245) A deep, throaty growl challenges you as you approach. The cat hisses, displaying his four inch fangs and you prudently decide it would be best to leave him in peace. Walking backwards for several paces so as to avoid turning your back on the agitated creature, you head back.

Go to 299.

246) There is nothing of interest here, so you head back.

Go to 305.

247) The lower level of the crypt is in total disarray. Stone coffins and tablets lay shattered on the floor and the contents, including the corpses, are long gone. An archway to the north leads you further down into the darkness where your dwarven vision changes to allow you to see quite well. You find yourself in a long tunnel crudely hewn into the stone and earth, clearly not the work of skilled dwarves. After walking north nearly 150 feet down the dank tunnel, you spot a crossroads up ahead.

Go to 420.

248) The graveled path gives way to dry, scratched dirt as you continue deeper into the woods. After walking a short distance, the path splits off in different directions.

To head north, **Go to 292.**

To head south, **Go to 350.**

To head west, **Go to 208.**

249) The trail ends abruptly at a gnarled wall of thorn and thistle.

Roll 1d6.

If you roll 1-4, **Go to 139.**

If you roll 5-6, **Go to 130.**

250) The trail splits here.

To head east, **Go to 294.**

To head south, **Go to 223.**

To head west, **Go to 315.**

251) After walking some distance you arrive at a crossroads.

To follow the path to the north, **Go to 310.**

To head east, **Go to 318.**

To head west, **Go to 202.**

252) If you approach the tree, **Go to 266.**

If you have prepared *Detect Evil* and wish to cast it now, **Go to 286.**

If you have prepared *Find Traps* and wish to cast it now, **Go to 296.**

If you would rather leave, **Go to 223.**

253) You notice a squirrel dragging a small bundle of leaves up a stout tree trunk. Perhaps it was something valuable, but now it belongs to the squirrel.

Go to 324.

254) After 40 feet of trudging the graveled path you arrive at a small clearing. The menacing network of hedge and thorn boils up from the earth, reminding you of the hostile nature of your surroundings. The path, likely used by woodland creatures to access the river, appears to fork up ahead.

To head north, **Go to 215.**

To head east, **Go to 317.**

To head south, **Go to 216.**

255) As you enter the clearing, you hear a low growl from a tree on the other side of the clearing. A pair of yellow feline eyes stares out at you from a stout branch. Venturing a closer look you see a huge wild cat with his ample frame resting gracefully on a lofty perch, watching your every move. His mouth and paws are brushed with dried blood, likely not his own.

If you have prepared *Speak With Animals* and would like to cast it now, **Go to 239.**

If you would like to approach the cat, **Go to 245.**

If you would rather leave before the ferocious creature leaps down from the tree, **Go to 299.**

256) The trail splits here at the base of a dead aspen tree. To the east, the trail appears to split again after 60 feet. Likewise, the trail splits again 40 feet to the south of here.

To head east, **Go to 333.**

To head south, **Go to 282.**

To head west, **Go to 336.**

257) *EP: 5*

A dead hobgoblin has been stashed in the cluster of trees. His body is as cool as stone but has yet to begin the

decomposition process. A series of slash marks crisscross his body and his throat has been torn out. You imagine that either a bear or an even more savage creature has slain and hidden this hobgoblin for safekeeping. You would rather not run into a hungry creature returning to devour its meal so you quickly retreat.

Go to 265.

258) As soon as your boot touches the ground inside the circle, a flash of magical heat spouts out from the central stone singing your beard and scalding your hands. Falling backwards out of harms way, you roll frantically in the dirt to extinguish your smoldering beard. Lose 8 hp.

If you kick apart the stone circle, Go to 226.

Otherwise, you head back. Go to 229.

259) A faint scraping sound from the south catches your attention. Likely nothing more than a grave rat, you continue walking. Suddenly, a wicked form covered in tattered cloth appears from the darkness to the south! Shuffling towards you on unsteady legs, the ghoul locks his undead eyes on yours and opens his mouth in a hellish grin as he reaches out to slash you with his clawed hands. If the ghoul scores a critical hit, you are paralyzed for one round and the ghoul may make another combat roll.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll an 11 or better to hit the ghoul; if you hit, you deal 1d6+3 HP of damage. The ghoul must roll a 12 or better on 1d20 to hit you; if it hits, the ghoul deals 2d6 HP of damage. The ghoul has 30 Hit Points.

Advanced Game Combat: Ghoul (AC 6; HD 2; HP 30; Damage 2d6)

If you defeat the ghoul, Go to 268.

If you escape or turn the ghoul, Go to 304.

260) On the ground in the center of the clearing is a small tightly wrapped package. The parcel, slightly larger

than an egg, is wrapped in thick green leaves and vine. As you approach, a kestrel observing from a nearby tree limb shrieks once and takes flight, heading south.

If you open the package, Go to 219.

If you would rather head back, Go to 324.

261) After 30 feet of sloping upwards, the path suddenly opens up and the thick hedge melts away to the south. A fantastic vista arises before you. Standing at the edge of a sheer rock face you are able to see the slow current of the river to the south and the vast expanse of the southern forest. It looks so much more hospitable than the awful hedges that border this northern half of the woods.

Roll 1d8.

If you roll 1-6, Go to 165.

If you roll 7, Go to 170.

If you roll 8, Go to 199.

262)

Roll 1d6.

If you roll 1-5, Go to 173.

Otherwise, Go to 195.

263) After a short distance, the path splits again.

To head north, Go to 306.

To head east, Go to 345.

To head south, Go to 241.

264) The trail splits here, offering you a choice of direction.

To head north, Go to 217.

To head east, Go to 298.

To head west, Go to 327.

265) The trail branches off in several directions. To the north and south, the trail appears to branch again after 20 feet or so.

To head north, Go to 333.

To head east, Go to 300.

To head south, Go to 278.

To head west, Go to 347.

266) As you approach the tree and the swaying object comes into focus you realize that it is a body, hung by the neck. Rushing to the tree, ready to offer aid you gasp when you see that it is the body of a dwarf with his back to you. You grasp the body and turn it around and fall to the earth, terror-stricken. Screaming aloud, you cry out in horror as the face of your fallen friend, Reegan Ironbeard, stares back at you.

"This cannot be! What curse hath been wrought upon me!" you wail, covering your eyes.

Like a voice calling from the dust, the low rumble of a comforting voice calls out to you. "Arise, my friend, and prove thy worth..."

When you open your eyes, Reegan and the tree are gone and you are alone in an empty clearing with your own bitter memories.

You had told no one other than the High Lantern the truth of Reegan's demise, preferring not to weary the faithful members of your order with his dying agonies. Yet you had witnessed his last hour, tortured at the hands of evil priests of Galapiti, the Lich-Lord of the Underworld. That vile sect delights in the sacrifice of clergy, shedding their pure blood in perverted rituals while the moon is full.

One evening in the woods, Reegan had been on watch duty while you slept. A spell of silence fell over the campsite and you were not aware of the evil that transpired while you dreamed. You awoke shortly after to discover that Reegan had been taken by force and you pursued his trail for several hours. By the time you had caught up to the black-robed priests, Reegan had been beaten and branded with hot irons preparatory to his death. While he lay bleeding, you bore down on his enemies with savage intent. Rushing to his aide, you pleaded with Dirasip for his life but his mortal frame had succumbed to the indignity and desecration and you instead offered up his soul to The Shining One and set his body ablaze to

scour the foul markings from his flesh. Broken and weary, you returned home.

The High Lantern had counseled you and you begged him to keep secret the manner of his passing to which he reluctantly agreed. Bearing the burden of guilt, you cannot help but blame yourself. Had you run faster or fought more valiantly, perhaps there would have been time to save him. But you failed and surely Dirasip was punishing you for the loss of her faithful servant. For your sake, you must not fail in this mission of redemption.

Lying in the grass where the vision of the tree stood a moment ago is a small iron helmet. Charred by intense heat and smoke, the blackened helmet feels very heavy in your hands. The last time you saw this helmet was when you buried it along with the remains of your dear friend. Weeping openly, you clutch the helmet to your chest. With a cloth you gently cleanse the soot from the helm, your tears acting as a solvent. You place Reegan's helmet on your head, casting your own aside (record this on your character sheet). With the voice of your dead ally ringing in your ears, you wipe the tears from your eyes and run back down the trail.

Go to 223.

267) A fierce hobgoblin warrior, spear in hand, charges you from behind a tree!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 12 or better to hit the hobgoblin; if you hit, you deal 1d6+3 HP of damage. The hobgoblin must roll a 13 or better on 1d20 to hit you; if it hits, the hobgoblin deals 1d6+1 HP of damage. The hobgoblin has 24 Hit Points.

Advanced Game Combat: Hobgoblin (AC 5; HD 1+; HP 24; Damage 1d6+1)

If you defeat the hobgoblin, **Go to 220.**

If you escape, **Go to 305.**

268) *EP: 175*

Your mace sinks into the rotting flesh of the undead terror, forcing the ghoul

to the ground where you pummel it into submission. With this messy bit of business concluded, you continue on your quest.

Go to 304.

269) The path ends after a 40-foot jaunt around a fallen tree. Creeper vines are bound tightly to the trunk, drawing nutrients from the dead giant.

Make a Dexterity check!

If you succeed, **Go to 131.**

If you fail, **Go to 153.**

270) This section of the forest path heads east and west approximately 100 feet. A small pair of unblinking rodent eyes hiding in the brush stares at you as you pass.

To head east, **Go to 234.**

To head west, **Go to 241.**

271) After treading carefully around several large tufts of prickly leaves and thistles, you continue westward approximately 80 feet. The path ends suddenly at a large pine tree that has somehow forced the thorns away. Impressed by this majestic tree, you press your palm against the roughened bark and are reminded of Reegan. Like this tree, Reegan was always able to keep the evil in this world at bay and walk upright before The Eternal Lantern. Comforted by his memory and encouraged by his example, you head back to find the correct path through the woods.

Go to 229.

272) *EP: 260*

Bones fly in a shower of chips and dust as your mace weaves a deadly dance through the skeletal defenses. The animated bones fight with a fearlessness that can only be bested by the strength of your arm and the convictions of your heart. Driving your foes with the head of your mace, you crush them back into piles of lifeless bones. When the last skeleton falls, you make a quick search of the room but find nothing other than the

mounds of bones that litter the floor. You head back up the tunnel.

Go to 304.

273) The skeletons, still wrapped in the rusted remains of chain mail armor, appear human. An emblem embroidered on a ragged cloak catches your eye. As you bend to examine the moldy thread, your elbow brushes the chalky bones. Stirring with an unnatural life, the bones begin to quake and you jump back, your mace at the ready. The skull, clinging to the spine by ligamentous strands, jerks towards you. As if on cue, the other skeleton rises from its resting place, joints creaking as it clutches at a corroded long sword.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 10 or better to hit the skeleton; if you hit, you deal 1d6+3 HP of damage. The skeleton must roll a 14 or better on 1d20 to hit you; if it hits, the skeleton deals 1d6 HP of damage. The skeletons have 24 and 23 Hit Points.

Advanced Game Combat: Skeletons (AC 7; HD 1 HP 24, 23; Damage 1d6)

If you defeat the two skeletons, **Go to 279.**

If you escape or turn the skeletons, **Go to 420.**

274) The path continues north for roughly 60 feet before it ends abruptly. The dirt beneath your feet is dark and stained with dried blood. Someone or something met a grisly demise here. You turn and head back.

Go to 237.

275) The path splits here, branching off in several directions.

To head north, **Go to 341.**

To head east, **Go to 293.**

To head south, **Go to 331.**

276) After climbing a small rise, the trail ends at an impassable wall of dead trees. The stench of decay and muck is strong to the north. The swamp must be just beyond the tree wall, but you



will have to find a way around it. Encouraged, you head back.

Go to 349.

277) The short path empties into a large clearing, nearly 60 feet wide. A great wall of dead and rotting timber lines the northern wall, obscuring your view of what lies beyond. Judging by the smell, you would wager it is the Willowood that you seek. The wall is too treacherous to try to climb so you must find another way to reach your goal. Encouraged by the proximity of the swamp, you head back as fast as your stout legs can carry you.

Go to 334.

278) This portion of the path runs north and south roughly 60 feet. At the midpoint, a smaller trail branches off to the east.

To head north, Go to 265.

To follow the trail to the east, Go to 299.

To head south, Go to 314.

The last skeleton jabs at you and you swing your mace downwards, shearing through the elbow joint. Undeterred, your foe's claws at you with his bony hand and you smash into his ribs. As quickly as it awoke, the skeleton crashes to the floor in a heap of bony debris. Other than your two vanquished foes, the room is empty so you head back.

Go to 420.

280) EP: 2

The font is constructed from smooth black stones. Arcane runes scrawled in blood adorn the dark surface. The font is filled with a murky, foul smelling fluid that gives off the cold mist.

Go to 281.

281) You have a deep sense of foreboding about this room, a premonition of danger. Before you can turn back, however, an eerie green light begins to pulsate from within the font, giving the mist a devilish hue. A throaty gasp, the first breath of an undead being, echoes throughout the room. Two fleshy hands reach up from the font, grasping the air. The hands

then clench the side of the font and a ghoulish face rises up from the murky liquid, baptized in the stinking ichor of death. The ghouls hunger for sweet flesh and your warm blood-scent is irresistible to the undead.

Crawling from the font, the ghouls reach for your throat, moaning the undying wail of the damned. As the ghouls emerge from the font, you may make a free attack! Make a combat roll to see if you strike the ghouls and deal damage. Combat will then continue as normal. If the ghouls score a critical hit, you are paralyzed for one round and the ghouls may make another combat roll.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll an 11 or better to hit the ghouls; if you hit, you deal 1d6+3 HP of damage. The ghouls must roll a 12 or better on 1d20 to hit you; if it hits, the ghouls deal 2d6 HP of damage. The ghouls have 34 Hit Points.

Advanced Game Combat: Ghouls (AC 6; HD 2; HP 34; Damage 2d6)

If you defeat the ghouls, Go to 297.

If you escape or turn the ghouls, Go to 423.

279) EP: 130

282) The path diverges here, offering you a change of direction. Forty feet to the north and south, it appears that the path diverges yet again.

