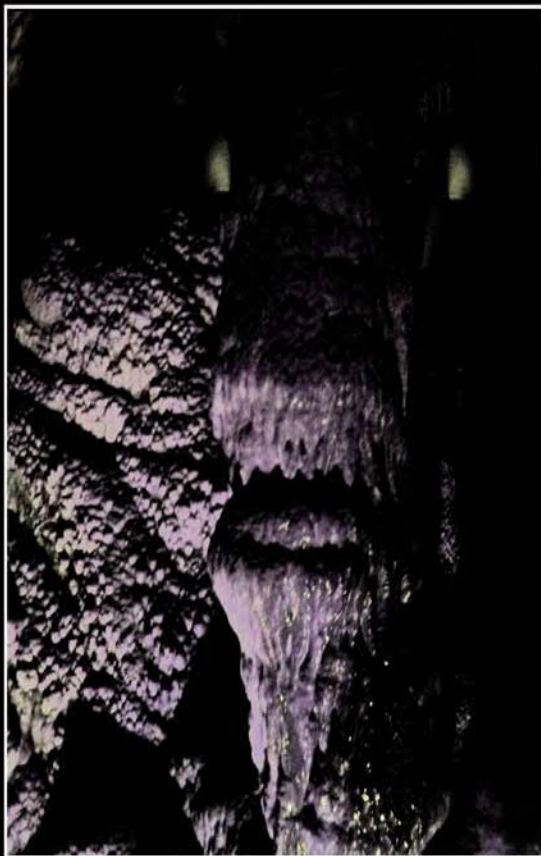


CAVES OF NERJA

A Tunnels & Trolls Solo



Author/Photographer – Mark Thornton
Artist – Stanley Ditko

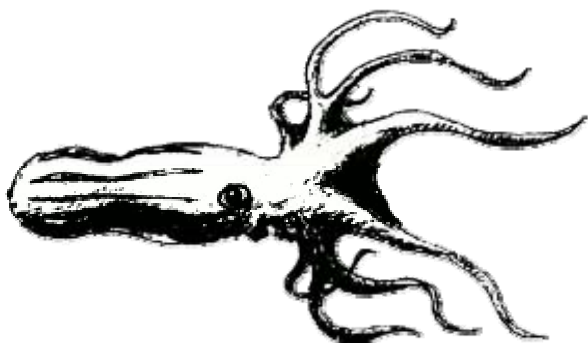
Caves of Nerja



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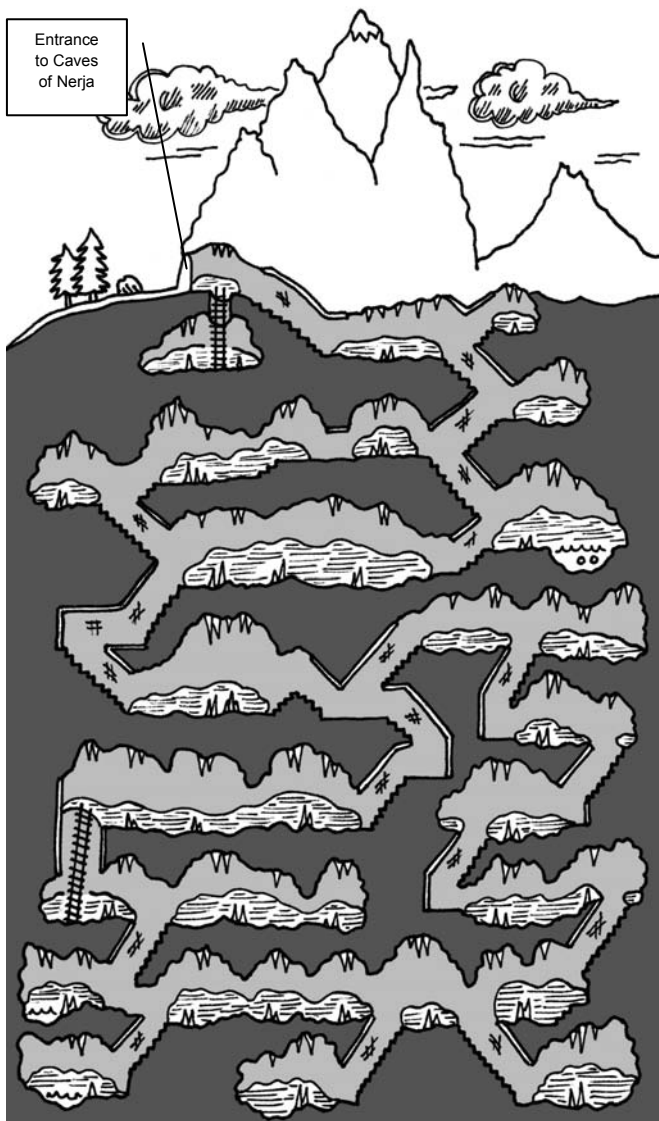


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2017**

**Tunnels and Trolls is a game created
by Ken St. Andre and published
by Flying Buffalo, Inc.**

Caves of Nerja

Entrance
to Caves
of Nerja



Caves of Nerja

Character Name: _____

Backstory: – orphan
who mainly works
as a mercenary

Level: 4

Kindred: Human

Type: Warrior/Wizard

Stats:

STR – 24

WIZ – 19

INT – 15

LK – 45

CON – 28

DEX – 23

CHR – 17

SPD – 21

Adds - +65

Weapons:

Broadsword

7d6+4 with bonus

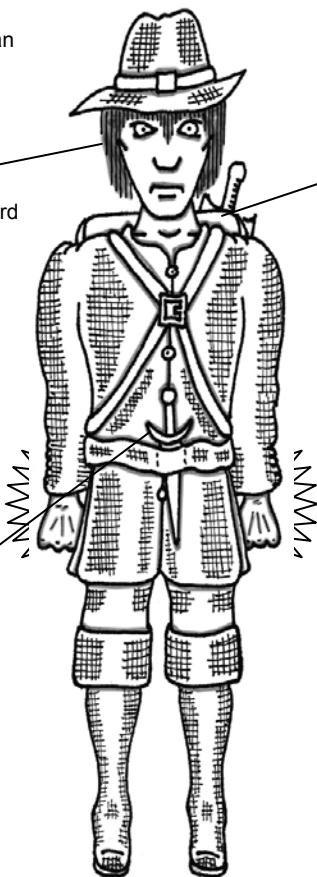
Poniard

2d6

Armour: Mail (10)

Backpack:

10 torches, 50' silk rope, compass, provisions, water bottle,
matches, chalk, parchment and pencil, purse with 50 GPs plus ruby
worth 70 GPs

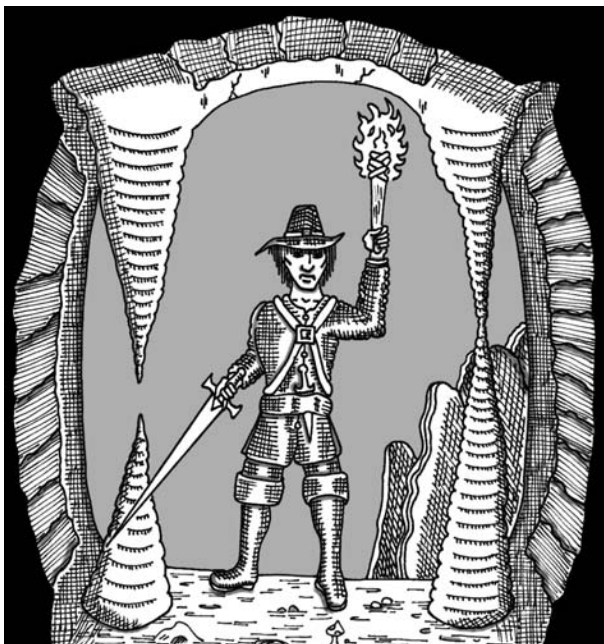


Caves of Nerja

Bonus! See the free rules guide at the end of this solo!

To the west of Seamists, a dismal town best avoided because of its relentlessly damp, foggy weather, there is a dungeon. Just as Seamists is shunned by travellers and merchants, so this dungeon is sidestepped by most sane delvers.

Why is that? Its reputation is such that the living suffer palpitations from simply imagining an expedition into its murky depths. It is said to be the home to hordes of nightmare creatures that have been rejected by the Soulkeeper, that benevolent caretaker of sentinel spirits awaiting their next incarnation on Trollworld.



Caves of Nerja

Below the surface of the planet, unfathomable caves provide dens where foul fiends wait with endless patience for the reckless, for the greedy, for the egotistical, to come to them. The fate of such foolish mortals is not spoken of in sensible circles. Unremitting agonies, both physical and mental, are the lot of those caught in the snares of evil that lurk within the Caves of Nerja. It is a place that draws its degraded darkness from the neighbouring River Styx and the Underworld below.

The Wizards' Guild in Khaboom is a far-reaching and august body, indeed, but its members are not known for their risk taking. Deeds of valour are farmed out to other, more expendable souls, on a commission basis. They do, however, want to know what lurks down here, so close to their seat of power, and so they have been advertising for heroes to undertake this parlous venture. Their terms are surprisingly good – 10,000 GPs and you also keep 90% of whatever you take from below and they in turn will station healers outside, guarded by archers on horseback, who will scout for your reappearance. All they want from you is a map with detailed notes.

If you choose to enter these caverns, you will surely be an addict of adventure, obsessed with fame and fortune. Perhaps you follow a star that beckons you to glory, promising power of the mortal realm. You may wield mighty weapons or possess imposing magics – you will need them within these chill halls of death and decay if the whispered tales of woe carry truth.

Step inside by all means but do not expect to return. Make sure your affairs are in order and your will is written, your heirs prepared. The journey to the entrance to the Caves of Nerja is parlous enough and you will not find hirelings to accompany you.

Caves of Nerja

This is a journey to beyond the edge of reason, beyond this mortal coil, that you must make alone.

Good luck will not suffice so let us rather say, "Fare well".

A Note on Combat

It may occur to you that blades might not fare so well against the monsters lurking in the Caves. If you like, you can play with the rule that swords, daggers and the like only do half damage. You could play that they run the risk of breaking if you fail a LK SR. You could give bladed weapons a "CON" and rule that they break or are blunt at zero. You might reduce the adds these weapons get by 1 after each round of fighting rock creatures e.g. a 2d6 +5 kukri would get 2d6 -2 after seven rounds. Or you could choose any combination! I shall leave it entirely in your capable hands...

This is an adventure for experienced characters. Magic is allowed freely. A warrior will need to be tough, a bowman will need to be accurate, a rogue will have to be lucky and charismatic while a wizard or witch will need to have an arsenal of khremm to make spells work in dangerous conditions.

You may take more than one character inside at a time if you wish. After all, it is your game now. If you do, you will have to make some GM calls, as you will with magic.

Being able to make just a L1 SR will simply not cut it much of the time. If it was that easy, these caves would have been stripped bare by greedy delvers aeons ago.

Caves of Nerja

A

You pass through the door and leave behind the world you have come to know. That world is soon forgotten as you feel the chill dampness of the caves and stand alone in the darkness. No light comes from the door you have just walked through and when you turn to look, you see the door is gone. In the impenetrable void that envelopes you, you do the only sane thing – you fumble for your matches and light your lantern and breathe a heartfelt sigh of relief when your eyes register light once more.

You can now see that you are in a huge cave complex, with stalactites hanging ponderously above you. You move gingerly forward over the loose shale on the floor of the cavern, the towering stalagmites screaming to you of possible ambushes from whatever creatures may call these dark places home. As you creep forward, nerves jangling with electric tension a voice softly calls to you. Ahead and to the left, high above you, there stands a cloaked figure. **Go to 1** and, should you survive the encounter, **go to B**.

B

There is no way back. There are no exits in that section of the caves complex and the door you used to get here has vanished. You have no choice but to press ahead, deeper into the unknown, your lantern your only comfort. What serves as a path takes you through stalagmites clustered like shark's teeth. It is uneven and no place upon which to run. Let us hope you have no need to put it to the test.

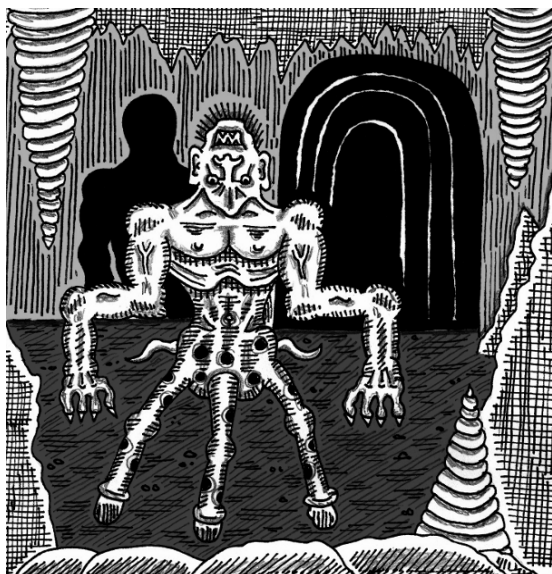
After some minutes careful and apprehensive exploration you see that there is a cave opening away to your right.

Caves of Nerja

It might be possible to scramble up to look at it up close but before you can make a decision you hear a scraping, gouging sound beyond the light of your lantern to the left. **Go to 2** and should you live through what awaits you **go then to C**.

C

You can scramble up the rocks to examine the cave if you so wish – **go to 3** and return here if your heart still beats. From here the underground warren leads you ever deeper, down into the secret recesses of the dark. Your lantern flickers as a wind blows from some unseen cranny but fortune does not permit it to die out. Then tumbling rock sets your every sense alight as an unseen creature attacks. **Go to 4** and **then to D** if you are able to prolong your life beyond this critical point.



Caves of Nerja

D

High up to your right, you spy unmoving shapes in the rock that spin images in your mind of beings that would be best left undisturbed. In the midst of these ominous shadows you can just make out an opening. You can seek to investigate it by **going to 5**. If you ignore this prospect or return with your life intact **go to E**.

E

Glad to see the oil in your lantern represents a glass half full rather than half empty, you press ahead until you come to a great stone staircase disappearing down into the gloom to both your left and your right. If you wish to turn back at any time you may but why would you? Disposing of that ill-formed thought, you should **go to F** if you choose left or **go to G** if you choose right.

F

As you move cautious lower, testing the crumbly surface of the steps, a grating sound alerts you to something wicked fixing its focus on you. **Go to 6**. If you survive you may continue **at H** or try your luck down the other side of the steps **at G**.

G

You climb a steep set of stairs cut roughly out of the rock. At the top, as the path ahead of you levels out, you see a cave off to your right. There is a single strand of what appears to be webbing running down from the top to the ground. If you want to examine this cave **go to 7**. If you wish to press on further into the complex of caves or have returned alive from 7 then **go to I**.

Caves of Nerja



If

Away up high to your left you make out a monstrous shape surrounded by stalagmites thrusting upwards. The grotesque form is huge and seems to be beckoning to you although it does not move. If you want to go closer to find out if your eyes are playing tricks on you or not then **go to 12**. If you want to forge ahead though the caves **go to P**.

Caves of Nerja

I

Moving along the flat, smooth path, your lantern reveals a cave to your right with what seems to be the form of a huge goat standing stock still on a ledge above the cave. As you take in this imposing spectacle you hear a groaning murmur to your left and a chill runs down your spine. If you want to move ahead quickly **go to J**; if you want to make for the cave **go to 8**; if you want to find out what is making the noise **go to 9**; if you want to retreat before anything gets to you **go to G**.

J

Turning a corner with shadows looming over you, the flickering lantern gives a glimpse of a cave some 100' away to your right. The cave has an overhanging rock in the form of a fang either above it or in front of it – you are too far away to be sure. If you want to go to the cave then **go to 10**; if you want to penetrate the caves system further **go to K**; if you want to turn back **go to I**.

K

The path runs on and then winds about to the left before ending at another flight of steps down deeper still into the caves. Descending, you see a mass of needle sharp stalactites guarding the mouth of a dark cave. If you want to pick your way across to the right to take a closer look **go to 11**; if you want to turn back **go to J**; if you want to go lower still **go to L**.

Caves of Nerja

L

Very quickly you come to a flat, wide passage to your right or you can continue ahead to another set of steps, this time rising for a short distance. If you want to follow the passage to the right **go to 12**; if you want to retreat **go to K**; if you want to go up **go to M**.



M

After a couple of minutes of walking you see a cave to your right with what appears to be a hideous face of stone staring back at you. If you want to retrace your steps **go to L**; if you want to go to the cave **go to 13**; if you want to move ahead **go to N**.

N

As you walk on for another minute your lantern catches sight of something perched high up on a stalagmite just before this hostile being leaps down at you. **Go to 14**. If you survive this encounter you may **go back to M** or **go on to O**.

Caves of Nerja

Ⓞ

There is something but you cannot be sure what to your left. **Go to H** if you want to look closer **or N** if you prefer to veer off the other way.

Ⓟ

You soon find yet more steps descending. As you tread them warily they take you first left and then right before depositing you at a flat section of passage through the caves. You could turn tail and **go back to H**; to the left is a cave mouth looking horribly as if it could eat you whole – **go to 16** if you want to brave it; to the right are a pair of caves, one above the other – **go to 17** if you want to find out what secrets they hold; you could just grit your teeth and ignore them, pushing on further – **go to Q**.

Ⓠ

The going becomes easy now as you enter a broad, smooth corridor in the bowels of the earth. Best hurry along lest something is following you, something is eager to catch up with you! You can either press on, ever deeper (**go to R**) or you can examine an area ahead on the right where twin columns of rock carry the weight of an immense volume above (**go to 18**).

Ⓡ

You soon hit upon yet more stairs descending into the abyss. As your feet tread cautiously ever downward, you see a sulphurous yellow cavern on your right. If you want to take a closer look, **go to 19**; if you want to ignore whatever attractions (or perils!) it may hold, **go to S**.

Caves of Nerja

S

As you get to the bottom of another set of stairs carved into the bare rock, you see a large shape, vaguely humanoid but of gargantuan proportions, regarding you solemnly from its post to your left. **Go to 20** if you decide not to ignore this creature. If you push ahead **go to T**.

T

To your right is a rock standing spectacularly by itself, there is something about it that commands attention and respect. If you want to approach it, **go to 21**. Otherwise **continue to U**.

U

Winding along, you feel the chill deepen, the mood of the place darken. You reach more stairs and descend once more. To your left you can make out a stairway rising up, while a little lower to the right is giant finger of rock, guarding a shadowy opening. You can either approach the stairway (**go to 22**), brave the finger (**go to 23**) or continue onwards (**go to V**).

V

You are along way into the Caves complex now. Very far from home, very far from friends, although you may possibly have found new ones. Now the passage forks and you must make a choice based on no information. If you go left, **go to W**; if you choose right, **go to X**.

W

After you reach the foot of the stairs, you proceed easily enough, passing over a series of small, solid bridges, until you make out weird rock creatures far off to your left.

Caves of Nerja

Their heads seem to be set in strange places, certainly not on their shoulders. If you want to move towards them, **go to 24** but if you prefer not to disturb them, **go to Y**.



X

You penetrate deeper into the unknown, distance increasing between you and the sunlit surface almost forgotten by your memory. There are several turns but it would not be hard to retrace your steps unless you lost your mind to the panic of the dark. By and by, you reach an area where there is something to consider: twin tunnels. You could explore the left tunnel or the right (**go to 26**) or you could turn back (**go to V**).

Caves of Nerja

Y

The caves system stretches out seemingly endlessly into the unknown, the immense weight of the rock above pressing on you incessantly. Step after step, your taut nerves are jarred with the anticipation of menace, the expectation of attack. Fortunately, the narrow passage does not shrink to crush you! Finally, after what must feel like an eternity, your eyes make sense of something off to the left – it could be another cave enticing you to risk your life exploring or it could be just one more mouth wanting to feast on your soul. If you want to investigate, **go to 31** other wise keep going **to Z**.

Z

After more dismal steps further away from the welcome rays of the sun, you hear a thunderous sound begin to dominate this dark nether world. It would be easy enough to play safe and maintain your distance but that might be to turn your back on rich rewards. To continue forging ahead, **go to AA** or to approach the ominous noise, **go to 32**.

AA

After taking another set of stones hewn from all too solid rock down, ever down, you spy an opening over on the left. It seems to be some kind of vault, the kind of place where something valuable might be concealed. The shapes your brain picks out in the rocks could well be monstrous beings ready to spring to life at any intrusion. If you want to steer clear of this vault, **go to BB** but if you are willing to put your head in the noose and seek entry, **go to 36**.

Caves of Nerja



BB

More steps into the dread realm of terror, more weary footslog ever downwards – this has been some journey and there is no sign of any terminal point, no indication of a way out of this dark hellhole. Two more short flights of steps take you deeper then a sharp turn to the right forces you still further from the surface. As you reach the bottom of the stairway, you see to your left a drk hole holding the promise of more evil. If you want to take a look inside, **go to 41**; alternatively, there is another place to explore: way off to the left is an unpleasant looking presence and while you could just leave it alone, you might prefer to eliminate it before it strikes at you (**go to 40** if you like this idea better).

Caves of Nerja

CC

Ahead of you, there is a sinister shape lurking in the gloomy recesses of the rocks. To your right, there is another equally intimidating form waiting for you to step into its clutches. There is no escape from confrontation now! If you want to take on the peril ahead, **go to 27**; if you choose to tackle the menace to the right, **go to 25**. There is another option – you can take a narrow twisting passage, squeezing through the stone (**go to Y**).

DD

The overpowering smell of sulphur tells you that you are going to have to tread carefully as you proceed if you do not want to take an acid bath – **go to 36**.

EE

The roaring crash of water gives you an insight into the mayhem that lies ahead of you to your right. **Go to 33** if you are not worried about getting a bit wet. Otherwise, just plough onwards trusting to terra firma (**go to QQ**).

FF

Hallelujah! You can see light up ahead and you can even feel a breeze reaching you. There must be a way out of this infernal pit If only you can make it a little further. Perhaps you can! (**Go to 44**).

GG

At long last you meet steps going not lower but upwards! A way out of this nightmare world? There soon appears the outlines of some creature's grisly abode over to your right. **Go to 35** if you are ready to confront whatever inhabits this dark recess. If you prefer to trudge forwards, **go to HH**.

Caves of Nerja

JJf

Over to the right another encounter awaits you, its greedy tentacles of ethereal menace seeming to reach out for you. If you will take on this challenge, **go to 37**. If this is best avoided in your opinion, **go to JJ**. You can also make out a tight, narrow passage eunning away and back, also to the right – **go to 38** if this has some strange appeal to you.

II

As you make your way further into the unforgiving, neverending darkness, with only dim light casting nerve-wracking shadows, you spy out the lair of yet another desperate danger off to your right. You can give no quarter and go this way (**go to 34**) or ignore it and plod on (**go to QQ**).

JJ

The roaring crash of water gives you an insight into the mayhem that lies ahead of you to your right. **Go to 33** if you are not worried about getting a bit wet. Otherwise, just plough onwards trusting to terra firma (**go to QQ**).

KK

Over to the right another encounter awaits you, its greedy tentacles of ethereal menace seeming to reach out for you. If you will take on this challenge, **go to 37**. If this is best avoided in your opinion, **go to JJ**. You can also make out a tight, narrow passage eunning away and back, also to the right – **go to 38** if this has some strange appeal to you.

Caves of Nerja

LL

You can proceed in your investigation of this remote area of the caves by **going to 39**.

MM

The caves seem to suck you deeper into their web of evil - **go to 43**.



NN

There is no turning back for you now. Your fate is set - **go to 44**.

OO

From here, you can penetrate further into this dismal abode of malevolent creatures. As you reach the bottom of the stairway, you see to your left a monstrous face – a worm! – in a state of shock. It is guarding a cave reaching upwards and you seem to have startled it. If you want to take advantage of this situation, **go to 42**.

PP

The outside world lies waiting for you with open arms! You must be in line for that big reward from the Wizards' Guild. Best get out while you can! **Go to 45**.

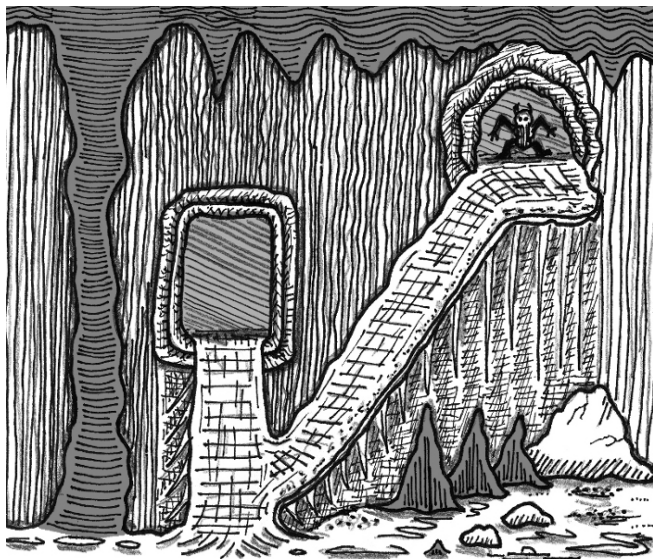
QQ

There is something familiar about the monster guarding the way forward. White bones glisten in eerie light, flickering beguilingly. Maybe it was once human but not so now... You can set about dealing with this menace (**go to 35**) or do your best to give it a miss (**go to KK**).

Caves of Nerja

RR

There is a dark lair of some doubtless unpleasant creature just discernable away in the gloom to the right. You could take the crumbling path that leads to this drear den (**go to 34**) or you can ignore it and press onwards into the maze of caves (**go to QQ**).



Caves of Nerja

1. A Cold Welcome



A grating voice cuts through the atmosphere of dread that engulfs you. It is inhuman and has not the least shread of fellow feeling. It is the voice of your doom.

Caves of Nerja

"You dare walk these halls, fool? You have sealed your own fate with those steps – the contract is clearly drawn and you have dipped your quill in the ink of dark despair. And so I welcome you. I doubt that you will get far. I am low in the Heirarchy of Awful Agonies but it is my lot today to make first strike at you! How I relish that opportunity to pay someone back for the countless ignominies that I have endured down the decades."

As the creature speaks, you must make an instant choice if you are to act before it carries out its naked threat to your continued existence.



- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

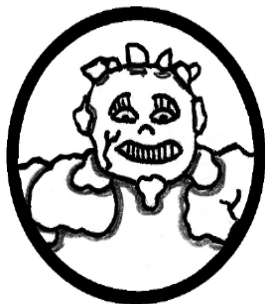
2. Watchdogs



You hear stone grating against stone and catch the whiff of the sulphuric magic needed to animate rock. In the gloom, you can make out huge, lumbering forms blocking your way ahead. They don't seem to be aware of you but it might be that you are of no more significance to these gargantuan guardians than a gnat would be to you.

Caves of Nerja

As one creature speaks, you must make an instant choice if you are to act before they carry out their naked threat to your continued existence.



- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
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Caves of Nerja

3. Cave of Torment



You make your way up a slope of loose stone, debris from a minor roof collapse. It may have been minor but it would be disastrous for you if a repeat performance started now! The going is difficult and footing is treacherous. When you reach the top of the ascent, you can finally see clearly what dwells in this cave. It is not a sight to make the heart glad.

Caves of Nerja

A vaguely humanoid figure looks at you with grim, malevolent eyes shining with a hunger that betrays centuries of hurtful appetite. This is evidently a creature to be avoided or destroyed, not something to turn your back on.

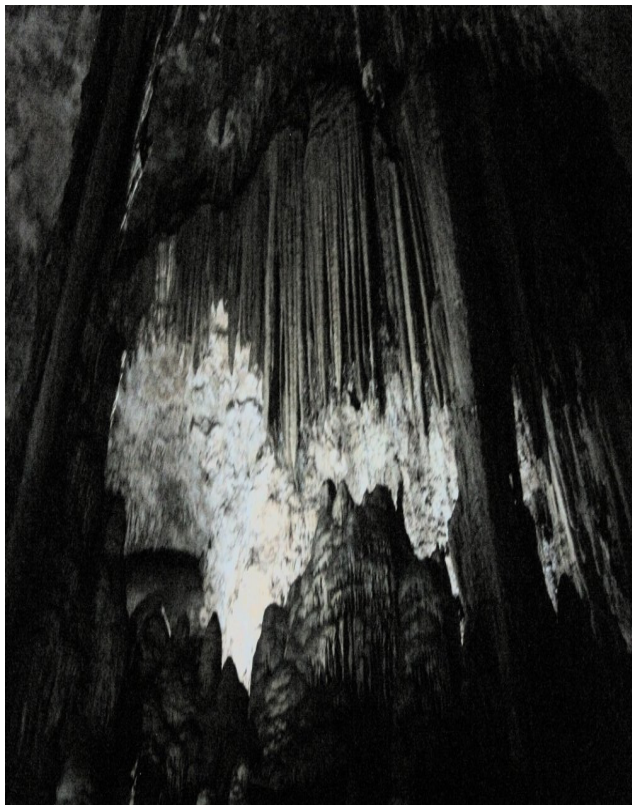
As it regards you balefully, the grinding shriek of stone against stone announces its capacity for movement.



- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
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- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

4. Ambush



Time seems to freeze about you. You see hideous jaws open wide, inviting – daring! – you to meet this attack. There is no accompanying foul breath, no odour of rotting meat: this creature has not fed for an unguessable time.

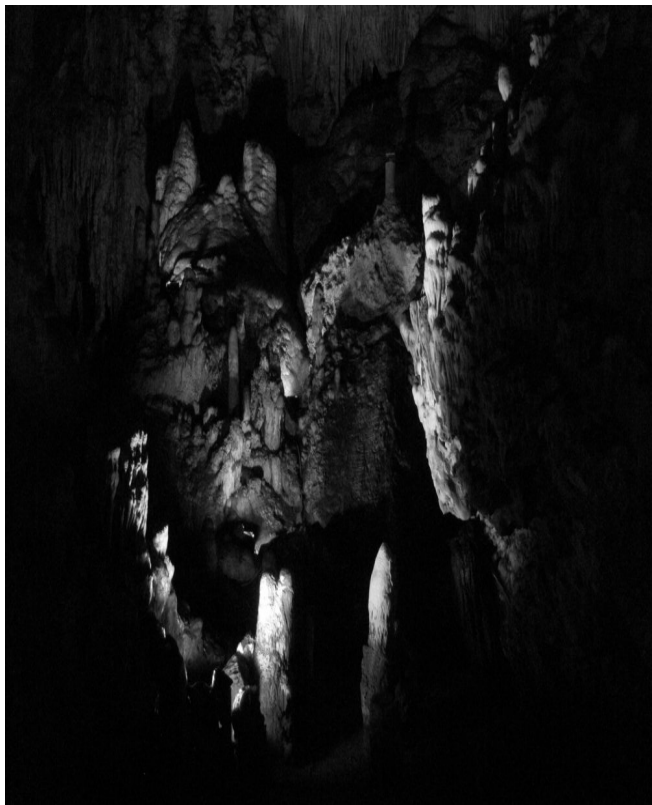
Caves of Nerja



- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
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- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

5. Up Into Terror



There is indeed an opening but it leads nowhere – nowhere for the living, at any rate. Death waits here for mortal men. As you mount, the sharp, angry rock that leads upwards begins to tremble, then glows blood red.