To head north, **Go to 256**.

To head south, **Go to 339**.

To head west, **Go to 340**.

283) For over 100 feet, the path snakes through thick thorny brush. The graveled path gives way to dry, scratched dirt making this a most inhospitable place.

To head north, **Go to 249**.

To head south, **Go to 221**.

284) After 65 feet, the leaf-covered path ends at a small clearing.

Roll 1d8.

If you roll 1, **Go to 253**.

If you roll 2-7, **Go to 224**.

If you roll 8, **Go to 260**.

285) The trail turns sharply around a small pile of lichen-covered stones.

To head east, **Go to 349**.

To head south, **Go to 341**.

286) As the spell takes effect you focus your mind on the willow tree. The tell-tale aura of evil is clearly absent.

Go to 252.

287) Lifting the holy symbol of Dirasip, bound to a golden chain around your neck, you command the skeletons to shrink back from your presence. Wracked with terror at the sight of the sacred token, the skeletons dash themselves against the walls of the chamber, desperate to flee. Other than bones, there is nothing of interest here so you quickly withdraw before the turning wears off.

Go to 304.

288) During the night, a warm glow from outside the cottage rouses you from your sleep. The light begins to glow until you are nearly blinded by the

brilliance. You rise from your bed and step outside into the radiant warmth.

Standing in the center of the druidic grove is a beautiful young woman. Her gleaming golden hair surrounds a face of porcelain white skin and cascades down onto her shining plate mail armor. The intense light radiates from a white cloak draped across her shoulders. In her delicate hand is a mace glistening with gold.

"Come forth, ye son of the dawn!" commands the gentle voice. You step into the clearing and fall upon your face, prostrate before the presence of your god.

"Arise and know that I am well pleased. This mission to restore thy standing before me has been met with a measure of success. By thy faith, thou hast reclaimed the mortal remains of one of my noble servants. I reveal to you now that this was not thy mission, merely a means to an end. Thou hast been forged anew by the flames of service and passed through two of the trials placed before you."

The words of your god enter into your very heart and you rise to receive your judgment and reward.

Go to 417.

289) The path turns sharply here, twisting around a large stump.

To head north, **Go to 243**.

To head west, **Go to 298**.

290) The trail diverges in several directions. Twenty feet to the south, the trail appears to split again as it does 60 feet to the east as well. To the north you can see and smell the fetid brown and grey water of the Ep'Sarab swamp-land.

To head north, **Go to 311**.

To head east, **Go to 334**.

To head south, **Go to 333**.

To head west, **Go to 346**.

291) The path darts around several outgrowths of thicket and begins to travel northeast for 30 or 40 feet. At the end of the path is a large, dark-

haired dire wolf chained to a heavy stake pounded into the ground. Snarling and baring his teeth as you approach, the wolf lunges but is securely bound by the heavy chain. He snaps at you frantically, tugging desperately at the stake.

If you have prepared *Speak With Animals* and wish to cast it, **Go to 144**.

If you attempt to free the dire wolf, **Go to 157**.

If you slay the beast, **Go to 171**.

Otherwise, you leave to dire wolf to its fate and head back. **Go to 244**.

292) The path extends northward roughly 60 feet, weaving around several large tufts of thorny hedge that bulge out to lazily block your path. The path ends at a small clearing filled with wild berries.

Roll 1d6.

If you roll 1-5, **Go to 143**.

If you roll 6, **Go to 185**.

293) A cluster of boulders, stained with bird wash, force the trail to turn sharply.

To head south, **Go to 323**.

To head west, **Go to 275**.

294) This section of the forest trail, roughly 160 feet long, runs east and west. At the eastern end, it gradually bends to the southeast. Several large trees growing near the trail overhang the path creating a green tunnel of sorts. Lined by gnarled brush and vines, the walls seem to press in against you as you march. The reek of animal feculence is very strong here and you clutch your mace against your chest should the need to use it arise.

Roll 1d4.

If you roll a 1, **Go to 177**.

Otherwise, **Go to 321**.

295) You have a deep sense of foreboding about this room, a premonition of danger. Wisely, you decide to leave.

Go to 423.

296) From memory, you recite the chant required to identify potential hazards in your path. Your eyes are magically opened and attuned by a spiritual power and you focus your thoughts on the willow tree. You concentrate for several seconds before you are convinced that the tree poses you no harm.

Go to 252.

297) *EP: 175*

The ghoul grasps at your beard and you shrink back in terror. Your mace hums as you put it to work, pounding the evil spirit from the rotting corpse. You manage to avoid the constant swipes of your foe and plant your mace squarely in the side of his skull. The sickening wet crunch floors the ghoul and you strike him again and again to reassure yourself that the battle has ended.

If you destroy the font, Go to 312.

If you would rather leave, Go to 423.

298) This 120-foot section of the forest path runs east and west over relatively smooth terrain. A few errant tree roots protrude up through the earth, exposed by heavy rainfall long ago.

To head east, Go to 289.

To head west, Go to 264.

299) You estimate this trail to extend nearly 80 feet to the east. Leaf litter often obscures the trail yet you are able to maintain your course. To the east is a large clearing.

To head east, Go to 255.

To head west, Go to 278.

300) This 120-foot section of the forest trail takes you over easy terrain. A slightly raised elevation near the eastern end obscures your view of that portion of the trail. Near the midpoint, a smaller trail branches off to the north.

To follow that trail to the north, Go to 338.

To head east, Go to 211.

To head west, Go to 265.

301) Turning suddenly, the trail leads off in a new direction. Forty feet to the north, the trail splits.

To head north, Go to 324.

To head east, Go to 340.

302) You call forth the power to locate objects that would cause you harm, but the circle of stones appears to be safe.

To investigate the circle, Go to 162.

To head back, Go to 283.

303) Sitting atop a rotting log is a hobgoblin wielding a cruel morning star. Leaping towards you, he attacks!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 12 or better to hit the hobgoblin; if you hit, you deal 1d6+3 HP of damage. The hobgoblin must roll a 13 or better on 1d20 to hit you; if it hits, the hobgoblin deals 2d4+1 HP of damage. The hobgoblin has 26 Hit Points.

Advanced Game Combat: Hobgoblin (AC 5; HD 1+; HP 26; Damage 2d4+1)

If you defeat the hobgoblin, Go to 232.

If you escape, Go to 210.

304) A faint scraping sound to the south catches your attention. Likely nothing more than a grave rat, you surmise.

To head north, Go to 413.

To head south, Go to 388.

305) The path forks here around the rotting trunk of a long dead tree.

To head north, Go to 331.

To head east, Go to 209.

To head south, Go to 218.

306) This section of the trail is littered with small animal bones and bits of fur. In a tree along the western edge of the path, a great winged owl observes you pass. With a knowing wink, he takes flight and glides silently overhead in search of lunch. Soaring to the north-east, he circles a few times and

screeches out at you before flying off to the north. Yet another friend of the druid, you think to yourself.

To head north, Go to 235.

To head south, Go to 263.

307) The path continues north and south for roughly 60 feet in each direction. At the midpoint, a large cluster of logs and boulders nearly 20 feet long is piled up along the western side of the trail.

To attempt to climb over the pile, Go to 186.

To head north, Go to 262.

To head south, Go to 240.

308) After 30 feet, the path ends at a small clearing where you discover a strange arcane circle made of small stones erected on the forest floor.

If you have prepared *Find Traps* and would like to cast it now, Go to 329.

To investigate the circle, Go to 160.

To head back, Go to 348.

309) Forty feet to the south, the trail ends, swallowed up by vegetation. A spear shaft is jutting out from the hedge. By all accounts, this errant spear either missed its intended target or was left here carelessly. Snapping the shaft across your thigh, you toss the remains in the brush where they will do no harm. With nothing else of interest here, you head back.

Go to 237.

310) This 60-foot section of trail runs due north. The gravel crunching beneath your feet eventually gives way to dry, scratched earth. The shade of a large tree nestled within the thick wall of briars falls across the trail and offers a moment of comfort from the heat of the day.

To head north, Go to 207.

To head south, Go to 251.

311) Sprinting down the trail, you approach the slime-filled bog known as the Ep'Sarab or Willowwood. It is here

that you will complete your quest. Several hundred feet away to the north you see a large stone ruin. It rises above the waterline like an ominous black tooth in a mouth filled with decay. Large portions of the ancient roof and outer wall have collapsed, falling victim to the ravages of time. It appears to be the remnant of a crypt long abandoned. Surely this will lead to the catacombs where you will retrieve the defiled remains of the great cleric, Mokira, and restore yourself to the favor of your god.

The swamp is not deep, but each step requires great effort as the sucking mud pulls you ever downwards. By the time you reach the crypt you are bathed in a noxious combination of sweat and muck and your legs are wobbly from the effort. Resting for a moment, you examine the outer walls of the crypt. Great beasts and warriors are carved upon the stone walls, many of them defaced. Vandals have chiseled skeletal features over the stone faces that were originally commissioned. Stepping inside the ruin, you immediately see what you are after, as though guided by fate. A huge stone slab has been laid across a passageway.

Heaving with all your might, you impose your will upon the stone. At first it does not move and a sliver of cruel doubt enters your mind. What if you were to travel this entire way only to be foiled by a stone door! Calling upon the spirit of Reegan for aid, the stone succumbs to your will and you push it out of the way. A blast of cold air hits you in the face and you turn away until the pressure inside the subterranean levels has equalized with the surface. Then you see a stone staircase leading down to the lower crypt.

Your heart climbs into your throat as you take the first few steps down into the darkness.

Go to 247.

312) Make a Strength check!

If you succeed, Go to 313.

If you fail, Go to 328.

313) EP: 100

Chanting a prayer to Dirasip, you strike the black font with your mace. The supple stone fractures and icy cold fluid pours out of the giant vessel.

Make a Dexterity check!

If you succeed, Go to 343.

If you fail, Go to 392.

314) The trail turns sharply here as it arcs around a massive boulder.

To head north, Go to 278.

To head west, Go to 326.

315) The path snakes through the hedge for approximately 40 feet before it forks around a large black boulder. The imposing stone does not look the least bit out of place in this cruel patch of thorny thicket. Chained to the boulder are the gruesome remains of two goblins. Birds have taken the softest parts for their own leaving little more than bone and sinew. Strange markings have been scratched into the stone, possibly goblin runes or writings. Perhaps this was some sort of punishment or sacrifice to a devilish goblin god?

If you have prepared *Detect Evil* and would like to cast it now, Go to 163. Otherwise, you continue on your way.

To head north, Go to 335.

To head east, Go to 250.

To head west, Go to 235.

316) After marching north for roughly 60 feet, the trail ends suddenly at a blackened wall of charred hedge and timber, as though someone tried to burn their way in or out of this accursed labyrinth. A cluster of stones, likely a makeshift fire pit, at the base of the burn would seem to be where the fire was started. Rather than climb through the ash and ever-thorny hedge, you turn back.

Go to 215.

317) The path veers around several large tufts of thick brush and you are careful not to snag your clothes or beard in the thorns and prickly leaves.

Make a Dexterity check!

If you succeed, Go to 147.

Otherwise, Go to 175.

318) The trail sinks down into a shallow ravine that would fill with water when the river floods but is presently quite dry. You climb up out of the ravine and continue on your journey.

To head east, Go to 244.

To head west, Go to 251.

319) After rounding a small hill, the path opens into a large clearing bordered on the eastern end by a deep ravine. In the clearing you discover a strange arcane circle made of small stones erected on the forest floor.

If you have prepared *Find Traps* and would like to cast it now, Go to 205.

To investigate the circle, Go to 180.

To head back, Go to 229.

320) The soft earth of this portion of the forest path beneath your boots stretches out east and west for approximately 120 feet. A row of scented pines borders the southern edge of the trail and you are calmed by the inviting scent.

To head east, Go to 217.

To head west, Go to 209.

321) Fortunately, you journey unmolested through the dark tunnel of vegetation.

To head east, Go to 242.

To head west, Go to 250.

322) EP: 195

Your holy mace eagerly grinds the evil creatures into dust. Splintered fragments of bone litter the floor and you wonder if these were good men or bad before they were ensnared by necromancy. Whatever the case, they are at rest now. With nothing else of interest here, you head back.

Go to 420.

323) This 60-foot section of the path zigzags between several fallen trees. A scarlet fox emerges from one of the trees, sniffing the air as you pass before it scurries back into hiding.

To head north, **Go to 293**.

To head south, **Go to 209**.

324) The trail diverges here, branching off in three directions.

To head east, **Go to 336**.

To head south, **Go to 301**.

To head west, **Go to 284**.

325) After 50 feet, the trail ends at a small clearing. A massive barrier of dead and rotting trees obscures your view to the north. It does not, however, prevent the wind from passing into the clearing, carrying with it the unmistakable reek of a vast swamp.

Roll 1d4.

If you roll 1, **Go to 303**.

If you roll 2-4, **Go to 227**.

326) Running east and west for roughly 80 feet, the trail dips and twists through small changes in elevation.

To head east, **Go to 314**.

To head west, **Go to 217**.

327) Running east and west nearly 75 feet, the path is bordered on the north by sweetly scented pines that are a stark contrast to the briars and thistles on the south side of the trail.

To head east, **Go to 264**.

To head west, **Go to 231**.

328) You strike the font again and again with your mace but you are unable to crack the hard stone. Frustrated, you head back.

Go to 423.

329) You call forth the power to locate objects that would cause you harm, but the stone circle appears normal.

To investigate the circle, **Go to 160**.

To head back, **Go to 348**.

330) Roll 1d4.

If you roll 1-3, **Go to 281**.

If you roll 4, **Go to 295**.

331) This section of the forest path runs north and south for 60 feet. The path weaves around the base of a small green hill to the west, a welcome change from the briars to the south that you had been forced to navigate.

To head north, **Go to 275**.

To head south, **Go to 305**.

332) For roughly 75 feet, the path zigzags around large patches of leafy overgrowth as it courses east and west through the forest.

To head east, **Go to 210**.

To head west, **Go to 349**.

333) The trail splits around a small cluster of wild flowers. To the north and south, the trail appears to branch again after 20 feet. Likewise, the trail appears to branch 60 feet to the west.

To head north, **Go to 290**.

To head south, **Go to 265**.

To head west, **Go to 256**.

334) Muddy in places, the trail splits here around a small sinkhole. The stench of swamp gas wafting from the pit is nearly overwhelming. Surely something died long ago in that pit, swallowed up by the rancid waters.

To head north, **Go to 277**.

To head south, **Go to 228**.

To head west, **Go to 290**.

335) Along this 60-foot section of the forest path, you are relieved to see that the thick, biting hedge that coursed through the northern forest thus far recedes around you the further you travel north. Grateful to see the trees and wildflowers again, you breathe a deep sigh of relief. The smooth gravel beneath your feet also gives way to softer soil making the walk much more enjoyable.

To head north, **Go to 209**.

To head south, **Go to 315**.

336) This 60-foot section of forest path travels smoothly over a gentle rise. At the midpoint, the trail diverges.

To head north, **Go to 210**.

To head east, **Go to 256**.

To head west, **Go to 324**.

337) *EP: 175*

Striking down the undead creature with a righteous fury, you quickly devastate your foe. You quickly scan the rest of the chamber and find nothing of interest.

To head back, **Go to 431**.

338) For 60 feet, the path slopes gradually downwards before climbing again, forming a small gully. Puddles of stagnant water fester alongside the trail and the stench of rotting vegetation is very strong.

To head north, **Go to 334**.

To head south, **Go to 300**.

339) This peaceful section of the path runs north and south approximately 40 feet.

To head north, **Go to 282**.

To head south, **Go to 217**.

340) The trail meanders quietly through the forest for roughly 60 feet.

To head east, **Go to 282**.

To head west, **Go to 301**.

341) This portion of the forest path runs north and south for 60 feet.

To head north, **Go to 285**.

To head south, **Go to 275**.

342) During the night, a warm glow from outside the cottage rouses you from your sleep. The light begins to glow until you are nearly blinded by the brilliance. You rise from your bed and step outside into the radiant warmth.

Standing in the center of the druidic grove is a beautiful young woman. Her

gleaming golden hair surrounds a face of porcelain white skin and cascades down onto her shining plate mail armor. The intense light radiates from a white cloak draped across her shoulders. In her delicate hand is a mace glistening with gold.

"Come forth, ye son of the dawn!" commands the gentle voice. You step into the clearing and fall upon your face, prostrate before the presence of your god.

"Arise and know that I am well pleased. This mission to restore thy standing before me has been met with a measure of success. By thy faith, thou hast reclaimed the mortal remains of one of my noble servants. I reveal to you now that this was not thy mission, merely a means to an end. Thou hast been forged anew by the flames of service and passed through two of the trials placed before you."

The words of your god enter into your very heart and you rise to receive your judgment and reward.

Go to 437.

343) You leap back before any of the tainted fluid contacts you. The liquid seems to bear a great evil and would surely burn like acid, or perhaps even worse you imagine. Pleased with your good act, you head back.

Go to 423.

344) The pain stings with a white hot intensity. The cursed liquid, brewed by an evil hand, will leave a lasting scar. Lose 2d4 hit points. You quickly head back.

Go to 423.

345) This section of the forest path runs east and west approximately 100 feet. At the midpoint, a small trail leads northward through the thicket.

To head north, Go to 230.

To head east, Go to 223.

To head west, Go to 263.

346) The stench of a vast bog to the north permeates the air along this 100-

foot section of trail. The Willowwood is very near and you hasten your steps in anticipation.

To head east, Go to 290.

To head west, Go to 210.

347) After 50 feet, the trail ends at a large cluster of pine trees. Roll 1d10.

If you roll 1-4, Go to 233.

If you roll 5-10, Go to 257.

348) This section of the path runs north and south approximately 80 feet. At the north and south end, the path turns eastward.

To head north and turn east, Go to 308.

To head south and turn east, Go to 228.

349) The trail splits here. To the west, the trail appears to turn to the south after 40 or 50 feet. To the north, the trail heads up a small rise. To the east, the trail appears to twist and turn through a dense patch of trees.

To head north, Go to 276.

To head east, Go to 332.

To head west, Go to 285.

350) The path leads south for roughly 20 feet before it ends at a large, black boulder. There are some strange scratches on the boulder.

Make an Intelligence check!

If you succeed, Go to 140.

If you fail, Go to 158.

351) The trail leads west over a small rise before ending abruptly at a tangle of thorns. Suspended from the brush is the decomposing body of a dire wolf. His hide appears lashed and prodded, most likely at the hands of his goblin mount. The stench is quite strong so you head back.

Go to 208.

352) On the other side of the thorn wall you discover a strange arcane circle

made of small stones erected on the forest floor.

If you have prepared *Find Traps* and you wish to cast it now, Go to 302.

To investigate the circle, Go to 162.

To head back, Go to 283.

353) To head west, Go to 415. To head east, Go to 424.

354) During the night, a warm glow from outside the cottage rouses you from your sleep. The light begins to glow until you are nearly blinded by the brilliance. You rise from your bed and step outside into the radiant warmth.

Standing in the center of the druidic grove is a beautiful young woman. Her gleaming golden hair surrounds a face of porcelain white skin and cascades down onto her shining plate mail armor. The intense light radiates from a white cloak draped across her shoulders. In her delicate hand is a mace glistening with gold.

"Come forth, ye son of the dawn!" commands the gentle voice. You step into the clearing and fall upon your face, prostrate before the presence of your god.

"Arise and know that I am well pleased. This mission to restore thy standing before me has been met with a measure of success. By thy faith, thou hast reclaimed the mortal remains of one of my noble servants. I reveal to you now that this was not thy mission, merely a means to an end. Thou hast been forged anew by the flames of service and passed through two of the trials placed before you."

The words of your god enter into your very heart and you rise to receive your judgment and reward.

Go to 447.

355) Two skeletons, dressed in tattered leather armor, approach! Clacking as they run, they charge you with their battered swords.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 10 or better to hit the skeleton; if you hit, you

deal 1d6+3 HP of damage. The skeleton must roll a 14 or better on 1d20 to hit you; if it hits, the skeleton deals 1d6 HP of damage. The skeletons have 24 and 26 Hit Points.

Advanced Game Combat: Skeletons (AC 7; HD 1 HP 24, 26; Damage 1d6)

If you defeat the two skeletons, **Go to 391.**

If you escape or turn the skeletons, **Go to 375.**

356) EP: 195

A powerful side stroke sends a skeleton crashing into the wall where it crumbles in a puff of osseous debris. You make short work of the remaining skeletons, driving them into the earth with your mace. With the battle at an end, you continue.

Go to 455.

357) The pain stings with a white hot intensity. Brewed by an evil hand, the cursed liquid will leave a lasting scar. Lose 4d4 hit points. You quickly withdraw.

Go to 423.

358) The scratched earthen walls of the tunnel end abruptly at a corridor, lined with stone tiles. The slabs of smooth, cold stone have been carefully placed along the floor, walls and ceiling. This is not the work of the mindless undead but a far more intelligent being.

Go to 435.

359) The stout wooden door is not locked. The handle, fashioned from the smooth head of a human femur and placed in the center of the door, is surrounded by intricate woodwork depicting scenes of death and murder. An ornate skull carved near the top seems to observe you with great disdain.

To open the door, **Go to 461.**

Otherwise, **Go to 393.**

360) To head east, **Go to 435.** To head west, **Go to 436.**

361) EP: 130

A terrible blow shatters the pelvis of the skeleton and it crumbles back to the ground, a lifeless pile of bones. The remaining undead creature swipes at your face in an attempt to rake out your eyes. You counter with a stomp to the knee that sends the skeleton reeling to his left. You follow the stomp with a mace stroke and finish off the skeleton.

Go to 360.

362) The scratched earthen walls of the tunnel end abruptly at a corridor, lined with stone tiles. The slabs of smooth, cold stone have been carefully placed along the floor, walls and ceiling. This is not the work of the mindless undead but a far more intelligent being.

Go to 434.

363) EP: 260

With a righteous fury, you return the skeletons back to the dust from whence they came. Besides bones, there is nothing of interest in this room.

To head back, **Go to 459.**

364) The words of power spill from the necromancer's mouth like a swarm of ants. He reaches out a bony finger, leveled at you. A dark acrid smoke begins to rise from the flesh of his hand and you are wracked with an intense pain. Your mace slips from your hand and clangs upon the stone tiles. Upon your knees now, you try to speak but tendrils of dark smoke pour into your mouth, filling your lungs with fire.

The breath of life is drawn out from your lungs by an invisible bellows and the blood within your brain begins to boil. Vomit sprays from your mouth and nose and you fall to your knees, unable to stand. In a blinding flash of light your body is teleported from the presence of the necromancer and you find yourself underwater, unable to move. Over the course of several days your flesh begins to decompose while your mind remains intact, dreaming of a life cut short. Within a week, you arise from the foul brine, dragging your body from a stone font. Your baptismal

rebirth is complete and you roam the catacombs beneath the Willowwood in a never-ending search for food. Only the taste of living flesh can slake the hunger of the living dead.

Your quest ends here. Why not try again?

365) At the north end of the room are three doors and you surmise one of them must lead to the surface.

To enter the door on the left, **Go to 428.**

To enter the middle door, **Go to 385.**

To enter the door on the right, **Go to 429.**

366) With a kettle of warm vegetable stew in your tired hands, you recount your journey while Sterling prepares a comfortable bed of straw and feathers. You bless and thank the druid for his invaluable aid and hospitality before availing yourself of the soft, warm bed. You fall asleep immediately, exhausted from your labors.

Go to 368.

367) Three skeletons rush at you from the darkness! Scraps of clothing dangle loosely from their chalky white bones. Wielding hatchets and cleavers, they attack!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 10 or better to hit the skeleton; if you hit, you deal 1d6+3 HP of damage. The skeleton must roll a 14 or better on 1d20 to hit you; if it hits, the skeleton deals 1d6 HP of damage. The skeletons have 24, 24 and 26 Hit Points.

Advanced Game Combat: Skeletons (AC 7; HD 1 HP 24, 24, 26; Damage 1d6)

If you defeat the three skeletons, **Go to 356.**

If you escape or turn the skeletons, **Go to 455.**

368) During your adventure, you might have been asked to record a word and a number. Add up the numbers

and turn to the entry that corresponds with the sum.

If you did not record any such numbers, **Go to 204.**

369) “Not far from where we now stand you called upon me to nurture the parched earth with blessed water. Know that even the trees and plants of the forest are dear to me for they turn their leaves to greet the morning sun and receive life-giving light. By sacrificing one of my daily gifts to thee for the sake of natural beauty, thou didst pass the trial of generosity.”

“Beyond the river was a cursed stone, an obelisk to a dark goblin god. Casting out the black curses that were wrought upon the stone required a pure heart and an act of faith. Lacking the authority and equipment required to perform the proper ritual, many of my servants would have abandoned the black altar. But thou didst turn to me and ask for a portion of my essence to sanctify the stone from evil. In doing so, thou didst pass the trial of faith.”

“Deep in the woods, thy mind was opened to a vision of Reegan. As thou knowest, my servant, Reegan Ironbeard, was to be a sacrifice to the Congregation of the Dead. Long hast thy mind anguished over his fate, but know that thou didst come to his aid before the butchers could steal his soul to be devoured by the lich-lord of the undead. Because of thy valiant heart, his spirit resides with me in golden glory. In the heart of the undead temple thou didst call upon me yet again to silence the foul sorcerer and by thy faith did I answer with power and glory, even with a visitation from thy friend, Reegan. As such I granted both of thee a moment of righteous triumph over the black arts of the necromancer. In doing so, thou didst pass the trial of combat.”

Go To 370.

370) “Because of thy virtue and unbending devotion, I grant you the power and strength to overcome one final trial. Thy quest was not to regain my favor, but to prove thy worth. One of my order has indeed fallen from

grace, but it was never thee. The High Lantern of my church has turned his back to the light. In secrecy he walks through dark paths, wielding powers that corrupt and stain the soul. He is the High Priest of the Congregation of the Dead, servant of Galapiti. His intention was to offer thee as a sacrifice when Reegan fell from his grasp. I have allowed him to remain unchecked until such time that I find a soul worthy enough to replace him. Child of the Dawn, thou art that soul and thy worth is great to me.”

With that, Dirasip places her hands on your shoulders and imbues you with the power and authority of The Assembly of Light.

“Return home and scourge my church of this usurper. Bereft of power, he will tremble at thy call and know that thou are the favored of Dirasip!”

Go to 371.

371) After your morning prayers at dawn, you bid Sterling farewell and continue the long journey back home. Your heart is full, knowing that you accomplished all that was asked by The Eternal Lantern. You journey in peace and solace, comforted by your incredible successes.

When you arrive at the Assembly of Light, you carry the remains of the noble Mokira with beaming pride. You lay them before the altar where they will be blessed and the great servant of Light will once again be able to rest.

With news of your arrival, the High Lantern rushes into the chapel, a great smile across his face.

“My child, you are indeed a faithful servant and you shall be blessed for your deeds. Having proven yourself worthy you are welcomed back into the graces of the Assembly.”

Go to 372.

372) “I do not require nor request this from you, fallen priest!” you shout, your deep voice resounding throughout the Assembly Hall.

“Lower your voice in my presence, acolyte. How dare you make such an accusation!”

“How dare you lure me to my death, you foul dog! The light of Dirasip has cast aside the shadows that hide you and your black heart. I have slain your necromancer and Radiance has sent me here to scour your stench from her white halls. You have been stripped of power and authority, usurper!” you shout and the power of your voice causes your limbs to quake.

“Clearly he is lying, his mind has been struck with a madness from wandering the swamps!” pleads the High Lantern, looking around at the gathering crowd of priests.

“No, it is you that have been lying. I have proven my worth to Dirasip and she has granted me the authority to cleanse her church!”

Go to 440.

373) EP: 350

With a strength born from faith and fear, you drive your foes back, chanting a prayer to The Eternal Lantern as you purge the evil from their decomposed frames. With a shudder, the last Ghoul dies a second death and you lean back against the wall, weary from the battle. After you have recovered your strength, you head back.

Go to 459.