Caves of Nerja

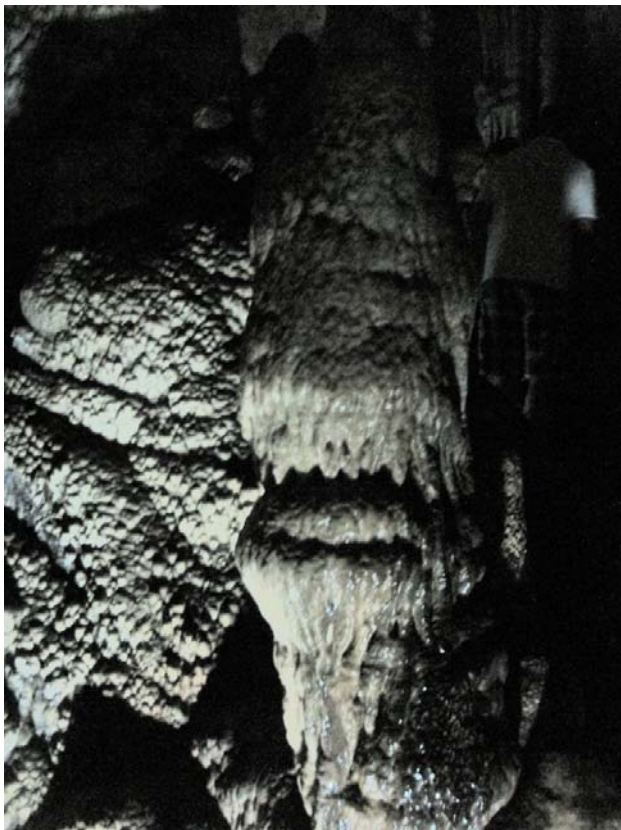
It appears to be an enormous finger beckoning you on. Behind it, unseen in the dark, you hear a whining, like an animal unsure what is in store for it. Then this pitious sound intensifies to an ear-splitting pitch.



- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
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Caves of Nerja

6. The Hunger



The monster you have stumbled upon drools with anticipation of fresh meat, washed down with hot blood – it has been a long, dry wait for such a fresh treat.

Caves of Nerja

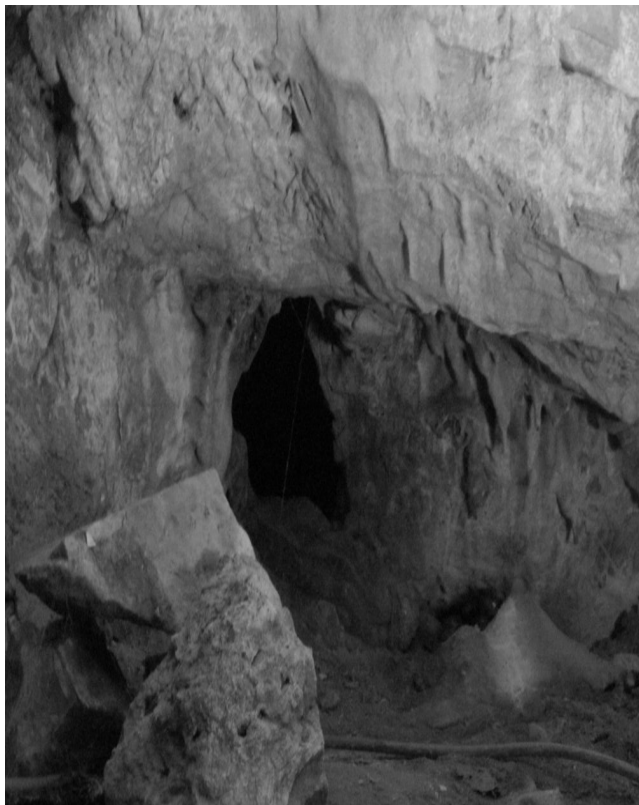
Steam vents from its lungs and it fairly chuckles with delight as you walk into its lair.



- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
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- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

7. Spider Cave



Peering into the cave, you can see many points of light. There are two clumps of twinkling red – the eyes of whatever monstrous arachnid dwells within.

Caves of Nerja

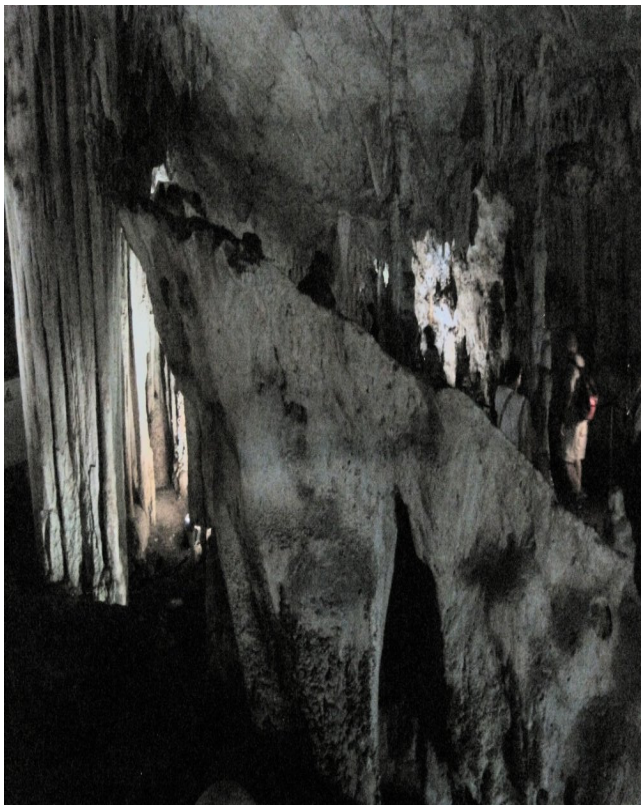
The second is rather different – whites and blues mix with gold: it looks magical, it ‘smells’ enchanted.



- You can try to sneak past it. (Go to the [Evasion Table](#))
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- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

8. Cave of the Goat



The guardian stands as a statue, perhaps daring you to enter the cave below its granite form.

Caves of Nerja

If its need for flesh and blood is like its fellow denizens of this grim abode, it is strange that it makes no move to seize you. Perhaps its task as a custodian takes precedence over its hunger...



- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

9. Ghost



You don't have to be a super-sleuth to deduce what it is that is making this plaintive sound – a ghost!

What or who is it that remains here, bound in these depths, unable to escape to the realm of the Soulkeeper?

Caves of Nerja



- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

10. Caves of Doom



A finger of rock waits for you at the entrance to the cave. The nail looks sharp.

Caves of Nerja

Is it beckoning you inside or is it poised to defend the privacy of this dark, lonely sepulchre?



- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

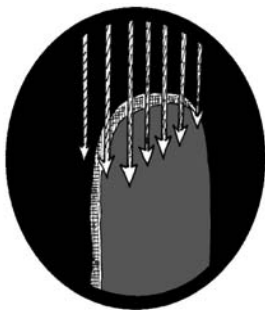
11. Falling Doom



Those spears of stone hang ominously overhead.

Caves of Nerja

They must have been there for eons – but will they stay fixed in place if you dare cross their path?



- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

NB – If you get past *Falling Doom*, you may go to **15**; if you survive that you should **return to K**, as you must if you elect not to try your luck at **15**.

Caves of Nerja

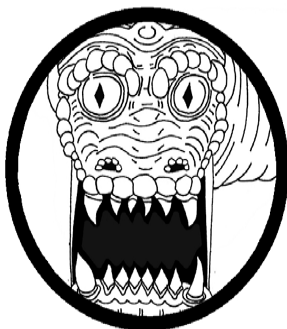
12. Come to Me



The shadow is no illusion – there is something there, waiting for you to come to it.

Caves of Nerja

You can make out large crocodilian jaws and an oversized head.



- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

13. Death's Head Cave



The cave mouth is guarded by what looks suspiciously like a giant molar. What might it be capable of crushing against a twin waiting above, what might it be ready to feed through grinding motion?

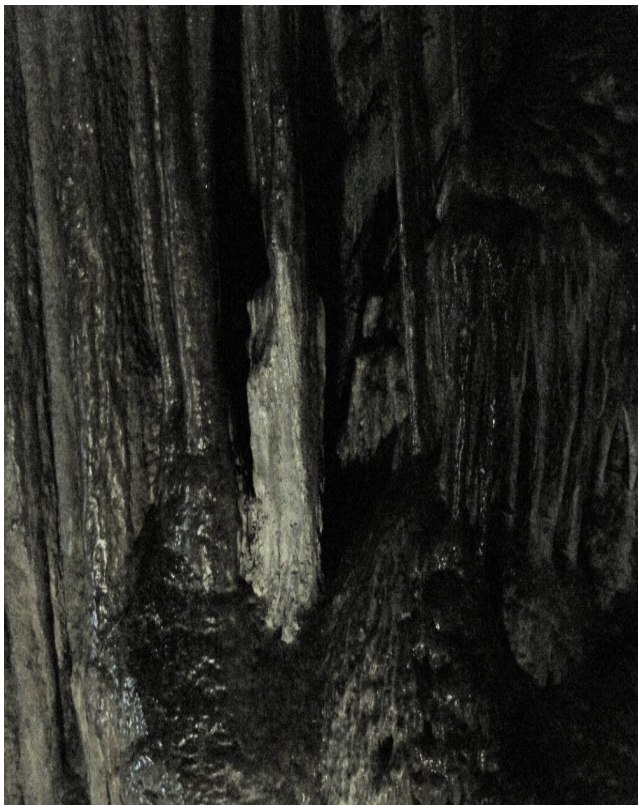
Caves of Nerja



- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

14. Pounce



As you screw your eyes up to make out what lurks in the gloom, you spy a white robed figure above what looks like a giant foot.

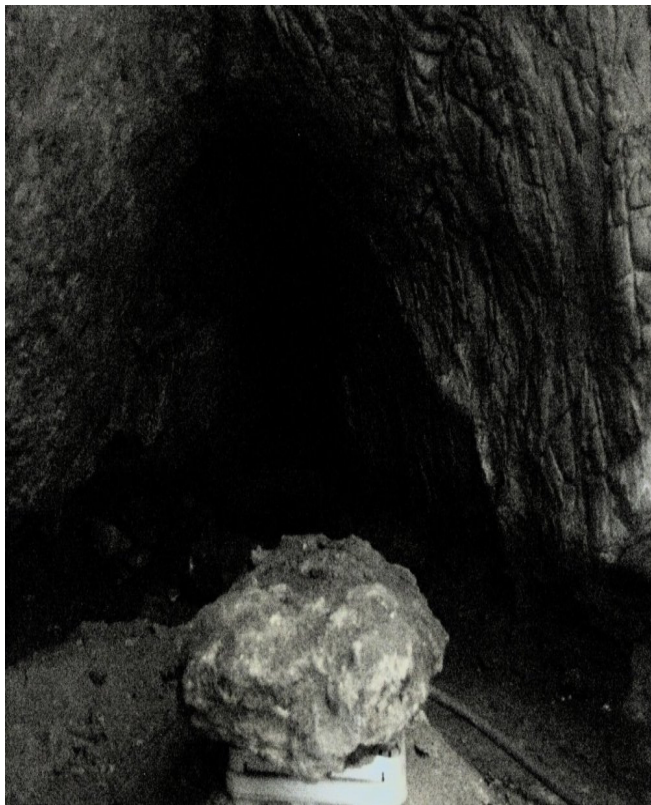
Caves of Nerja



- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

15. Caves of Sacrifice



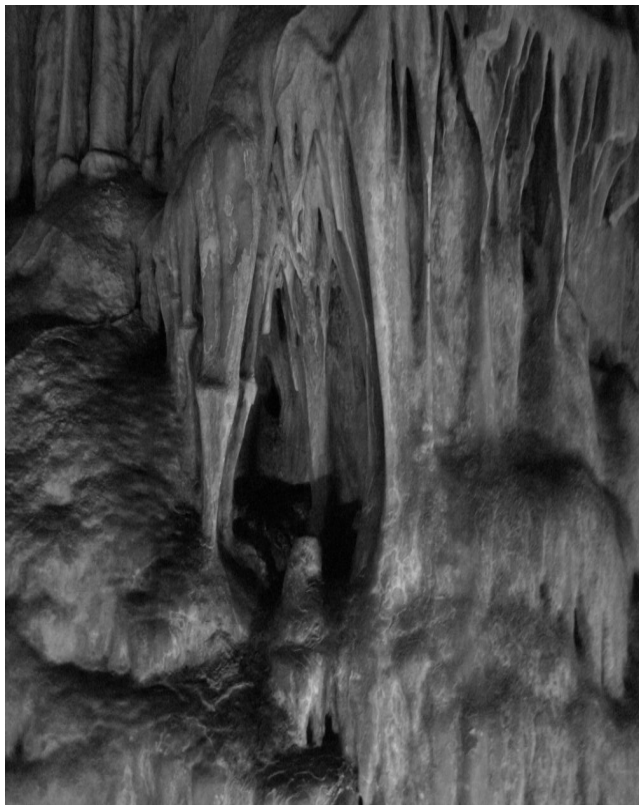
You see a rock stained with a dark colour in patches that suggest a victim may have been bound there for sacrifice. There is a pitch black cave opening beyond the grim stone deathbed. Who knows what it contains. You don't have to investigate...

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

16. Chamber of Spite



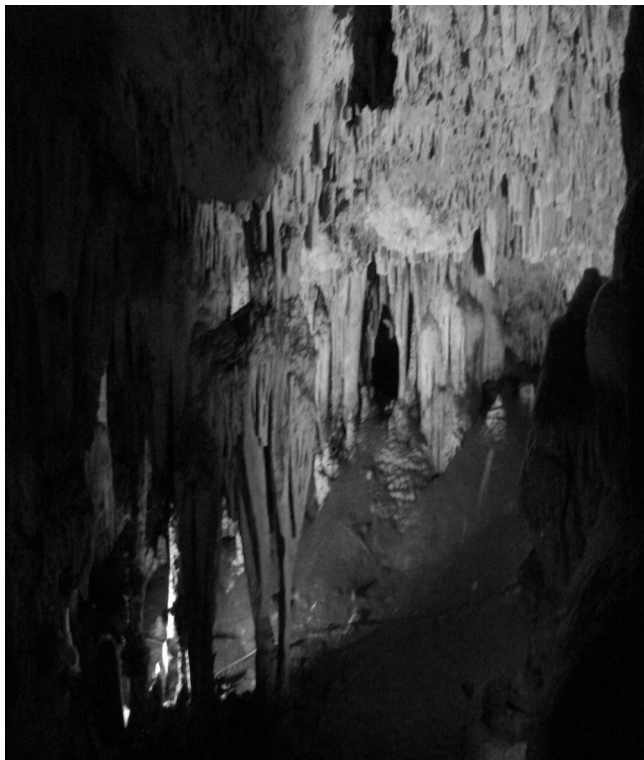
It is evident that there is a chamber you could choose to enter. Could it hold some great secret that you would want to penetrate? It has a by now familiar look of doom to it!

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

17. Above and Below



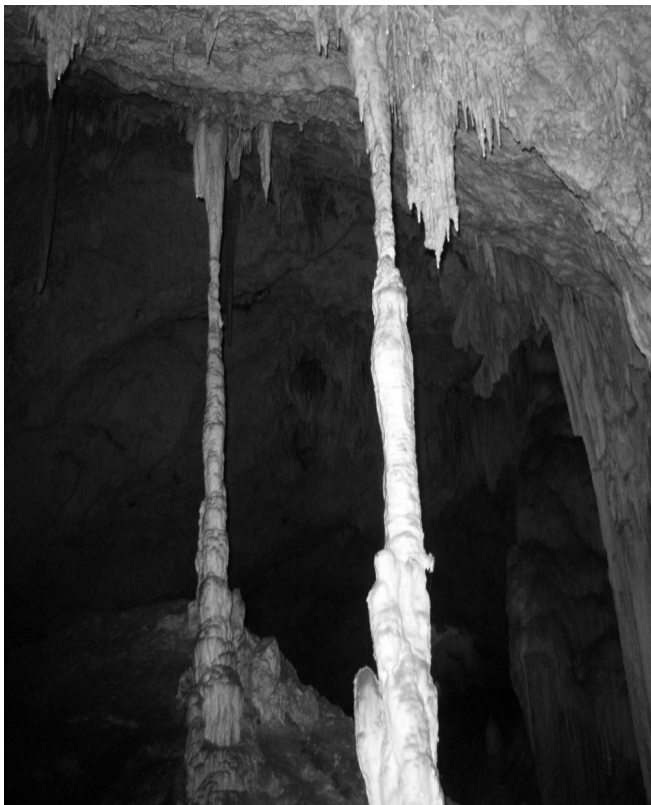
You can make out a stairway in the lower cave, presumably leading up to the upper one. Silence reigns supreme here. There are no obvious signs of imminent danger but that is no guarantee...

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

18. Twin Pillars



The right hand column is closer to you and looks sturdier. You can hear something shuffling about behind these twin towers – it doesn't sound friendly and it doesn't sound docile.

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

19. Sulphur Cavern

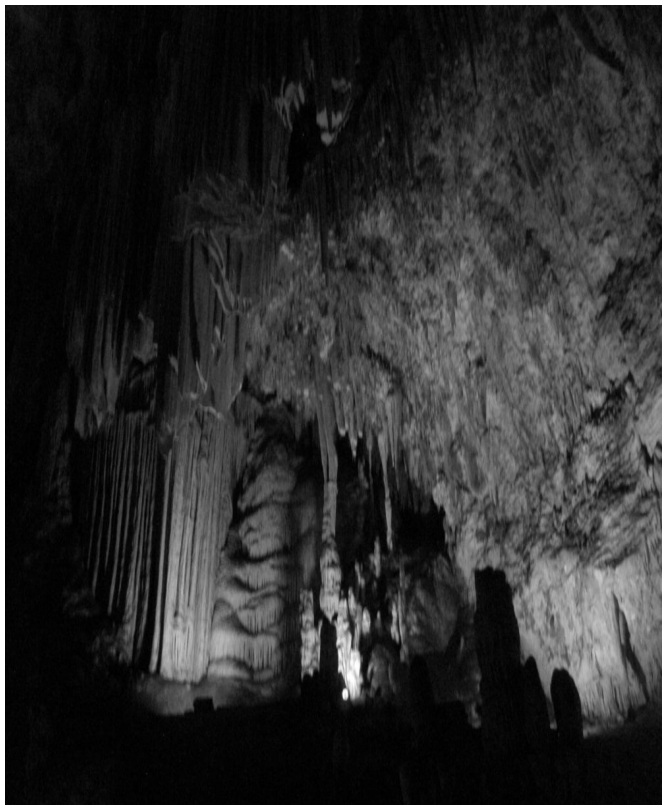


The smell is intense, stomach churning. The surface ahead looks to be nothing more than a crust. Who can say what may be behind the columns rising up in the background? There could be something worth discovering but very few things come easily in this short, mortal life.

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

20. Stone Guardian



The shadowy figure you see in the morass of outcropping rocks seems to be waiting for you. That might be nothing more than a projection of your own gnawing fears. At any rate, the figure offers no threat of violence at this moment nor any clue as to its intentions.

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

21. Pinnacle



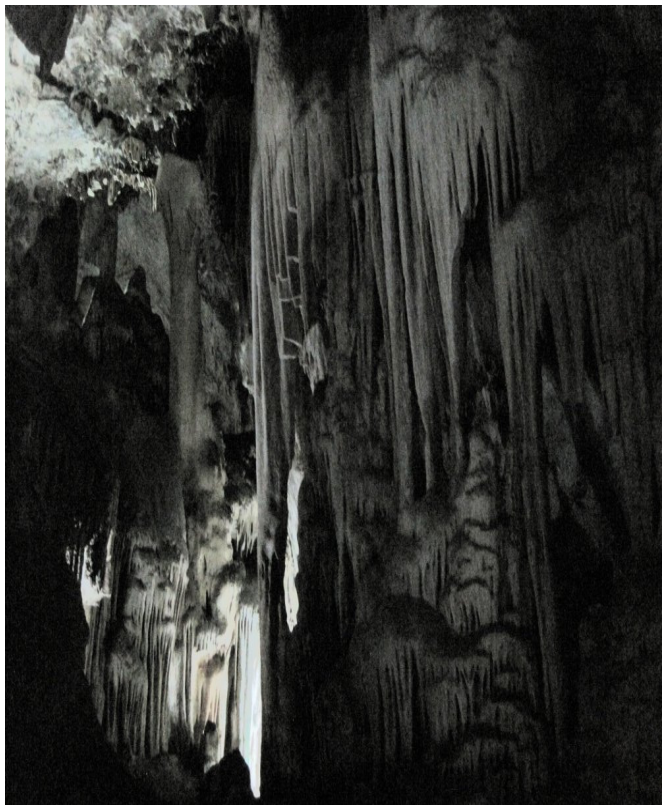
Could it be a monument to something nameless, a shrine to an unknown power, that stands tall and proud before you? Perhaps. As you look, it glows an ominous blood-red colour and begins to hum in a deep monotone.

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

22. Stairway to Desolation

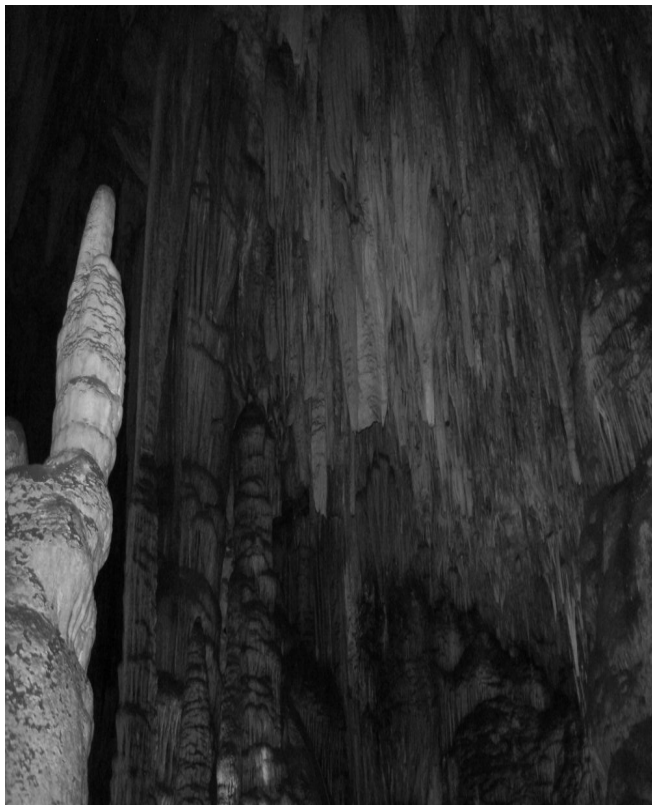


If there is a stairway, there may be a way out or a route to some valuable treasure! Is it worth putting your head in a noose?

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

23. Rock Magic

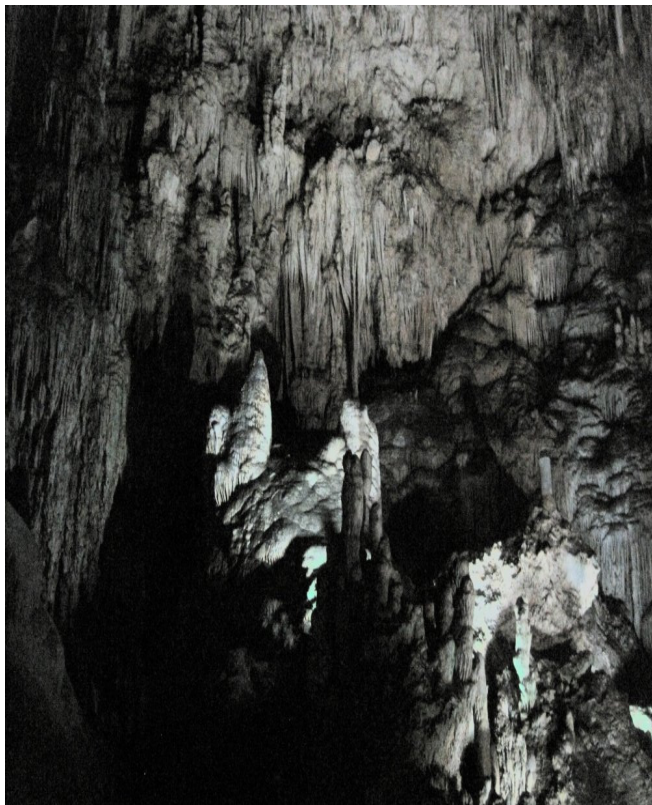


Some say the only way is up and, if so, this solid stone finger certainly points the way. Perhaps it is worth getting close or even past it to see what it may direct you to?

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

24. Head Shifters



There are undoubtedly stone monsters up there but whether they guard something or just wait patiently for the unwary or the unwise to come within their reach, who can say?

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

25. Serpent

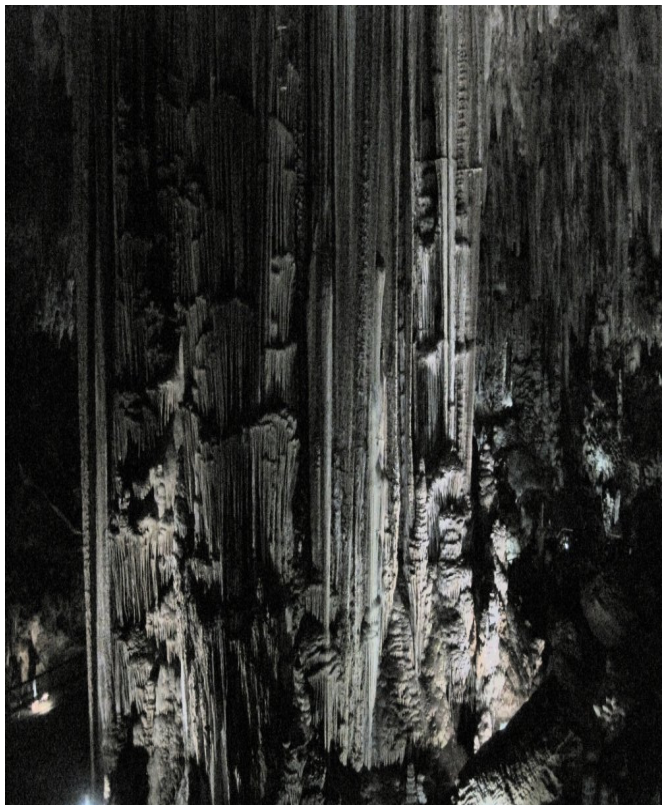


Your reward for giving the jester an answer that was acceptable is a short stroll in the dark to meet a good friend of his, the Stone Serpent. This creature confronts you immediately with a sinister sneer.

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

26. Climb of Fear



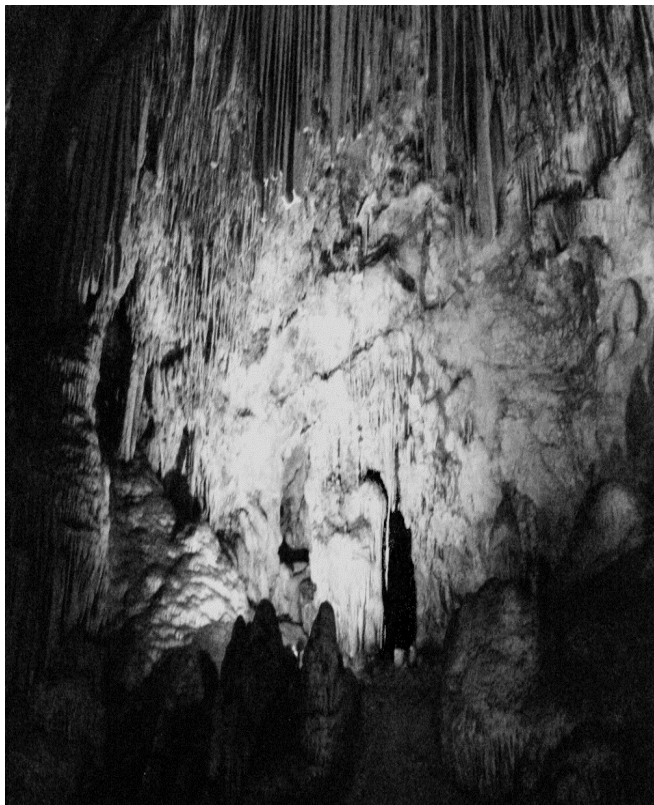
It is perfectly plain that you face a tricky climb to penetrate the secrets of this part of the cave system. What's worse is the queer guardian barring your way – it was big dark eyes and a capacious rouged mouth.

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

27. The Reaper



You face the inevitable – Death. In this guise, Death carries the traditional sickle and is hooded and cloaked. Are you ready to face Death?

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

28. Winged Phantom



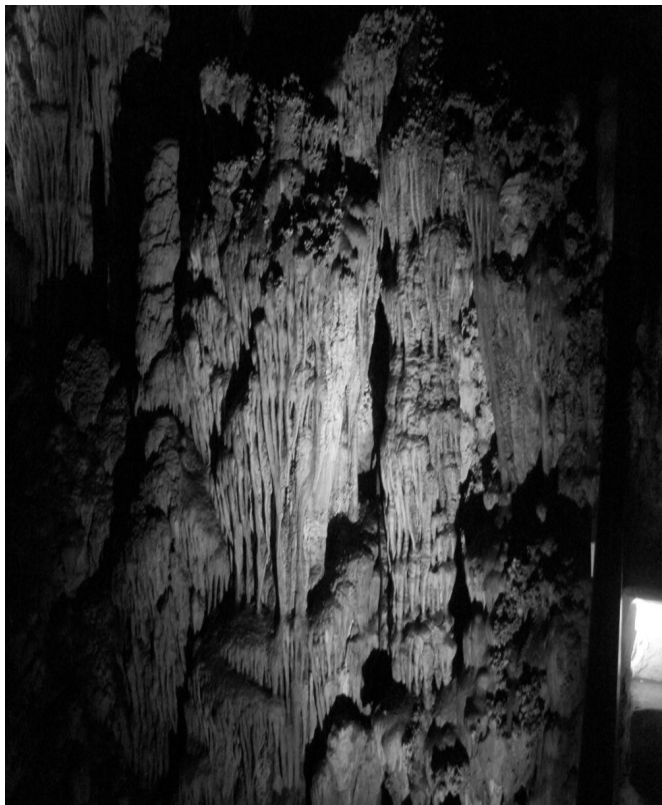
How can a stone bird fly? Ponder that, if you will, as another monster of the deep takes interest in your intrusion into its dire realm.

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

29. Tail Fiend



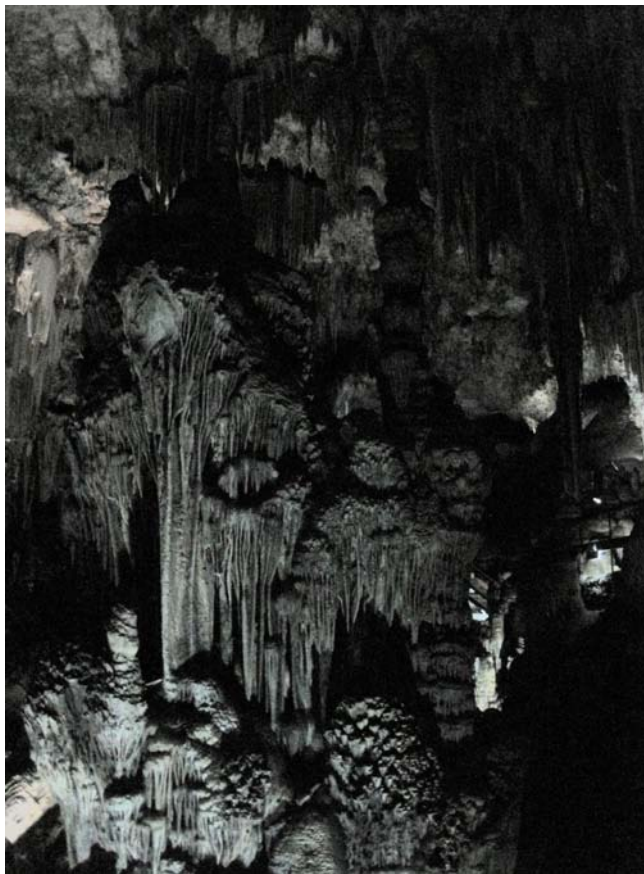
Something waits, motionless against the dread backdrop, waiting for a victim. Perhaps you will give the monster what it wants. Perhaps you will pull the tiger by the tail.