374) To enter the chamber, **Go to 402.** To head back, **Go to 420.**

375) To head north, **Go to 358.** To head south, **Go to 424.**

376) EP: 130

A powerful side stroke sends a skeleton crashing into the wall where it crumbles in a puff of osseous debris. You make short work of the remaining skeleton, driving it into the earth with your mace. With the battle at an end, you continue.

Go to 455.

377) EP: 260

Sweeping the last skeleton at the legs disarticulates his knee joints and the animated creature clatters to the ground, a lifeless heap of bones once again. With nothing else of interest here, you head back.

Go to 432.

378) The crates are filled with ceremonial attire and equipment. An ornate silver scepter and chalice wrapped in dark velvet would fetch a handsome price, but you can hardly bear to hold these items, imbued with evil, let alone transport them. The remaining crates are filled with black candles and robes, trimmed with silver thread.

Go to 462.

379) From either side of the corridor, the bones spill to floor as though vomited from the walls. Twitching with a life all their own, the mounds of bone begin to reassemble, each forming a skeletal warrior!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 10 or better to hit the skeleton; if you hit, you deal 1d6+3 HP of damage. The skeleton must roll a 14 or better on 1d20 to hit you; if it hits, the skeleton deals 1d6 HP of damage. The skeletons have 24 and 26 Hit Points.

Advanced Game Combat: Skeletons (AC 7; HD 1 HP 24, 26; Damage 1d6)

If you defeat the two skeletons, Go to 361.

If you escape or turn the skeletons, Go to 360.

380) The stout wooden door is not locked. The handle in the center of the door is fashioned from the smooth head of a human femur and surrounded by intricate woodwork depicting scenes of death and murder. An ornate skull carved near the top seems to observe you with great disdain.

To open the door, Go to 384.

Otherwise, Go to 395.

381) There is a door in the east wall.

To head south to the intersection, Go to 390.

To head north and turn west, Go to 474.

To examine the door, Go to 496.

382) EP: 175

Your mace sinks into the skull of your enemy with a wet thud. Necrotic brains squirt from the nose and mouth as the Ghoul collapses. There is nothing else of interest in this chamber, so you head back.

Go to 353.

383) This 60-foot corridor runs east and west. At the eastern end, the corridor turns north. At the western end is an intersection. There is a polished wooden door in the middle of the south wall.

To enter the door, Go to 466.

To head east and turn north, Go to 389.

To head west, Go to 463.

384) This 30-foot chamber runs north and south. There is a door in each wall.

To enter the north door, Go to 498.

To enter the east door, Go to 463.

To enter the south door, Go to 486.

To enter the west door, Go to 459.

385) This 30-foot corridor appears to serve as the preparation room for the high priest and necromancer. A bench dominates the room, probably used for study and meditation. Several soft black robes hang from a clothing rack. Runes stitched with silver threads coil around the cuffs and neckline. An elegant pendant adorned with a jet black stone is suspended beneath the dark cowl.

To head back, Go to 365.

386) This arm of the Great Corridor, roughly 25 feet wide, extends north for over 40 feet. Great stone columns carved in the likeness of a mound of skulls support the ceiling. The bones of

man and beast traverse the entire length of each wall, cemented to the stone. Their skeletons have been arranged in a mindless orgy of death and murder. Alongside the skeletons are carved figures of men, women and even children. A skeletal wolf savagely mauls a woman while her husband is torn apart by a huge bear. Human skeletons wielding spears and daggers slay and butcher scores of families while robed figures wielding scythes observe with interest, directing the actions of the skeletal horde.

A huge cistern adorns the northernmost wall. It is empty, but stained with crimson, whether blood or wine you cannot tell, but you suspect the former. The blood of sacrifice is often consumed by dark cults. Nine cups fashioned from inverted skulls surround the edge of the cistern. Dark stains trickle from the eye sockets and nostrils of these cups of calvarium.

To head back, Go to 410.

387) This arm of the Great Corridor, roughly 25 feet wide, extends north for over 40 feet. Great stone columns carved in the likeness of a mound of skulls support the ceiling. The bones of man and beast traverse the entire length of each wall, cemented to the stone. Their skeletons have been arranged in a mindless orgy of death and murder. A sword fastened to a skeletal hand pierces the ribcage of a beast. A wolf ravages a helpless figure, clenched upon his throat. Robed figures wielding scythes have been carved into the walls. They call to the skeletons, harvesting them like wheat.

A huge cistern adorns the northernmost wall. It is filled with crimson wine, a representation of blood sacrifice. Nine cups fashioned from inverted skulls surround the edge of the cistern. Wine stains trickle from the eye sockets and nostrils of these cups of calvarium.

To head back, Go to 409.

388) The tunnel turns sharply to the east where it empties into a large chamber.

To head east, **Go to 412.**

To head back, **Go to 304.**

389) This short section of the stone corridor runs north and south for 30 feet, turning west at either end. There is an ornate door in the middle of the east wall.

To examine the door, **Go to 494.**

To head north and turn west, **Go to 487.**

To head south and turn west, **Go to 383.**

390) You are at a T-intersection. Looking north, the corridor turns left after 20 feet. There is also a door in the eastern wall 10 feet away. Twenty feet to the south is another intersection.

To head north and turn left, **Go to 474.**

To examine the door in the eastern wall, **Go to 496.**

To head south, **Go to 435.**

To head west, **Go to 479.**

391) *EP: 130*

You dispatch the undead warriors with deadly efficiency. Leaving their bones in splintered mounds, you continue on your way.

Go to 375.

392) The fluid splashes against your leg and hand before you can leap back in time!

Make a Constitution check.

If you succeed, **Go to 344.**

If you fail, **Go to 357.**

393) To head north and turn east, **Go to 474.** To head south and turn east, **Go to 479.**

394) *EP: 260*

A terrible blow shatters the pelvis of the skeleton and it crumbles back to the ground, a lifeless pile of bones. The next two fall easily to the strength of your arm, bones spraying as your mace

beats the undying life from them. The remaining undead creature swipes at your face in an attempt to rake out your eyes. You counter with a stomp to the knee that sends the skeleton reeling to his left. You follow the stomp with a mace stroke and finish off the skeleton.

Go to 360.

395) To head north and turn east, **Go to 487.** To head east, **Go to 383.** To head south, **Go to 458.**

396) *EP: 2*

You hear a faint scratching sound coming from beyond the door.

To open the door, **Go to 473.**

Otherwise, **Go to 399.**

397) "His remains resisted my every attempt to raise him. I fear you will not be so fortunate. Know this and tremble, servant of a blind god, that your torment shall be everlasting. When the acolytes return with the High Priest they shall drink thy blood and offer thee to the King. He shall have your soul but your body belongs to me!"

The gaunt features of a hobgoblin dressed in robes of blackest midnight come into view. His devilish grin and look of utter contentment prick your heart with fear.

"Be not afraid, my child, the haunted dreams of the living dead shall come as a comfort to you after your anguished spirit is devoured by Galapiti!" hisses the necromancer.

Go to 489.

398) A blinding window of light to your left catches both you and the wizard by surprise. Falling on your back you watch in awe as a brilliant figure bathed in golden light steps out from the white flash. The spirit of Reegan Ironbeard, your friend and ally, has come to your aid in your darkest hour.

"The time of thy judgment has come, defiler!" commands the noble dwarf, pointing a golden mace towards the

necromancer. A bolt of holy light from the mace strikes him squarely in the chest, blasting the air from his lungs. He opens his mouth to cry out but no sound issues forth. At the mercy of the globe of silence, the necromancer draws a blood-red dagger from his belt.

Reegan turns and meets your awe-struck gaze with a look of profound love and admiration. He extends a glorified hand to you and helps you rise to your feet. Maces in hand, you both assail the necromancer. Fighting alongside your ally, you drive the wizard to the ground where his life spent in the pursuit of evil is finally ended.

Before he vanishes in a flash of light, Reegan's deep voice rumbles through the still air of the temple.

"Fare thee well, my friend. When thy time comes, I shall meet thee in the light of the morning. Until then, live well!"

Record the word 'Necromancer' along with the number '204' on your character sheet.

Go to 500.

399) You fear that something terrible might be lurking behind the door, so you step away. Unfortunately your scent betrays your presence and two ghouls, craving your warm flesh, slam open the door and attack! If a ghoul scores a critical hit, you are paralyzed for one round and the ghoul may make another combat roll.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll an 11 or better to hit the ghoul; if you hit, you deal 1d6+3 HP of damage. The ghoul must roll a 12 or better on 1d20 to hit you; if it hits, the ghoul deals 2d6 HP of damage. The ghouls have 30 and 32 Hit Points.

Advanced Game Combat: Ghouls (AC 6; HD 2; HP 30, 32; Damage 2d6)

If you defeat the two ghouls, **Go to 373.**

If you escape or turn the ghouls, **Go to 384.**

400) The breath of life is drawn out from your lungs by an invisible bellows

and the blood within your brain begins to boil. Vomit sprays from your mouth and nose and you fall to your knees, unable to stand. In a blinding flash of light your body is teleported from the chambers of the necromancer and you find yourself underwater, unable to move. Over the course of several days your flesh begins to decompose while your mind remains intact, dreaming of a life cut short. Within a week, you arise from the foul brine, dragging your body from a stone font. Your baptismal

rebirth is complete and you roam the catacombs beneath the Willowwood in a never-ending search for food. Only the taste of living flesh can slake the hunger of the living dead.

Your quest ends here. Why not try again?

401) Heading west, the tunnel turns northward for a few paces and then sharply back to the west. The walls have been dug from the clay and soil

beneath the Ep'Sarab swamp and, judging by the fingernail marks criss-crossing the surface of the walls, it appears that the digging was done by hand. After another twenty feet, the tunnel opens into a large chamber nearly 20 feet deep. The skeletal remains of two humans lie sprawled across the floor in a death pose.

If you inspect the skeletons, **Go to 273.**

Otherwise, you find nothing of interest in this dank chamber and head back. **Go to 420.**

402) The chamber, nearly 20 feet wide and 30 feet long, is still under construction. Three animated skeletons, dressed in the leather and fur garb of woodsmen, claw and scratch at the east wall with their bony hands. Sensing you approach, they turn toward you and immediately attack!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 10 or better to hit the skeleton; if you hit, you deal 1d6+3 HP of damage. The skeleton must roll a 14 or better on 1d20 to hit you; if it hits, the skeleton deals 1d6 HP of damage. The skeletons have 22, 24 and 26 Hit Points.

Advanced Game Combat: Skeletons (AC 7; HD 1 HP 22, 24, 26; Damage 1d6)

If you defeat the three skeletons, **Go to 322.**

If you escape or turn the skeletons, **Go to 420.**

403) The tunnel opens into a small round chamber. Crude arches have been assembled in each wall leading to a tunnel in the cardinal directions. The archways are constructed with skeletal remains lashed together with dried sinews. At the keystone of the arch is a cluster of skulls, the lifeless eye sockets staring at you as you approach. Empty torch sconces formed from ivory ribs are built alongside each arch. The sconces are filled with cold soot and ash. To the north and west, you see that the tunnels appear to branch again after roughly 30 feet. To the south, the



tunnel slopes downward and you see that it branches again after 20 feet.

To head north, **Go to 416**.

To head east, **Go to 449**.

To head south, **Go to 413**.

To head west, **Go to 425**.

404) This chamber, more than 35 feet across, is icy cold. The walls are slick and muddy with condensation. The icy mist that covers the entire floor bubbles up from a large stone font, nearly four feet across, constructed in the center of the large chamber. The smell of death permeates the air and you choke back a wave of nausea.

To examine the font, **Go to 280**.

Otherwise, **Go to 330**.

405) The passageway opens into a small circular room. Several tunnels have been dug in the walls. Twenty feet to the north is a similar room.

To head north, **Go to 424**.

To head south, **Go to 445**.

To head west, **Go to 482**.

406) Extending east for 25 feet, the tunnel turns to the north where it ends at a small chamber 20 feet across. Four piles of bones litter the floor of the chamber. As if aware of your presence, each mound begins to quake and jostle. The bones rise as an assembled being, fueled by the dark craft of necromancy. Four separate entities sway in the chill, dark air. Lifeless eye sockets stare at you as bony hands, clutching old blades, strike at your flesh!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 10 or better to hit the skeleton; if you hit, you deal 1d6+3 HP of damage. The skeleton must roll a 14 or better on 1d20 to hit you; if it hits, the skeleton deals 1d6 HP of damage. The skeletons have 22, 22, 24 and 26 Hit Points.

Advanced Game Combat: Skeletons (AC 7; HD 1 HP 22, 22, 24, 26; Damage 1d6)

If you defeat the four skeletons, **Go to 377**.

If you escape or turn the skeletons, **Go to 432**.

407) EP: 2

You hear a faint scratching sound coming from the west.

To head west, **Go to 415**.

To head back, **Go to 424**.

408) EP: 2

You hear a soft scratching sound coming from the chamber.

To enter the chamber, **Go to 402**.

To head back, **Go to 420**.

409) This half of the Great Corridor of this evil temple extends westward over 80 feet. Faint illuminations from the chamber beyond the bone pillars cast an eerie shadow down the length of this stone passage. Great tapestries depicting scenes of carnage and destruction litter the walls. At the western end, the corridor turns to the north.

To head west and turn north, **Go to 387**.

To head back to the vestibule, **Go to 485**.

410) This half of the Great Corridor of this evil temple extends eastward over 80 feet. Faint illuminations from the chamber beyond the bone pillars cast an eerie shadow down the length of this stone passage. Great tapestries depicting scenes of carnage and destruction litter the walls. At the eastern end, the corridor turns to the north.

To head east and turn north, **Go to 386**.

To head back to the vestibule, **Go to 485**.

411) To enter the door, **Go to 473**.

412) The chamber is roughly 30 feet in diameter and is littered with the bones of numerous corpses. A faint clicking sound to your left catches your atten-

tion and you turn just as a pile of bones begins to shiver and animate, bound by the curse of the undead. Three similar piles begin to twitch and dance, stirred to life by your presence. The bones rise up from the ground and take on a distinctively human shape, remnants of ancient armor hanging limply from their delicate osseous framework. Rusted hatchets and swords, gripped in bony fists, slash through the air as the skeletons begin a mindless march toward you.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 10 or better to hit the skeleton; if you hit, you deal 1d6+3 HP of damage. The skeleton must roll a 14 or better on 1d20 to hit you; if it hits, the skeleton deals 1d6 HP of damage. The skeletons have 22, 24, 24 and 26 Hit Points.

Advanced Game Combat: Skeletons (AC 7; HD 1 HP 22, 24, 24, 26; Damage 1d6)

If you defeat the four skeletons, **Go to 272**.

If you escape, **Go to 304**.

If you turn the skeletons, **Go to 287**.

413) The dark tunnel branches here. To the south, the tunnel slopes downward and turns gently to the east.

To head north, **Go to 403**.

To head east, **Go to 443**.

To descend the gentle grade to the south, **Go to 433**.

414) The darkened tunnel branches here. Twenty feet to the north you see a small alcove where the tunnel appears to branch again. To the east, the tunnel turns to the southeast after 25 feet. To the west, the passageway continues for 30 feet before it branches again. A cold, white mist floats just above the ground, obscuring the floor.

If you have prepared *Find Traps* and cast it now, **Go to 418**.

To head north, **Go to 423**.

To head east, **Go to 442**.

To head west, **Go to 449**.

415) The tunnel ends at a large chamber 25 feet across. A decomposing human is kneeling at the northern end, scraping at the wall with his hands. Sensing your presence, the ghoul turns to contemplate your savory flesh. Running a black, rotting tongue across the remnants of his lips, the ghoul attacks! If the ghoul scores a critical hit, you are paralyzed for one round and the ghoul may make another combat roll.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll an 11 or better to hit the ghoul; if you hit, you deal 1d6+3 HP of damage. The ghoul must roll a 12 or better on 1d20 to hit you; if it hits, the ghoul deals 2d6 HP of damage. The ghoul has 34 Hit Points.

Advanced Game Combat: Ghoul (AC 6; HD 2; HP 34; Damage 2d6)

If you defeat the ghoul, **Go to 382.**

If you escape or turn the ghoul, **Go to 353.**

416) By the appearance of the walls of this dark passage it has been dug from the earth by human hands, although living or dead you cannot tell. The thought of the latter sends a chill racing down your spine. This corridor extends fully 60 feet into the darkness. At either end you see that the tunnel branches in several directions. At the midpoint of this passage another corridor, likewise dug from the soft clay and earth, branches off and heads eastward.

To head north, **Go to 362.**

To follow the tunnel to the east, **Go to 441.**

To head south, **Go to 403.**

417) “Not far from where we now stand you called upon me to nurture the parched earth with blessed water. Know that even the trees and plants of the forest are dear to me for they turn their leaves to greet the morning sun and receive life-giving light. By sacrificing one of my daily gifts to thee for the sake of natural beauty, thou didst pass the trial of generosity.”

“Beyond the river was a cursed stone, an obelisk to a dark goblin god. Casting out the black curses that were wrought upon the stone required a pure heart and an act of faith. Lacking the authority and equipment required to perform the proper ritual, many of my servants would have abandoned the black altar. But thou didst turn to me and ask for a portion of my essence to sanctify the stone from evil. In doing so, thou didst pass the trial of faith.”

Go to 453.

418) The surge of magical energy trickles through your body, penetrating the icy mist covering the floor searching for objects that would cause you harm. No such objects are found and you breathe a sigh of relief.

Go to 414.

419) The spell is cast and you search for the telltale glow of traps that might be hiding beneath the mist. After scanning the floor, you are confident that it is safe to continue.

Go to 423.

420) The dank tunnel, reeking of mildew, branches here. The east and west tunnels twist through the darkness like great serpents, winding around corners and out of sight. To the north it appears that the tunnel branches again after thirty feet.

To head north, **Go to 425.**

To head east, **Go to 476.**

To head west, **Go to 401.**

421) The passage heads 20 feet due east before turning gradually to the south. After another 15 feet, the tunnel opens into a small chamber. Crouched near the eastern wall, a horribly disfigured being watches you with silent interest. The creature, spawn of the undead, moans softly as it reaches toward you with dirt-crusting claws. Its mouth, filled with necrotic tissues and teeth, oozes with black salivations. Shambling towards you, the ghoul attacks! If the ghoul scores a critical hit, you are paralyzed for one round and

the ghoul may make another combat roll.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll an 11 or better to hit the ghoul; if you hit, you deal 1d6+3 HP of damage. The ghoul must roll a 12 or better on 1d20 to hit you; if it hits, the ghoul deals 2d6 HP of damage. The ghoul has 29 Hit Points.

Advanced Game Combat: Ghoul (AC 6; HD 2; HP 29; Damage 2d6)

If you defeat the ghoul, **Go to 337.**

If you escape or turn the ghoul, **Go to 431.**

422) After 20 feet, the tunnel ends abruptly. Fresh claw marks and loose dirt would seem to indicate that this section of the catacombs is still under construction.

To head back, **Go to 431.**

423) The passage opens into a small circular alcove where the tunnel branches again. Twenty feet to the south, you see that the tunnel branches again. To the east is what appears to be a large chamber. The pale mist swirls around your heels as you walk cautiously through the alcove.

If you have prepared *Find Traps* and cast it now, **Go to 419.**

To head east, **Go to 404.**

To head south, **Go to 414.**

To head west, **Go to 441.**

424) The passageway opens into a small circular room. Several tunnels have been dug in the walls. Twenty feet to the south is a similar room.

To head north, **Go to 450.**

To head south, **Go to 405.**

To head west, **Go to 481.**

425) A chill air wafts in from the east as you approach an intersection. To the west, the tunnel turns sharply to the north. Thirty feet to the east and south the tunnel branches again.

To head east, **Go to 403.**

To head south, **Go to 420.**

To head west and turn northward, **Go to 431.**

426) From either side of the corridor, the bones spill to the floor as though vomited from the walls. Twitching with a life all their own, the mounds of bone begin to reassemble, each forming a skeletal warrior!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 10 or better to hit the skeleton; if you hit, you deal 1d6+3 HP of damage. The skeleton must roll a 14 or better on 1d20 to hit you; if it hits, the skeleton deals 1d6 HP of damage. The skeletons have 24, 24, 25 and 26 Hit Points.

Advanced Game Combat: Skeletons (AC 7; HD 1 HP 24, 24, 25, 26; Damage 1d6)

If you defeat the four skeletons, **Go to 394.**

If you escape or turn the skeletons, **Go to 360.**

427) From above, this chamber bears a striking resemblance to a skull. The smooth, rounded walls are made of stone inlaid with the bones of a thousand victims. To the north, in what would be the top of the skull, are three doors spaced 20 feet apart. To the south, the mouth, are three pillars constructed from crouching skeletons standing on top of one another to support the heavy ceiling. In the center, where the nostrils would be, are two shallow pits filled with a crimson liquid. Orbs imbued with spells of perpetual light reside below the surface. Shining through the fluid, they impart a pink fleshy hue to the entire chamber. To the north of the pits of illumination are two altars, the eyes of the skull. Empty shackles lay across the eastern altar, apparently used to secure a living sacrifice. A blackened skeleton is laid across the western altar, the arms and legs broken in several places. Clay jars containing the preserved remains of several organs are placed around the body and a box containing personal effects is near the head of the altar.

You cautiously approach the altar, your heart swelling with anticipation. A pendant in the likeness of a rising sun sitting atop the personal items, though smeared with blood and offal in an attempt to defile, confirms your suspicions. Upon the altar are the remains of the once great Mokira, blessed son of the dawn. Whispering a prayer of thanksgiving in this unwholesome place, you begin to reverently place the bones into the wooden box containing his holy symbol.

The central door in the northern wall suddenly opens and a raspy voice beckons from the shadows.

Go to 397.

428) This stone corridor, an architectural horn protruding from the skull chamber, heads to the northwest. After thirty feet, the corridor turns due north where a stone staircase leads upward.

If you climb the staircase, **Go to 472.**

If you would rather head back, **Go to 365.**

429) This stone corridor, an architectural horn protruding from the skull chamber, heads to the northeast. After thirty feet, the corridor turns due north where a stone staircase leads upward.

If you climb the staircase, **Go to 472.**

If you would rather head back, **Go to 365.**

430) Two skeletons rush at you from the darkness! Scraps of clothing dangle loosely from their chalky white bones. Wielding hatchets and cleavers, they attack!

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 10 or better to hit the skeleton; if you hit, you deal 1d6+3 HP of damage. The skeleton must roll a 14 or better on 1d20 to hit you; if it hits, the skeleton deals 1d6 HP of damage. The skeletons have 24 and 26 Hit Points.

Advanced Game Combat: Skeletons (AC 7; HD 1 HP 24, 26; Damage 1d6)

If you defeat the two skeletons, **Go to 376.**

If you escape or turn the skeletons, **Go to 455.**

431) After traveling a short distance through the dark passageway you arrive at a small circular chamber where additional tunnels have been carved in the walls.

To head east, **Go to 421.**

To head south, **Go to 425.**

To head west, **Go to 422.**

432) The tunnel opens into a small round chamber where additional tunnels have been dug into the walls.

To head to the northwest, **Go to 443.**

To head due east, **Go to 406.**

To head southeast, **Go to 483.**

433) For 40 feet, the tunnel continues to slope downward, turning ever so gently to the east before continuing due south. The earth beneath your feet is soft and loose and you are cautious not to slip and fall.

Roll 1d6.

If you roll 1-2, **Go to 259.**

If you roll 3-6, **Go to 304.**

434) You are at a T-intersection. Immediately to the east is a huge steel portcullis. Not even a giant could wrench the steel from its footings. Thirty feet to the west the corridor turns to the north.

To head south, back into the tunnel, **Go to 416.**

To head west, **Go to 458.**

435) You are at a T-intersection. The stone corridor continues to the north and west. Thirty feet to the north you see another intersection. To the south lies a tunnel, carved from the earth.

To head north, **Go to 390.**

To head south, **Go to 375.**

To head west, **Go to 451.**

436) You are at a T-intersection. To the west, the corridor ends after thirty

feet at a huge steel portcullis. Not even a giant could wrench the steel from its footings.

To head north, **Go to 452.**

To head east, **Go to 451.**

437) “Not far from where we now stand you called upon me to nurture the parched earth with blessed water. Know that even the trees and plants of the forest are dear to me for they turn their leaves to greet the morning sun and receive life-giving light. By sacrificing one of my daily gifts to thee for the sake of natural beauty, thou didst pass the trial of generosity.”

“Deep in the woods, thy mind was opened to a vision of Reegan. As thou knowest, my servant, Reegan Ironbeard, was to be a sacrifice to the Congregation of the Dead. Long hast thy mind anguished over his fate, but know that thou didst come to his aid before the butchers could steal his soul to be devoured by the lich-lord of the undead. Because of thy valiant heart, his spirit resides with me in golden glory. In the heart of the undead temple thou didst call upon me yet again to silence the foul sorcerer and by thy faith did I answer with power and glory, even with a visitation from thy friend, Reegan. As such I granted both of thee a moment of righteous triumph over the black arts of the necromancer. In doing so, thou didst pass the trial of combat.”

Go to 453.

438) The spell is cast and you carefully survey your surroundings. You are relieved to discover that there are no traps lying in wait.

Go to 441.

439) Calling upon your deity, you ask for divine aid to help you avoid any traps that are placed in your path. The spell reveals that the ground beneath the mist is safe.

Go to 449.

440) As you speak, your mace begins to glow with a brilliance that is unbearable

to the High Lantern. Falling to his knees, he shields his eyes from the light of judgment. Raising your mace high above your head, you turn to face the crowd of faithful servants and relate your visitation and the true nature of this man, stripped of honor, now groveling on the floor.

“Oh, shine on me to make them see, such a wonderful sight in the new dawn’s light. Rest they may, but soon comes day. And I wish them to see your glory gleam!” The assembled priests sing the morning prayer in unison while the light from your mace floods the hall. Raising your hand to silence the crowd, you speak to the High Lantern.

“You shall never again dream or even see light. Darkness disperse. I claim the night!” With a swift stroke of your mace, you administer the demands of justice.

THE END.

441) Thirty feet long, this east and west passage reeks of rot and death. A faint mist blankets the ground beneath your feet and you are cautious not to step in a sinkhole hidden by the eerie shroud.

If you have prepared *Find Traps* and cast it now, **Go to 438.**

To head east, **Go to 423.**

To head west, **Go to 416.**

442) This passageway runs east and west roughly 25 feet. At the eastern end it turns to the southeast for 10 feet before heading due east again.

To head east, **Go to 482.**

To head west, **Go to 414.**

443) The dark passage runs east and west nearly 40 feet. At the eastern end, it turns to the southeast for another 15 feet.

To head east and turn southeast, **Go to 432.**

To head west, **Go to 413.**

444) After a short distance, the tunnel gradually begins to turn.

To head north, **Go to 445.**

To head west, **Go to 483.**

445) This cold, dark passage runs north and south approximately 40 feet. To the north, the tunnel appears to branch. To the south, it turns to the east.

To head north, **Go to 405.**

To head south, **Go to 444.**

446) The necromancer stands in the way of the completion of your quest.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 12 or better to hit the necromancer; if you hit, you deal 1d6+3 HP of damage. The necromancer must roll a 9 or better on 1d20 to hit you; if it hits, the necromancer deals 1d4+2 HP of damage. The necromancer has 52 Hit Points.

Advanced Game Combat: Necromancer (AC 5; HD 5 HP 52; Damage 1d4+2)

If you defeat the necromancer, **Go to 500.**

447) “Beyond the river was a cursed stone, an obelisk to a dark goblin god. Casting out the black curses that were wrought upon the stone required a pure heart and an act of faith. Lacking the authority and equipment required to perform the proper ritual, many of my servants would have abandoned the black altar. But thou didst turn to me and ask for a portion of my essence to sanctify the stone from evil. In doing so, thou didst pass the trial of faith.”