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

30. In the Shadows



Whatever is here surely means you no good whatsoever – but is its demeanour of drear dread enough to daunt you?

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

31. On the Edge



There is an evil beauty to what you behold far from the ken of mortal men. A hypnotic chill spreads out from this place. Does this enveloping blanket of misery protect something worth stealing?

Caves of Nerja

- You can try to sneak past what you see. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at any waiting creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

32. Watching and Waiting

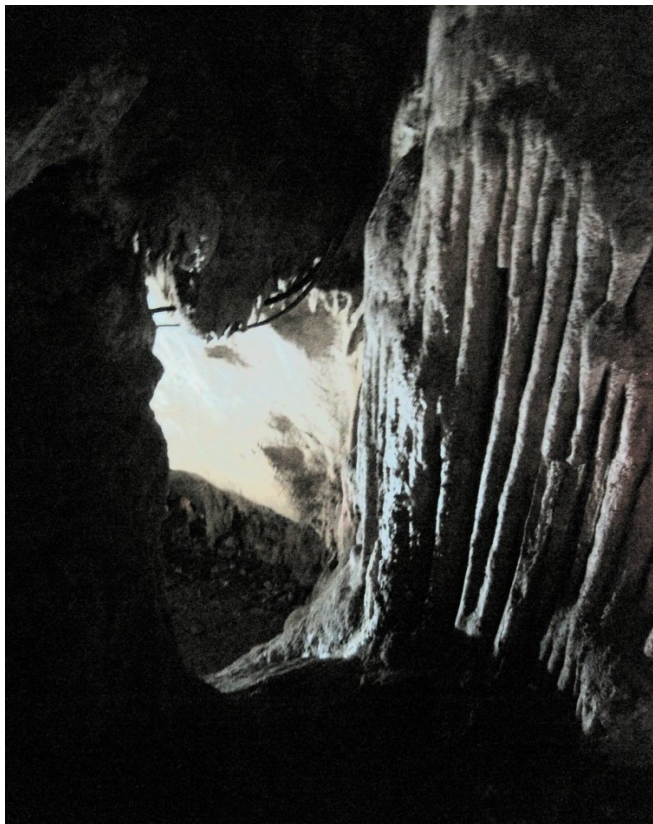


By now you are surely used to picking out monstrosities concealed in the rock faces of these caves. The slumbering denizen of the deep you have identified here looks as terrifying as any you have encountered.

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

33. White Waters

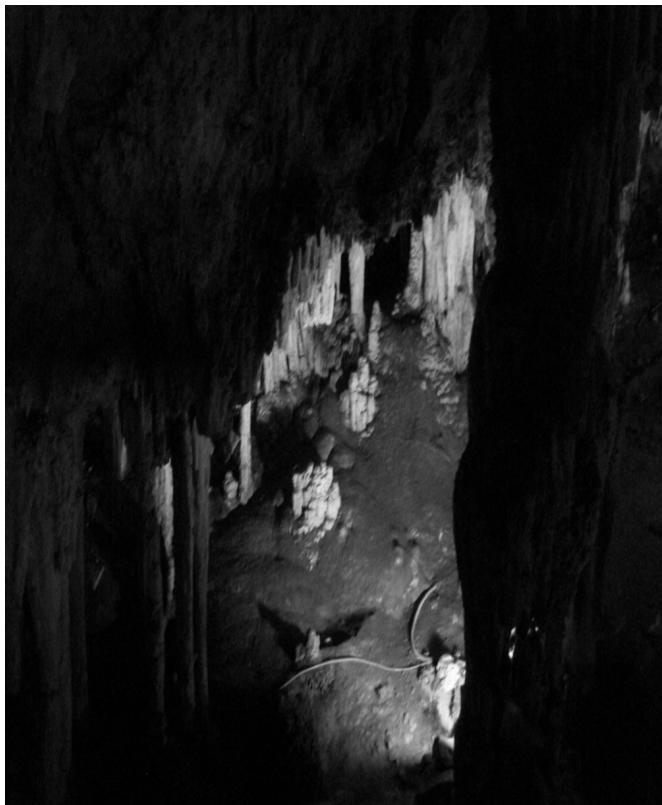


For the first time within this death trap, you will have to get wet if you wish to delve deeper into the secrets of the caves. The roaring rush of water drums incessantly, masking any other sound that may be made in this dark nook.

Caves of Nerja

- You can try to sneak past the waters. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at any creature that may lie ahead. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

34. The Den of Darkness



Surely you must realize that nothing is given that has value in this rank recess within the planet's embrace. However, you must speculate to accumulate.

Caves of Nerja

- You can try to sneak past anything that should be avoided. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at any creature waiting for you. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

35. The Skeleton's Lair

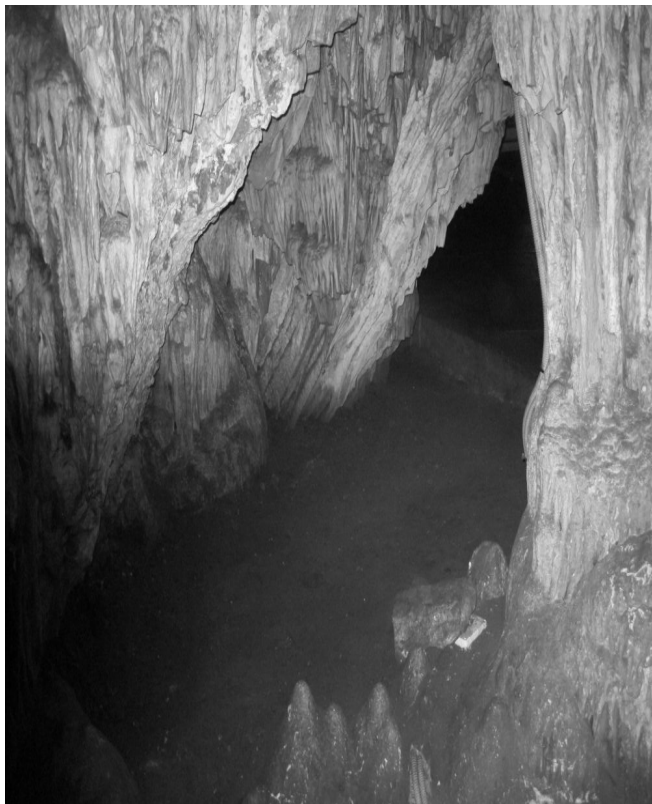


Perhaps you have encountered skeletons before and vanquished them. But here? These bones are old, relics of something many prefer forgotten.

Caves of Nerja

- You can try to sneak past them. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creatures. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

36. Acid River Test



For once there are no monstrous rock creatures blocking your path. Instead is a green, sluggish river whose pungent aroma suggests it has an acidic property. Perhaps you can skirt along ledges to see what lies beyond the cave mouth.

Caves of Nerja

- You can try to sneak along the ledge. (Go to the [Evasion Table](#))
- You can try to run from this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at any creature ahead. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

37. Vault of the Dark One



Do you really dare intrude on the awful presence sending invisible tendrils of psychic hate to ensnare you in its ghoulisn nightmares?

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature within. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

38. The Keeper of Stone



A garish, grotesque being sits in judgment, ready to act as jury and executioner as well. How will you plead?

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

39. Gharg Wakes



It is not only sleeping dogs that are best left to lie. Dogs sometimes are guardians of treasures and that is something to weigh in the Scales of Destiny.

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

40. The Lurker



Whatever loiters here is unmindful of being detected. There is a menacing confidence exuding from the presence biding its time in the shadows.

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

41. Lair of the Black One



The monstrous wretches down here would appear to shun each other's company. A shrewd guess might be that there is ample reason for such antisocial behaviour. Here is found yet another dismal abode.

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at any creature in there. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

42. Worm in Shock



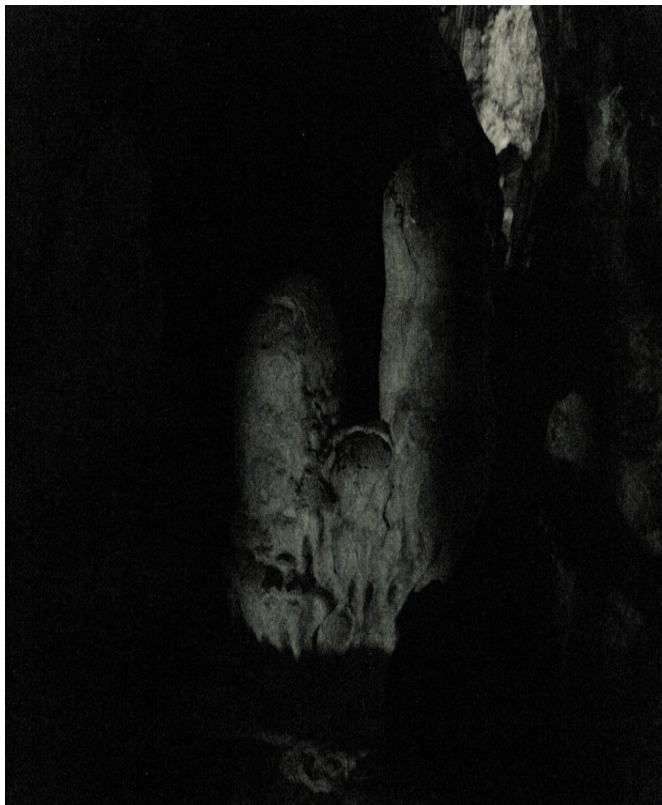
The tables are turned! You have surprised a guardian monster. What will you make of this chance?

Caves of Nerja

- You can try to sneak past it. (Go to the [Evasion Table](#))
- You can try to run past this encounter. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at the creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment. (Go to the [Bribe Table](#))
- You can attempt to open up conversation. (Go to the [Parley Table](#))

Caves of Nerja

43. Light at the End of the Tunnel



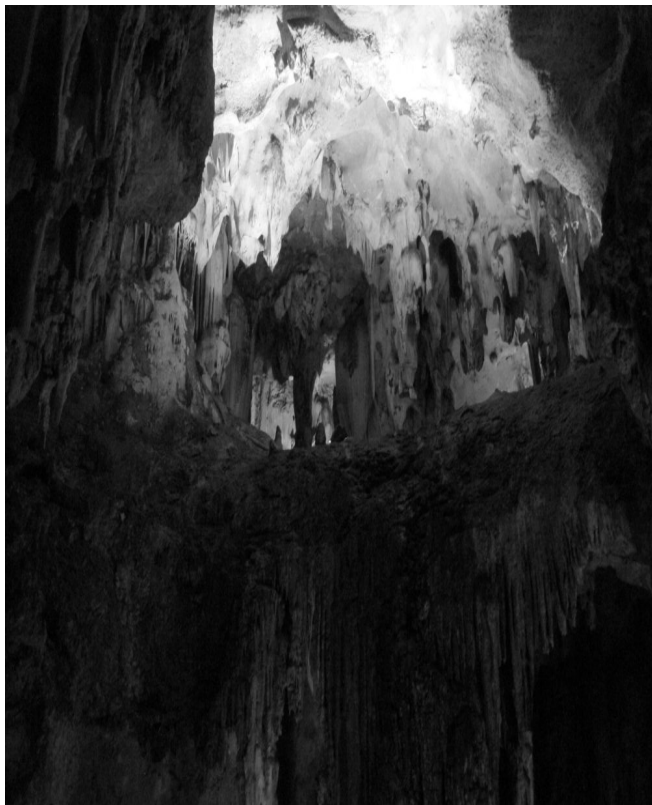
At last! Hope of escape from the Scions of Degradation. Are you ready to leave?

Caves of Nerja

- You can try to sneak past whatever may be there. (Go to the [Evasion Table](#))
- You can try to run past any encounter awaiting you. (Go to the [Sprint Table](#))
- You can fire a missile. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at any creature that may be lurking. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment if there is anything there to listen. (Go to the [Bribe Table](#))
- You can attempt to open up conversation if there is anything there to communicate with. (Go to the [Parley Table](#))

Caves of Nerja

44. A Different Sort of Dawn

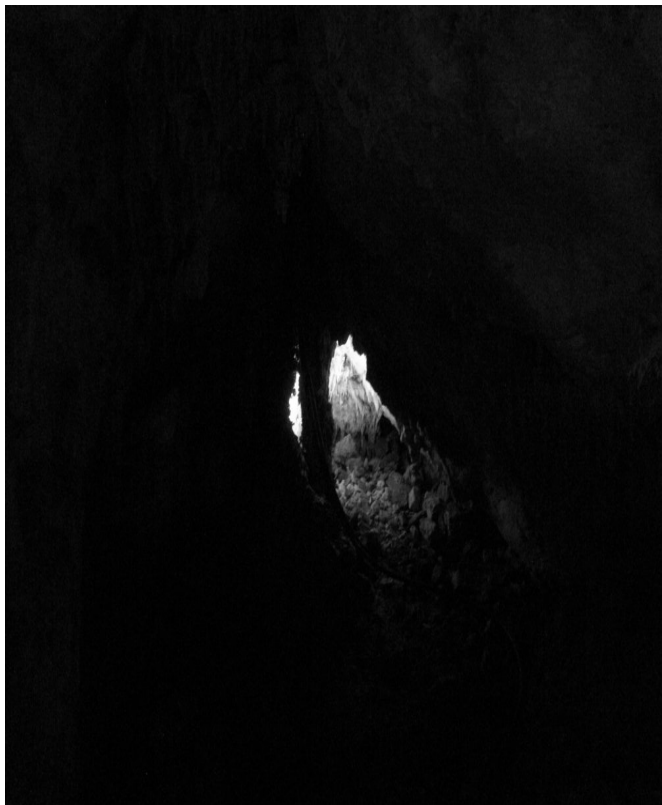


No false dawn! The light of the sun may yet warm your bones again.

Caves of Nerja

- You can try to sneak up to the exit. (Go to the [Evasion Table](#))
- You can try to run swiftly past any trouble. (Go to the [Sprint Table](#))
- You can fire a missile to test the waters. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at any unseen creature. (Go to the [Combat Table](#))
- You can hide. (Go to [Hide Table](#))
- You can offer payment to anything lurking ahead. (Go to the [Bribe Table](#))
- You can attempt to open up conversation without anything ready to hear you. (Go to the [Parley Table](#))

45. Freedom



There! The way out of this nightmare realm is within reach.

Caves of Nerja

- You can try to sneak out. (Go to the [Evasion Table](#))
- You can try to speed out before anything more happens. (Go to the [Sprint Table](#))
- You can fire a missile to give yourself cover. (Go to the [Missile Table](#))
- You can cast a spell. (Go to the [Spell Table](#))
- You can charge at any creature that might be lying in wait. (Go to the [Combat Table](#))
- You can hide to check if the coast is clear. (Go to the [Hide Table](#))
- You can offer payment to anything that might be listening. (Go to the [Bribe Table](#))
- You can attempt to open up conversation if anything is hiding in the shadows ahead. (Go to the [Parley Table](#))

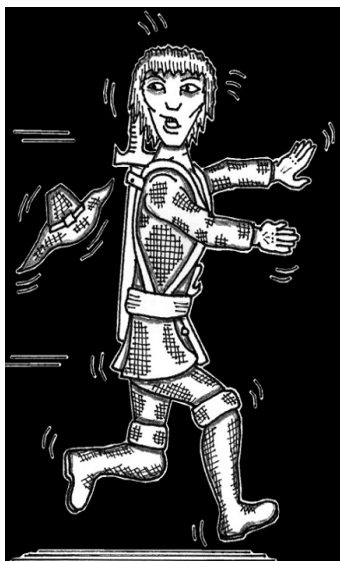
Caves of Nerja

45A. The guardian is fast and determined not to let you escape its clutches after such a long, frustrating wait to extract some vengeance for its dismal sufferings.

If you made a SR of L2 or better, you are too quick and get past it. You can either look for something of value (**go to 396**), strike at it (**go to 406**) or just go deeper into the underground maze (**go to B**).

If you made a L1 SR, all you can do is fight it out (**go to 50**).

If you failed L1, **go to 416** to fight but it gets a 50% bonus on its combat total for round one.



If you rolled a critical fumble, **go to 426**.

46A. If you made a L2 SR you were fast enough to escape and **go to B**. If not, you are in trouble. Go to **397**.

47. If you hit, roll for damage – the guardian's rocky hide takes 50 hits. If it is destroyed, **go to 438**. You may fire again if you hit and do so as long as you are successful while the monster struggles to

recover. If you miss or ever do so, you must either run (**go back to the Sprint Table #1**) or you can stand and fight (**go to 50**).

Caves of Nerja

48. Your WIZ is sufficient to allow you to cast. You will have time to make another choice (**go back to 1**) and you can factor the effect of your spell into what you do (e.g if you are invisible, only a critical fumble will bring your downfall, if you are flying, again a critical fumble will bring ruin – you are up against a foe with MR 300).

49. Your spell fails. The khremm serving the guardian thwarts your attempt to cast. You have time to do something else fortunately - **go back to 1**.

50. The guardian has granite strength and does not hesitate about using it against you. It has **MR300** and gets 31 d6 plus 150. Roll for combat (if you have not already been instructed to.) You may if you wish to avoid roll a bunch of dice – such fun and anyway you could use an online dice roller) and compare totals.

If you have taken more than 50 hits but live, the guardian will seek to take you captive (**go to 427**). Otherwise keep on fighting until you reach this point, win or die in the attempt. If you die, you eventually add to the sedimentary deposits down here. If you are victorious, **go to 438**.

51. The monster sees you cowering and seeks to snatch you up in its talons. You can let it bind you and bide your time (**go to 470**) or seek to stab or slash it, risking all on an all-or-nothing stunt (**go to 436**).

52. The only thing the guardian wants is fresh blood – yours. If you will agree to let it take blood, **go to 398**. If you refuse, **go back to 1** and make another choice.

52A. These monsters are painfully lead footed. They could barely catch a cold. A L1 SR is good enough to escape from their ill intentions and to scoot deeper into the subterranean caverns of Nerja. **Go to C**. If you fail, **go to 399**.

Caves of Nerja

53. The monster is willing to bargain with you. It wants some of your blood and assures you this will not kill a hero like you. It offers a potion it believes you will value in return. If you accept, **go to 428**. If you decline, **go back to 1** and make another choice (if you made at least a L2 SR with your parleying, you can trick it into being too slow to react to any aggression on your part and you will get a 50% bonus on the first round of combat).

53A. They seek to stride out but seem stiff after a long time slumbering, rigid and immobile. A L1 SR will suffice (you can **go to C** if you make it). If you fail – perhaps you stumbled on loose rock? – they seize you with ungentle force. **Go to 399**.

54. Your target has **MR100**. If you reduce its MR to less than 20 it will be out of any fight, too severely damaged. **You get 100 APs** for dealing with it. However, there is a second stone guard to deal with – another hulking brute with nothing but pulping you on its mind! You will have time to fire again if you can make a L1 SR on SPD (it's MR is the same). After that, you are in combat – **go to 58** even if you have taken the crumbling pair down.

55. If you hit, well done! A hit! Roll for damage and **go to 54** (as you do if you missed).

56. Your spell works fine and you can **go back to 2** to choose another option as time is on your side. You can figure the effect of your spell into what you do next (e.g if you are invisible, only a critical fumble will bring your downfall, if you are flying, again a critical fumble will bring ruin, if you *Slush Yucked* your foes their combat total will be halved while they struggle to get out of the slushy area).

Caves of Nerja

57. The khremm here is too strong for you to weave magic. The monsters are slow though so you can **return to 2** and choose another option.

58. There are two of these behemoths, each with **MR 100**. A L1 SR on DEX will enable you to manoeuvre to take on only one at a time (a critical fumble will give them both a free round against you!). You can **take 100 APs** for each one you destroy. If you win, **go to C**; if you fall, **go to 490**.

59. If you made a L2 SR you are safe and they will fail to find you (**go to C** to continue after they have crashed their way back to their guard posts). If you fail, they locate you and you have no choice but to fight. **Go to 58** but first attempt a L1 SR on SPD not to be at a disadvantage (meaning your combat total is halved for the first round).

60. If you made the SR, you slip past the cumbersome creature and see what it is concealing back here (**go to 401**); if you failed, you are now in combat – **go to 65**.

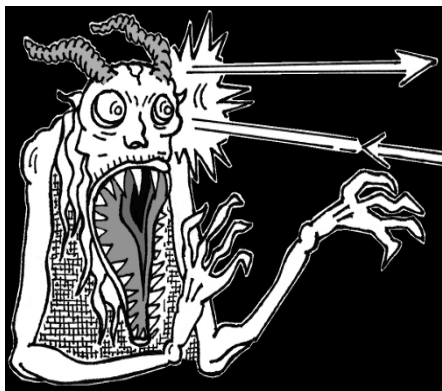
61. If you made the SR you can get away from danger – **go to back to C and then on to 4**. If you failed, you are all but in the monster's clutches. If you can make a L2 SR on DEX and another on SPD, you can recover and fight (**go to 65**). If not you feel its wrath in a most cruel fashion – **go to 490**.

62. Hitting is not really the issue. This monster of the dark has a coating to its skin that disintegrates missiles just before they strike its body. **Go back to 3** and choose another option.

Caves of Nerja

63. You can figure out the impact of your spell (see **48** and **56** for guidance if you need it) and then **go back to 3** and choose another option. However, the creature has a vicious enchantment on its skin – if you struck at it with a spell such as *Take That You Fiend!* or *Blasting Power* (a direct attacking spell), the spell rebounds on you unless you can make a L4 SR on your full WIZ (**go back to 3** and choose another option if you survive or **to 490** if you slay yourself).

64. Your spell fails in the face of the monster's mighty magical power. **Go back to 3** and choose another option.



65. The colossal fiend has **MR 400**. You can **take 400 APs** if you destroy it. If you win, you can break into the chest, either with skill or with brutal force, and take the scroll within – **go to 491**; if you fall, **go to 490**.

66. If you made it, you are safe (for now) – **return to C** and proceed from there. If you failed, the monster finds you all too easily and surprises you to boot. **Go to 65** for combat – but your total is halved for the first round.

Caves of Nerja

67. The only thing the monster is interested in is blood. If you are willing to let it take some of your blood, **go to 402**. If you refuse, you have time to **return to C** and make another choice.

68. If you failed, you have just enough time to **return to C** and take another option as sweet talk is not going to get the job done for you. If you made it, you learn two things: **go to 412**.

69. If you made L2 or better you can force your legs to pump and get away from a decidedly unsavoury fate. **Go to D**. If you could not manage that feat, you find yourself in the equivalent of a *Glue You* spell and must fight at 50% for the duration of the battle – **go to 74**.

70. If you made L2 or better you can force your legs to pump and get away from a decidedly unsavoury fate. **Go to D**. If you could not manage that feat, you find yourself in the equivalent of a *Glue You* spell and must fight at 75% for the duration of the battle as you have your back to the brute – **go to 74**.

71. If you made L2 or better on STR you can force your arms into action and loose a projectile (Roll for damage and **go to 74**). If you could not accomplish that Herculean effort, your arms hang limp at your side until the last moment when the monster reaches you. You are in the equivalent of a *Glue You* spell and must fight at 50% for the duration of the battle – **go to 74**.

72. You can figure out the impact of your spell (**see 48 and 56** for guidance if you need it) and then **go back to 4** and choose another option since time permits you the luxury of a second stab at this fiend.

Caves of Nerja

73. The unnatural creature's khremm is too great for you – your spell fails to fire. You can **go back to 4** and choose another option since time permits you the luxury of a second stab at this fiend.

74. You are set against a monster with raw strength and savage aggression. Its **MR is 300**. You get **300 APs** if you vanquish the vile brute and can **go to D**. **Go to 490** if it buries your hopes of a long life.

75. You are in deep trouble. The jaws have no problem eating rock and bone together! You need to dive away immediately! Make a L4 SR on SPD. If you make it you can get up and fight – **go to 74**. If you fail, **go to 490**.

76. You will need to be quick to recover as the jaws are slavering, hot spittle falling over you, ready to snap through bone and rock. Make a L2 SR on SPD. If you make it, you can **go to 4** and choose again. If you fail, **go to 490**.

76A. A L2 SR will suffice to cover your ears and keep you safe. You can **return to 5** and make another choice without suffering the consequences of this rasping aural assault. If you did not manage a SPD SR at L2 or better, **go to 432**.

77. If you made L3 or better, you lose only 1d6 INT from the evil effects of this caterwauling. If you fared less well, the loss is 2d6. **Take 100 APs**. You may hobble **on to E** now.

78. If you made, you will now be able to see what it guards – **go to 442**. If you failed, you will now feel what its mushy, oozing feet can do to flesh, leather and other weak structures – **go to 452**.

Caves of Nerja

78A. Your spell works but the awful wailing noise means that you still have to face an aural assault. You need to make the best SR you can on CON and **go to 77**.

79. If you made the SR, you have no problems – go to H. If you failed, things are not nearly so straightforward – **go to 400**.

80. If your nerve held, try a L1 SR on DEX (firing now at point blank range). Roll for damage if you hit and **go to 472**. If your nerve failed or you somehow missed, you have no choice but to fight at close quarters – **go to 83**.

81. If you failed the CHR SR, you stuffed up the spell. If you can make a L2 SR on INT, you can recover in time to avoid a fight – **go to 6** and make another choice if you succeed or **to 83** if you fail. If you made the CHR SR, you fire your spell off despite the pressure – figure out the effects (**see 48 and 56** for guidance if you need it) and then **go to 6** to make your next choice.

82. If you failed the CHR SR, you froze AND the spell failed. If you can make a L2 SR on INT, you can recover in time to avoid a fight – **go to 6** and make another choice if you succeed or **to 83** if you fail.



Caves of Nerja

83. The brute has an **MR of 400**. You must fight now. You can fight defensively and take no damage if you make a L1 SR on DEX in any given round. You can also risk everything by backing off and switching to a missile attack.

To do this you must make a L2 SR on DEX and a L1 SR on SPD. If you succeed, you can **go to *The Missile Table #6***. If you fail, you are on the wrong end of something very, very nasty – **go to 490** (as you must should you be slain in straight combat). If you are tough enough to win in battle, **go to 482** for the good stuff.

84. If you made the SR, you can wait safely until the danger is past – **go to F** and continue. If you failed, something unpleasant is already hiding in the place you have chosen to hunker down in – **go to 492**.

85. The only thing the monster is interested in is blood. If you are willing to let it take some of your blood, **go to 403**. If you refuse, you have no time to back away and must fight (**go to 83**).

86. If you made a L2 SR, the monster has a premonition of an untimely end and backs off. You may take **400 APs** for making it cower. You may either fight it now (and it will be a 50% effectiveness) – **go to 83** – or leave it be and **proceed via F**. If you did not make that SR, you have no choice but to fight now – **go to 83**.

87. You see a small tunnel at the back of the cave. To enter it, you would have to get down on your hands and knees and crawl unless you are hobbit size or smaller. If you want to see where the tunnel goes, **go to 493**. If you don't like the look of it and prefer to leave, **go to 404**.

Caves of Nerja

88. If you succeed, **return to 1**. If you fail, **go to 404**.

89. It matters not if you were on or off target. The monster's horns crackle with virulent energy and disintegrate the incoming missile. You have roused the beast now – **go to 404**.

90. You need to think through the effect of your spell and can **go back to 8** to select your next step.

91. The monster is too potent for your magic to work. **Go to 404**.

92. The guardian has **MR 300**. As you attack, it sends you images of parleying telepathically. If you desist, **go to 404**. If you carry out your assault, roll for combat. If you win, **take 300 APs** and **go to 424** if you wish to explore a small tunnel you spy or **back to 1** if you have had enough of this place. If you are terminated **go to 490**.

93. If you failed, you see that you cannot hope to succeed – **go back to 1** and choose anew. If you succeed, you seem safe but not unnoticed - **go to 404**.

94. It has a task for you and communicates this telepathically – it has no interest in your offer. **Go to 404**.

95. If you failed to make at least L2, **go to 94**. If you made L2 or better, **go to 437**.

96. If you made the SR, you get past the arachnid fiend – **go to 413**. If you failed, you are up to your neck in goo. The spider is no slouch at spinning – **go to 423**.

97. If you made it you feel strands of webbing whiz past your ears on both sides – but you get away

Caves of Nerja

unscathed! You can **go back to G** and forge on. If you failed, you find yourself enmeshed in unyielding sticky bonds. **Go to 453.**

98. If you were on target, roll for damage and then **return to 7** to decide on the next step (you can fire or throw again if you wish). If you missed, you need to try a L2 SR on SPD. If you make it, you can **go to 7** again for a second stab at a good course of action. If you fail, you have no choice but to take the vile beast on in close combat – **go to 101.**

99. You need to work out what effect your spell has on the spider – its MR is 200. You can look at **48 and 56** for guidance if you need it. You have time to decide on your next step so **go back to 7** and choose from the options there.

100. You realise that the spider's khremm is too great for you to cast near to it. On the upside, you have time to decide on your next step so **go back to 7** and choose from the options there.

101. There is something about having to confront a giant spider that just gives you the creeps – you don't have to be Ron Weasley to have your knees turn to jelly. This monster likes to truss its victims up with gooey webbing before it goes for the kill. It has **MR 200** and that's how many **APs** you will get if you kill it or escape. If you are not feeling confident, you can make an all or nothing lunge for its eyes – it will take a L3 SR on the average of DEX and SPD to blind it and then finish it off at your leisure but if you try this and fail you will surely feel its fangs injecting you with lethal poison (**go to 490**). If you vanquish the horror, **go to 413 and then 433** (without having to fight another spider, in case you are a pessimist!) to see what you have won.

Caves of Nerja

102. If you made the SR, you spotted a place to hide that was far enough from the spider for you to be safe and soon enough to get away (**go to G to proceed**). If you failed then the place you chose to hide in was not at all safe. You can hear the spider clacking its way over the rocks to get to you. You can **go to 7** and choose another action but all SRs are one level higher now due to the proximity of death.

103. The spider wants blood. If you are prepared to let it suck blood from you, **go to 463**. If you wonder how it understands, just remember this is a world rich in both magic and wondrous creatures. Should you refuse the spider, you will have to fight it (**go to 101**).



104. If you failed the LK SR it did not understand or chose not to understand – you must now fight (**go to 101**). If you succeeded on LK and made at least a L2 SR on CHR, it is willing to bargain with you telepathically. **Go to 473** if you are ready to listen. If not – or if you did less well with the CHR SR – you must give battle (**go to 101**).

105. If you made the SR you are fine – **go back to I**. If you failed this is not so great – **go to 457**.

106. If you made the SR you are fine – **go back to I**. If you failed this is not so great – **go to 457**.

Caves of Nerja

107. It matters not if you hit or miss as no projectile will harm this fiend. **Go back to 9** and select again.

108. Figure out the effect of your spell and **go back to 9** to make another selection (A TTYF! Of 100 more will destroy the ghost and **gain you 100 APs**).

109. Your spell fails to fire. **Go back to 9** and select again.

110. The INT SR is to avoid being dumb – you cannot hurt this creature with physical weapons. If you make a L2 SR or higher, you think better of your foolhardy charge and can **go back to 9** for another, wiser choice. If you did not manage that, the CON roll comes into play as you close with the ghost. It has the power to freeze blood in the veins that carry it. If you made a L3 SR or better you are just tough enough to back away and make another choice (**go back to 9**). If not, you must **go to 467**.