“Deep in the woods, thy mind was opened to a vision of Reegan. As thou knowest, my servant, Reegan Ironbeard, was to be a sacrifice to the Congregation of the Dead. Long hast thy mind anguished over his fate, but know that thou didst come to his aid before the butchers could steal his soul to be devoured by the lich-lord of the undead. Because of thy valiant heart, his spirit resides with me in golden glory. In the heart of the undead temple thou didst call upon me yet again to silence the foul sorcerer and by thy faith did I answer with power and glory, even with a visitation from thy

friend, Reegan. As such I granted both of thee a moment of righteous triumph over the black arts of the necromancer. In doing so, thou didst pass the trial of combat."

Go to 453.

448) With the heavy box supported on your broad shoulder, you trudge through the water and sludge of the Willowwood. On more than one occasion, the mud binds your feet and you nearly fall, but with a determined grunt, you free yourself and march toward the woods. Resting on the shore of the swamp, you reflect on the wondrous events that have transpired and the fruits that your labor will surely bear. The sinking sun brings your mind back to the present and you heft the box by the rope handles and step back into the woods.

Retracing your steps, you make good time while the forest grows dark around you. It would be unwise to build a fire here in the wild so you press onward. By the time you make it to the river, you are amazed that you have traveled unmolested through the northern woods. Only when you step into the chilly water do you notice a huge brown bear sitting twenty feet away on the riverbank. This great animal was your unseen guide, clearing your path of any dangers. With his work completed he sniffs the air and trots back into the woods. When you reach the opposite side of the river, another guide greets you. Sterling Oakenshield, lord and master of the forest, welcomes you back from your journey and bids you to join him at his cottage where you may rest safely.

Go to 366.

449) Shrouded in darkness, this corridor runs east and west for thirty feet. The walls appear to have been scraped by hand and tool and an eerie mist coats the floor, obscuring the ground beneath your feet.

If you have prepared *Find Traps* and cast it now, Go to 439.

To head east, Go to 414.

To head west, Go to 403.

450) The passage runs north and south approximately 30 feet.

Roll 1d6.

If you roll 1-4, Go to 355.

If you roll 5-6, Go to 375.

451) The corridor stretches 80 feet to the east and west. Several of the wall tiles have been removed and replaced with a jumble of bones thrust into the earth.

Roll 1d6.

If you roll a 1, Go to 360.

If you roll 2-4, Go to 379.

If you roll 5-6, Go to 426.

452) This 50-foot corridor runs north and south. There is a door at the north end and an intersection to the south.

To examine the door, Go to 467.

To head south, Go to 436.

453) "Because of thy virtue and unbending devotion, I grant you the knowledge and strength to overcome one final trial. Thy quest was not to regain my favor, but to prove thy worth. One of my order has indeed fallen from grace, but it was never thee. The High Lantern of my church has turned his back to the light. In secrecy he walks through dark paths, wielding powers that corrupt and stain the soul. He is the High Priest of the Congregation of the Dead, servant of Galapiti. His intention was to offer thee as a sacrifice to his new god. I have allowed him to remain unchecked until such time that I find a soul worthy enough to replace him. Child of the Dawn, thy worth is great to me."

With that, Dirasip places her hands on your shoulders and blesses you.

Go to 454.

454) "You shall not return home to be preyed upon by my fallen son. I shall deal with him in my own way. I have need of thee in other far away lands. Seek ye the light and all will be for thy good, my faithful servant. Thou hath an ally in the druid and your friendship

will be the source of many great deeds. Go forth, my son, with my blessings and favor!"

You have succeeded in your quest, but more adventures still await you. Why not try again?

455) To head east, Go to 405. To head west, Go to 442.

456) The words of power spill from the necromancer's mouth like a swarm of ants. He reaches out a bony finger, leveled at you. A dark acrid smoke begins to rise from the flesh of his hand and you are wracked with an intense pain. A blinding window of light to your left catches both you and the wizard by surprise. Falling on your back you watch in awe as a brilliant figure bathed in golden light steps out from the white flash. The spirit of Reegan Ironbeard, your friend and ally, has come to your aid in your darkest hour.

"Stay thy tongue, defiler!" commands the noble dwarf, pointing a golden mace towards the necromancer. A bolt of holy light from the mace strikes him squarely in the chest, blasting the air from his lungs. He opens his mouth to cry out but no sound issues forth. At the mercy of the globe of silence, the necromancer draws a blood-red dagger from his belt.

Reegan turns and meets your awe-struck gaze with a look of profound love and admiration. Before he vanishes in a flash of light, his deep voice rumbles through the still air of the temple.

"Fare thee well, my friend. When thy time comes, I shall meet thee in the light of the morning. Until then, live well!"

His words bathe you with strength and courage and you turn to face the weakened necromancer.

Go to 446.

457) If you are reading this, you are lost! Go back to the paragraph you last read and make a different choice.

458) The corridor turns here. Thirty feet to north is an intersection.

To head north, **Go to 463**.

To head east, **Go to 434**.

459) This long corridor stretches north and south roughly 50 feet. There is a door in the north, east and south walls.

To enter the north door, **Go to 469**.

To enter the east door, **Go to 384**.

To enter the south door, **Go to 470**.

460) This lavish room appears to be the quarters of a dark necromancer. Magical tomes bound with human and elvish skin are stacked neatly on a tall shelf. Many bottles and jars litter a great desk. Several of the jars bear organs in various stages of decay. A blackened heart continues to beat and pulsate within a viscous fluid. An arcane circle is inscribed on the center of the floor. Unspeakable runes written in a corrupt tongue surely bind foul magic to the circle.

To step into the circle, **Go to 400**.

Otherwise, you quickly take your leave of this den of iniquity. **Go to 389**.

461) This lavish room appears to be the quarters of a high priest. Next to the bed and table is a clothing stand. Hanging from the stand is a black robe. Arcane runes sewn with silver and red thread race across the sleeves and neckline. A dark red sash is folded neatly on the bed atop of which is a ceremonial helmet. Shaped like a human skull with ram horns, the silver helmet causes the bile to rise in your throat. A small wooden box on the table contains a scepter fashioned from steel and human bone. Not daring to touch the symbol of evil, you quickly close the box, wiping your hands on your leggings. Everything in this room stinks of evil and the mere thought of the unspeakable acts that must take place within these halls fill you with despair.

To head back, **Go to 488**.

462) Stacked neatly against the southern walls of this small room are over a dozen small crates. Three stout casks have been carefully packed in dried straw and stored near the crates.

To examine the crates, **Go to 378**.

To examine the casks, **Go to 464**.

To head back, **Go to 468**.

463) You are at a T-intersection. Ten feet to the north, in the west wall, is a wooden door. Ten feet beyond that, the corridor appears to turn to the east.

To examine the door, **Go to 380**.

To head north and turn east, **Go to 487**.

To head east, **Go to 383**.

To head south, **Go to 458**.

464) Based on their outer markings, the casks have clearly been purchased from the Zha-nehmish marketplace and you also notice a black symbol has been branded on the tops of the casks: a black fist holding a dagger. Straining your memory, you recall that this is the symbol of the largest thieves' guild in far away Zoa. The casks are filled with rare wines. You recall hearing that these banned spirits are very potent and able to induce a deep hallucinogenic state and are only available through the proper smuggling networks.

Go to 462.

465) Climbing back through the globe of impenetrable darkness, you head down the stairs toward the skull chamber.

Go to 427.

466) This room, 40 feet from east to west, is filled with nearly a dozen small cots. You assume this to be some sort of barracks but for whom you are not sure.

To head back to the corridor, **Go to 383**.

467) The thick door is fashioned from wood and bone. The skeletons of man and beast intertwine within a wooden

framework. The door jamb is composed of human skulls stacked upon one another and cemented into the stone frame.

To open the door, **Go to 495**.

To head back, **Go to 452**.

468) This stone chamber measures 30 feet from north to south. Tapestries of black and silver cloth adorn the walls. Images of pestilence and decay have been sewn into the dark fabric. There are polished wooden doors in the middle of the east, south and west walls.

To enter the eastern door, **Go to 497**.

To enter the southern door, **Go to 462**.

To enter the western door, **Go to 381**.

469) This small room is filled with bones. As you open the door, four mounds of bone rise up from the floor assembling into living skeletons! The skeletons appear to have once been hobgoblins, although it is quite difficult to tell with all the commotion.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 10 or better to hit the skeleton; if you hit, you deal 1d6+3 HP of damage. The skeleton must roll a 14 or better on 1d20 to hit you; if it hits, the skeleton deals 1d6 HP of damage. The skeletons have 22, 23, 24 and 26 Hit Points.

Advanced Game Combat: Skeletons (AC 7; HD 1 HP 22, 23, 24, 26; Damage 1d6)

If you defeat the four skeletons, **Go to 363**.

If you escape or turn the skeletons, **Go to 459**.

470) Make a Wisdom check!

If you succeed, **Go to 396**.

If you fail, **Go to 411**.

471) If you are wearing the helmet of Reegan Ironbeard, **Go to 456**.

Otherwise, **Go to 364**.

472) The stair ascends for some distance, shrouded in darkness. Before long, the stench of the bog begins to fill the corridor indicating that the surface must be near. After a few more steps, your dwarven vision suddenly fails and all is black. Futilely flapping your hand in front of your face, you realize that you have stepped into a magical sphere of darkness used to hide this secret entrance. Groping the walls for support, you pass through the magical zone emerging into the softening skies of evening. Blinking to allow your eyes to adjust to the light, you orient yourself to your surroundings. You are still a few feet below the surface in some sort of stone vault. Closer inspection reveals that it is part of an abandoned burial mound that had been swallowed up by time and the Willowood.

You climb out of the vault, now nothing more than a ruined mound of moss and mud. The crumbled walls of the burial monument lie a few feet above the surface of the swamp forming a small island. A few other similar mounds are nearby. The sun has nearly set on this day and you do not wish to be caught in the swamp after dark. To the south you see the entrance to the catacombs and the Kalasali woods beyond.

To climb back down the stairs, **Go to 465**.

To leave the swamp behind and head for the woods, **Go to 448**.

473) Two ghouls, feasting on the morbid remains of a hobgoblin, drop their meal to attack! If a ghoul scores a critical hit, you are paralyzed for one round and the ghoul may make another combat roll.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll an 11 or better to hit the ghoul; if you hit, you deal 1d6+3 HP of damage. The ghoul must roll a 12 or better on 1d20 to hit you; if it hits, the ghoul deals 2d6 HP of damage. The ghouls have 30 and 32 Hit Points.

Advanced Game Combat: Ghoul (AC 6; HD 2; HP 30, 32; Damage 2d6)

If you defeat the two ghouls, **Go to 373**.

If you escape or turn the ghouls, **Go to 459**.

474) This 60-foot corridor runs east and west. The corridor turns to head south at each end. A soft echo fills the hallway with each step.

To head east and turn south, **Go to 381**.

To head west and turn south, **Go to 488**.

475) This small room contains a simple cot. There is a lantern and wash basin on a small table in the corner. There is nothing else of interest here, so you head back.

Go to 497.

476) Filled with a fetid stink, the passage follows a more or less southeasterly course. It would appear that the engineers worked without tool or plan, for the wall seems scratched out of the earth by crude tools. Indeed, you find a human-sized mandible lying on the tunnel floor, the teeth covered in mud and muck. After following the passage for nearly 40 feet you see that it opens into a small chamber to the south.

Make a Wisdom check!

If you succeed, **Go to 408**.

If you fail, **Go to 374**.

477) In an instant, the ghost is upon you, tearing at your flesh! If the ghost scores a critical hit, you are paralyzed for one round and the ghost may make another combat roll. If you have prepared *Invisibility to Undead* and cast it now, **Go to 493**.

Basic Game Combat: You attack first. Roll 1d20+1. You must roll a 13 or better to hit the ghost; if you hit, you deal 1d6+3 HP of damage. The ghost must roll a 10 or better on 1d20 to hit you; if it hits, the ghost deals 2d8 HP of damage. The ghost has 42 Hit Points.

Advanced Game Combat: Ghost (AC 4; HD 4; HP 42; Damage 2d8)

If you defeat the ghost, **Go to 491**.

If you escape or turn the ghost, **Go to 452**.

478) *EP: 50*

Before the evil sorcerer can complete his incantation, you summon a sphere of silence upon him. Unable to complete his casting, the necromancer fumes, reaching for a blood red dagger at his waist.

Go to 499.

479) This 60-foot corridor runs east and west. There is a polished wooden door in the center of the south wall. At the west end, the corridor turns to the north. There is an intersection at the east end.

To enter the door, **Go to 490**.

To head east, **Go to 390**.

To head west and turn north, **Go to 488**.

480) There is an armor and weapon rack in this small room. Several suits of black leather armor hang next to barbed spears and serpentine daggers. A mace with the head sculpted from steel to represent a human skull is fastened to the top of the rack. You snap the spear shafts across your thigh and bend the dagger blades against the stone floor tiles, preventing them from being used for the evil purposes for which they were designed. With nothing else of interest here, you head back.

Go to 497.

481) The tunnel slopes downward along its 30-foot course to the west. A great stench lies ahead.

Roll 1d4.

If you roll 1, **Go to 353**.

If you roll 2-4, **Go to 407**.

482) The tunnel runs east and west roughly 30 feet.

Roll 1d6.

If you roll 1-3, **Go to 367**.

If you roll 4-5, **Go to 430.**

If you roll 6, **Go to 455.**

483) After 15 feet or so, the passage turns rather abruptly.

To head to the northwest, **Go to 432.**

To head due east, **Go to 444.**

484) The overpowering stench emanating from your foe hinders your attacks. Each breath of the sickening smell drains your strength. For the remainder of this battle, subtract 2 from your Combat Roll.

Go to 477.

485) You are standing in the vestibule of the evil temple. To the north is a chamber filled with a warm red glow. The great corridor extends to the east and west. To the south is a door.

To enter the chamber to the north, **Go to 427.**

To head east, **Go to 410.**

To go through the door in the south wall, **Go to 452.**

To head west, **Go to 409.**

486) This small room is empty save for a few cobwebs. Several cracked floor tiles are in desperate need of repair.

To head back, **Go to 384.**

487) This 60-foot section of the corridor runs east and west, turning to the south at each end. A soft echo fills the hallway with each step.

To head east and turn south, **Go to 389.**

To head west and turn south, **Go to 463.**

488) This 30-foot section of the stone passage runs north and south. The corridor turns to the east at either end. There is a door in the middle of the west wall.

To examine the door, **Go to 359.**

To head north and turn east, **Go to 474.**

To head south and turn east, **Go to 479.**

489) The dark necromancer begins to whisper the words of power that are linked to his magic.

If you have prepared *Silence 15' Radius* and would like to cast it now, **Go to 478.**

Otherwise, **Go to 471.**

490) This room is 40 feet from east to west and is filled with nearly a dozen small cots. You assume this to be some sort of barracks but for whom you are not sure.

To head back to the corridor, **Go to 479.**

491) *EP: 650*

With a hellish shriek, the ghost collapses to the floor, slain by your weary hand. Reeking juices of decay gush from his wounds and his undead eyes close in a grimace of torment.

To enter the chamber to the north, **Go to 427.**

To head east down the wide passage, **Go to 410.**

To leave through the door in the south wall, **Go to 452.**

To head west down the wide passage, **Go to 409.**

492) During the night, a warm glow from outside the cottage rouses you from your sleep. The light begins to glow until you are nearly blinded by the brilliance. You rise from your bed and step outside into the radiant warmth.



Standing in the center of the druidic grove is a beautiful young woman. Her gleaming golden hair surrounds a face of porcelain white skin and cascades down onto her shining plate mail armor. The intense light radiates from a white cloak draped across her shoulders. In her delicate hand is a mace glistening with gold.

"Come forth, ye son of the dawn!" commands the gentle voice. You step into the clearing and fall upon your face, prostrate before the presence of your god.

"Arise and know that I am well pleased. This mission to restore thy standing before me has been met with a measure of success. By thy faith, thou hast reclaimed the mortal remains of one of my noble servants. I reveal to you now that this was not thy mission, merely a means to an end. Thou hast been forged anew by the flames of service and passed through the trials placed before you."

The words of your god enter into your very heart and you rise to receive your judgment and reward.

Go to 369.

493) With a courage wrought from faith, you call upon your god to shield your presence from the ghaſt. A ſoft tingle of energy trickles down from your ſcalp and the ghaſt ceases his attack, ſlowly turning his head from ſide to ſide to aſcertain your poſition. This ſpell laſts but a ſhort time and you hurriedly leave the ghaſt to grope and claw the walls in deſperation.

To enter the chamber to the north, **Go to 427.**

To head eaſt down the wide paſſage, **Go to 410.**

To leave through the door in the ſouth wall, **Go to 452.**

To head weſt down the wide paſſage, **Go to 409.**

494) The ſtout wooden door is not locked. The handle is fashioned from the ſmooth head of a human femur and placed in the center of the door and is ſurrounded by intricate woodwork

depicting ſcenes of death and murder. An ornate ſkull carved near the top ſeems to obſerve you with great diſdain.

To open the door, **Go to 460.**

Otherwise, **Go to 389.**

495) You open the door and a warm red glow fills the chamber. The walls on either ſide of the door ſpread diagonally until they open into an area nearly 50 feet on each ſide. To the eaſt and weſt, a wide paſſageway extends into the diſtance. Directly ahead to the north, the walls bulge into the chamber forming a crescent indentation in the center of which is a ſeries of three pillars comprised of crouching ſkeletons holding one another aloft until they reach the ſtone ceiling. The red glow emanates from the vaſt chamber beyond the bone pillars.

As you ſtep into the vestibule of this unholy temple, a dark ſhadow emerges from the chamber to the north. In the dim light you ſee his grotesque features. Rotting ſkin peeled back from his ribcage reveals a cheſt filled with black organs. Tatters of clothing hang from his thin form, floating like cobwebs as he approaches. His voice, repeating the ſame word again and again, is like the grinding whine of metal. Bringing your mace up to your ſhoulder and aſſuming a deſenſive poſture, you recognize the ſhrill command ſpat from diſeaſed lungs: Death.

The ſtench of carrion is nearly overwhelming and you gag reflexively as tears well in your ſtinging eyes. The ghaſt points a clawed hand at your heart and a wicked grin ſpreads across his diſfigured face as his chants reach a fevered crescendo.

Make a Conſtitution check!

If you ſucceed, **Go to 477.**

If you fail, **Go to 484.**

496) The ſtout wooden door is not locked. The handle, fashioned from the ſmooth head of a human femur, is placed in the center of the door and ſurrounded by intricate woodwork depicting ſcenes of death and murder. An ornate ſkull carved near the top

ſeems to obſerve you with great diſdain.

To open the door, **Go to 468.**

Otherwise, **Go to 381.**

497) This corridor meaſures 30 feet from north to ſouth. There are three poliſhed wooden doors in the north, ſouth and weſt walls.

To enter the northern door, **Go to 475.**

To enter the ſouthern door, **Go to 480.**

To enter the weſtern door, **Go to 468.**

498) This ſmall room is filled with ſalted and preſerved meats and cheeses as well as freſh water. The food ſmells quite ſafe. You may eat to regain your ſtrength (heal 6 hit points) before leaving.

Go to 384.

499) If you are wearing the helmet of Reagan Ironbeard, **Go to 398.**

Otherwise, **Go to 446.**

500) *EP: 750*

You leave the crumpled body of the hobgoblin necromancer and return to the altar to collect the ſacred remains, placing them reverently into the wooden box near the altar. It is quite heavy, but you feel no burden as you lift it. At the north end of the room are three doors and you ſurmise that one of them muſt lead to the ſurface.

To enter the door on the left, **Go to 428.**

To enter the middle door, **Go to 385.**

To enter the door on the right, **Go to 429.**

APPENDIX A: PRE-GENERATED CHARACTER SHEET

Experience Points (EP):

Name:

Race: Dwarf

Class: Cleric

Gold Pieces (GP):

Strength 14
Dexterity 13
Constitution 14
Intelligence 10
Wisdom 16
Charisma 10

Items Found

Hit Points (HP): 46

Equipment

Mace (damage 1d6+3)
Banded Mail armor
Buckler
Holy Symbol
Two Healing Potions (heal 8 hp each)

APPENDIX B: QUICK-REFERENCE

CRITICAL HITS (BASIC AND ADVANCED GAME)

Roll 1d10 and refer to the following table:

Table 1: Critical Hits

- 1 Your mace slams into a particularly soft spot! *Add 1d4 points damage*
- 2 You spot an opening and hammer through your opponent's defenses!
Add 1d4+2 points damage
- 3 You parry your foe's attack and slam your weapon across his arm!
Add 1d6 points damage
- 4 Your mace strikes true and you hear the sharp crack of splintered bone!
Add 1d6+3 points damage
- 5 Your foe howls in pain as your weapon slams into a joint! *Add 1d8 points damage*
- 6 A lightning-fast swing crashes into your opponents' ribs!
Add 1d8+4 points damage
- 7 Your devastating attack splatters blood into your foe's eyes!
Your foe automatically misses his next combat roll
- 8 You deliver a tooth-rattling groin shot to your opponent!
Your foe automatically misses his next combat roll
- 9 Your foe collapses in agony as your mace plows through his defenses and his skull! *Combat ends*
- 10 You crush your foe's skull, putting an end to any fight he might have had left in him. *Combat ends*

FUMBLES (BASIC AND ADVANCED GAME)

Roll 1d6 and refer to the following table.

Table 2: Fumbles

- 1 You lose your footing and stumble during your attack!
Your opponent may add 1 to his or her next combat roll
- 2 You are momentarily stunned as you lose control of your weapon!
Your opponent may add 2 to his or her next combat roll
- 3 You are baffled as you lose total control of your weapon!
You automatically miss your next combat roll
- 4 You wince in pain as you pull a muscle in your back during your attack!
Take 1d4 points damage
- 5 Your attack bounces harmlessly off your opponent and slams in your leg!
Take 1d6 points damage
- 6 You rush at your foe and manage to trip over your own legs, striking yourself!
Take 1d8 points damage

TURN UNDEAD (BASIC AND ADVANCED GAME)

Table 3: Turn Undead

Undead Creature	Required Roll
Skeleton	8
Zombie	11
Ghoul	14
Shadow	16
Wight	18
Ghast	19
Wraith	20

You must roll the required number or higher in order to turn the undead. If successful, roll 1d4 to determine how many of your opponents flee.

COMBAT ROLL TABLES (ADVANCED GAME ONLY)

Roll 1d20 and apply your Str modifier.

Table 4: Character Combat Table

If Enemy's AC is:

10 9 8 7 6 5 4 3 2 1 0 -1 -2

then You need:

7 8 9 10 11 12 13 14 15 16 17 18 19

If your modified roll is equal to or better than the required roll, you've scored a hit! The rules regarding your opponent's roll will now depend on your AC. Roll 1d20 for your opponent and refer to the following table.

TABLE 5: ADVANCED ADVERSARY COMBAT TABLE							
YOUR AC	OPPONENT'S HIT DICE						
	<1-1	1-1	1	1+	2	3	4
AC 5	14	13	12	11	10	9	8
AC 4	15	14	13	12	11	10	9
AC 3	16	15	14	13	12	11	10
AC 2	17	16	15	14	13	12	11
AC 1	18	17	16	15	14	13	12

Locate the Hit Dice (HD) of your opponent along the top row and cross-reference it with your AC. Your opponent needs to roll this number or better to score a hit on you! If the roll is equal to or higher than the number listed, your opponent has scored a hit!

APPENDIX C: ADVANCED CHARACTER SHEET

Name: _____

Race: Dwarf

Class: Cleric

Strength _____

Dexterity _____

Constitution _____

Intelligence _____

Wisdom _____

Charisma _____

Combat Modifier: _____ Damage Modifier: _____

AC Modifier: _____ Reaction Modifier: _____

Hit Point Modifier: _____

Additional Spells: _____

Hit Points (HP): _____

Armor Class (AC): _____

Equipment:

Mace (damage 1d6+Strength modifier)

Banded Mail armor (AC 4)

Buckler (AC 1)

Holy Symbol

Two Healing Potions (heal 8 hp each)

Experience Points (EP): _____

Gold Pieces (GP): _____

Time Spent: _____

Items Found _____

SPELLS KNOWN

APPENDIX D: OPPONENT STATISTICS (d20)

Entry	Opponent	Init	Atk	AC	HP	Damage
7	Hobgoblin 1	+1	+2	15	27	1d6+1
7	Hobgoblin 2	+1	+2	15	25	1d6+1
9	Wolverine	+2	+4	14	36	1d4+2
17	Wolverine	+2	+4	14	37	1d4+2
32	Wolf	+2	+3	14	35	1d6+1
49	Hobgoblin 1	+1	+2	15	27	1d6+1
49	Hobgoblin 2	+1	+2	15	25	1d6+1
67	Goblin 1	+1	+2	15	22	1d6
67	Goblin 2	+1	+2	15	25	1d6
84	Snake	+3	+5	15	33	1d3+4
119	Wolf	+2	+3	14	32	1d6+1
133	Goblin	+1	+2	15	25	1d6
143	Goblin 1	+1	+2	15	24	1d6
143	Goblin 2	+1	+2	15	27	1d6
170	Hobgoblin 1	+1	+2	15	27	1d6+1
170	Hobgoblin 2	+1	+2	15	24	1d6+1
174	Monstrous Scorpion	+2	+2	14	35	1d4+1 + poison
177	Dire Wolf	+2	+3	14	40	1d8
185	Goblin 1	+1	+2	15	22	1d6
185	Goblin 2	+1	+2	15	24	1d6
185	Goblin 3	+1	+2	15	27	1d6
195	Goblin 4	+1	+2	15	25	1d6
195	Goblin 5	+1	+2	15	22	1d6
199	Hobgoblin	+1	+2	15	28	1d6+1
230	Goblin	+1	+2	15	21	1d6
230	Dire Wolf	+2	+3	14	31	1d8
238	Goblin 1	+1	+2	15	22	1d6
238	Goblin 2	+1	+2	15	24	1d6
259	Ghoul	+2	+2	14	30	1d6+1 + paralysis
267	Hobgoblin	+1	+2	15	24	1d8+1
273	Skeleton 1	+2	+1	15	24	1d6+1
273	Skeleton 2	+2	+1	15	23	1d6+1
281	Ghoul	+2	+2	14	34	1d6+1 + paralysis
303	Hobgoblin	+1	+2	15	26	1d8+1
355	Skeleton 1	+2	+1	15	24	1d6+1
355	Skeleton 2	+2	+1	15	26	1d6+1
367	Skeleton 1	+2	+1	15	24	1d6
367	Skeleton 2	+2	+1	15	24	1d6
367	Skeleton 3	+2	+1	15	26	1d6
379	Skeleton 1	+2	+1	15	24	1d6+1
379	Skeleton 2	+2	+1	15	26	1d6+1
399	Ghoul 1	+2	+2	14	30	1d6+1 + paralysis
399	Ghoul 2	+2	+2	14	32	1d6+1 + paralysis
402	Skeleton 1	+2	+1	15	22	1d4+1
402	Skeleton 2	+2	+1	15	24	1d4+1
402	Skeleton 3	+2	+1	15	26	1d4+1
406	Skeleton 1	+2	+1	15	22	1d6+1
406	Skeleton 2	+2	+1	15	22	1d6+1
406	Skeleton 3	+2	+1	15	24	1d6+1
406	Skeleton 4	+2	+1	15	26	1d6+1
412	Skeleton 1	+2	+1	15	22	1d6
412	Skeleton 2	+2	+1	15	24	1d6
412	Skeleton 3	+2	+1	15	24	1d6+1
412	Skeleton 4	+2	+1	15	26	1d6+1
415	Ghoul	+2	+2	14	34	1d6+1 + paralysis
421	Ghoul	+2	+2	14	29	1d6+1 + paralysis
426	Skeleton 1	+2	+1	15	24	1d6+1
426	Skeleton 2	+2	+1	15	24	1d6+1
426	Skeleton 3	+2	+1	15	25	1d6+1
426	Skeleton 4	+2	+1	15	26	1d6+1
430	Skeleton 1	+2	+1	15	24	1d6
430	Skeleton 2	+2	+1	15	26	1d6
446	Necromancer	+1	+1	15	52	1d4+2
469	Skeleton 1	+2	+1	15	22	1d6+1
469	Skeleton 2	+2	+1	15	23	1d6+1
469	Skeleton 3	+2	+1	15	24	1d6+1
469	Skeleton 4	+2	+1	15	26	1d6+1
473	Ghoul 1	+2	+2	14	30	1d6+1 + paralysis
473	Ghoul 2	+2	+2	14	32	1d6+1 + paralysis
477	Ghast	+3	+5	17	42	1d8+3 + paralysis