111. If you made a L3 or better roll, you elude the ghost's probing (**return to 1** when the coast is clear). If not, the ghost finds you. **Go to 477**.

112. The ghost wants LK. This is the way it hopes to be restored to the physical world from its half life. If you will allow it to drain 1d6 LK, **go to 487**. If not, **go to 477**.

113. The INT SR is to perceive the desperation and the ruthlessness of the ghost – you cannot hope to drive a good bargain with it. If you make a L2 SR or higher, you think better of tarrying and letting it get close to you (**go back to 9** for another, better choice). If you did not manage that, the CON roll comes into play as you come into contact with the ghost.

Caves of Nerja

It has the power to freeze blood in the veins that carry it. If you made a L3 SR or better you are just tough enough to back away and make another choice (**go back to 9**). If not, you must **go to 467**.

114. If you failed, you hear the ominous sound of rock moving – the finger jabs down at you with deadly accuracy. Make a L3 SR on SPD to save yourself! If you fail, **go to 490**. If your reactions were fast enough, you can dust yourself off and take a peek beyond the finger (**go to 405**). If you were lucky and skilful enough not to be given the finger you may also **go to 405**.

115. If you made it, **go to J**. If not, you were unfortunate enough to put your foot on a pressure-rock and you have sounded an alarm. **Go to 415**.

116. If you hit and did at least 150 damage, you bring down the rock finger and can easily pass by the debris – **go to 405. Take 150 APs**. If you missed or did less than 100 damage to the stone digit, you simply cause it to press down on a rock-buzzer, summoning help. **Go to 415**.

117. Your spell worked so you need to calculate the effect now and in any action following within the duration of the magic. **Go to 10** and choose your next step.

118. Your spell failed because your WIZ was too low in this area of the Caves. **Go to 10** and choose your next step.

119. The finger stabs down at you with grim glee. It has **MR150** and gets 16d6 plus 75. If it crushes you like a bug, **go to 490**. If you win out, **take 150 APs** and **go to 405**, slipping past the broken rock.

Caves of Nerja

120. If you failed, **go to 425**. If you succeeded, **go to 435**.

121. The finger does not stir – **go back to 10** and choose again.

122. The wagging digit clearly intends offense but it is your next move in this game of chess. **Go back to 10** and choose again.



123. The rocks don't so much fall as hurl themselves at you with an eye for the target that would make an expert archer anxious. They fragment and pepper you. 2d6 rocks are on target. You can reduce the number by the level of the DEX SR you made, with a critical fumble adding 1d6. Each rock does 1d6 damage with armour counting against the total generated. Assuming you survive, you can **go to 445**. If you are buried, **go to 490**.

Caves of Nerja

124. Did you make at least L2? If so you are fine and can **retreat to K**. If not, the rocks fragment and pepper you. 2d6 rocks are on target. You can reduce the number by the level of the DEX SR you now make, with a critical fumble adding 1d6. Each rock does 1d6 damage with armour counting against the total generated. Assuming you survive, you can **go to K**. If you are buried, **go to 490**.

125. If you made a L5 SR on LK, you can **retreat to K** or **advance to 445** as you have triggered the avalanche of flying masonry quite safely. If you did not do so well, **go 123**.

126. That enchantment worked! Figure out the effect and **go to 11** to make your next move.

127. That was a dud! **Go to 11** to make your next move.

128. You can't fight rock missiles! **Go to 123**.

129. If you made the roll, you were lucky indeed and find a spot to shelter until the storm is over – you can either **return to K** or **press on to 445**. If you failed, you found no safe zone – **go to 123**.

130. The rocks don't so much fall as hurl themselves at you with an eye for the target that would make an expert archer anxious. They fragment and pepper you. 2d6 rocks are on target. Each rock does 1d6 damage with armour counting against the total generated. Assuming you survive, you can **go to 445**. If you are buried, **go to 490**.

Caves of Nerja

131. If you hit, roll for damage. Its **MR is 300**. (You may **take 300 APs** if you take it down.) Even after taking damage it makes no move to stop you going past it (you can fire again if you wish). You may do this (**go to 455**) or you can leave things alone here and **press on via P**.

132. What did you do? Its **MR is 300**. (You may **take 300 APs** if you take it down.) Even after taking damage it makes no move to stop you going past it. You may do this (**go to 455**) or you can leave things alone here and **press on via P**.

133. Your spell fizzles into nothing better than a damp squib. What will you do now? (**Go back to 12.**)

134. It makes no move to defend itself so you get a free attack (more than one if necessary). Its **MR is 300**. (You may **take 300 APs** if you take it down.) Even after taking damage it makes no move to stop you going past it. You may do this (**go to 455**) or you can leave things alone here and **press on via P**.

135. This monster will take anything, as it communicates to you telepathically. Just put down what ever you said you would gift it and **go to 455**.

136. It actually takes no persuading at all. Even a stammering apology will do. It indicates telepathically that you can go ahead – **go to 455**.

137. If failed the SR, you are flat on your back and fumbling uselessly as the rock monster seeks to grind you to a paste. **Go to 448**. If you succeeded, you overcome the turbulent passage and enter the space beyond... **Go to 458**.

Caves of Nerja

138. If failed the SR, you are flat on your back and fumbling uselessly as the rock monster seeks to grind you to a paste. **Go to 448.** If you succeeded, you overcome the turbulent passage and **return to M.**

139. If failed the SR, you are flat on your back and fumbling uselessly as the rock monster seeks to grind you to a paste. **Go to 448.** If you succeeded, you can roll for damage and **go to 468.**

140. Your magic is in play! Figure the effects, now and for its duration. The tooth monster's **MR is 100** and you can **go to 468** if you have zapped it. Otherwise **return to 13** for your next step.

141. The WIZ resistance is too great. **Return to 13** for your next step.

142. The rock creature has **MR 100** (11 d6 +50). **You get 150 APs** if you destroy it (more than normal because your combat total is halved due to the rippling floor). **Go to 490** if you are slain. If you triumph, **go to 458.**

143. If you made the SR, you see that hiding is not a good choice – rock golems are coming! You have time to get the heck out of there – **go to M** and proceed post haste. If you fail, the rock golems are able to surround you and then seize you before you realise what is happening – **go to 488.**

144. The molar monster wants your blood. If you agree, it will take just 1d6 in CON loss and let you go (**return to M**). If you refuse, **go to 498.**

Caves of Nerja

145. If you made the SR, great! The monster is lulled into a soporific state and you can either **retreat to M** or go past it (**go to 458**). If you failed, you still have time for another approach (**go back to 13**).

146. It flexes as you approach, then sets itself for a kick or a stomp. If you made a L2 SR you are fine though and may approach the figure (**go to the Parley Table #14**). If you fail, you feel the force of a kick or a stomp (roll 1d6: odds, **go to 410**, evens, **go to 419**).

147. A magnetic mental force seeks to reel you in like a fish on a pole. If you made at least a L2 SR, you can **go back to N** and be on your way. If you failed, you encounter the foot and feel the force of a kick or a stomp (roll 1d6: odds, **go to 410**, evens, **go to 419**).

148. If you hit, roll for damage. If this is more than 60, the foot is out of action and you can speak with the figure - **go to the Parley Table #14**. If you miss or the damage you do is not greater than 60, a magnetic mental force seeks to reel you in like a fish on a pole. If you can make a L2 SR on the average of STR and SPD, you can **go back to N** and be on your way. If you failed, you encounter the foot and feel the force of a kick or a stomp (roll 1d6: odds, **go to 410**, evens, **go to 419**).

149. So, you have the power to weave magic even here... Calculate the effect and **return to 14** to select another option. (For direct damage/effect spells, the foot has an **MR of 150** while the lurking figure has **MR 400** and **APs follow suit**.)

Caves of Nerja



150. Tough luck. **Return to 14** to select another option.

151. The lurking figure may be ready to embrace you but the foot is not. It has **MR150** (**APS** will follow suit). If you defeat the foot, **go to the Parley Table #14** or you can attack the creature that looks on bemused – **go to 418**.

152. If you made the SR, you can work out that you cannot hide - **go to the Parley Table #14**. If you failed, your hiding does you little good and you are reeled in by magic to face the foot monster. Try a L2 SR on the average of STR and SPD and **go to 147**.

Caves of Nerja

153. The creature is not interested in any offer you make – perhaps it is bored or maybe it has something more important in mind. **Go to the Parley Table #14.**

154. If you did not make at least a L2 SR, the creature dismisses you as too petty to bother with. You can leave - **go to N** – or give it a thrashing (**go to 418**). If you succeeded, **go to 409**.

155. Flexi-stone tendrils whip out, seeking to bind you. A L1 SR on SPD is enough to avoid this vile fate. **Go to 450** if you are quick enough or **to 460** if you are slow to react.

156. They act like ropes but are stone nonetheless. A L1 SR on SPD will see you safe and you can **return to K**. If you are not fast enough to escape these rock-ropes, **go to 460**.

157. Ropes of fluid stone fire out to ensnare you. There is nothing for you to hit anyway. A L1 SR on SPD is enough to avoid this vile fate. You can move forward if you succeeded - **go to 450** if you are quick enough or **to 460** if you are slow to react.

158. If you made a L1 SR on SPD, you can cast your spell. You will need to weave its effect into subsequent paragraphs (**go forward now to 450**). If you failed, your wrists and ankles are seized by ropes of flexible stone and you cannot work magic in this captive state – **go to 460**.

159. Rocky ropes, supple yet formidably strong, seek to bind you, A L1 SR on SPD will allow you to sidestep the danger. Go forward **to 450** if you succeed or **to 460** if you fail.

Caves of Nerja

160. They act like ropes but are stone nonetheless. A L1 SR on SPD will see you safe and you can **return to K** or **go forward to 450**. If you were not fast enough to escape these rock-ropes, **go to 460**.

161. Flexible stone ropes flick out to trap you. A L1 SR on SPD will see you safe and you can **return to K** or **go forward to 450**. If you were not fast enough to escape these rock-ropes, **go to 460**.

162. Apparently ignoring your first words, supple rock-ropes spring out to make prisoner of you. These unnatural tendrils are incredibly strong. A L1 SR on SPD will see you safe and you can **return to K** or **go forward to 450**. If you were not fast enough to escape these rock-ropes, **go to 460**.

163. If you made the SR, nothing unkind happens and you can go inside the mouth-like entrance to this cavern (**go to 449**). If you failed then something awful seems on the cards (**go to 479**).

164. When you fire or throw, the mouth slams closed with tremendous vitality. It looks as if your way is barred. You should **return to P** unless you want to try to force the jaws apart (**go to 469**).

165. You get the spell to fire. Work out the effects now and for the duration. (There is nothing you can blast at present.) **Go to 16** and choose another option.

166. Darn – not enough WIZ! **Go to 16** and choose another option.

Caves of Nerja

167. As you charge into the cave mouth, monstrous jaws clang into one another. Let's see if you got through in one piece... Make a L3 SR on the average of your STR and SPD. If you make it, well and good (**go to 449**). If you fail, the titanic teeth cleave you in twain without pausing to chew (**go to 490**).

168. If you made the SR, you hide without being disturbed. You can **go to 459**. If you failed, **go to 479**.

169. Something in the cavern bids you step forward and show your offering. **Go to 449**.

170. No matter what you said or how you said it, your oratory wins favour with something inside the cavern. It summons you inside telepathically. You can enter (**go to 449**) unless you wish to turn your back on this possibility (**return to P**).

171. The staircase is covered with thin strands of webbing but when you look more closely you can see these fibres are made of some sort of rock. It might be possible to move up the stairs without touching the cobwebs and who knows if they are sticky? Actually, you can find this out by throwing a loose piece of rock if you want to – but then you might alert any rock spiders lying in wait. You can retreat and **go back to P** or you can test the webbing (**go to 406**) or you can gingerly go up, doing your best to avoid the strands and any lurking fiend (**go to 416**).

172. You've heard of these before probably but never seen one in all likelihood. The obsidian cylinder stands starkly alone in the centre of the area beyond the twin pillars, silently speaking of the dark intent it holds for all living beings. It is an ill, the opposite of a well.

Caves of Nerja

Whereas a well means life to peoples all over the world, an ill spells death. Its waters are poisonous in so many hideous, unfathomable ways. Shunned by the sane, an ill nonetheless draws some to dare the consequences of drinking its vile waters. There is a chance that something good will ensue but the odds are very much against this. Here, the power of the ill to attract risk takers and fools alike are magnified by the cankerous forces that seep through the Caves of Nerja. If you want to drink, **go to 503**. If you try to resist the mesmeric pull on your will, make the best SR you can on CHR and **go to 513**.

173. But there is nothing there to fight with. At least nothing physical... **Go to 172**.

174. You feel a response and are summoned past the twin pillars. You can retreat (**go to R**) or accept the call (**go to 523**).

175. You can tell you are not being listened to but you do feel a pull, as if you are being drawn past the twin pillars. You can resist and leave (**go to R**) or you can allow yourself to be reeled in (**go to 523**).

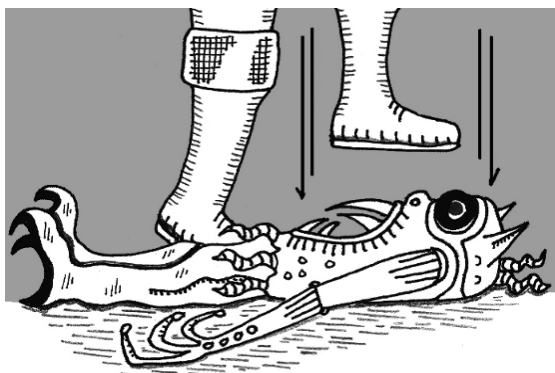
176. There is a very thin crust in some places, covering water at temperatures to melt flesh and even bone. It is no good examining the ground however closely because the thinnest parts look no different to the more solid places. If you failed the SR, you find the rock collapsing underneath your weight – **go to 533**. If you made it, you are safe a while longer and can make the inspection you set out to make – **go to 543**.

Caves of Nerja

177. This stuff is scalding, stink and toxic – best avoided if you can. Failing the SPD SR means you did not – **go to 550**. Success means you only got splashed (1d6 damage) but if you failed the L2 CON SR then the fumes got to you (**go to 550**). If you made both SRs, you're home and hosed – **return to R** and tread warily!

178. If you were lucky, so be it – return to 19 and choose again. If you were cursed, **go to 560**.

179. Unless you failed your INT SR (if you play the 7.5 rule, as I do), your spell works and you can factor the impact as long as the spell works. **Go to 19** and choose your next action.



180. If you made the SR, you trample on the invisible rock imp looking to finish you progress, pilgrim! If not, you have to fight it blind and it gets the first strike unguarded. Its **MR is 20** (3d6 +10) and you get **20 APs** for its destruction. If it slays you, **go to 490**. If you bring its miserable existence to an end, you are free to move forward – **go to 176** – or retreat (**go back to R or to 19** as you wish).

Caves of Nerja

181. If you are successful in hiding, you can take stock of things and you are free to move forward – **go to 176** – or retreat (**go back to R or to 19** as you wish). If you failed, your hiding place is found by a nasty little creature – **go to 180** to discover what is taking a whack at you.

182. As you make your offer, something bites you in the leg. If you made the SR, its teeth failed to piece your skin or armour. If not, you take 1d6 damage. **Go to 570.**

183. Something tries to bite you! If you made the LK SR, you detect its movement and as you do, it becomes visible and so you can avoid its nasty little gnashers. If you failed, it is adroit enough to get to you while still cloaked by invisibility and tries to bite a chunk out of you! If you made the CON SR, its teeth failed to piece your skin or armour. If not, you take 1d6 damage. **Go to 570.**

184. The rock above the figure is very brittle but no less sharp and punishing for that - **go to 540** if you failed the SR. If you succeeded you manage to go forward carefully enough not to provoke rock fall - **go to 530.**

185. If you hit, roll for damage and **go to 590**. If you missed, something comes your way to pay you back – **go to 505.**

186. Bingo! You are in business. Carry your magical effect with you for the spell's duration and **return to 20** where you should decide Step 2 in your strategy.

Caves of Nerja

187. You have attracted some attention by attempting magic – perhaps you will live to regret this, then again...). **Go to 540.**

188. As you rush headlong and heedless into danger, danger comes looking for you in the shape of a mini avalanche started by something unkind. If you failed the LK SR, you get hit – **go to 540.** If you made it, well and good! You get past the falling rocks and confront your enemy – **go to 530.**

189. If you succeeded in hiding, after a while you hear a grating sound – **go to 530** if you would like to investigate it or you can simply retreat and **go to S.** If you failed, something found you and dropped lots of rocks on you – **go to 540.**

190. The creature confined to this part of the Caves complex wants blood. In return it will give WIZ. For every point of CON you are prepared to give up (hopefully temporarily!) it will give you one point of WIZ up to a maximum of 10. If you refuse this bargain, you can either back off (**go to 540**) or advance on the monster (**go to 530**) as you can if you accept.

191. The monster is willing to hear you out and rather flatters you in its telepathic picture-talk. If you made a L3 SR or better, **go to 530.** If you were not such a smooth talker, **go to 540.**

192. You don't need to be Shackleton to tackle this summit but you can still come a cropper. If you failed the SR, you fall off and take 1d6 damage. You can try again but each time you do, the SR rises a level as your nerve frays. An option is to **return to T or 21** and choose another step. If you are up to the climb, **go to 535.**

Caves of Nerja

193. If you failed, you are unable to resist the enchantment that urges an onlooker to climb – try a L1 SR on DEX and **go to 192.** If you succeeded, you can get out of here and **return to T.**

194. If you missed, just **go back to 21** and choose another option. If you hit the pinnacle, **go to 545.**

195. The magic here is simply too overwhelming, as you perceive now that you have drawn on your own inner khremm. Instead of casting a spell yourself, you simply feel impelled to climb the pinnacle rock – try a L1 SR on DEX and **go to 192.** (Note that you are compelled to keep trying to climb until you reach the summit or die in the attempt.)

196. The Pinnacle tests your fortitude and your prowess. You sense a force toying with you – Trollgod knows why you thought fighting was a smart thing to try here but maybe you cottoned on to something intuitively. If your combat total was less than 120, **go to 555.** If it was 120 or greater, **go to 565.**

197. If you made a L3 SR or better, you resist the suggestions raved into your mind from the Pinnacle rock. **Go to 575.** If not, you cannot resist the urgent prompting to climb – try a L1 SR on DEX and **go to 192.** (Note that you are compelled to keep trying to climb until you reach the summit or die in the attempt.)

198. In response, you feel a force probing your brain, driving you to mount the Pinnacle rock. Try a L2 SR on INT. If you made it, you resist the suggestions raved into your mind from the Pinnacle rock. **Go to 575.** If not, you cannot resist the urgent prompting to climb – try a L1 SR on DEX and **go to 192.** (Note that you are compelled to keep trying to climb until you reach the summit or die in the attempt.)

Caves of Nerja

199. If you made a L3 SR or better, you resist the suggestions rayed into your mind from the Pinnacle rock. **Go to 575.** If not, you cannot resist the urgent prompting to climb – try a L1 SR on DEX and **go to 192.** (Note that you are compelled to keep trying to climb until you reach the summit or doe in the attempt.)

200. As you edge warily forwards, you need to be alert for danger. Are you vigilant? If you made the SR, **go to 597.** If you failed and were caught napping, **go to 502.**

201. Something stretches out ethereal fingers to grasp your mind and reel you in like a fish on a baited hook. Perhaps your psyche was too stoic and you shrugged it off without noticing? If you made the SR, you can **return to U.** Perhaps you caved in to a greater mind? If you failed, **go to 502.**

202. What were you aiming at? Perhaps you just wanted cover. If you were that lucky, there is a benefit to you in your shot in the dark – **go to 512.** If you failed, you gained nothing but you lost nothing, or so it would seem. **Go to 22** and make another selection.

203. You are instantly aware of another mind attempting to stop you casting your spell. Are you steadfast enough to ward off this interference? If you made the SR, the answer is yes and you can figure in your enchantment for its duration – **return to 22** and make your next selection. If the lurking presence thwarted your magic, no harm done yet! **Return to 22** and make another choice.

204. Maybe you can resist the subtle blandishments being directed at you. If you succeeded with your SR, **go to 522.** If you failed, the other's will is too great and your jog forward, weapons at your side – **go to 532.**

Caves of Nerja

205. There is a pressure on you to abandon your attempt to get to safety. If you failed the SR, you get up and walk slowly forward, arms hanging limply at your sides – **go to 532**. If you made the SR, you can throw off the nagging mental voice – **return either to 22 or to U**.

206. A voice in your head thanks you for your offer and accepts. It asks you to step forward with your gift. If you do as you are requested, **go to 542**. If you do anything else, **go to 552**.

207. This conversation begins in words on your part but quickly becomes telepathic. If you made a L2 CHR SR or better, you sense you have the upper hand – **go to 522**. If not, you are lulled into a false sense of security and find yourself ambling forward, your arms dangling loosely at your sides – **go to 532**.

208. You'd better be stealthy, you'd better be sneaky. If that fingers points at you... If you made the SR, great – **go to 504**. If you botched it, too bad – **go to 514**.

209. That rigid digit is a reliable sentry and knows how to catch a thief too. If you pass this way then you're fair game. If you made a L2 SR or better, you can get away – **return to U**. If you fared worse with the dice, **go to 514**.

210. If you made the SR, you do not succumb to a tentacle of magical energy that seeks to ensnare you. Your missile does nothing so **go back to 23** and select again. If you failed, something snakes out to you and takes a decidedly firm grip – **go to 514**.

Caves of Nerja



211. Your magic can be cast here. Work out its effect for the spell's duration and **make another selection at 23.**

212. Your magic fails. It wheezes and whimpers like a damp squib in someone's underpants. Other magic does not fail however but sinks its claws into you and does not let go... **Visit 514.**

213. If you failed, an insidious enchantment bites into you – **go to 514.** If you resisted it, **go to 504**, weapons at the ready.

214. If you failed the SR, you find yourself in the thrall of magical interference – **go to 514.** If you succeeded, you are safe and can **return to U** (unless you want to investigate, in which case **go to 504**).

215. Your offer is considered but rejected in favour of blood (or more blood if you did offer them that). If you are a willing donor, **go to 524.** If you dismiss this demand, **go to 534.**

216. Rather than banter with you, whatever it is that lurks out there in the vicinity of the rock pointer attempts to make first strike. If you failed that SR, **go to 514.** If you made the SR. **go to 504.**

Caves of Nerja

217. If you failed, you fall into their crushing arms – **go to 508**. If you succeeded in slipping past them you are free to find out what they are protecting – **go to 518**.

218. If you failed, you must have stumbled on the uneven ground. They soon reach you and one plucks you up like a plum fallen from the tree – **go to 508**. If you reacted smoothly, **return to W**.

219. The two headshifters have a **MR of 200** each. They will not yield now that you have attacked so you had better be ready for a fight! You can **return to 24** and make your next selection – you have time for another missile attack if you wish.

220. Just factor in your spell against two monsters each with **MR200** then **return to 24** and make another selection – they are slow enough for you to cast a second spell.

221. Magic won't cut it for you but as they are slow you have time to formulate Plan B – **return to 24**.

222. They both have **MR200**. Because they are so ponderous, a L1 SR on DEX and SPD will see you being able to take on one at a time. A L3 SR on DEX will get you a free strike on one but if you try this and fail it is you who suffers the free strike! **Go to 490** if you fall in battle or **to 518** if you are triumphant (**take 400 APs** if you achieve victory).

223. They know this territory like locals (which they are) so you will have to rely on sheer luck for them not to find you. If you succeed, you can easily sneak past them as they lumber about and see what it is that they guard – **go to 518**. If they find you, you will have to fight – **go to 222**.

Caves of Nerja

224. The two headshifters ignore your words in favour of putting their hands down and charging at you. Something you said must have upset them because they move much faster than looks likely. If you made the SR you have time for a missile attack or something else (**go back to 24**) but if you failed you must fight – **go to 222**.

225. They clearly have no wish to waste time chatting. **Go to 224**.

226. The look in the eyes of the monster convinces you that you have to get your timing right, then execute your move with precision if it is not you to be executed. The head snaps down at you, fangs bared. If you made the SR, **go to 531** but if you failed **go to 490**.

227. If you succeeded, the monster got distracted by a communication from its mistress – you can **go back to X**. If you failed, its eyes bore narrowly into yours – **go to 531**.

228. Its **MR is 200**. Figure your damage and if you destroy the serpent, **go to 591** (also **taking 200 APs**). If your attack was less than decisive, **go to 531** (you discover it has impressive regenerative powers).

229. Your spell works. If it is a direct damage spell, **go to 228**. If not, work out its effect and **make another choice at 25**.

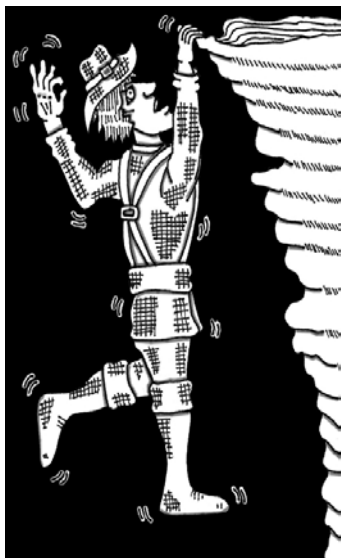
230. Your spell failed. If it was intended to be a direct damage spell, **go to 501** (you have attracted stern attention). If not, **return to 25** and make another choice.

Caves of Nerja

231. Go to 228 for the combat but know that you only get one round to fight before compelling magic forces you to stop (if you die in this brief tussle, **go to 490**).

232. If you were successful, you manage to avoid detection. What do you want to do now? You can either **return to 25** and make another selection or you can simply brave the serpent – **go to 539**. If those SRs were beyond you, the thing that hunted you uses withering magic to make you go forward to meet the serpent – **go to 549**.

233. Like many of the monsters down here, the rock serpent wants blood. If you will let it drain some of yours, it will let you into a secret. You can go along with this (**go to 559**) or try another approach (**go back to 25**).



234. If you made a L3 SR or better, you charm the rock snake – **go to 569**. If you did worse than this, the serpent tells you what it wants – **go to 233**.

235. Not many would make this climb but you're an experienced delver, aren't you? If you succeeded, **go to 511**. If you didn't manage to haul your carcass upwards you must **return to X**.

Caves of Nerja

236. Did you have any problems? If not, **return to X**. If you did, then trouble has found you – **go to 511**.

237. If you made that lucky roll, calculate damage. You **go to 511** whether you hit or not.

238. Your spell works! Let it play out but **go back to 26** to select your next step.

238A. OK, you have found something to fight. If you didn't make both those SRs, you didn't make it to level ground before battle began so you only get half hits until you are winning the combat. **Go to 511**.

239. If you made the SR, you are safe. From your vantage point, you can make out foes higher up. Armed with this knowledge, you will gain a 25% advantage in any combat. You can either give up on this and **go back to X** or **return to 26** and make another choice.

240. These creatures are easily bought. **Go to 521**.

241. Did you make yourself heard? If you failed to make both SRs it would seem so – **go back to 26** and chose some other course of action. If you succeeded, **go to 521**.

242. Death is not slow, nor is it cumbersome, but there is nothing hurried about its manner. It has Time on its side and enjoys the pursuit as much as the execution. If you made at least L2 on both SRs you slip past Death to see what lies beyond... **Go to 579**. If you did not move as well as that, Death reaches out for you... **Go to 589**.

Caves of Nerja

243. If you made a L2 SR on the average of STR and SPD, you escaped Death this time round. That alone is **worth 300 APs** for running the gauntlet. You can **return to X** and find another path to travel. If you did not succeed in running away from Death, you must face the inevitable consequences ordained in the stars – **go to 589.**

244. Is this any way to face Death? Death comes to all of us sooner or later but is not normally greeted with slings and arrows, let alone outrageous fortune. If you made the L3 DEX SR, your missile is travelling straight and true. You also need to make a L4 WIZ SR or better. If you did, **go to 599** but if this was not so, **go to 589** and face Death to answer for your impetuosity.

245. Well, well, well! Your magic worked. Now you must face Death at close quarters, for just like Time, it waits for no one. **Go to 589** and consider the effects of your magic.

246. Death negates your khremm field and calls softly to you. There is an inevitability about this moment. You must look Eternity squarely in the eyes now. **Go to 589.**

247. The sickle sweeps down on you with silent storm-force. Make the best SR you can on WIZ and on LK and multiply your combat total by the combined level of success (with critical fumbles counting as minus 1d6 each!). **Go to 605.**

248. Death chuckles at your farcical antics – and then presses its cold face up against yours and breathes in a strangely soothing fashion over your mouth and nose. **Go to 615.**

Caves of Nerja

249. Did you offer your soul in true Faustian style? If so, **go to 625**. If not, Death hisses its dismissal of your proposal and glides towards you – **go to 589**.

250. If the combined level of those rolls (critical fumbles count as minus one each) was more than 12, you have the attention of Death and should do your best to take advantage of this rare opportunity. **Go to 625**. If you fared less well, so be it – **go to 589**.

251. If you were agile enough to avoid the lethal wings of the granite monster, you may now hit it without hindrance (it is too big to miss). Roll for damage and **go to 256**. If you failed to stay clear of its vicious descent, **go to 256** and it gets a free strike at you.

252. If you made it, you saved your back from a grotesque raking – **go to 29** or **return to X**. If you failed, you are in battle (**go to 256** where you suffer a free strike by the monster).

253. You are in combat now but will be able to subtract damage from your foe if you hit. You have time to draw another weapon but no time to fire or throw again. **Go to 256**.

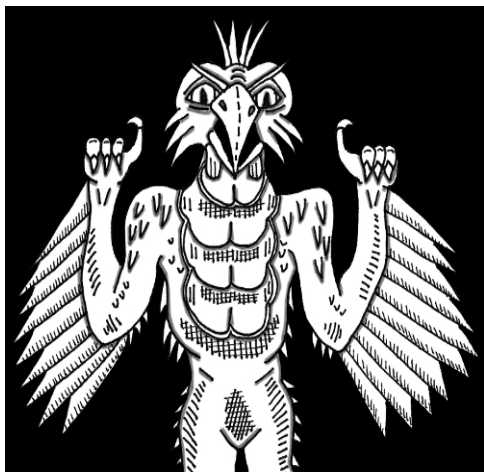
254. Factor in your magic and **go to 256** for combat unless you slowed it somehow in which case you can **return to 28** for another selection.

255. Magic is not going to help you here. You have time for another choice – **go back to 28**.

256. If you chose combat, it is only because you made the monster wary that you needed a L1 SR on DEX to hit it. Once the battle is raging, there is no difficulty. If you didn't charge headlong at the brute, you know the score... Its **MR is 200**. If you slay it, **you gain 200 APs**. If it slays you, **off to 490**. As the victor, you can **go to 29** or **return to X**.

Caves of Nerja

257. If you were fast enough to get to a safe spot, well done! You can **return to 28** and choose another action if you like or you can sneak up on the monster while it is roosting – **go to 619**. If you weren't on the ball, you are either smashed or incredibly tough. The stone avian gets a free hit on you as you struggle to get away – **go to 256**.



258. The bird fiend understands and likes to add to its nest. As soon as you drop what you offer and take a step back, it seizes its treasure and leaves you alone. **Take 200 APs!** You are free to **go to 29** or **return to X**.