Random d4 results

4	2	1	3	2	2	1	3	3	4	1	1	4	2	1	2	4	2	1	4
3	4	1	3	2	4	4	4	1	1	2	3	2	4	4	3	1	2	4	1
2	1	2	1	2	1	2	2	4	3	2	1	4	3	3	1	4	4	4	2
1	4	3	3	2	4	2	3	4	3	2	2	4	3	3	3	3	4	2	1
2	3	1	3	1	3	4	4	4	2	1	1	1	3	4	1	1	2	1	4
2	1	2	3	1	1	4	4	1	2	2	1	2	3	1	4	2	1	1	1
1	2	1	4	4	4	2	2	2	2	3	2	3	3	4	4	3	3	1	1
1	3	1	1	3	2	2	1	1	4	3	1	1	4	2	1	4	3	3	3
4	1	4	2	4	4	3	4	2	4	2	2	1	2	4	3	4	2	1	1
1	3	4	1	1	2	2	3	2	1	3	4	1	3	2	3	4	2	1	2
4	3	3	4	3	2	2	2	3	2	2	3	2	2	3	2	2	4	4	2
3	1	3	4	1	4	2	2	1	1	4	2	3	1	4	1	1	1	3	3
4	1	2	3	4	2	4	1	4	1	3	2	3	3	1	2	2	1	4	1
3	4	3	1	2	1	3	2	4	1	2	1	3	3	4	1	3	1	4	4
4	3	2	1	3	1	1	4	4	2	2	3	3	1	2	4	4	1	3	4
4	4	1	3	4	4	2	2	2	4	1	1	2	2	4	3	3	1	3	3
3	3	3	3	4	3	3	3	2	4	1	3	2	4	3	3	4	2	3	1
2	4	1	4	4	4	2	4	1	2	4	2	3	3	1	2	1	2	2	4
4	2	3	2	1	1	2	1	3	3	1	1	2	2	1	3	1	3	4	2
4	2	3	3	1	3	3	2	4	3	2	3	1	3	2	1	4	4	4	2

Random d6 results

6	3	3	2	2	3	1	5	3	5	6	1	1	2	6	3	5	2	4	4
6	2	1	5	2	4	5	3	5	2	5	4	2	1	1	2	6	6	4	6
4	2	4	2	5	2	2	2	4	2	6	6	2	3	4	5	6	3	5	6
5	6	1	5	3	4	3	5	6	3	3	1	2	6	3	2	1	4	1	2
1	2	2	6	4	5	2	3	6	4	1	5	3	1	4	2	3	1	2	3
3	4	3	5	5	5	5	1	3	2	4	5	1	3	4	2	3	2	2	1
6	2	2	2	6	6	3	1	4	2	5	4	5	4	3	4	5	1	5	2
3	2	6	3	5	6	5	5	2	4	1	1	4	6	5	4	1	5	2	4
3	2	5	5	5	5	6	1	3	1	1	1	1	3	6	5	6	1	2	1
6	1	3	1	5	3	2	5	6	6	3	6	6	3	1	5	6	3	2	1
6	4	5	5	2	2	1	6	2	3	6	6	6	5	4	6	4	6	4	1
2	3	1	5	5	3	3	4	4	5	5	1	1	5	6	6	5	6	4	1
3	3	5	4	6	6	2	6	4	5	4	1	3	6	2	6	4	5	3	5
1	4	3	6	6	3	4	3	5	3	1	2	2	6	4	1	4	6	6	3
6	4	2	4	4	1	5	2	3	6	4	5	2	6	6	3	2	2	4	4
2	1	6	3	3	5	1	4	1	1	2	1	2	6	2	6	1	3	5	3
6	6	3	4	5	2	5	3	3	2	1	1	5	2	5	5	1	2	2	4
1	5	3	3	2	4	5	6	2	5	2	2	4	4	5	4	2	4	1	1
4	6	3	2	3	6	5	4	5	6	5	2	2	4	3	2	4	5	3	2
3	1	5	4	2	1	1	6	6	4	5	4	2	5	1	1	6	5	5	1

Random d8 results

2	2	1	5	5	3	4	4	7	5	5	3	5	3	5	8	1	8	6	5
2	8	8	8	5	2	1	4	7	3	3	4	5	6	7	4	4	8	2	6
7	1	2	7	8	4	2	6	5	7	2	1	8	6	5	2	2	5	5	1
7	1	8	3	7	3	2	7	6	1	3	8	3	1	8	2	8	5	3	1
6	6	2	7	8	1	1	6	3	8	4	7	6	1	2	2	7	1	1	4
1	2	2	2	8	2	5	1	6	2	2	5	4	3	5	7	7	7	7	1
5	4	4	1	7	4	2	8	6	3	4	3	8	2	2	8	5	5	2	2
7	4	5	2	7	8	3	4	2	8	4	5	8	7	4	1	2	6	3	5
1	3	3	1	6	5	1	1	1	2	8	8	3	6	1	5	8	8	8	4
6	4	3	2	1	6	6	6	5	3	1	2	3	6	3	5	8	1	1	8
8	8	1	5	6	3	2	5	2	4	2	5	1	8	8	3	3	3	3	5
8	2	8	8	4	7	6	4	2	8	7	8	7	2	8	2	6	6	3	8
5	5	6	8	7	8	3	4	5	1	1	7	3	6	2	5	1	4	7	7
8	5	5	1	5	2	3	4	4	1	5	8	5	5	6	7	4	6	8	3
7	5	5	5	6	1	8	4	2	2	2	1	4	1	2	2	5	4	3	7
7	2	6	1	1	1	5	8	3	6	6	1	3	4	5	1	1	1	8	3
6	3	6	6	8	5	6	7	8	6	4	5	5	5	7	2	5	2	1	7
3	3	2	1	4	7	7	1	3	3	3	3	5	8	4	4	1	7	7	3
6	3	7	6	3	2	8	5	4	2	4	5	3	2	4	6	5	8	8	8
3	1	1	4	1	8	7	2	2	4	3	6	2	3	8	4	4	5	1	7

Random d10 results

7	3	10	8	7	5	3	6	7	4	6	9	6	2	5	1	1	9	10	4
10	6	4	5	5	5	8	7	6	5	8	5	5	5	7	6	8	3	2	5
6	6	10	4	7	5	8	9	4	4	8	2	5	7	4	2	8	6	7	9
9	4	2	4	6	9	9	1	10	8	8	7	4	1	6	2	9	9	9	1
1	3	4	6	3	4	10	4	1	4	1	1	4	7	10	2	2	10	6	4
6	6	8	5	10	9	10	10	9	1	9	9	10	6	10	9	8	2	9	8
3	10	1	3	2	3	1	3	4	3	3	5	9	3	7	9	4	3	9	3
6	2	10	10	7	8	5	10	9	5	2	7	8	8	2	7	3	6	9	7
7	8	3	7	10	2	8	6	9	10	9	3	8	7	1	4	7	7	3	7
2	1	6	5	8	7	10	3	6	4	9	2	3	6	6	8	9	4	1	8
6	9	1	5	7	2	5	7	6	7	10	5	9	6	9	6	9	7	7	4
5	6	5	7	1	7	9	2	9	5	7	7	4	1	8	5	8	6	7	3
9	1	4	10	2	8	3	10	8	3	10	10	4	7	7	5	5	10	1	3
4	1	2	3	4	1	6	1	6	10	7	7	5	8	6	4	2	5	6	9
10	7	3	5	1	3	2	1	8	4	6	2	7	2	8	3	2	10	7	9
1	7	10	1	8	10	4	1	5	2	9	9	1	9	4	8	8	1	1	8
1	9	6	9	10	7	4	4	6	5	2	1	9	10	8	5	1	7	6	7
1	2	1	8	1	2	3	1	9	3	6	2	5	2	1	4	9	6	5	10
1	1	7	7	6	5	4	1	10	3	4	1	5	2	5	6	9	3	1	1
6	4	1	3	1	2	3	2	10	4	6	1	3	4	9	5	8	3	2	2

Random d12 results

6	12	6	5	5	12	4	10	2	1	3	4	12	4	1	4	1	6	7	6
5	7	12	2	7	2	3	6	10	4	4	10	4	12	10	5	9	3	4	9
1	12	7	5	8	12	7	4	9	5	9	3	2	9	12	6	5	7	7	2
7	5	9	2	9	8	7	9	3	2	6	5	7	6	1	6	8	7	6	6
10	5	7	3	6	9	8	5	11	10	6	5	6	8	1	4	11	12	10	3
6	4	4	9	3	7	12	8	8	1	5	12	10	12	4	1	4	12	10	12
8	7	11	2	10	3	9	2	1	9	10	3	6	8	2	3	3	5	12	4
10	2	12	1	9	10	11	11	9	9	3	12	7	12	10	1	11	8	8	12
9	6	2	5	8	10	7	11	7	7	2	9	7	9	8	1	3	12	12	1
2	8	12	9	12	7	12	4	12	4	2	8	9	12	12	8	7	10	12	7
8	7	10	5	5	8	11	12	7	4	7	4	1	4	9	8	3	7	5	9
5	12	2	12	1	4	10	10	10	8	4	8	5	3	6	3	7	10	6	11
10	6	5	6	3	10	3	3	10	4	10	9	7	11	8	1	9	1	5	6
7	11	6	1	4	1	4	3	2	2	8	4	8	10	5	8	5	1	2	6
10	8	6	3	11	11	7	12	12	3	12	1	11	1	4	9	4	11	12	2
12	7	7	7	8	7	10	8	8	9	2	5	12	3	2	11	11	5	1	11
7	1	10	5	3	12	7	2	4	6	2	6	8	8	4	12	10	9	2	5
11	11	11	2	2	10	5	11	12	3	3	2	5	6	6	9	6	1	11	12
6	4	7	3	10	9	4	6	8	3	2	6	4	9	12	4	7	6	5	3
2	10	2	1	10	3	2	7	6	3	9	3	2	12	10	7	2	9	1	6

Random d20 results

2	10	1	16	17	10	18	13	10	11	3	3	3	10	17	14	12	17	9	4
6	9	8	18	17	4	8	18	13	17	6	1	15	6	13	17	5	3	8	15
19	15	20	3	3	11	9	4	20	7	19	10	1	12	7	11	4	19	8	15
19	9	13	4	1	11	16	9	16	3	20	17	17	3	13	11	13	12	17	7
15	6	6	19	19	19	15	17	16	7	2	4	5	9	1	15	17	6	16	14
12	1	20	6	14	2	8	16	16	1	19	15	11	14	7	13	5	5	1	6
1	5	6	18	2	4	8	19	4	12	7	10	8	12	9	2	4	18	15	12
16	13	14	14	4	17	11	20	20	12	4	13	8	4	11	19	3	4	18	20
10	7	20	16	18	16	5	7	20	8	14	2	3	9	12	2	4	12	19	1
19	1	5	11	6	5	10	9	11	19	8	13	15	4	12	19	20	9	7	5
11	1	4	4	4	1	6	4	9	14	10	4	6	7	19	5	17	18	5	5
10	6	12	2	11	16	5	7	7	19	11	12	14	1	1	6	16	2	19	17
13	5	2	10	3	16	3	5	19	15	17	19	11	8	5	12	13	11	1	15
3	1	5	12	4	13	14	8	14	8	3	17	16	16	1	20	7	5	8	6
10	12	10	4	13	19	13	13	17	1	5	5	19	20	9	6	2	2	8	6
13	17	4	18	11	14	1	4	19	8	1	9	3	11	20	18	2	11	15	5
7	4	20	6	7	2	15	20	4	1	17	17	19	12	3	15	16	10	16	12
18	2	16	5	16	2	8	17	18	20	8	15	12	5	17	14	17	18	9	19
7	12	9	19	1	7	9	13	20	2	9	6	4	6	3	15	6	3	10	11
13	4	2	3	2	3	13	9	16	19	17	17	7	14	9	14	19	8	4	15

Fallen From Grace

by Brandon Neff

In SoloQuest – YOU are the hero!

Know this, cleric of light! Your past has come back to torment you. With dwarven courage and an unshakable faith, you must confront your personal demons. Danger lurks around every corner. The quivering hobgoblin beneath your feet is but a taste of the challenge that looms before you. The path will be treacherous and the enemies unrelenting. Do you possess the courage and conviction to defend your faith and save your soul for eternal torment? Only a quest to recover a sacred relic can prove your worth and purge the evil from one who has **Fallen From Grace**.

Fortunately, if you take the wrong path, you can always play again. Even after you complete a game, feel free to try again because this book has *more than one ending!* Some endings are good, and some endings are bad. If you come to a bad end, simply play again from the beginning!

As well as many different paths for adventure, this book includes:

- **Basic and Advanced Rules!** Along with the basic play rules, this adventure also includes optional advanced rules for more realistic fun!
- **Pregenerated or Custom Characters!** Use the standard character in this book, or bring in your own cleric from either Dungeons & Dragons or HackMaster!

• **Dice Tables!** Don't have polyhedral dice with you? No problem! SoloQuest works with or without dice, thanks to the special dice tables!

• **Quick Reference Tables!** Need to look up an advanced or basic rule quickly? Simply turn to the easy-to-use tables and find the answer in seconds!

Although you need no prior experience with the *Kingdoms of Kalamar* campaign setting to enjoy this book, it utilizes this official D&D campaign setting as a base for descriptive text and cultural details. In this realistic, dynamic setting, complex political alliances mix with marauding bands of humanoids, and medieval technology and culture come face to face with magic and the fantastic. Whatever type of adventure you seek, you can find it here.

More information on the *Kingdoms of Kalamar* campaign setting can be found in the *Kingdoms of Kalamar Campaign Setting Sourcebook*, the *Kingdoms of Kalamar Player's Guide*, or any of our other fine supplements and adventures.



K&C 1206