259. It has a fertile telepathic sentience and responds to elegant intonation. If you made a L3 SR or better, you put it to sleep! **Take 200 APs!** You are free to **go to 29** or **return to X**. If you fared less well, it targets you as an annoying insect to be disposed of – **go to 256**.

Caves of Nerja

260. This monster is no faster than its brethren down here. If you were successful in eluding it you can **go to 645**. If you could not get past this stone sentry, **go to 655** unless you rolled the dreaded critical fumble in which case **go to 665**.

261. If you were slippery enough to avoid its questing arms, you can **return to X** or **go on to 30**. If you failed, with your back turned you are in T-rouble – **go to 665**.

262. If you missed, you are in this creature's bad books. There is something about an attack with a bow, a spear or suchlike that makes it see red – **go to 665**. If you hit, you may have ended its evil existence. Its **MR is 200**. You may fire again from point blank (L1 DEX) and then **go to 265** for combat if necessary. If you slew the colossus, **go to 645** and **take 200 APs**.

263. Factor in you spell and **go to 29** for Step 2 of this operation.

264. Your spell fizzled and died on your fingertips. **Go to 29** for Step 2 of this operation.

265. The rock fiend has **MR 200**. **You will get 200 APs** if you destroy it (**go to 645**). If it ends your breathing time, **go to 490**. (As it is so slow, you may risk a feint if you lack confidence about all out offence. If you make a L1 SR on SPD you can get a 25% bonus on your combat total and if you really go for finesse, a L1 SR on DEX will give you're the same bonus on top. The monster will get an extra 25% if you fail one roll, 50% if you both botch and its attack will double if you roll a critical fumble.)

Caves of Nerja

266. If you made the SR, after a while you hear a rumbling sound. Far from being ominous, it is the sound of the creature snoring. You may **go to 645** to see what it is protecting. If you failed, your hiding place turns out to be a far from safe place and you hear the monster up close, chortling with merciless mirth – **go to 665**.

267. This remorseless monster wants blood but will take whatever you offer as a sign of fealty if you will bend your knee and bow your head. If you offer blood, **go to 685**; if you bend and scrape, **go to 695**; if you decide to fight instead, **go to 265**.

268. If you succeeded with your charm offensive, you sense the rock fiend could easily be no more than putty in your hands – **go to 675**. If you were fuzzy-tongued, you comprehend its translation of your words means a frenzied assault for your temerity – **go to 265** and give battle.

269. At first there is a disconcerting hiss and a roar then a carpet of absolute silence descends over you. If you made the SR, **go to 639**. If you failed, **go to 649**.

270. Although the sounds you hear are enough to stop the heart of a Spartan, you have a chance. If you made the SR, you can **retreat to X** or **go on to DD**. If you failed, you **go to 649**.

271. Your foe has **MR250**. If you slay it or reduce its MR down to 50 or less, **go to 659** (you can **take 250 APs**). If not, **go to 274** for battle.

272. You spell works and you should **return to 30** for part 2 of your strategic campaign.

Caves of Nerja

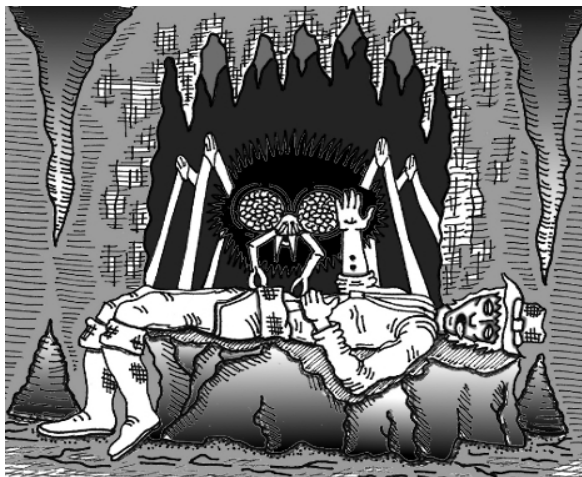
273. Your magic fails to fire and you must face the wrath of an enraged adversary! You can try to elude it (**go to the *Evasion Table #30***), you can flee (**go to the *Sprint Table #30***) or you can stand and fight (**go to the *Combat Table #30***).

274. This fiend's **MR is 250** which means **250 APs if you defeat it**. Like many of the monsters down here it is slow so you can risk a stunt to overcome it. To do this, you will need to make a L2 SR on DEX and a L1 SR on SPD. Success is rewarded with a free strike, failure on one roll means you take 25% of its combat total without defence, two failures equates to 50% while any critical fumble delivers a 100% smack to your flesh and bones. If you die, **go to 490**. If you win, **go to 659**.

275. If you managed to hide well enough to avoid detection you have done outstandingly well! You can wait for the monster to wander off to attend to its ablutions (hygiene is important even down here) and then pry into its private business – **go to 659**. If you failed, it finds you all too easily and sets about exterminating you – **go to 274** for combat.

276. By now you surely must realise that blood is what the creatures down here want. If you offered anything else it hurls itself upon you with scornful fury – **go to 274** for combat. If you offered blood, it accepts and sets about taking its fill. This greedy wretch will take 3d6 worth of CON loss unless you can make a L4 SR on CHR to make it stop at 2d6. Once it has feasted, you should try a L3 SR on LK.

Caves of Nerja



If you make it, it goes to sleep and you can see what lies beyond (**go to 659**), If not, it forces you to leave – **go to DD**. You may **take 250 APs** if you survive (**go to 490** if it kills you).

277. It is all or nothing when it comes to reasoning with this rock fiend. If you failed, **go to 274** for combat. If you got through to its more calculating side, it backs off to ponder on what you say. You can poke your nose into its business (**go to 659**) or get out of its lair (**go to DD**).

278. The monster housed in this far recess of the caves complex uses a form of hypnosis to make visitors helpless. If you failed the SR you are now reduced to witless gibbering as the soul-sapping patterns of its mind dance madly through yours. **Go to 699**. If you made the SR, you are not coerced by its malevolent brain-waves and can confront it. **Go to 603**.

Caves of Nerja

279. Running is not an option here. Your mind is too busy defending itself against a far-reaching mental assault to work your legs. **Go to 278** – your SR applies here too.

280. There is no message from your brain to your arms, hands and fingers. If you made the SR, you are aware of this, if you failed, this subtlety passes you by. Perhaps you should flee? **Go to 279.**

281. Your brain is too distracted but the horrendous penetrating thrusts of another mind to cast magic. Would that you could run! **Go to 279.**

282. Fighting is quite impossible as mental barbs probe for inner weakness. You are more likely to run than fight! **Go to 279.**

283. Your thoughts are diverted swiftly. Hiding is no longer your main preoccupation as a mental assault tears at your mind. Running away seems much more appealing than mere hiding! **Go to 279.**

284. Your brain is utterly incapable of scripting an offer of anything because it is jolted violently by a savage mental attack. Mustering inner steel is an automatic, life-saving response. Running way would be stage 2 of this defence! **Go to 279.**

285. Suddenly, you have nothing to say. Your tongue is glued to the roof of your mouth and all your senses join forces in a desperate effort to ward off the unseen mental assault of a vile foe. Running would seem smart! **Go to 279.**

286. Most of these stone creatures have something to act as custodian over – why else would they be here?

Caves of Nerja

This one has been static for far too long to react quickly as you slink along. However, it may yet rise to the occasion... If you made the SR, **go to 613**. If you failed, **go to 623**.

287. Who or what would pay house calls here? If you made the LK SR you will probably never know – **go to Z**. If you failed, you are going to find out – **go to 633**.

288. This ancient mineral monster has become too solid to react with speed. Its **MR is 300**. You can even fire/throw again before it can get to you. Take **300 APs** if you wipe it out (then **go to 613**). If you need to get physical, you know its MR so get down to business (**go to 490** if you fall to its blows).

289. *Slush-Yucks* and *Pygmalions* are good against such creatures. What did you do? **Go back to 32** and take the next step, factoring in your enchantment.

290. Too much WIZ resistance for you! **Go back to 32** and try again.

291. **Go to 288** to see what you are up against.

292. The lethargic creature stumbles past you without detecting your presence if you made the SR – **go to 613**. If you failed, against the odds it finds you and has a distinct advantage – **go to 633**.

293. If you got the monster's attention, **go to 643** to make your offer. If not, **go back to 32** and choose again.

294. If you failed to get the monster's attention, **go back to 32** and take another option.

Caves of Nerja

If you forced it to focus on you, let's consider the way you presented yourself. If you oozed appeal, **go to 653**. If you failed the CHR SR and had all the charm of a rotten pumpkin, **go to 623**.

295. Did you get wet? If you fail, you fall in. The sides are too slippery to cling on to, let alone haul yourself to safety. Your only hope now lies in brute strength. If you can make a L4 SR on STR you can swim against the suddenly raging torrent and survive the foaming waters. If you do get to the little beach, you will be glad to find the shallow cave it fronts lit with glowstones. **Go to 663** (as you do if you made the SR and simply follow the ledge to the cave).

296. If you made the SR, on you **go to RR** without undue trepidation. If your luck was out, you have been found by a Pebble Dash. **Go to 673**.

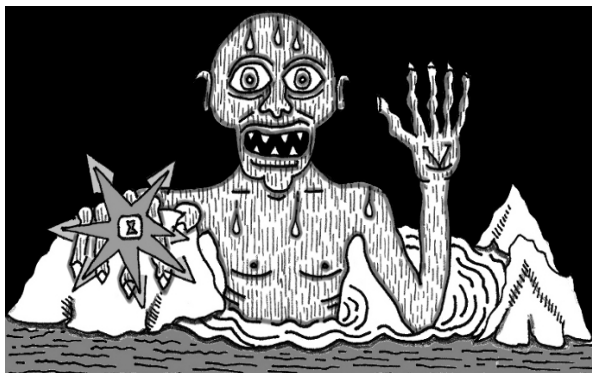
297. If you failed the SR, you have announced your attention to a lurking Pebble Dash. **Go to 673**. If you made the SR, you saw the creature emerge from its camouflaged hiding place and can actually aim at it now. Make a L3 SR on DEX and roll for damage if you are on target. **Go to 683**.

298. No khremm resistance here. Factor in your spell effect and **return to 33** for another selection.

299. There is something under the water but you have a bigger problem first. Drowning. If you are in armour, you need to make a DEX SR to get it off – the level is dictated by the weight of the armour: up to 5 base points = L1, 6-10 = L2 and so on. You also need to make a L4 SR on STR not to be smashed senseless by the now raging waters. **Go to 693** if you overcame the inherent dangers of being in the water or **to 490** if you succumbed.

Caves of Nerja

300. If you made the SR, you spot a small hairless creature emerging from the water and can now surprise it. **Go to 601.** If you failed, something has surprised you – **go to 611.**



301. A small hairless creature emerges from the water to accept your offer. You see that it has a ring pulsing with luminous green energy on its long, bony middle finger. If you want to try to take the ring or bargain for it, **go to 621.** If you wish to depart, **go to 631.**

302. If you failed the SR you have been surprised by a Pebble Dash – **go to 673.** If you succeed, a small hairless creature emerges from the water to listen to you. It has a ring pulsing with luminous green energy on its long, bony middle finger. If you want to try to take the ring or bargain for it, **go to 621.** If you wish to depart, **go to 631.**

303. There are creatures here with almost no solid form. Could they nonetheless be some sort of rock being? There is no time for such idle speculation – they swoop in for the kill as soon as you intrude. If you failed the SR, **go to 618.** If you made it, **go to 628.**

Caves of Nerja

304. Perhaps those monstrous bat-like shapes lurking into the shadows here might not detect your presence in time for them to catch you. If you made the SRs, **go back to II or RR** and choose a new course. If you failed, **go to 618**.

305. The DEX SR is really not that important – if you made L2 or better you will have hit a rock shade lurking in the unguessable recesses of the cave walls but you will not have hurt it. If you made the LK SR, **go to 638**, If you failed, **go to 618**.

306. When you cast your spell, you act like a magnet to the flock of rock shades that dwell in this far region of the Caves. You can decide how your spell affects the action about to unfold – **go to 658**.

307. If you made the SR, you see that your foes lurking in the gloom ahead are incorporeal and unlikely to be harmed by any physical attack. You can **go back to II or RR** and choose a new course. If you failed, **go to 618**.

308. If you failed, you are indeed discovered by things decidedly disinterested in your good health – **go to 618**. If you made it, you see incorporeal shapes flitting about with savage intent readable in their hawkish yellow eyes. You can **go back to II or RR** and choose a new course.

309. The rock shades that ring you when you speak have an incorporeal aspect. They also look unthinkingly vicious. You are in deep trouble now. **Go to 618**.

Caves of Nerja

310. The rock shades that flock to hear you are unmistakably savage in spirit and your destruction glowers in their gimlet eyes. There are too many to count. If you made a L4 SR or better, **go to 638**. If not, face the music **at 618**.

311. The bones glisten in the light of glowstones as you attempt to pass by without arousing any unwanted attention. If you made the SR, **go to 678**. If you failed, **go to the rather less pleasant 688**.

312. Something does not want you to escape the party now you have stuck your nose in through the door. If you made, the SR, **return to either GG or QQ**. If you failed, you may not return anywhere soon – **go to 698**.

313. Perhaps you saw something really worth aiming at? Perhaps you did not disturb things best left undisturbed. If you made both SRs, **go to 604**. If you failed only the WIZ SR, **go to 614**. If you failed only the DEX SR, **go to 624**. If you failed both SRs or rolled a critical fumble on one, **go to 634**.

314. You may be in business! **Go to 644**.

315. You may have opened a can of skeletal worms... **Go to 698**.

316. What ball have you started rolling? If you made the SR, **go to 678**. If you failed, the consequences may be grim – **go to 698**.

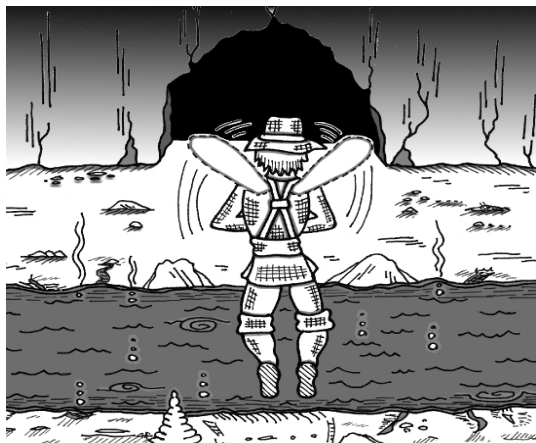
317. Hiding can be good, if successful... If you made the SR, **go to 654**. If you failed, you may soon see your life flash past you – **go to 693**.

318. If you failed the SR, you may find your offer has to be raised considerably – **go to 698**. If you succeeded, it may prove unnecessary – **go to 654**.

Caves of Nerja

319. There is more to this than a silvery tongue. If you failed the WIZ SR, you must **go to 698** unless your CHR SR was L4 or better, in which case, **go to 664**. If you made the WIZ SR and your CHR SR was L4 or better, **go to 674**. If you succeeded on WIZ but did not make L4 on CHR, **go to 654**.

320. If you failed the SR, you find yourself first slipping then falling towards the hungrily waiting devouring acid. The smell explodes in your nostrils and overwhelms all your senses – **go to 490**. If you made it, with sure footsteps you edge your way forward, always mindful of the instant death calling to you from the green viscous river, until you reach a door in the wall. **Go to 667**.



321. A *Fly Me* spell would be the obvious choice. If you cast that, you can circumvent the danger of the acid river – **go to 320** to find the way forward. If your spell does the same job for you, fine. You could still cast a suitable spell. If you just don't have one, you should **return to 36** and choose another option.

Caves of Nerja

322. If you failed the SR, **go to 602**. If you made it, **go to 612**.

323. If you failed the SR, **go to 622**. If you made it, **go to 632**.

324. If you failed the SR, **go to 642**. If you made it, **go to 652**.

325. If you failed the SR, **go to 642**. If you made it, **go to 652**.

326. If you failed the SR, **go to 642**. If you made it, **go to 652**.

327. If you failed the SR, **go to 642**. If you made it, **go to 652**.

328. The rock monster aims to scare with its excessive make-up. Rockstick does not come cheap nor is it quick to apply. If you made the SR, you get past it while it pouts petulantly - **go to 682**. If you failed, the beautiful brute snares you with a swish of its gangling, manicured arms – **go to 692**.

329. If you made the SR, you motor away from its sticky clutches – return to **HH** or **KK**. If not, you find yourself snatched from behind – **go to 692**.

330. The mirror-loving monster has **MR 250**. If you destroyed it with one shot, **go to 606** and **take 250 APs**. If not, **go to 616**.

331. Factor in the effect of your spell and **return to 38** to make another selection.

Caves of Nerja

332. Your magic is below par here - **return to 38** to make another selection.

333. The mirror-loving monster has **MR 250**. If you destroyed it in one round, **go to 606** and **take 250 APs**. If not, **go to 616** (unless you died, in which case **go to 490**).

334. If you managed that SR, you slip stealthy away from the fiend, outsmarting it successfully – after a while it leaves to powder its nose and you can advance safely (**go to 682**). If you failed, your attempts at deception are kindergarten standard and the monster drags you out by the ear – **go to 692**.

335. For once a monster down here interested in more than just blood – still, that will do too. If you offered blood or make-up, **go to 626**. If not, while you attempt to barter, the monster strikes – **go to 692**.

336. If the charm you showed was L3 or better, the monster bows its head and lets you proceed (**go to 682**). If you failed to impress, while you stutter and stammer your attempt at bonhomie, the monster pounces – **go to 692**.

337. If you made the attempt to evade the gharg and failed, this is not destined to be one the happiest moments in your life. The gharg is instantly alert after its long slumbers and reacts like a female praying mantis meeting a member of the opposite sex – **go to 690**. If you maximised your stealth and balance, things may go somewhat better – **go to 705**.

338. The gharg is a creature of natural stone and down here, washed with waves of khremm from Trollworld's core, it moves like a serpent to strike.

Caves of Nerja

The bar is set at L3. If you were quick enough to get out of its reach, **go to MM**. If you failed, you might as well have been bitten by a cobra - **go to 690**.

339. Being a creature of unnatural stone, it is far from slow, far from easy to hit. Down here, closer to the khremm core of Trollworld, a gharg couples strength with lightning reactions. It has **MR400**. **You get 400 APs** if you slay it – and **go to 715**. If you fail to take it down, you are in a fight you may not live to learn from – **go to 342**.

340. You have overcome the gharg's natural khremm resistance and are in play. Factor in your spell's effect and **return to 39** to make your next selection.

341. You have failed to overcome the gharg's natural khremm resistance. Mull over what that means about its Monster Rating and **return to 39** to make your next selection.

342. This gharg is big and fast AND it is made to withstand any non-enchanted bladed weapon. Treat all attributes. It has **MR400**. **You get 400 APs** if you slay it – and **go to 715**. If it does for you, you may take consolation from the fact that you fell to a titanic foe – **go to 490**.

343. The gharg is no sluggard nor was it born yesterday. If you did not manage a L3 SR you are easy meat for such a creature – **go to 690**. If you somehow pulled the wool over its eyes you can either **go pass it to MM** when it shuts its eyes again or **return to 39** and try another tack here.

Caves of Nerja

344. Whatever you offered will not do. The only acceptable consideration is a copious quantity of blood. 12d6 worth to be precise. The gharg exercises a form of psychic mind control to get what it wants – you will need to make a L4 SR on CHR to withstand the insidious commands insinuated amongst your synapses. If you succeed, it is the gharg that gets the migraine – **you can take 200 APs** as a bonus and **go on to MM**. You can also go there if you shed blood for the cause – unless you perish from blood loss, in which case **go to 490**.

345. If you made a L4 SR on CHR, the gharg listens, considers and stops in its tracks – **you get a free pass on to MM**. If not, it moves in for the kill with tigerish speed. You must give battle – **go to 342**.

346. This wicked creature has savage barbs on its rocky talons and razorsharp hooks jutting from its jaws. This deep into the caves, you can be certain that it knows how to rip intruders to shreds and can move at a speed that enables it to outmanoeuvre most enemies. If you failed to make a L3



SR you must fight – **go to 351**. If you succeeded, you have at least evaded its first attempt to disembowel you – **go to 745**.

Caves of Nerja

347. You needed to make a L3 SR to get away from this dark, bad, brooding fiend. This deep, you can count on the rock monsters being fast and lethal. **Go to KK** if you made it. If you failed, you are in combat – **go to 351**.

348. You needed to have made a L4 SR to hit this fast moving fiend as it dives down to rip at your throat. It has a **MR250 and that is how many APs you take** if you bring it down. If not, you must make a L4 SR on SPD not to suffer a free strike from the swift rock monster with only armour and combat adds counting to protect you. If you die, **go to 490**. If you are in a fight now, **go to 351**. If you gained instant victory, **go to 755**.

349. Go figure the effects of you spell as you **return to 39** for the next step forward.

350. No magic to help you, huh? What's worse the monster will be upon you unless you can make a L2 SR on SPD. Succeed and you can **go back to 39** and make another choice, fail and you are in a fight you may not relish – **go to 351**.

351. You are up against a foe with **MR250, the number of APs you will gain** for victory. To stunt this monster will take a L5 SR on whatever attribute you figure will work for you. If you fall flat on your face, **go to 490**. If you win, **go to 755**.

352. For safe hiding, you need L4 success. Fail and you are in a battle – **go to 351**. Having a good hiding place is a great thing: not only are you safe but you can wait until the coast is clear and spy into this monster's business – **go to 745**.

Caves of Nerja

353. The fiend will accept 12 d6 worth of blood or 10,000 gold or its fair equivalent. If you pay the price, you get a free pass – **go to 755**. If you cannot or will not pay, you must get stuck into the monster – **go to 351**.

354. You need to be able to charm more than birds from the air to win this brute over. If you made L5 or better, you have given it pause for thought and have a free pass – **go to 755**. If not, you must get physical – **go to 351**.

355. If you made the SR, you creep into the dark lair undetected – **go to 712**. If you failed, you will need to fight – **go to 367**.

356. If you were lucky, you can just go on to **OO** without any problem. If not, you must face the consequences of an unkind fate – **go to 722**.

357. The creature within the gloomy recess you are set upon entering has the means to protect itself against this form of attack but do you? Your fire is returned with interest and malice. Make a L4 SR on LK and **go to 732**.

358. Since there is nothing close enough to resist your mastery of magic, your spell most likely got cast successfully. **Return to 41** to make your next choice, figuring the sorcery into the upcoming moments.

359. If you were lucky, you can just go on to **OO** without any problem – or you can sit around and watch what happens next – **go to 752**. If not, you must face up to grim misfortune – **go to 722**.

Caves of Nerja

360. If you did not offer blood, you find yourself hit hard by a sharp mental probing that seeks to possess you. Make the best SR you can on the average of CON and CHR and **go to 707**. If you offered blood, the gift is accepted with a gleeful slurping sound, whether in your head or out loud is neither here nor there – **go to 717**.

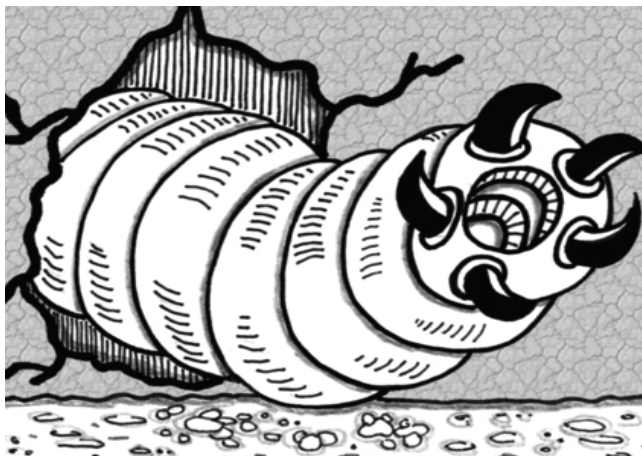
361. If you made L4 or better, you sense the creature lurking nearby becoming less sure of its superiority. You can wait and watch what unfolds from relative safety – **go to 752**. If your oratory fell short of that high standard, you feel another mind wrestling with yours, seeking to take control. Make the best SR you can on the average of CON and CHR and **go to 707**.

362. The rock worm is frozen with horror because it has just tunnelled its way into to the territory of the *roof head rock monster gang*. They are attached to the ceiling and stretch out their necks to bite. You can either dodge (L2 DEX required) or jump smartly back (L2 SPD needed). If you make the SR you opt for, **go to 714**. If you fail, **go to 747**.

363. There is no help at hand for the rock worm. It has unwittingly stumbled into the lair of the roof head rock monsters, a vicious gang who can extend their necks to bite savagely. If you made the SR, you do not walk within their reach and can **return to OO**. If you did not succeed, you are in for some harsh treatment – **go to 747**.

364. The rock worm is a sitting duck, huge and unmoving. You can roll for damage and take the hits you generate, up to a maximum, of 100, **as APs**. However, the rock worm is not the only menace here... **Go to 362**.

Caves of Nerja



365. The rock worm has an **MR of just 100** – **you can take this number of APs** if you kill it. Your magic certainly worked and if you didn't target the worm, it may yet take effect if you go forward. If you do so, **go to 362**. Otherwise you may **retreat to 42** or **OO** and decide what to do next.

366. What a feeble attempt at spellcasting! **Go back to 42** and select again.

367. You are at a distinct disadvantage, charging headlong into the unknown (or trying to sneak in but failing – or because your head is ringing after an explosion). You might as well search through the classifieds for ambushes and stick a target on your backside. If you are *very* lucky, the monster within won't be able to capitalise on this *faux pas* on your part – but don't count on it! Try a L6 SR on LK and **go to 742**.

Caves of Nerja

368. The worm is in no state to come looking for you as it is attacked by other monsters. **Go to 362** if you failed the SR. If you made the SR, you are safe enough to see the trouble and avoid it (**go to 363** for details and decide if you dare go forward and make the SR required there or if you turn back – **go to 00**).

369. The worm is in no state to hear your offer. You watch as the gang of roof head monsters, whose territory the worm blundered into, lash down on their long necks and rip it to pieces with vicious teeth. You can **read your next options at 368** without worry about the saving roll mentioned there.

370. The worm doesn't have the capacity to be interested (**read why at 369** but then return here). You can try to charm the new aggressors if you like (make the best SR you can on CHR and **go to 724**) or you can just **retreat to 42** or **00**.

371. If you failed the SR, you spot nothing that worries you – but you should have! **Go to 734**. If you succeeded, you are in a position to avoid disaster – **go to 744**.

372. Try either a L3 SR on INT or a L5 SR o LK. If you fail, **go to 734** but if you succeed **go to 744**.

373. Something takes exception to your presence. You here a hiss and have just enough time to understand that you are the target and you will have to be very lucky not to be hit if your antagonist is accurate. Make a L3 SR on LK. If you make it, **return to MM**. If you fail, **go to 754**.

Caves of Nerja

374. There is something to hit but you are not in a position to get a shot off first. If you failed the SR, the sound you hear can signify only one thing – that your lurking adversary is on target (**go to 754**). If you made it, we can see if you can return fire swiftly enough. Try a L2 SR on SPD. If you make it, try a L4 SR on DEX and also a L2 SR on LK. You can roll for damage if you succeed with both. If you were not hit, **go to 700** whether you hit or miss or are just too slow.

375. There is nothing to lock a direct effect spell onto so there is no resistance to your casting. **Return to 43** and choose your next option, remembering to factor in the effect of your magic.

376. You don't actually get to fight the worm as it is in big trouble from other predators before you get there. **Go to 362.**

377. Something comes looking for you. If you made the SR, you realise in time and can **return to 43** and take another option. If you failed, it found you and you are at a distinct disadvantage here on its home territory (**go to 710**).

378. You hear a voice in your mind. It wants blood and nothing else. If you offered blood, **go to 720**. If you offered anything else, **go to 730**.

379. The sound of your voice is like red rag to a bull to the listening fiend. If you made a L6 SR, you overcome this initial impulse and soothe the savage breast – **go to 740**. If you made a L5 SR, you just do enough to buy time – **go back to 43** and select another option. If you did worse, here comes trouble – **go to 750**.

Caves of Nerja

380. Unless you have just cast a spell to give you a boost (maybe *Hidey Hole* or *Little Feets?*), you are fighting at a disadvantage because you know not what you are attacking while your unseen foe can make you out quite clearly. Your combat total is halved without a compensating effect. **Go to 760.**

381. If you made the SR, everything is smooth and shiny. You encounter no difficulties in your quest for daylight – **go to PP**. If you failed, there may yet be a vicious twist to the tale... **Go to 709.**

382. If you made L2 or better, ain't nobody gonna find flies on you. Fresh air awaits you - **go to PP**. If you failed, you hear harsh footsteps bearing down upon you. If you want to attempt to outpace whatever is pursuing you, **go to 719**. If you wish to turn to face down an emissary of evil, **go to 729**.

383. If you made the SR, **go to 739**. If you failed, there is no gain and no loss from your action. However, standing to do this has allowed a pursuer to catch up with you... **go to 729**.

384. There is nothing to prevent you casting whatever enchantment you saw fit to employ. Factor in the effects and **return to 44** to make another choice.

385. If you made the SR, **go to 739**. If you failed, there is no gain and no loss from your action, you simply have found nothing to fight with. However, standing to do this has allowed a pursuer a chance to catch up with you... Make the best SR you can on the average of STR and SPD since we must determine how fast you are travelling compared with your unseen stalker. **Go to 382.**

Caves of Nerja

386. If you made the SR, your hiding is successful and when you feel brave enough to go forward, nothing tries to prevent you – **go to PP**. If you failed, you are all too easily discovered and have no choice but to fight – **go to 729**.

387. You hear a voice in your mind telling you to lay down your offering or to slit your wrist and let your blood drain if that is what you offered. If you give blood, **go to 749**. If you leave something else behind, **go to 759**. If you choose to give nothing but run forward, **go to 769**.

388. If you made L4 or better, a voice in your head tells you to walk forward with your hands over your head. If you do this, **go to 761**. If you walk forward without raising your hands, **go to 763**. If your SR was not as high as L4, you hear footsteps behind you. If you wish to run, make the best SR you can on the average of STR and SPD and **go to 382**. If you wish to turn to face whatever is coming, **go to 729**.

389. The rock floor ripples underneath you. If you made the SR you are not flustered and can move past the danger and look back at it from safety. **Go to 762**. If you failed, the rapidly undulating floor knocks you over and you are in the danger! **Go to 764**.

390. If you were quick enough, you are past the trouble before you hear it and can just look back without worry – **go to 762**. If you failed the SR, you are caught in yet another web of horror – **go to 764**.

391. If you made the SR, you spring the trap from a safe distance – **go to 766**. If you failed, far from setting the mechanism off safely, you trigger its deadly intention... **Go to 774**.

Caves of Nerja

392. There is a special defence against escaping wizards and witches set in place here. Your spell activates it... **Go to 770.**

393. If you made the SR, your charge into the unknown knocks aside the trap set for escaping delvers harmlessly and you can skip out happily – **go to 772.** If you failed, you have a Houstonic problem – **go to 773.**

394. Nothing happens during the time of your cowering/circumspection. When you do decide its ok to move forward, your luck may or may not hold... Make a L1 SR on LK. If you make the SR, you can skip out into the sunshine – **go to 772.** If not, you are flirting with disaster – **go to 773.**

395. Truth is that there is no one here to listen to your bargaining. When you do decide its ok to move forward, your luck may or may not hold... Make a L1 SR on LK. If you make the SR, you can skip out into the sunshine – **go to 772.** If not, you are flirting with disaster – **go to 773.**

396A. Truth is that there is no one here to listen to your oily charm. When you do decide its ok to move forward, your luck may or may not hold... Make a L1 SR on LK. If you make the SR, you can skip out into the sunshine – **go to 772.** If not, you are flirting with disaster – **go to 773.**

396. You will have to be quick because you will have company soon! Make a L3 SR on either LK or INT. If you make it **go to 429.** If not, you can take longer to search (the SRS are now one level lower) – **go to 480** instead.

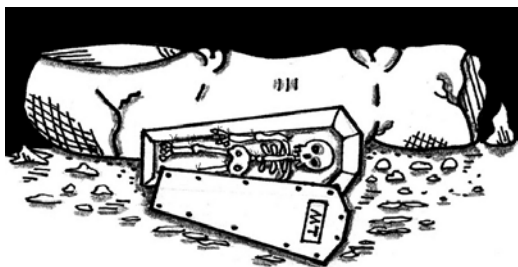
Caves of Nerja

397. The monster is not as sluggish as you might think. It soon has you pinioned and begins to bind you. **Go to 427.**

398. The monster assures you that it will not take your life deliberately. If you let it draw blood with its jaws, **go to 428.** If you wish to turn the tables and strike it while its defences are down, **go to 439.**

399. A hard task for such clumsy fingers, they set about securing you to a pillar of rock with supplejack (a fluid rock, tough but flexible, and found in very few places on Trollworld). You can accept your lot (**go to 430**) or bunch all your STR, call upon any Wizard-God or Witch-Goddess who might intervene on your behalf (**go to 440**).

400. You turn your ankle on the loose scree underfoot. What's the damage? Make a SR on CON and **go to 733.**



401. There is a large chest with an elaborate lock set into its oaken frame. If you want to attack the monster seeking to gain the advantage of coming from behind, **go to 411.** If you want to try the lock as quickly as you can, **go to 421.** If you want to pick up the chest in both arms and dodge past the evil felon, **go to 431.**

Caves of Nerja

402. It requires blood – it is very, very thirsty. This will cost you 4d6 CON. **You may take 100 APs and go to C** if this bloodletting does not kill you. If it does, **go to 490.**

403. It requires blood – it is very, very thirsty. This will cost you 4d6 CON. **You may take 100 APs and go to F** if this bloodletting does not kill you. If it does, **go to 490.** However, if you choose to attack it now (**go to 83**) you can surprise it and get a free strike if you make a L2 SR on SPD.

404. This action brings the guardian to life. It communicates telepathically (perhaps again), in simple images, warning you to change your mind (perhaps to change course) and to crawl down the tunnel (perhaps you had not seen this before now). If you do as you are bidden, **go to 493.** If you are determined to leave, you must get past a monster that evidently intends to prevent you from doing so – **go to 414.**

405. Behind the finger you find a small ivory casket. It is worth 100 GPs unless you are cheated by some trader down the line. It is easily stored in a backpack. The lid slides off. You might be nervous about opening it but a calm voice inside your head reassures you. The casket contains a silver skeleton held together by gold wire. It is worth 300 GPs. It is about as long as your middle finger and it reeks of magic. It does not seem to do anything and no *Omnipotent Eye* spell will reveal the enchantment – presumably you take it anyway. There is nothing to prevent you from **going back now to J**, the voice of reason within tells you.

Caves of Nerja

406. You see that it is very sticky. However, nothing comes scuttling down to get you. You can still get out of here (**go to P**) or you can creep cautiously up – **go to 426**.

407. The guardian monster is waiting for you. If you broke a promise made to this creature, you find that it is berserk with rage and that any SR against it is one level easier and that its attack is only at 50% effectiveness because of the black rage it boils over with. **Go to 414**.

408. The monster is pissed off to put it mildly. You see obscenities in technicolour exploding in front of your eyes as it rants inside your mind. When it manages to calm down enough to make sense, it offers you one last chance to do what it wants (**go to 465** if this is to climb down or **to 495** if this is to drink). If you still refuse, **go to 485**.

409. The figure in white makes you an offer: a chance to avoid blood loss by accepting its token of bonding, an ebony ring, set with an amethyst. This ring will prevent up to 2d6 CON loss and you can use it whenever you want just by thinking you want to use it. The catch? Whenever it is used, you transfer 1 point of LK to your partner in this murky business. If you choose to accept, **go to N** and advance the cause! If you tell the creature to stick the ring where the sun don't shine, **go to 420**.

410. You have been kicked by a flexible yet granite foot of horse-like proportions. The kick does 8d6 damage (armour does protect) less 1d6 for each level of a LK SR you should now roll. If you die, **go to 490**. If you survive, you may get up and speak with the shrouded figure (**go to the Parley Table #14**).

Caves of Nerja

411. Good call. **Go to 65** for combat but if you can make a L1 SR on either DEX or SPD you get a free strike first. (If you fail it is just straight combat – you can keep trying this every round until you fail or win the battle).

412. You learn 1) that the monster wants lots of your blood and 2) that it guards something precious. You have also tricked it into thinking you will give up blood without a fight. Your options are to 1) fight with a 50% surprise bonus (**go to 65**) or 2) to run away (**go back to C**) or 3) attempt an all or nothing killer blow to the vulnerable spot under its chin you have noticed (**go to 422**).

413. The only thing you find is a humanoid skeleton. You can either examine the bones (**go to 433**) or try to slip past the spider again (**go to 443**).

414. The subterranean creature sets about butting you. You can just yell, “*Bring it on!*” and fight undaunted (**go to 92**) or you can try to get your timing right and spring aside at the last possible minute (**go to 444**).

415. In a flash, a small rock gremlin confronts you. It is able to move in a remarkably sprightly fashion and spits stone chips at you (L2 SR on DEX or L1 on SPD to dodge or you take 2d6 damage with armour protecting). After spitting at you, it leaps for your throat. You must make a L1 SR on SPD to react in time to defend yourself or it will get a free attack. Its **MR is 40** (4d6 +20) and you can **take 40 APs** if you destroy it (go to 490 if it brings about your destruction). If you survive, you can **go on your way via J** or **return to 10** for another crack at this situation.

Caves of Nerja

416. The webbing gets thicker as you advance, harder to avoid. You can give up (**go back to P**) or keep moving upwards as circumspectly as possible – **go to 436A**.

417. It is not too hard to find a rectangular groove in the chamber – it seems door-sized! It opens easily and you can feel a draught which clearly indicates this is a way out. A passage twists and turns torturously until eventually you see daylight. What relief! You have found a secret way in and out of this death-hole and may use it as you see fit. **Take 300 APs**. You may go home now and enter again or you may **return now to 424**.

418. This being will not fight. Instead, it casts a spell. If your current WIZ is greater than 400, go to 409. If not, it stuns you, drains 2d6 CON and 1d6 LK before **dumping you at N** if alive (**go to 490** if you are dead).

419. You have been stomped on by a flexible yet granite foot of horse-like proportions. The kick does 8d6 damage (armour does protect) less 1d6 for each level of a CON SR (based on your current CON) you should now roll. If you die, **go to 490**. If you survive, you may get up and speak with the shrouded figure (**go to the Parley Table #14**).

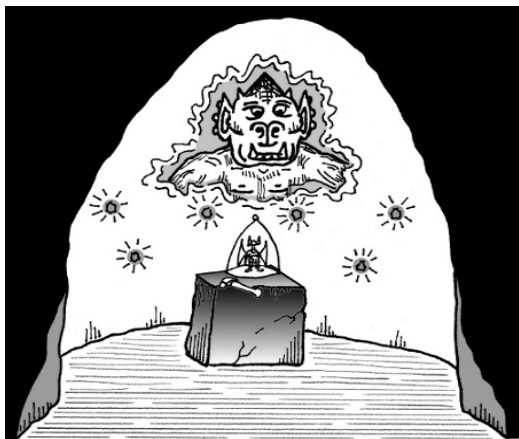
420. The white robed being does not mince words. It simply jabs a finger at you and turns you into another amethyst – who knows when it may need a second ring? Your days are done, my friend.

421. You need to make a L3 SR on DEX and a L2 SR on SPD to pick the lock and flip the lid (a *Knock-Knock* spell will also do and lockpicks will reduce the DEX roll to L2). If you succeed, **go to 441**. If you fail, **go to 451**.

Caves of Nerja

422. You get one chance to drive the point home. You need to make a L2 SR on the average of STR, DEX and SPD. If you fail, **go to 490**. If you succeed, you may **take 400 APs** and open the chest you find in the monster's lair and take the scroll within (**go to 491**).

423. The spider has you at its mercy, so it would seem. If you can cast magic, now would be a good time. You can figure the effect but first **go to the Spell Table #7** to see if you can overcome the monster's innate khremm. Then you need to **go to 453**, as you do if you can do no more than struggle.



424. At the end of the crawl-way, lit dimly by glowstones, is a little chamber. Inside that small underground chamber is a delicate, forlorn fairy in a bell jar. By her prison is a small mithril hammer. You can hear the monster speaking in your head, the pictures more vivid than before. You see yourself smashing the jar – the guardian's urgings are becoming hysterical.

Caves of Nerja

If you smash the glass with the hammer, **go to 454**. If you try talking to the fairy, perhaps trying to rouse her, **go to 464**. If you search the chamber for something – anything – to help you (or, conversely, to harm you), **go to 474**.

425. You set off an alarm by treading on a pressure-rock. **Go to 415**.

426. You hear a clicking sound... Mandibles? Do you want to cast magic (**go to 506**) or get ready for a fight (**go to 516**) or flee (**go to 526**) or do something else (**go to 536**)?

427. You can let it bind you and bide your time (**go to 470**) or seek to stab or slash it, risking all on an all-or-nothing stunt (**go to 436**).

428. The guardian draws 2d6 worth of CON from you by way of blood. **Take 100 APs**. You may **go to B** now if you live on. If you decide to attack it, **go to 439**.

429. You have found a belt made of fine leather, tooled with demon heads. It is worth 100 GPs. It contains loops for vials or other small objects. There is one vial filled with a stone grey liquid, stoppered with a cork. The guardian sees what you are doing, roars and charges! If you want to drink the potion now, **go to 446**. If you want to dodge the monster and get out of here, **go to 456**. There is no time for a missile or a spell but you can opt to fight (**go to 50** and then **on to 466** if you win and drink the potion).

430. They require blood – in quite copious quantities. This will cost you 4d6 CON. **You may take 100 APs** and **go to C** if this bloodletting does not kill you. If it does, **go to 490**.

Caves of Nerja

431. The chest is large. Unless you are over 7' tall and have STR greater than 20 you are encumbered – dodging is harder now. Make a L3 SR on DEX and **go to 461.**

432. The piercing screech causes intense agony. You need to make a L3 SR on CON to lose only 1d6 INT, otherwise the loss is 2d6. You can **go back to 5** now and make another choice.

433. The moment that you touch the bones, you feel powerful magic fizzle throughout your own bones and wash out all over the surrounding area. Your skeleton has been given ogre strength and your CON is multiplied by 3. Not only that, the spider (if still alive) is stunned to the point of stupefaction and can now only fight at 20% normal effectiveness. **Go to 101** for combat (or **return to G** if the spider is dead).

434. Your determination brings you scant reward – you become stuck fast in the now constricting passage. A voice speaks in your mind: it offers you a reduction in size down to the stature of a hobbit in return for shattering a jar you will find at the end of the tunnel and freeing a fairy trapped within the jar. If you accept, **go to 484.** If you refuse, **go to 494.**

435. You hide safely. You can **go to J** and be on your way or **return to 10** and choose another option.

436. If you can make L2 SRs on both DEX and SPD you can deceive the monster into thinking you are passive and then sink a blade home. If you succeed **go to 438.** If you fail **go to 490.**

Caves of Nerja

436A. The task is tough but not impossible but you certainly need to keep your wits about you. Make a L2 SR on INT and **go to 546** if you succeed or **to 496** if you fail.

437. The guardian speaks with you in images using telepathy. It wants you to destroy a fairy and offers you an instant boost of 10 points to any attribute of your choice if you agree to do this. If you accept, **go to 447**. If you decline, **go to 414**.

438. Great start! **Take 900 APs**. If you want to search the guardian's lair at your leisure **go to 429**. If you are keen to get going, **go to B**.

439. It is very far from stupid. Make L2 SRs on both DEX and SPD. If you succeed, **go to 50** to fight it and you get one free round of damage. If you fail, it gets one free round of damage on you - **go to 50** for its MR and **on to 490** if you are slain.

440. Make the best SRs you can on STR and WIZ. You need a combined surge of 8 levels to throw them



off. If you fail, go to 430. If you succeed, you may either fight (**go back to the Combat Table #2**) or run (**go back to the Sprint Table #2**).

441. You see a scroll inside. You can hear the monster coming – it is very close to you now and the hairs on the nape of your neck are probably prickling.

Caves of Nerja

You can grab for the scroll (**go to 471**), turn to fight **go to 65**) or seek to slip past the fiend and turn the tables (**go to 481**).

442. It is the guardian of a nest of rubies. The street value in any large town would have to be over 2,000 GPs. You could just leave it there and dodge back past the monster but where would be the valour in that? If you risk it reaching you before you snatch up the gems, make a L1 SR on SPD and **go to 462**. If you decide to get out and forget the loot, **go back to F** and take another option. (You should factor in any spell you cast.)

443. You need to make a L2 SR on the average of DEX and SPD to get by the spider without it gumming up your works. If you make it, **return to G** and go on, **taking 400 APs** for braving this place and surviving

444. Static electricity crackles from the monster's horns and the stale air reeks of brimstone. There is something unmistakably evil about the threat posed to you. You need to very fast to evade the malicious effects of those wicked horns, Make a L3 SR on SPD. If you succeed, you may **take 300 APs** and **return to I** alive and kicking. If you fail, your legs will be spasming rather than kicking – **go to 490**.

445. You find that you can now go further into the unknown (unless you wish to retreat – **go to K**). As you tread warily onwards, you find a bronze question mark, some 10 inches tall, set into a small slab of onyx in a niche at shoulder height to a dwarf. You can take it if you like. It radiates magic (but an *Omnipotent Eye* spell will not reveal the nature of the enchantment). It is worth no more than 50 GPs. **Go to 15**.

Caves of Nerja

446. The potion tastes bitter but has a very positive effect on you! (**Go to 486** to find out what this is and **then to 50** because the guardian is upon you as soon as you have tipped down the potion).

447. The monster makes way to show you something it had been concealing. **Go to 87.**

448. Your life hangs by a thread. If you can make a L2 SR on STR you can roll away and get up (**return to 13** and make another choice). If you fail, the grinding begins... **Go to 490.**

449. This rock being is not happy to be stuck down here. He actually remembers life on the surface in the days before his crimes caught up with him. His name, he tells you, was Bunyon and he was a doctor. His evil extended to gambling on the outcome of often unnecessary operations performed by his partner in dastardly deeds, the surgeon Brackossamer. The surgeon got paid by the patients or their families and by Bunyon, growing very rich. Brackossamer became greedy and no longer wished to share the spoils of this scam and so he paid the Dark Brotherhood to have Bunyon eliminated. The deed was done but an enchantment Bunyon had invested in kept him alive, albeit as a rock-brute forced to live forevermore in the darkness. Now he wishes to exact revenge and will reward you with his buried treasure, worth a small fortune. You need to locate a being within these caves who possesses a 'Find Person' compass – that will lead you to Brackossamer. If you gain the compass Bunyon tells you to return to him and your business will be completed. Now you may **return to P.**

Caves of Nerja

450. As you reach the slab – the blood stains are obvious now and so is the purpose – you hear a voice in your head. *“Make a bargain now and you will live and prosper. Leave and your will take no gain from getting to this place so far from the mortal realm and there is little doubt that my fellow captives will feast on your corpse. Weigh your decision with care, little one. I offer you a partnership in business. You may take a supply of the blood-drenched grit about the sacrificial rock. It has magical properties. Sprinkle it lightly in any quarry and we shall make capital out of the misery of others. All who come into contact with rock so contaminated will have their life expectancy radically reduced. That will be my gain. And yours? I will enchant you now so that when the deed is done, you may draw strength and health from the next person you shake hands with. Do you accept?”* If you do, **go to 499**; if you refuse such sordid transaction, **go to 489**.

451. You have to give this up as the monster is about to lay hands upon you. Battle is about to begin – **go to 65**.

452. As the evil being’s feet make contact with you, your feet, boots and all, start to liquefy. Any spell you may have cast is cancelled out by its attack. Once you are down, it can feast at its leisure, to its black heart’s content. **Go to 490**.

453. Unless you were able to cast a spell to bail you out - in which case you might be out of here (**go to G**) or in a better shape to fight (**go to 101**) – you need to make a superhuman/dwarf/elf/etc surge of thew and sinew to get you out of deadly peril. If you can make a L4 SR on STR, you can fight normally (**go to 101**) as you break free of the spider’s bonds. If you fail, it has all the time in the world to sink its poisonous fangs into you – **go to 490**.

Caves of Nerja

454. As you shatter the jar, the fairy opens her eyes, gasps and expires. The guardian's picture-voice echoes in your skull, gurgling with delight. You see that the death of the pure fairy, the only benevolent force in this crypt of evil, has shattered a protective spell limiting the power of the dread creatures down here. Each monster now gets 20% added to its MR, each SR is now one level higher. You may **take 500 APs** and **return to I**.

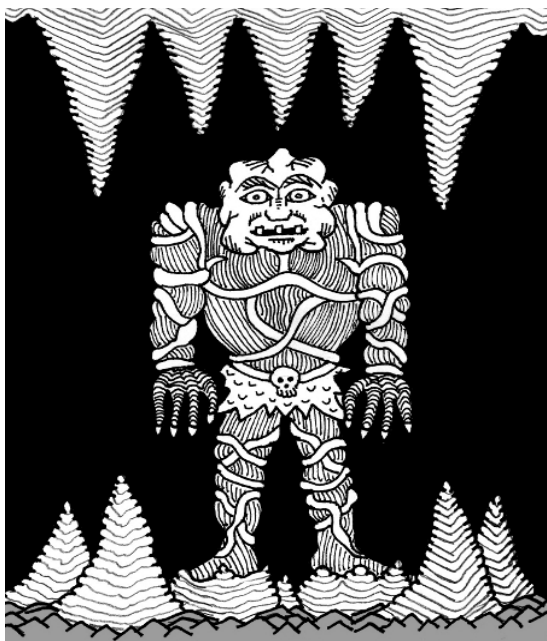
455. If you harmed or destroyed the monster, you may well be dismayed to see it reassemble itself and stand strong again, looking in formidable condition. As you sidle past this ominous figure, you see a well. When you look over the side you can make out a ladder disappearing into the dark recesses of the Caves. If you want to descend, **go to 465**. If you want to try questioning the monster, **go to 475**. If you want to get out of here, **go to 408**.

456. If you can make a L2 SR on DEX you can elude the guardian once more (**go to 466** to get points and the instruction for drinking – but you can just pocket it and **go to B** rather than the drinking paragraph).

457. The ghost has a symbiotic relationship with a sentient fungus, a fungus capable of movement. It has found you and has adhered to your feet, gluing you to the spot. The ghost sees this and comes zooming in on you. If you can make a L3 SR on STR you can wrench your feet free and flee (**go back to I**). If not, you have a fistful of trouble coming your way – **go to 477**.

Caves of Nerja

458. This rock monster has its own hoard of blood. It is kept in pint bottles in an alcove. They are lined up, one behind another. If you are not interested in taking one, **go back to M** and continue. If you want just one, **go also to M**. You can use this blood to placate monsters instead of giving your own. If you want to take more than one, **go to 478**.



459. After a while, you see a boulder-headed humanoid emerge from the cavern through the teeth. You can either speak with it (**go to 449**) or wait until he goes back inside before making your escape (**go to P**).

460. You find yourself dragged to the sacrificial rock and a voice sounds in your head. **Go to 450**.

Caves of Nerja

461. If you made it, you got past the monster without having to give battle. This, perhaps surprisingly, is **worth a meaty 400 APs**. You can **go to 491**. If you failed, you must drop the chest and fight – **go to 65**.

462. If you failed, you see that you have tarried too long and you feel its touch. **Go to 452**. If you made, it you grab the goodies, stuff them in your pockets and get out before destruction finds you. **Take 400 APs** and **go to F** – on you go!

463. It will drink no less than 2d6 CON worth of blood. Whether it stops there or not is another matter... If you can make a L2 SR on LK then it will; if not another 2d6 is drained. You may **take 200 APs** if you survive. If you roll a critical fumble it hovers out every last drop of blood at a speed that not even a vampire would credit. If you live, **go to G** to press on. If you die, **go to 490**.

464. The fey sprite flutters her eyelids and regards you thoughtfully. Then she speaks, her voice tinkling within the bell jar. *"Do not break this jar, whatever you do. The damage that will cause will far outweigh the simple fact of my death."* You may heed her plea and return down the passage (**go to 407**) or you may shatter the jar (**go to 454**) or you may search the chamber (**go to 474**).

465. When you start climbing down glowstones activate, making the descent very easy. After a long way down, you finally reach the bottom where water is flowing in a gutter. In an alcove you see a bottle of clear liquid, reeking of magic (again, Omnipotent Eye will not divulge its secrets) and marked, *"Drink Me"*. If you drink, **go to 495**. If you do not drink but either climb up with the bottle or leaving it behind, **go to 408**.

Caves of Nerja

466. If you beat the guardian either by destroying it or simply eluding it to gain the potion, **take 900 APs**. If you can cast *Omnipotent Eye* and do so, you may **go to 476** and **then to 486**, otherwise go there now.

467. The ghost takes advantage of your predicament to drain 1d6 LK from your core being. This is what it has been waiting for! You may **take 100 APs** for undergoing this ordeal. There is nothing else here for you so when your blood unfreezes you may **return to I**.

468. The monster has you at a considerable disadvantage. You must fight (**go to 142**) but its combat total will be doubled for the first round.

469. You can do this with a L4 SR on STR. If you succeed, you can **go through to 449**. If not, **go back to 16** and think again.

470. The guardian is glad of your company. It puts you high up (in a manner of speaking, as you are deep underground) and feeds you rock worms and other titbits which keep you alive just a tad longer than you would really want to live. You die – **go to 490**.

471. If you can make a L1 SR on DEX and another on SPD you can grab the parchment and evade the fiend seeking to take possession of you (**go to 491** to read the scroll without threat). If you fail, you are in combat now and must make a L1 SR on LK not to be at a disadvantage (combat total halved for one round) – **go to 65**.

472. The monster's skin deflects shots much of the time.

Caves of Nerja

Make a L2 SR on LK for it not to be one of those very times! If you succeed, you will have penetrated to its black heart and killed it outright! **Go to 482**. If you were not so fortunate, you have no choice but to fight – **go to 83**.

473. It will exchange its treasure for some of your blood. Again, if you refuse you must engage in combat (**go to 101**). If you accept, **go to 483**.

474. Make a L1 SR on INT. If you make it, **go to 417**. If you fail, you find nothing – **go to 424** and make another choice.

475. The monster bids you descend, urgency in its mental images, colours flaring red. If you descend, **go to 465**. If you decide against this, **go to 408**.

476. The spell tells you that if you shake the vial before unstoppering it and drinking the liquid, its effect will be permanent. **Go to 486**.

477. The ghost has the power to freeze blood in the veins that carry it. If you can make a L3 SR or better you are just tough enough to back away and make another choice (**go back to 9** and **take 100 APs**). If not, you must **go to 467**. If you are stuck fast in fungal goo, **go to 497**.

478. As soon as you attempt to take a second bottle, a force field is activated (monsters can't be too greedy and nor can you). If you make a L2 SR on SPD, you get your hand away before you feel the pain, otherwise you suffer 1d6 damage and do not get the second bottle. You can **return to M** now, **taking 100 APs** for your trouble.

Caves of Nerja

479. You have chosen to hide just where the cavern's grasping rock hands lie in wait. In a trice, they have you up in the air, gripping you so fiercely that you must take 1d6 CON loss in crushing damage. Then they hurl you at the cave mouth where impossibly strong teeth seek to bite you into equal halves. You need to try that L2 LK SR again or you will be split asunder. If you make it, try a L1 SR on DEX to land safely or suffer 1d6 damage (then **go to 449**). If you fail, **go in pieces to 490**.

480. The guardian is instantly upon you, seeking to extinguish the flame of life you harbour. Go to 50 for battle – if you win and made the SR, **go to 429** to discover what you have found but if you failed **go to 438**.

481. If you can make a L1 SR on DEX and another on SPD you can get a free attack on the rock fiend. **Go to 65** for combat.

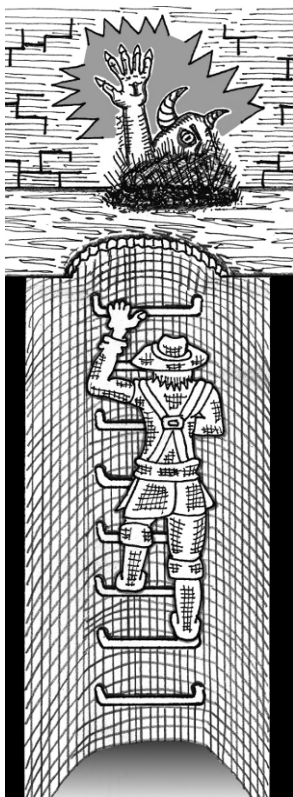
482. Take 400 APs. You soon see it was hoarding some 2,000 GPs worth of rubies which are now yours! Scoop up your just deserts and **press on at F**.

483. The spider liberates 2d6 CON worth of blood from you. In return you get to touch some old bones. **Go to 433** to discover whether or not this is a good bargain.

484. The voice in your head warns you in the direst of terms about the penalty for reneging on a bargain. **Go to 424**.

485. The monster now has a **MR of 400** (41 d6 +200). You have time for a spell but not a missile attack – you must have current WIZ of at least 40 for a spell to cast, in which case you can work out its impact.

Caves of Nerja



That aside, you must fight! If you die, **go to 490**. If you win (you **take 400 APs** for knocking it over), you may either **go back to H** or descend the ladder in the well (and do not be surprised if this monster rises from the ashes yet again).

486. The potion gives you rock hard skin, taking 50 hits. Sunlight will end this condition unless you knew to shake the vial before drinking. You may now resume your underground journey – **go to B**.

487. The ghost is quite content to drain just 1d6 LK from your core being – it can explode if it overfeeds. You may **take 100 APs** for undergoing this ordeal.

There is nothing else here for you so when your blood unfreezes you may **return to I**.

488. Very firmly and without a hint of mercy, they place you beneath the molar monster and smack you on the head enough to knock you senseless. **Go to 490**.

489. Whether you are bound or not makes little difference except that if you are not and your current WIZ exceeds 40 you may **escape to K** and **take 100 APs**.

Caves of Nerja

Otherwise potent magic squashes you flat against the sacrificial rock and continues to crush the life out of you until blood seeps from every orifice. **Go to 490.**

490. You have been eliminated. There is a good taxidermist down here so you may be discovered by some adventurer sometime in the distant future. Who knows, you may even end up in a museum!

491. The scroll can be unfurled to reveal a florid, cursive script, fortunately written in the common tongue. As you read through its strange words, there is a flash of light and an object now sits in the palm of your hand. You have gained a very small scimitar – very small and very magical. When you take hold of the hilt, it transforms into a full-sized blade with an obsidian edge. It is enchanted so that no less than L20 magic is needed to shatter this weapon. Its name is “*Rococco*” and it gets 15d6 +10 but double against stone creatures. You may now **go back to C** and forward from there.

492. The rock here is covered by an amorphous fungal creature, able to engulf prey up to the size of a gorilla and seal itself around them with its practically unbreakable rubbery superstructure. This is not at all nice. **Go to 490.**

493. For most it will become quite plain that there is a risk of getting stuck. If you wish to turn back, **go to 404.** If you are no bigger than a hobbit, **go to 424.** If you are bigger than a hobbit and squeeze forward, **go to 434.**

494. Starvation is a slow, unhappy death but dying of thirst is far worse. **Go to 490.**

Caves of Nerja

495. As you begin to drink, you 'hear' the monster laughing and the truth unfolds in your mind, perhaps due to its excitement, perhaps due to some arcane magical trickery. What you comprehend is this: this liquid will add to the monster's luck as you imbibe. That's what it has been waiting for. And the effect on you? Roll 1d6: 1 or a 2 = you lose 2d6 LK, 3-6 = you gain that number of d6 CON permanently. The monster can only take in so much luck at a time so while it is drunk on its good fortune, **you may return to H** and push onwards. **Take 200 APs.**

496. Almost inevitably you fail to see that some part of your body is about to brush strands of sticky stone webbing. You just know this is not going to be good... **Go to 426.**

497. You are trapped. The ghost cannot harm you and you cannot free yourself. The ghost can free you however but will only do so if you allow it to drain 1d6 LK. If you accept, **take 100 APs** and **go to I**. If you refuse, **go to 490.**

498. Furious, the fiend makes the floor buckle like a bronco with a serpent sinking fangs into its rump. You will soon have to fight (**go to 142**) but first see if you can make a L3 SR on STR – if not, you will be on the ground at serious disadvantage (its first round combat total will be doubled). If you succeed though, you will have the upper hand and get a 50% combat total bonus on the first round.

499. The deal has been struck. The voice speaks again: *"Betray me and you will fall foul of a curse I have now placed upon you. It will only be triggered if you do not make straight for a quarry when you leave these caves. I want you to get out alive. A second*

Caves of Nerja

enchantment I am now placing upon you will permit you to stun any creature down here that attempts to drain blood from you or indeed anything else of your being. Do your job well and we shall both be well pleased!" The voice rumbles away in bellowing laughter. You will perish if you break your oath, take note! Your reward will enable you to drain all but 1 STR point and 1 CON point from the next being you shake hands with that does not have WIZ greater than 40. **Return now to K and take 100 APs.**

500. *"Very well, I shall attempt the bonding enchantment. Good luck and thank you!"* She moves forward, grasps your arms and presses her lips fully against yours. If you can now make a L1 SR on current WIZ, the bonding works. If so, you are now destined to share CON loss with this woman – that means you only take half damage but you also suffer 50 % of any damage she receives. *"Now we must set about getting out of here."* Voluptia tosses you a ring. It is gold with sapphires studded around its circumference. It is worth 300 GPs but it also instantly provides healing to any wound suffered by the wearer (1d6). Voluptia will accompany you from now until such time as you leave the caves. You can find her attributes and a little more essential information **at 520**. Go there, **take 100 APs** and then **return to R**.

501. Now you have made the climb and seen off the brickbats, you meet the grinning creature, waiting gleefully for your arrival. It smiles obscenely and speaks in a lilting, bouncing voice through soft lips at odds with its stony body and head. *"You have done well to find me! Tee hee! What a shame it would be if finding me led to a messy end for you! I shall be sporting and give you a test: if a shadow is at equilibrium point in the Scales of Justice, what is the*

Caves of Nerja

counterweight that provides the balancing mass? I shall give you one minute to think and then you must answer the riddle of Rikuku the Ribald. You may think my name quaint but it's better than just being bald! Now – choose!" The magic that is at work here forces you to give an answer. You can roll a dice to see if you give one that is satisfactory. 1-4 means your answer fails to please Rikuku and you must now **head to 28**; 5-6 signifies a response that the rock clown has to accept – you may **go to 25** or **to CC** (there are two more areas to look into). And the answer to the riddle? *"Don't weight for the answer."*



502. Whether you just missed seeing it or were yanked this way by mental chains does not signify. You have stumbled into a tripwire strung out at ankle level on the stairs. As you trip the trap, the stairs collapse underneath you – **go to 562.**

Caves of Nerja

503. You find footholds and handholds that allow you easily to gain the top of the ill from which place you can draw the bucket filled to the brim with ill-liquid to within your grasp. Once at hand, it is all too small at task to stoop your head and place your lips on the water's surface and to drink deep. What will the future hold now? Roll 1d6 and you will know in your heart what fate has decreed for you:

1. You instantly advance in age to geriatric state. Your STR and CON fall to a paltry 7 and your DEX and SPD to just 5.
2. You begin to shiver uncontrollably and are destined to always feel cold to the marrow unless within arms length of a blazing fire. In this freezing condition all SRs are one level higher for you henceforth.
3. You can feel Death stalking you with poisonous intent. Every day you drink anything you run the risk of reacting horrifically to whatever it is that you consume. You must make a L1 SR on CON the first time you drink each day and if you fail you will slip into a coma. At the end of the day you must make a L1 SR on WIZ and if you fail that you will never ever wake from the coma at dawn, as you will if you make it.
4. You are cursed never to die. No matter how badly you are wounded, you will live on, perhaps maimed, perhaps brain dead. Even beheading will not end your days. Limbs will not grow back.
5. You are altered so that you will age only at a rate of one year for every ten lived. You are likely to have much grieving to do if you have loved ones and you grow old.

Caves of Nerja

6. You throw off the evil effects of the ill and are now immune to all poisons. You need fear the bite of only very large serpents or spiders!

You should now **go to R**.

504. The finger trembles and scree tumbles down but nothing worse than that. You bypass this monument to authority and can soon see what lies beyond. **Go to 524.**

505. You have upset someone or something and a bunch of rocks are ejaculated at violent velocity directly at you. You can make a SR on SPD to reduce what you get hit by. It would be 1d6 rocks doing 1d6 damage each (with only helmets protecting against whatever the total is) but you can avoid rocks with a SR of at least L2 (every two levels means a rock is dodged). If you survive, you can **crawl back to 20 or S**. If you lose your life, **go to 490**.

506. You need have current WIZ of at least 12 to cast magic here. If you do cast an enchantment you will need to figure the effect into the action ahead. You can choose to fight (**go to 516**), to flee (**go to 526**) or to try something else (**go to 536**).

507. The rock wallabies soon see you and lay down their burden in favour of laying into you. Each rock wallaby has **MR50**. If you make a L1 SR on DEX you need only fight one at a time; if you make L3 you only have to face two (these rolls are required each round combat lasts). **You may have 200 APs** if you emerge victorious. If you die, **go to 490**. If you are the victor, you have the worm at your mercy, you may think... You may flee (**return to T**) or you may approach the worm (**go to 537**).

Caves of Nerja

508. It is not often – in fact, rare would be an extreme understatement – that these headshifters capture something living for their mistress to experiment upon. They know their orders and they march you off for some of the same sort of treatment they once had. Their grasp is well nigh unbreakable and struggling makes they hold all the tighter so best not kick and fuss! **Go to 528.**

509. Its treacherous where you're headed – remember the danger of falling through the thin patches of crust into boiling liquid. Make a L1 SR on INT. If you make it, you stay safe (**return to R**). If you fail, you take the plunge and are immediately up to your neck in very hot water (**go to 490**).

510. *"Very well, I shall take my chances alone. Farewell and thank you!"* Voluptia tosses you a ring. It is gold with sapphires studded around its circumference. It is worth 300 GPs but it also instantly provides healing to any wound suffered by the wearer (1d6). **Take 100 APs and return to R.**

511. One way or another you have encountered more vicious residents of the Caves – brickbats. These sentient flying fiends have the structural solidity that is common currency down here AND on top of that they are able to get up in the air to glide down on prey. There are 1d6 +2 of them with you in their sights now. Each has **MR20**. As soon often with flying creatures, you need to make a L1 SR on DEX for any hits to actually strike home. These things being sentient is rather useful potentially because if more than one of them gets harmed, the others will flee the scene. If you are killed by the brickbats, **go to 490**. If you win out, **go to 501**. You get 20 APs for each one you had to deal with.

Caves of Nerja

512. Your shot dislodges a sizeable chunk of rock which falls and sets off a trap! It springs a wire strung out on the stairs and when this happens, a great hole opens up at lightning speed! You can step over this pitfall easily now. Well done, sirrah! **Go to 572.**

513. It takes a L3 SR on CHR to withstand the intensity of the persuasive pull of the ill. If you succeed, you deserve to leave this place unaltered – **take 100 APs** and **go to R.**

514. You manage to activate the magic in the rock finger, with immediate effect to your person. It levitates you 30' above some sharp rocks and turns you upside down, shaking you so hard that all your possessions scatter below you. You find you cannot even hold on to your weapons. A voice sounds in your mind, demanding blood. Once you have been shaken and stirred until you are in no state to argue, you are set on your feet and the voice prompts you to come forward, jerking you again to demonstrate your lack of choice. **Go to 524.**

515. The gronads really do work. They must be kept in trouser pockets to function and they must not be squashed or they will burst and be ruined. **Take 300 APs** and **return to S.**

516. Sure as eggs are eggs, a rock spider the size of a donkey appears, dripping venom and glaring malevolently at you. It is the mistress here and regards you with arachnid disdain before advancing upon you, forelegs ready to slash and stab. Its **MR is 120.** If you cast magic, work that into the combat.

Caves of Nerja

You need to make a L1 SR on DEX each round to avoid getting impeded by webbing. If you fail you will be a 50% fighting effectiveness. On subsequent rounds you may try a L2 SR on STR to free yourself and get back to full force on the round following that. If you take hits, you will suffer a toxic shock unless you can make a L3 SR on your current CON (the effect will be to drop your STR by 2d6 for 24 hours). You may **take 120 APs** if you slay the spider then **go to 556**. If you are despatched, **go to 490**.

517. Each rock wallaby has **MR50**. If you make a L1 SR on DEX you need only fight three at a time; if you make L3 you only have to face two (these rolls are required each round combat lasts). You get a 25% combat bonus because you have the vantage point. **You may have 200 APs** if you emerge victorious. If you die, **go to 490**. If you are the victor, you have the worm at your mercy, you may think... You may flee (**return to T**) or you may approach the worm (**go to 537**).

518. What you discover is a cage set high up on the rock face with a handy ladder to climb up to the trapdoor in the floor. From this angle you can make a rock gnome mixing potions studiously. From time to time he glances at a man and a woman chained to the rock wall. You can also see a strange machine with levers to the right of the gnome. If you want to leave, fine – **return to W**. If you wish to climb stealthily up the ladder to surprise the rock gnome, **go to 538**.

519. Someone has set a nasty trap for the unwary at the bottom of this granite coffin. Lying beneath the woman is a rock-worm. This toxic serpent likes to be covered up and now is extremely unsettled.

Caves of Nerja

It lances its head at you, fangs bared and ready to sink into anything moving. You need to be either very alert or very quick to either see the danger in time (a L2 SR on INT) or react fast enough to withdraw (L2 SR on SPD). There is nothing of value in the sarcophagus. If you are bitten, **go to 529**. If you avoid this poisonous peril, you may **leave via 509**.

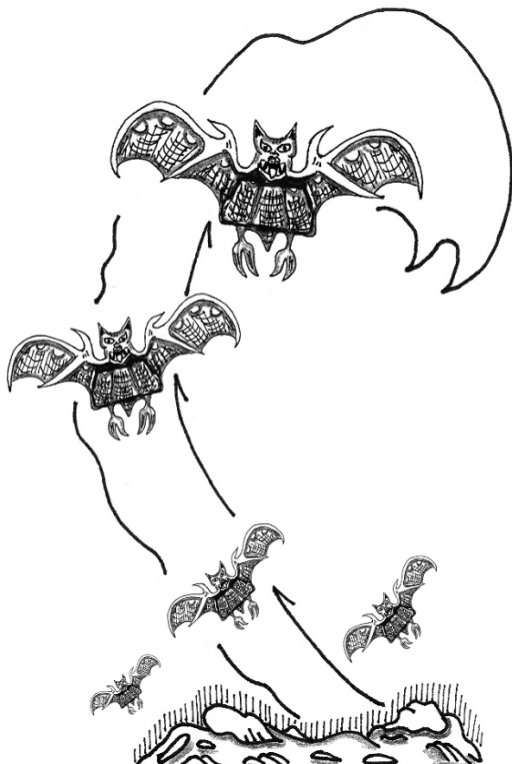
520. Her attributes are as follows:

STR:14, WIZ:31, INT:21, LK:17, CON:28, DEX:15, CHR:34, SPD:15 (Adds +13). She can recover CON at a rate of 1 point every 10 minutes and she can also turn into a bat at will with a MR equal to double her combat adds. She is not a full vampire but rather a halfbreed – her mother was a gorgon. Voluptia has the ability to soften stone. This is rather like being a medusa in reverse and akin to the *Slush Yuck* spell. Stone monsters are reduced to 50% MR (or 50% all attributes) if they look into her eyes.

Now return to R.

521. What you are transacting with is a bunch of brickbats. They can just get airborne and then they like to glide down on prey. However, they only fight if they think they have to. They have MR20 and 1d6 +2 are here with you now. You get 20APs for each one you deal with. They are tough on the outside and smart with it. They will accept what you offer and if you make a L1 SR on LK, they will disappear with the gifts you offer or just be cowed by your words if you were parleying rather than bribing. As so often with flying creatures, you need to make a L1 SR on DEX for any hits to actually strike home if you need to get physical with them.

Caves of Nerja



These things being sentient is rather useful potentially because if more than one of them gets harmed, the others will flee the scene. If you are killed by the brickbats, **go to 490**. If you win out, **go to 501**.

522. You hear something snap – a tripwire strung tightly across the stairs has gone off prematurely. Maybe someone or something felt panic at your mighty presence! A large hole opens up very rapidly but you can easily step over it. **Go to 572**.

Caves of Nerja

523. You move freely past the twin pillars and step into an area that is not easily ignored. **Go to 172.**

524. As you draw closer to the source of the mental voice, you smell incense and hear chanting. Following a narrow passage in a cleft in the rock face, you come to a theatre where about twenty small rockodiles swim in a moat. They are guarding a stage where a gargoyle perches on a pedestal, wearing horn-rimmed glasses and a fedora. He is occupied in peering into a smoky crystal ball, held in his grotesque, misshapen hands but he jerks his head up furtively to glance at you and weigh you up. *"Come on then – I haven't got all day!"* he whines petulantly. *"You can swim can't you? Come here and I'll just take what I need."* If you want to attack him from a distance, **go to 544.** If you strip down and swim over, **go to 554.** If you tell him to come to you, **go to 564.**

525. Whether you were merciful or not **you gain 300 APs** for subduing this pitiful wretch. However, if you slew the hapless rock monster, it curses you with its dying breath, making every LK SR you attempt from now on to be rolled with just 1d6, the other being automatically a 2. **Go to S.**

526. As soon as you turn tail, the chase begins! You can turn and fight if you like (**go to 516**) but if you keep running you need to make a couple of SRs, L1 on DEX not to have a clumsy moment and a L2 SR on the average of STR and SPD to outpace your pursuer. If you fail on either rolls, you can still turn and fight as soon as you realise you really have no choice. If you fail both rolls or get a critical fumble on one, disaster strikes! You fall, get hurt, get stuck and then get bitten. It is a quick but not painless experience (**go to 490**). If you got away, **take 100 APs.**

Caves of Nerja

527. The rock wallabies tell you telepathically that the worm must receive a sacrifice if it is not to grow enormous and consume a large part of the Caves complex with its ravenous appetite, which grows commensurate to its size. You can prepare yourself to be sacrificed – they tell you that it is really a question of how much blood it will take to slake the worm's thirst and that you might even live – or you can give battle. For the former, **go to 547**. For the latter, **go to 507**.

528. The headshifter monsters deposit you beneath a cage set high up on the rock face with a handy ladder to climb up to the trapdoor in the floor. From this angle you can make a rock gnome mixing potions studiously. From time to time he glances at a man and a woman chained to the rock wall. You can also see a strange machine with levers to the right of the gnome. If you want to leave, fine – **return to W**. The sentinels force you to climb up the ladder to the waiting rock gnome, **go to 548**.

529. You need to make a L5 SR on CON not to die in seconds from the bite (**go to 490 if you fail**). If you succeed, you may survive this. When (if!) you leave the Caves, you must have a *Too Bad Toxin* spell cast on you within 24 hours or your fingers and toes will fall off, followed within the hour by your arms and legs, then finally your head. Now **leave this chamber via 509**.

530. You may have crept forward, you may have escaped being buried alive in rock, you may have already peppered this monster with missile or magic, you may have hurled yourself forward into battle, you may have offered to pay in blood or have deployed rhetoric to get in close. In the end, it does not much matter what route you took to this destination.

Caves of Nerja

Put plainly, this monster is a coward and now quivers before you, literally begging you for mercy. It speaks telepathically. *"Do not kill me. I am too young and pretty to die. They will do terrible things to me on the 'other side', I know they will! If you let me be, I will give you my gronads. They are powerful protectors and I can grow more. They will ward off disease and nullify poisons."* If you believe the trembling rock creature and want its gronads, **go to 515**. If you decide to leave or to destroy it, **go to 525**.

531. Make a L1 SR on INT and **go to 541** if succeed but **to 551** if you do not.

532. You feel a presence in your head, stimulating your nervous system to march you forwards. You sense anticipation and glee as you advance. As for your own thoughts, they darken deeply and an ominous wave of trepidation washes through you. **Go to 502**.

533. Your goose may be cooked here... The damage you will suffer from boiling, scalding water before you might get out, if not stewed to death, is 20d6 but a combination of speed and toughness may yet save you! Make the best SR you can on the average of CON and SPD – you reduce the damage by 3d6 per level. If you die, **go to 490**. If you get out of the frying pan... **go to 543**.

534. A voice in your head tells you that if this is the case, he will accept whatever it is that you have to offer and bids you come to him now. If you do as you are asked, **go to 524**. If you decide to leave before things get sticky, **return to U**.

Caves of Nerja

535. After a good 20 minutes at the summit, you catch sight of some strange rock beings, rather like wallabies, carrying a writhing worm on a litter. They have just emerged from what must be a hidden door in a dark cranny out of sight. You soon see that they are intent on bringing their cargo to the spot you are now. What will you do? There is nowhere to hide! You can attempt to flee back down the Pinnacle rock (**go to 507**), you can take them on in battle, trusting to the advantage your higher position affords you (**go to 517**) or you can open up a dialogue (**go to 527**).

536. Trying to strike up a conversation is futile, as is offering a bribe of any sort. Hiding would be idiotic, while firing a missile would just be wasting arrows, daggers, bolts or spears. Whatever you tried, the result is that a very aggressive rock spider hurtles down the stairs to confront you and you must stand and fight (**go to 516.**)



537. The worm squirms, as only worms can do, and communicates with you in telepathic picture language. It is clear that it wants your blood.

Caves of Nerja

If you will slit your wrist and give it what it craves, **go to 547**. If you hack into it, **go to 567**. If you abandon it to its fate, **go to 577**.

538. The gnome is muttering to himself while the man and woman moan softly, partly due to the beatings they have obviously endured and partly, no doubt, due to fear. There is enough noise to mask your arrival. To emerge like a tiger in the night to seize the gnome you need to make three L1 SRs – on STR, DEX and SPD. **Go to 558** if you succeed or **to 568** if you fail.

539. Your bravery stands you in good stead and the serpent abandons thoughts of simply swallowing you whole. **Take 100 APs** and **go to 551**.

540. You bring down a large quantity of rock on your noggin. Or rather, it comes down but perhaps something other than you caused the collapse. You get hit with 1d6 rocks, each doing 1d6 damage with only helmets protecting against whatever the total is. If you survive, you can **crawl back to 20 or S**. If you lose your life, **go to 490**.

541. You see that the rock monster is embedded in stone and cannot reach you unless you go closer to it. You may ignore further instructions to make SRs against its direct attacks. **Go to 551**.

542. You don't actually get to bestow your gift because the recipient never intended to take possession. Instead, you have been set up for a fall... **Go to 502**.

543. The ground suddenly becomes firm. There is no need to fear plunging into scalding water now. After just a few short minutes of winding along a narrow passage, you come to a small chamber with a granite sarcophagus occupying nearly all of its space.

Caves of Nerja

The lid of the tomb is carved to depict a woman with fangs protruding from puckered lips. The sarcophagus is wound with heavy chains fastened with an immense padlock. Hmmm... maybe whatever is inside should stay where it is... If you think you may be able to open the tomb and wish to do so, **go to 553**. If you are inclined to let sleeping dogs lie, pick your way carefully **back to R**.

544. As soon as you attack, he flicks up a *Protective Pentagram* to thwart you. **Go back to 524** and choose again.

545. A gong sounds and you feel your limbs freeze. From somewhere you cannot see (because you cannot turn your neck to look), four rock wallabies emerge and seize you, taking you to the top of the Pinnacle rock before leaving you alone there. However, they return after scant minutes, bearing a writhing, hideous rockworm on a litter. Telepathically, they inform you with horrendous mental imagery that you must sacrifice yourself, give your blood, to the parasitic worm. **Go to 547**.

546. You spot a lever hidden amidst the cobwebs. There is writing in the common script beneath it. It reads, "*Rock-a-Bye*". If you want to pull it, **go to 566**. If you ignore it and press on, **go to 576**.

547. Noble? Resigned? Indifferent? Whatever the reason for your yielding to this victim-fate (or did you have no say in the matter?), the rock wallabies lose no time in taking your limbs and slicing you so that your blood will drain into the worm's gaping, greedy maw (or it may be you harming yourself if you are here and they are gone).

Caves of Nerja

This parasitic monster will be sated as soon as you can make L1 SRs on each of WIZ, LK and CHR – you can only try one each round and a critical fumble means it consumes 2d6 worth of CON instead of its usual 1d6. If you die here, **go to 490**. If you are still living when the worm is full, **go to 557**.

548. The rock gnome scrutinises you and then claps his hands loudly with satisfaction. *"You'll do nicely! I can dispense with these substandard guinea pigs!"*

At that, he levels his left hand at the hapless pair and disintegrates them completely as a green beam rays out from the jade ring on his middle finger. There is a moment of critical opportunity for you now. If you can make three L1 SRs – on STR, DEX and SPD – you can pounce like a wounded tiger and seize the gnome you need to. **Go to 558** if you succeed or **to 568** if you fail.

549. Unable to control your limbs, invisible hands drop you in front of the rock serpent. Its eyes flick over you and its tongue forks out in anticipation. *"Shall I swallow you now? Give me one good reason not to sink my fangs in deeply and then feast on your writhing flesh!"* If you can give a good reason, **go to 551**. If you can't, **go to 490**.

550. Failing that SPD SR means that you were too sluggish to avoid a major burns predicament. Hot sulphurous water eats into your body doing 4d6 damage and doing 2d6 damage to armour. Failing the CON SR means your lungs could not stand the sulphuric steam bath they just received and you take 3d6 damage for this. If you are dead, **go to 490**. If you are alive, **return to 19** and choose again or **retreat to R**.

Caves of Nerja

551. The serpent changes its approach. It gives up trying to sink its fangs into you and begins gloating instead. *"You must be desperate to get out of here! Who wouldn't be? Your hopes will rise only to be dashed against the rock of my will. A little way further on, you will see an illusion of freedom – take it as real, I truly hope you do. It is a portal to another plane where my full self is waiting to consume you! Go now, before I bite you in two and suck out all your juices!"* You can go back (**go to 561**) or you can go to see what this serpent speaks of (**go to 571**).

552. You immediately feel as if you have been pitched in to a titanic inner battle with an unseen enemy. Calculate your combat adds based on WIZ, INT, LK and CHR (just as you do on the normal combat attributes). Roll 2d6 DARO and add in your mental strife adds. **Go to 582.**

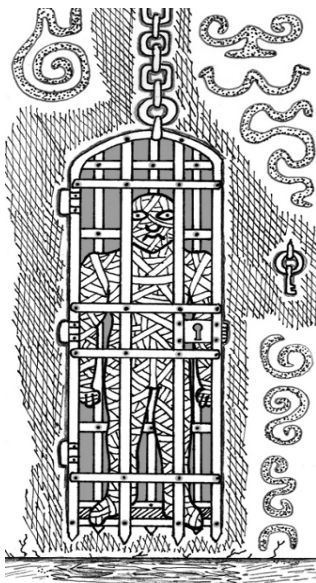
553. It is not going to be easy to open that lock now we've found out that you are determined to discover the contents of the sarcophagus. Bolt cutters would circumvent the chains with a L1 SR on STR; a Knock-Knock spell of L3 or above will do for the lock. Otherwise, a talent for lockpicking coupled with lock picks will require a L2 SR on that talent. The penultimate option is a L1 SR on INT and a L3 SR on DEX with no talent and no lockpicks, while the final method would be L3 DEX with lockpicks and no INT SR necessary. If you can open the stone coffin, **go to 563** otherwise you must **return to R**.

554. The very moment you slip into the water, he laughs heartily and shrieks, *"Thank you for feeding my pets! Very kind, I'm sure."* The next second, the rockodiles home in on you like heat seeking missiles.

Caves of Nerja

You can battle them (**go to 574**) or try to out swim them and get to the stage (**go to 584**).

555. You have been weighed and found to be worthy. Rather than having to face potential loss of life in this place of vile blood-sacrifice, the Pinnacle rock will give vitality to you and allow you to leave unhurt. If you can make a decent SR on LK, you will get additional CON from the reservoir of CON it holds taken from sacrifice victims who died while being drained. Each level higher than 1 will give you an extra d6 of CON (eg L2 will give you 1d6 more). **You may take 200 APs and return to T.**



556. At the top of the steps, you find a mummy in an iron maiden. The key to its lock is hanging from a ring on the wall of the small chamber you have reached. As you consider what this may mean, the mummy speaks. *"I am Bulloses, a warrior-wizard once great but now humbled and cursed to remain conscious in this sorry form, shorn of all my magic. I want freedom, I want revenge. Free me and I will be your fighting-slave! As long as you command me to destroy,*

smash and kill I will serve you faithfully, I give you my pledge." You have to choose: will you free Bulloses (**go to 596**) or will you leave this vengeful creature to his imprisonment (if so you can **return to P**)?

Caves of Nerja

557. The wallabies leave, taking the worm with them. Once they have gone, the Pinnacle rock begins its plaintive overtone humming again and you begin to tingle. The Pinnacle is a counterpoint to the evil of the worm, taking the devoured CON itself, leaving the worm befuddled and never satisfied. The Pinnacle transfers this CON back into your being again. If you can make a decent SR on LK, you may even get more than you started with as it often has a reservoir of CON taken from sacrifice victims who died while being drained. Each level higher than 1 will give you an extra d6 of CON (e.g. L2 will give you 1d6 more). **You may take 200 APs and return to T.**

558. The gnome protests about you ruining a lifetime's scientific work. Then he beseeches you to release hi, Of course, you don't do that.

When he sees you mean to maintain your control of the situation, he changes tack and offers you superhuman strength and resilience if only you will let him resume his work. If you agree to this, **go to 588.** If you want to interrogate him to get to the bottom of what it is that his contraption is meant to do, **go to 598.**

559. This monster will be satisfied with just 1d6 lost CON worth of blood most of the time. You must roll 1d6 and if you get a 1 it will drain 3d6 and if you get a 2 blood loss will be 2d6. You can take **200 APs.** The serpent gets sleepy after drinking your blood and lets you in on a secret. **Go to 569.**

560. What awful misfortune! You hit a weak spot in the rock and sulphuric liquid jets out at you! You need to attempt a L2 SR on SPD and another on CON. If you fail the SPD SR, **go to 550.** If you react in time to dodge, **go to 19** and choose again.

Caves of Nerja

561. The serpent strikes at you again with renewed vigour, its fangs dripping venom as it rockets towards you. Make a L2 SR on SPD. If you fail, **go to 490**. If you make it, you are free. **Return to X and take 200 APs.**

562. You faaaalllll... A long, long, long way.... But suddenly you begin to slow down and end up floating like a feather. You land softly at the bottom of a very deep shaft in a circular space filled with bones – bones of all sorts of humanoids. There are no exits from here save returning upwards. Unless you can do this by climbing or flying, you are doomed to die here while being drained of life force at your enemy's leisure. The wall is not quite smooth and a very strong person might get out if they were also able to keep a very still balance...

If you die here, **go to 490**. If you get out (a L4 SR on STR coupled with a L2 SR on DEX will do this for you), you may either leave this place (**go to U**) or find out who or what did this to you (**go to 572**). At any event, if you survive, **take 200 APs.**

563. And the secret of the sarcophagus? An unnaturally pale woman with full red lips and raven tresses in a midnight blue gown with a plunging neckline. The classic vampire! Her eyes open and she blinks at you, revealing violet irises flickering with strong emotion. You can run if you have lost your nerve (**go to 573**), you can hack at her (**go to 583**) or you can smile nicely and greet her with all the charm you can dredge up (**go to 593**).

564. He laughs scornfully and waves a hand dismissively. **Go back to 524** and choose again.

Caves of Nerja

565. You have been weighed and found to be unworthy. **Return to 21** and make another choice.

566. You need to make a L1 SR on STR to fight through the cobwebs and pull the lever down. If you can make that, **go to 586**. If you cannot muster than effort, you find that your exertions, futile as they seemed, have aroused the guardian of these stairs. **Go to 516**.

567. Roll your combat total and **go to 587**.

568. The gnome has stone strength and you have been unable to make your native advantages in quickness and adroitness pay. He cracks you hard enough on the head to make you see stars and then everything goes black. **Go to 578**.

569. This fiendish stone creature guards a porthole to the outside world. It has been here so long that its loyalty has been eroded and in its soporific state it spills the beans. It tells you how to get there but says the forces behind the porthole will rip you apart. **Go to 571**.

570. The rock imp's **MR is 20** (3d6 +10) and you get **20 APs** for its destruction or diversion. However, it is easily bribed or charmed. If you wish to give it something or sweet talk it, **go to 580**. Otherwise you can lay into it. If it slays you, **go to 490**. If you bring its miserable existence to an end, you are free to move forward – **go to 176** – or retreat (**go back to R or to 19** as you wish).

Caves of Nerja

571. You see a round hole in the rock, roughly human-sized. You also feel a sucking force behind the porthole. In the distance, you can see blue sky and green grass. If you wish to pass through the porthole, **go to 581**. If you prefer to pass up on this, **return to 561**.

572. At the top of the stairway you find a small chamber set up as an office with desk, chairs and shelves filled with scrolls and leather-bound books. Seated at the desk looking very anxious is a stone-faced lady. She looks to be human apart from her solid state head and hair. She stands up and points a finger at you. *"Back off, buster! No one messes with Petra Lithos – I'm an Ossifer of the Law! Run now or I zap you. I'll count to 3. Three...Two..."* If you run, **go to U** (she won't stop you). If you stand your ground and defend yourself and maybe even attack her, **go to 592**.

573. *"Stop! Wait! Don't be afraid! I need your help."* Her voice echoes eerily in the cave and almost hisses. If you change you mind and wait, **go to 593**. If you speed up to get away **go to 509**.

574. It is impossible to beat rockodiles in water. You probably are hopeless at fighting in this liquid medium and do you even have your weapons? There are worse things here than rockodiles... invisible rockodiles! Your goose is cooked – **go to 490**.

575. After a short wait, you witness four rockhoppers emerge from a secret door in a dark recess. These creatures, like ratlings but based on wallabies with tough yet flexible skin, are carrying a writhing rockworm on an ornate, jewel-encrusted litter.

Caves of Nerja



From the way they hop up to the apex of the Pinnacle rock, there must be an invisible ramp placed there for this purpose. Once at the peak, they place the litter carefully on a flat surface and hop down, vanishing just as they arrived. If you wish to follow them, **go to 585**. If you wish to climb to the litter, **go to 595**. You can just leave if you judge this wisest – **return to T**.

576. Well, you don't feel tired at any rate. You do here something menacing hurtling your way though. **Go to 516**.

577. Very wise. Things could have gone badly for you. Your perspicacity is **worth 200 APs**. **Return to T**.

578. When you stir, you find the man and the woman gone. You are in chains in their place. The gnome grins maliciously and throws a lever. There is a sudden jolt of intense agony throughout your body and then you pass out again. **Go to 490**.

Caves of Nerja

579. You discover a dead rock nymph. She has just received her scheduled visit from Death and lays sprawled on the floor, eyes wide open. Clearly she was wealthy as gems are strewn about the small chamber, spilled from a chest with an elaborate clasp and silver key, themselves worth an easy 300 GPs. Light to carry, the chest will hold 2d6 x 1,000 GPs worth of gems. You may scoop up these treasures and **proceed to 28 or 29** as you prefer – unless you are minded to run after Death before he vanishes (**go to 589**).

580. Chip is just a minor nuisance really, no match for the big boys down here. He cringes dolefully, accepting anything you give him and also spilling the beans about what lies beyond. He won't join you though because he is too scared of the real nasties lurking in the Caves! *"There's an unnatural creature imprisoned over that way. You shouldn't let her out – it took some of the bosses a lot of hard work to capture her and she gave them some nasty scars!"* That's all you can learn from Chip. **Go back to 19** and decide what to do next, just like Katy did.

581. Liar! The force tugs you rapidly down a chute and deposits you softly on the grass. You have emerged from the Caves without loss of life! You may go home now or you may re-enter the Caves when you are ready (but not by this route as it only works in one direction). **Take 400 APs.**

582. Your opponent has a 'Mental Strife' total of 41. If your total is greater, you are able to leave (**return to U**) or advance safely for the moment (**go to 522**). If you lose, **go to 502**.

Caves of Nerja

583. You varlet! She is no condition to put up a fight and you cut her to ribbons. There is no blood however. If you want to leave before things take a turn for the worse, **go to 509** (and **take 50 APs**). If you want to search the sarcophagus, **go to 519**.

584. Fortunately rockodiles are very slow swimmers. Just a measly L1 SR on the average of STR and DEX will get you past them safely and up on to the platform. If you fail, they are merciless and ungentle – **go to 490**. If you succeed, you can confront the master of this scene – **go to 594**.

585. They are informed of your trespass by an inconspicuous but effective alarm system and hop to engage you in combat but not before the rear brute locks the door and swallows the key (if you really are determined to know what is behind this door you will have to email me or make it up yourself!). **Go to 507** (ignore the text about them laying down their burden but the rest holds good).

586. You release a cloud of damp, cloying gas from the ceiling. Fortunately, it only affects rock spiders. Soon you hear arachnid snoring and when you go further up the stairs you find a monster the size of a donkey curled up and sleeping like a baby. You might as well kill it so that it can't wake up and kill you – easy and **you get 100 APs**. You can keep climbing steps until you reach the top and have to stop. **Go to 556**.

587. As soon as your weapons touch its body, you feel pain. The harm you intend the worm is being relocated to your own flesh through weird and wondrous magic!

Caves of Nerja

If you can make a L2 SR on INT and another on SPD, you can hold back before the fatal moment! If not, **go to 490**. If you survive this insidious sorcery, **take 200 APs** and **return to T**.

588. He soon has you secured and throws a lever on his precious machine. You receive a knockout dose of violent electrical discharge. **Go to 578**.

589. The Reaper seems to have low regard for your and your concerns but then something sparks in his ebony eyes and a thin smile flicks across his bony lips. *"You probably regret crossing my path today. However, although we shall meet again one more time, I see that there is another path open to you this day. Perhaps you would be willing to act out a charade for the amusement of your spectators rather than simply shuffle of stage so early in the piece?"* Without waiting to hear your response, Death puts his sickle back on his shoulder. **Go to 625**.

590. Did you end its fiendish existence? Its **MR is 300**. If you destroyed it, **take 300 APs** and **go to S** – there is nothing here for you now. If it is still shuffling about on this mortal plane, **go to 530**.

591. You see a round hole in the rock, roughly human-sized. You also feel a sucking force behind the porthole. In the distance, you can see blue sky and green grass. If you wish to pass through the porthole, **go to 581**. If you prefer to pass up on this, **return to X**.

592. This 'ossifer' has a bark that is worse than her bite. She literally crumbles as you defy her, her head flaking and disintegrating (she merges with the surrounding rock and so escapes).

Caves of Nerja

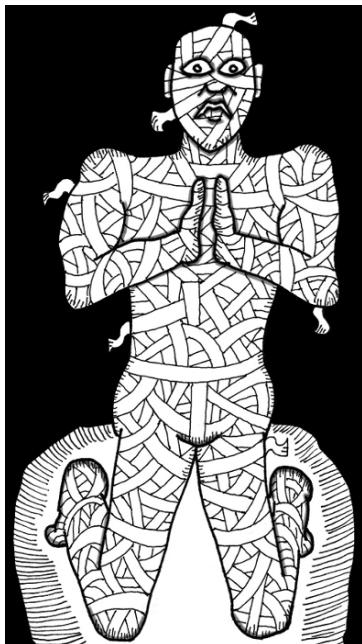
When you look at her papers, you can see that she is a librarian of sorts, filing reports on citizens of the nearby city of Nesstlehaven, gathering incriminating facts to destabilise the city when she or her superiors decide to strike. You can burn these records if you feel punlic-spirited or you may keep some for personal misuse at a later time (and that will have to be another story). You may **take 200 APs** for mastering this situation. Now **return to U**.

593. *“Why have you freed me, stranger? Do you not fear me? Surely you have no love of vampires. My name is Voluptia and I have been imprisoned within this stone for good reason. I am grateful that you have released me from this unrelenting monotony and I would bond with you so that together we may increase our chances of escaping this death trap. What do you say? Will you accept my kiss?”* If you fearlessly offer you lips, **go to 500**. If you tell her you may be brave but you’re not stupid, **go to 510**.

594. The ‘master’ is no hero and seeing how easily you got past the rockodiles (he is no swimmer himself and does not credit others with this – to him – incredible ability), he buckles and drops to his knees, begging for his life to be spared. He gives you his name, rank and number and confesses to being a spy. Rocken Roland has the task of scrying on the High Council of the Wizards’ Guild in Khaboom. You can impound the crystal ball and what you do with him doesn’t really matter. The Guild will be very generous when they hear of this – they will double your payment and increase all your attributes by 1d6. **You may take 200 APs** and **return to U**.

Caves of Nerja

595. You see the vile rockworm writhing in anticipation – of what? Blood! That much is conveyed to you without words being necessary. **Go to 537.**



596. “*Thank you!*” Bulloses is genuinely grateful to be free and falls to his knees, swearing allegiance to you on his mother’s moustache and beard. Your servant-thug has **MR100** and will not break faith so long as he gets to rampage, maim and murder fairly frequently. **Take 100 APs** for gaining his brawn to back you up. His attributes, should he need to attempt SRs are as follows:

STR:60, WIZ:20, INT:18, LK:13, CON:39, DEX:12, CHR:24, SPD:13 (Adds +50).

Now return to P.

Caves of Nerja

597. You spot a wire running at ankle height across the stairs. Good work! It is easy to step over and you will doubtless remember it is here should you return! **Go to 572.**

598. After experiencing your subtle questioning techniques, the gnome spills the beans. He is attempting to engineer more rock monsters to serve the hierarchy of these caves. He tells you that you can gain tremendous strength and endurance if you strap yourself in and throw the correct lever (it is possible to reach out to do this without involving him). What you ultimately do with the gnome does not signify. Your choice now is to leave without risking the transformation (**return to W**) or chance your arm. If you decide to roll the dice – literally – you must get 7 or better to survive, rolling 2d6 DARO. If you try and fail, **go to 490**. If you try and succeed, your STR and CON are doubled and you can **return to W**. You will also find that you can move your head freely around your torso – very useful for surveillance and freaking people out! If you risk your life and pull a lever, **take 300 APs** if you survive; if you walk away, **take 100 APs**.

599. You have put out one of the eyes of Death himself! This was no something anyone watching this spectacle remotely expected. Death proves to be capable of feeling pain and hops about maniacally, crashing into rock walls and falling over. The Reaper shimmers now with a protective energy and attacking this supernatural creature is clearly not to be considered. However, he has left his sickle within your grasp. It is a legendary weapon, doubtlessly imbued with majestic power. If you want to take the sickle to possess, **go to 635**. If you prefer to leave it and be gone, **take 500 APs** for overcoming Death and **go to either 28 or 29**.

Caves of Nerja

600. Neither judge nor jury seem well disposed towards someone outside their little clique. You will need to be suave and incisive to clear your name. Make a L4 SR on CHR and **go to 670.**

601. Although you have surprised the creature, it spins to face you with remarkable agility and speed. It is hard to read the look on its mottled face. **Go to 641.**

602. You have walked into the jaws of a trap. The ghoulish rock guardian has ensorcellments beyond the mortal kindred! It is physically invulnerable and able to penetrate mortal minds so decisively that all who approach it are lost! **Go to 672.**

603. This monster is a craven coward (as so many cowards seem to be) and when it sees that you can withstand its psycho-babble assault, it breaks down and weeps, begging for clemency. Why should you be lenient? Well, Rocky Horror also has a teleportation talent, which it tells you about piteously. If you call its name, you will be instantly transported back to it here in the Caves of Nerja. So, up to you. **You can have 300 APs** for killing this misbegotten invertebrate (it may be made of stone but it certainly lacks a spine) but then you can have them anyway for dominating it. Now **go to DD.**

604. You have both hit an 'off switch' and summoned the inner khremm-strength to deter the giant skeleton. It is out of action as far as you are concerned and you may go forward to explore without it menacing you. **Go to 694.**

Caves of Nerja

605. Death has set the bar and those who fall under it must leave this mortal world. The bar has been set at 500. No lesser total will save you. If you fall short of this standard, **go to 490**. If you pass the test, **take 300 APs** and **go to 625**.

606. The stone fiend you have slain just happens to be the judge of all criminal matters down here in the Caves of Nerja. Because of your extended intrusions, the denizens of this dark, deep place had decided to put you on trial. You can make out the courtroom ahead. It is packed and the creatures there are baying for blood. You can also make out another door, this one marked with the word 'Judge'. You can do one of three things: retreat whence you came (**return to HH or to KK**), march into the courtroom (**go to 666**) or try the door to judge's chambers (**go to 656**).

607. With a clanking gait, the monster bone behemoth marches you a few yards to the back of its lair where an array of hollow bone tubes stretch down from the high ceiling. It places you directly beneath one of the tubes and then raises you up until your head touches the pipe. A sucking phenomenon begins instantly, affixing you to the bone structure. Then everything goes hallucinogenic. Make a L3 SR on the average of your WIZ and CHR. If you make it, **go to 617**. If you fail, **go to 627**.

608. The box has a small metal tube inside. It has a cap and has clearly been squeezed many times from its shape. The writing on it reads, "*Rock Transformation Ointment*". When you try, the cap won't come off and you can figure that it is magic that is preventing you from removing it.

Caves of Nerja

When you look up, you see a small passage at the back of the cave. **Go to 11.**

609. As the dagger slides free, the marble cracks apart to reveal... a set of metal teeth complete with top and bottom jaws. If you want to try them for size, make a L2 SR on WIZ and **go to 629**. Otherwise, **return to X** or **go on to 30**. Oh yes, the dagger is a relic from a near-forgotten cult. It has been used to slit many a sacrificial throat. It gets 4d6 +10 and is worth some 400 GPs to collectors of weird artefacts.



610. Your defence attorney looks like someone who has spent most of his time between a rock and a hard place. The rough edges have not remotely been worn away and the only thing that is smooth about his performance is his bald head. You will need to be very lucky for him to quote convincing case law to see you acquitted. Make a L4 SR on LK and **go to 670**.

Caves of Nerja

611. You feel nails rake your exposed skin. They are sharp enough to do 1d6 damage. The light wound instantly stings. **Go to 641.**

612. As you advance, you see that this grim stone guardian has an alcove behind it about 10' up a rock face. Standing upon this stone shelf are upteen 1" high figures, all frozen in mid-action. The little statues are drawn from a wide range of kindreds. There are elves, dwarves, hobbits, uruks, humans, ogres, minotaurs and centaurs amidst the bunch you can identify. As for the guardian, it holds a rod in each hand now. Suspended from the rods are similar figures but these glisten with eldritch magic. The fiendish grin the monster sports gives fair indication that it is not sorry you are here. You can return to either **HH** or **KK** if you prefer not to give the guardian the opportunity to add to its collection or you can press on regardless – **go to 662.**

613. This creature was given the task many moons ago of guarding a well. The waters that can be drawn here have a healing property and drinking will full restore lost CON. With just a L1 SR on WIZ, they will actually boost CON by 1d6. The monster no longer has the means to stop you from drinking here. You can drink only twice without risk of death and each drink must be at least an hour apart. To drink a third time risks death on the roll of an off number on 1d6. You may now **advance to AA.**

614. Your arrow, stone, spear or dagger did not fail you. Some *lack* of something within you did. You hit the giant skeleton that is the custodian to this deep hole far beneath the Trollworld surface.

Caves of Nerja

You can deduct the damage you generate from the monster's MR but now you must fight! **Go to 698.**

615. The Vapours of the River Styx wash over you and the voice of Hades sounds distantly in your ears. Death reads your thoughts and sees that you do not yet wish to depart on this journey. The Reaper bids you test your blade against his. You should roll for combat and multiply the result by the level of a LK SR you may now try. **Go to 605.**

616. No soon has the fight begun than a troop of rock monster guards appear. They have the collective might to overwhelm you and promptly do so. They drag you bodily towards a door to a chamber where you can hear more of their kind howling for blood – yours! **Go to 682.**

617. The bone machine begins its work in converting you to a rock skeleton slave but only gets so far. Your inner strength of being thwarts its purpose and it does no more than calcify your bones, doubling your CON. As the machine grinds to a halt, the ceiling begins to creak, a clear sign of an impending cave-in. The giant now has its hands full preventing the destruction of its machine, leaving you free to escape. **Return to either GG or QQ and take 200 APs.**

618. One way or another, you have fallen foul of a pack of rock shades. These dark horrors are able to remain mass-less for most of the them, making them invulnerable to physical attacks. They can phase just enough of themselves into bodily reality on this plane to cause grievous harm to others though. Just one of them could kill an elephant by passing through its brain and partially solidifying. There are countless shades swarming about you know.

Caves of Nerja

They can be affected by spells but what might save you from creatures that need not see, are not bound by gravity and who can even bypass *Protective Pentagrams*? They can be scared off by khremm though. If you can mount a show of inner magical strength, these craven fiends will depart in search of easier meat. Roll d6 and multiply this by the total of your STR and WIZ. If you generate a khremmatic bluster of more than 100, you freak them out so much they scatter to the four winds. You can **take 200 APs** and **go back to II or RR** and choose a new course. If your show bravado was not so impressive, **go to 490**.

619. Hope you don't come a cropper on this. Sneaking up on a nightmare is not what the doctor ordered. You can rely on luck or on your wit combined with your nimble sprightliness. For the former, you need a L1 SR on LK and for the latter on the average of your INT and DEX. If you succeed, you can decapitate the hapless avian rock-brain (**you gain 200 APs** and, as the victor, you can **go to 29** or **return to X.**). If not you must just get on and fight it (**go to 256**). If you rolled a critical fumble, your sneaking allowed it to pretend to be caught napping but to turn the tables on you at the last moment (**go to 490**).

620. Although it is blindingly obvious that you are not the judge everyone was expecting, you have the trappings of gravitas and, to tell the truth, everyone was getting rather tired of his maverick legal pronouncements as they always seemed to result in less pebbles for everyone but the judge. Of course, you dismiss the case against you and are free to proceed as soon as you wish. **Take 200 APs** and **go to LL**.

Caves of Nerja

621. *"No, no, no! Goggol won't give lovely ring to big Ugly! Big ugly can take box instead – Big Ugly needs box!"* With that he is gone, jumping back into the water and disappearing from sight. If you take his box half-buried in the sand on the little beach at the back of the cave the ledge reaches, **go to 608**. If you are going to leave the box, you can follow a narrow passageway you now see at the back of the cave (**go to II**). If you want to attack the creature, **go to 661**.

622. You are hopelessly outclassed in this game of cat and mouse. Your reality has been spun by a phenomenal magical force so that you are running straight into a trap – **go to 672**.

623. You have somehow awakened the old power slumbering deep within the breast of this monster. An ominous glow spreads all over its stony skin and then spreads out towards you. Something tells you – the telepathic images the monster sends? – that this cloud of gaseous energy will be instantly lethal if it reaches you. Run for your life! You need now to make a L2 SR on SPD to save your bacon. **Go to 490 if you fail or to AA** if you react in time to the resident evil.

624. No harm done! No good either... **Return to 35** and make another selection.

625. Death has decided to withdraw from this scene and leave you to this brief taste of mortality a while longer if you accept the loss of your soul. If not, the curtain will fall and you must **go to 490**. The cost of being soulless is that you must don the mantle of a fallen anti-hero of yesteryear, *The Outlaw*. As the Outlaw you become a DEX specialist with regard to two particular talents. The first is archery and the second is thieving.

Caves of Nerja

Death does not want material objects stolen but rather intellectual property rights – artwork, writings, poetry, scientific discoveries, practical inventions and brands. Your task will be to steal anything of this nature from everyone. For every theft that has an arm's length value of 2,000 GPs, you will live another month. Should you fall short of this requirement, you will crumble and die as the moon wanes to its crescent residue. As a specialist, you may treat the first roll of any DEX SR as a double, using the higher number. If you accept, **take a further 200 APs and proceed to 28 or 29** as you prefer. If you refuse, **go to 490**.

626. If you truly have make-up to offer, **go to 676**. If you agree to blood being drawn from your veins, **go to 686**. If you intend treachery and wish to attempt assassination, **go to 696**.

627. The bone machine converts you to a rock skeleton, bound to faithful service down here in the Caves of Nerja, under the command of Megerhin the Giant. Your first duty is cleaning out the latrines. This character is lost to you now!

628. Although you have penetrated beyond the immediate danger and discovered a secret recourse hitherto well protected, you now face a dilemma. You see an alcove with golden trails of sparkling light falling ceaselessly from the top to the bottom. There is a magical force here that no one could fail to recognise. You have time to get out of here before the crowding dark shapes folding in on you have closed off this possibility (**go back to II or RR** and choose a new course if you wish). Otherwise you must step into the golden shower of light particles for it is plain these fiends are both too numerous and too otherworldly to fight (**go to 648**).

Caves of Nerja

629. If you failed the SR, the teeth do not fit your mouth. If you triggered the magic, they fit like... a glove? ... a tongue? Anyway, fit they do! They are quite spiteful and are capable of delivering a bite that a crocodile would be proud of. This gives them the ability to inflict a 10d6 bite if you can sink them into someone or something. Try to avoid poisonous types, both literally and metaphorically. You may now **go either back to X or on to 30.**

630. It is not only sleeping dogs that should be left to lie. It applies to lawyers of all sorts and to judges too. The judge gathers his wits and also his robes and calls for guards to take you to the dock for trial. **Go to 636.**

631. At that he is gone, jumping back into the water and disappearing from sight. If you take the box you find half-buried in the sand on the little beach at the back of the cave the ledge reaches, **go to 608.** If you are going to leave the box, you can follow a narrow passageway you now see at the back of the cave (**go to II**).

632. You realise that the fiend targeting you for its collection has cast a confusion spell and you are heading straight at it. Just in time! You can spin through 180 degrees and escape – go to **HH** or **KK**.

633. When it has its wits about it (which has not happened for many a lifetime), this monster is able to conjure a rock sprite to aid it in its task of guarding its secret. This tiny creature is fast, spiteful and hard as nails – which it fights with.

Caves of Nerja



It has an **MR of 50** but it can only be hit by an opponent making a L4 SR on SPD. It gets an undefended hit on an opponent failing to make a L2 SR on SPD (you only roll once each round of combat). If the sprite slays you, **go to 490**. If you kill it, you will find the guardian monster will have fallen asleep – you can **take 100 APs** and **go to 613**.

634. Not only have you awoken the slumbering giant, you have also awakened his minions! Trollgod's balls, you are in trouble! Fighting is not an option. Not even Hercules and Thor combined with the Hulk could come out of such a fight intact. You must run for your life! **Return to either GG or QQ and take 200 APs** if you can make a L2 SR on the average of your STR and SPD. **Go to 490** if this is beyond you...

Caves of Nerja

635. Death's sickle is a form of Deluxe Magic Staff. Not to be lost to it instantly requires a L3 SR on INT – if you fail, it fries your brain (**go to 490**). If you make a L5 SR on INT or better, you are intellectually equipped to master the sickle, whose name is *Thanatom*. If you feel in between, you will need to make a L3 SR on INT every time you use *Thanatom* or whenever *Thanatom* witnesses a death (a battle would be a disaster for you!). You cannot leave *Thanatom* but can pass it on to anyone willing to accept it who is told what it is. *Thanatom* will keep its holder safe from physical and magical harm by casting a protective energy sheath about the holder which would require L100 magic to bypass. *Thanatom* also allows the holder to teleport to any known person over any distance instantly. It can also cause immediate death by any means the holder chooses to anyone failing a L10 SR on their best attribute (sometimes Death had to be patient and visit powerful mortals many times). Wielding *Thanatom* is worth **500 APs** and you may now **proceed to 28 or 29** as you prefer.

636. You stand accused of cruelty to rocks and stones. As you listen, the story of your exploits down here in the Caves of Nerja is told with relish by the stony-faced prosecutor while the judge laps it all up with obvious zest, interspersed with loud tuts and serious frowns. Eventually, the case for the prosecution is over and you have to decide if you will defend yourself or accept a Nerjan lawyer to speak for you. If you are keen to present your own defence, **go to 600**. If you are willing to trust your life to a creature trained down here, **go to 610**.

637. If you can make a L2 SR on SPD you can hurl yourself backwards to safety (**return to either GG or QQ**) otherwise you find a combination of immense

Caves of Nerja

strength and awesome magical might renders you as helpless as a rag doll in the grip of the colossus (**go to 607**).

638. One of two things has happened: either you have made a lucky shot or throw and triggered a dispersion spell or you have exuded such personal authority that the effect is the same. At any rate, there are no rock shades here now to prevent you from finding the alcove of golden, magical light at the back of this cave. It is obviously rich with magical energy, as even the dourest of warriors could tell; equally, its properties are beyond the wisest of wizards. You can enter this cubicle of mystery if you dare (**go to 648**) or you can **go back to II or RR** and choose a new course.

639. Although you have been nimble enough not to need to fight this stone behemoth, you are not yet outside its sphere of influence. It has the ability to cast a stony silence about itself which effectively freezes in time all those caught within its range. Some can shrug this off and perhaps you are one of them. As you feel the penetrating magic attack you, you must decide if you wish to run (**go to 669**) or screw up all your inner strength to throw off the yolk of silence (**go to 679**).

640. His MR is 250 (the APs you get for eliminating him). If you fail to kill him in 2 rounds, prison guards will be quick to seize and secure you. You should **go to 650** if you are successful in your assassination attempt **but to 680** if you are captured.

641. You turn to see an emaciated humanoid with straggly hair, long nails and grey-green skin. It could be a goblin but one with rather more human ancestry than most.

Caves of Nerja

It screams and attacks you, yelling "*Mine, mine! Nasty maggot leave Gaggol's box hid where we hids it! Go back to nasty home and leave Gaggol alone!*" If you want to defend yourself, **go to 651**. If you want to strike to kill, **go to 661**.

642. You have been bamboozled by a fiend with almost incomprehensible WIZ. What you think is ip is down, what you think is opportunity is death. The guardian rattles its vampiric rods at you and you are lost. **Go to 672**.

643. The monster requires 2d6 in blood (ie CON loss to you) in exchange for access to its secret. It should not bargain like this but it is greedy, hungry and weary. If you accept, **go to 613** to see what it has protected down the dark days of its tenure. If you refuse, **go to 633** to discover its response.

644. Your magic is strong enough to quell the appetite for evil that dominates the mind of the fiend that resides here. It shrinks back into the black abyss. You are now free to explore. **Go to 694** and you will discover would you find back there in the gloom...

645. This guardian of the dark has kept a close watch for countless years over a piece of marble with a small dagger set into. Only the hilt protrudes. As you survey the scene, you realise that you are not going to be disturbed here. Either you slew the monster or by passing it, you made it redundant. Of course you want to pull the dagger out! However, it will take a L3 SR on STR to get the job done. If you can achieve it, **go to 609**. If you can't pull for toffee, **return to X** or **go on to 30**.

Caves of Nerja

646. The trial begins with much bluster on the part of the prosecutor, met with a series of shrill snorts by the incredulous judge. Then someone points out that there is a juror missing. Make a L1 SR on LK and record the result. **Now go to 636.**

647. A sucking phenomenon begins instantly, affixing you to the bone structure. Then everything goes hallucinogenic. Make a L3 SR on the average of your WIZ and CHR. If you make it, **go to 617.** If you fail, **go to 627.**

648. The enchanted light bathes you in its potency as you surrender to its possibilities. For one moment, you feel your mind slipping away and breathing becomes impossible. Your heart slows to an imperceptible beat. Then life streaks along your neural pathways and your heart almost bursts with vigour. All your CON is restored and more! You receive a boost of 1d6 to each of STR, WIZ, CON and CHR. **Take 300 APs and go back to II or RR** and choose a new course.

649. You have failed to escape the clutches of this dastardly fiend and are caught within its sphere of influence. It has the ability to cast a stony silence about itself which effectively freezes in time all those caught within its range. Because you are now close, the possibility of getting out of this trap is remote. Unless you can make a L4 SR on WIZ, you are a helpless fly in the web of silence shrouding you. If you make it, **go to 659.** If you cannot summon up the khremm, **go to 490.**

650. Without a judge there can be no trial. Since no one else here is able to organise the unendingly popular piss up in a brewery it is easy for you to slip away from this madhouse. **Go to LL.**

Caves of Nerja

651. Seeing that you are far too powerful to be beaten in combat, Gaggol leaps aside and smiles at you, rotten teeth showing over swollen gums. *"Leave box and Gaggol gives nice ring to big buddy. You take ring? It has magic, nice, good magic..."* If you take the ring, **go to 671**. If you refuse, **go to 681**.

652. You suddenly understand that the fiend ahead is casting a confusion spell upon you and that what you see as reality is false. Things have been turned on their head! You have a chance to get away now if you can make a L2 SR on the average of STR and SPD (**go to either HH or KK**). If you fail, **go to 672**.

653. Go to 643 but note that what the monster requires of you is half what is stated there because of your persuasive silver tongue.

654. Something has worked in your favour whatever it was. Best not to ponder too hard for there are dangers here still and you should be wary. However, with nothing threatening you right now, you are able to probe into the dark to unearth the secret of this subterranean void. **Go to 694**.

655. There is a brief moment of impasse then the monster speaks with you telepathically. *"You want what I keep safe, little flesh-thing? Give me blood and I will allow you to take my treasure? What do you say?"* If you want to be a blood donor, **go to 685**. If you prefer to keep your blood in your veins, you must **return to 29** and take another option.

656. You find the rock judge fast asleep in a lazyboy armchair, mouth open, drooling and snoring.

Caves of Nerja



There is an empty bottle of turps lying on its side next to him. His judicial wig and gavel are on a desk by his left hand. If you want to take them both and assume the role yourself, **go to 620**. If you want to wake him up, **go to 630**. If you prefer to hit him while he's out and end his career permanently, **go to 640**.

657. As wreak destruction on the bone machine, the ceiling begins to creak, a clear sign of an impending cave-in. You need to get out of here pronto or you will be buried beneath several tonnes of rock forever.

Return to either GG or QQ and take 200 APs if you can make a L2 SR on the average of your STR and SPD. **Go to 490** if this is beyond you...

Caves of Nerja

658. These dark horrors are able to remain mass-less for most of them, making them invulnerable to physical attacks. They can phase just enough of themselves into bodily reality on this plane to cause grievous harm to others though. Just one of them could kill an elephant by passing through its brain and partially solidifying. There are countless shades swarming about you know. They can be affected by spells but what might save you from creatures that need not see, are not bound by gravity and who can even bypass *Protective Pentagrams*? They can be scared off by khremm though. If you can mount a show of inner magical strength, these craven fiends will depart in search of easier meat. Roll d6 and multiply this by the total of your STR and WIZ. If you generate a khremmatic bluster of more than 100, you freak them out so much they scatter to the four winds. You can **take 200 APs** and **go on to 668**. If your show bravado was not so impressive, **go to 490**.

659. One way or another, the rock fiend is no longer something you have to worry about. With it destroyed or neutralised you can seek out its secrets. You need either the *Oh There It Is* spell or a L3 SR on LK to ferret out what it has hidden. If you manage to unearth the concealed item, **go to 689**. If not, **go on to DD**.

660. The judge flips his wig and summons enough guards to overpower and detain you. They march you very roughly (take 1d6 damage from this heavy-handed approach to justice) to the dock for trial. **Go to 636**.

661. The creature moves incredibly fast. You need to make a L5 SR on SPD to hit him. If you do so, **go to 691**. If you fail, **go to 681**.

Caves of Nerja

662. Fortune does not always favour the bold. This time you have bitten off much, much more than you can chew, as the look of evil delight on the monster's face shows all too well. **Go to 672.**

663. The little stretch of wet sand shows both tracks from webbed feet and a scooped hollow where a small creature might sleep. Next to the hollow is a dark object showing through the sand. With a little scraping, you see that it is a metal box with a lock. As you hold the small box you hear a hiss of rage behind you. **Go to 641.**

664. The giant skeleton speaks to you telepathically. *"I am Megerhin and I guard this secret and magical place from mortal interference. However, you speak eloquently and you have earned the right to receive the gift that my bone machine may grant. Step forward and give thanks."* If you prefer not to trust this offer, **return to either GG or QQ.** If you dare to accept, **go to 694** (and you may regard Megerhin as having been seen off).

665. This rock creature has a special ability – the power to turn the blood of the living to stone. This is exactly what it does to you now and you are instantly immobilised, no more able to bat an eyelid than mountain is to dance the can-can. Move, you can't-can't. The frustration for your captor is that it cannot get to your blood now and that is what it urgently wants. Eventually, it will release you, gambling that you will not be able to zip into action before it can siphon of your blood. It is normally correct in this guess. To surge back into ready mode, you need to make L1 SRs on all 8 attributes.

Caves of Nerja

If you can manage this, you will be able to flee (**return to X or go on to 30**). If not, you are drained just as ably as a vampire plumber could do (**go to 490**). **You can have 200 APs** if you survive this test.

666. The usher rushes forward and screams at you for being ahead of schedule. He gets several burly prison guards to give you a bit of bother and secure you until the judge is ready. Take 2d6 damage and **go to 636** (unless the guards kill you, in which case **go to 490**).

667. The door is locked. It will take either a *Knock-Knock* spell or lock picks to open it (a L2 SR on a talent or on DEX). If you can open the door, **go to 677**. If not, **return to DD**.

668. You can no discover an alcove with golden trails of sparkling light failing ceaselessly from the top to the bottom. There is a magical force here that no one could fail to recognise. You could decide enough is enough (**go back to II or RR** and choose a new course) or you could step into the golden shower of light particles and see what fate has in store for you (**go to 648**).

669. You cannot outrun this. The magic acts far too fast. The monster chuckles noiselessly and descends upon you with hideous delight. **Go to 490**.

670. There is no shying away from this moment of truth. If you failed the SR, you are led away to a very high rock used for the purposes of hanging until death (**go to 490**). If you were successful, the judge and jury gulp and agree you are not guilty and sentence themselves to 2 years soft labour (not at all nice for these creatures). You can **take 200 APs** and **go to LL**.

Caves of Nerja

671. Gaggol takes the ring off his finger and slips it on to your little finger on your left hand. Then he jumps back into the water and disappears. The ring does not seem to do anything (and resists *Omnipotent Eye* spells). If you take his box, **go to 608**. If you are going to leave the box, you can follow a narrow passageway you now see at the back of the cave (**go to II**).

672. The Stone Collector laughs in a shrill falsetto and shakes the twin rods it carries bearing the 1" figures encompassing every common kindred on Trollworld. The replica corresponding to you pulses wickedly and then you are reduced to nothing more than a frozen stone action figure on the alcove behind it. Your khremm is added to the store possessed by the drear creatures inhabiting the Caves of Nerja. **Go to 490**.

673. What is a Pebble Dash? It is a stone creature capable of moving faster than the eye can follow. Its attack is nasty rather than titanic. It likes to kick up loose rocks at enemies. Its CON is just 10 but it never takes more than one hit in any round of action because it goes into hyperdrive when hurt. You need to make a L3 SR on SPD to hit it at all and you need to make a L2 SR on DEX not to be hit by rocks it kicks. These rocks only generate 1d6 hits themselves and probably won't penetrate your armour except... spite damage! Any 6 rolled causes you to lose one point of CON. **You can have all the APs you gather from saving rolls for defeating the Pebble Dash.** If you die, **go to 490**. If you win out, you can **return to RR** and make another selection.

674. You may **proceed to 694** (and the giant skeleton will not bother or menace you now).

Caves of Nerja

675. The stone creature giggles nervously – it is not a pleasant sound but at least you know that it is terrorised by you and not vice versa. You can see wet tracks of melted rock tears streaming from its piggy eyes. It promises not to hinder you as you purloin its lair and trickles into a fissure, disappearing from view. **You can take 200 APs and go to 645.**



676. The judge gratefully accepts and promises to be lenient if you are found guilty. He applies the make-up with great gusto. “*You don’t have the right bone structure for it anyway,*” he observes critically. **Go to 636** for trial. If you are convicted, you may remind the judge of his promise.

677. Behind the door is a small closet. It has a box about 2’ by 2’ by 2’ on a shelf level with your chest. The box bears the words, “The risk is yours to take, your life is yours to break”. You could ignore the box and **return to DD** or you could open the box (**go to 687**).

678. You either snuck past the skeleton without awakening it or you rushed in with such conviction that you would have made an angry dragon think better than to take you on.

Caves of Nerja

Make no mistake, the skeleton is there and a giant to boot. As you take in your surroundings, you note two particular features of this Hadean place: there are some 30 skeletons stationed upright another 30' on, all human in stature, and – more ominous still – there are a number of bone-white, hollow tubes extending from the cave roof more than 50' above your head. You have options before you: you could exit this place rapidly (**return to either GG or QQ**); you could attack the giant skeleton (**go to 684**); you could investigate the bone tubes (**go to 694**).

679. You at least have a chance of survival. You need to make a L2 SR on WIZ to avoid this peril. If you succeed, **go to 659**. If you fail, **go to 669**.

680. The judge dons his favourite piece of apparel – a black cap. The death sentence is solemnly pronounced... and then he makes you an offer. If you can pay here and now a bribe of 3,000 gold pieces or their readily reasonable equivalent, you will receive his cast-iron pardon (in which case, **take 200 APs and go to LL**). If you are not so well off, don't worry – you can't take it with you when you go anyway (**go to 490** and do not pass Go). Oh yes! If you are able to remind the judge that he agreed to be lenient, you should do so know and the death sentence will be suspended, the courtroom will explode in righteous wrath at this travesty of justice and you will be able to **escape to LL** while the rock monsters riot amongst themselves and with the prisoner in cell block #9.

681. Gaggol shrugs. “*Your loss, loser! Gaggol gave you your chance...*” With that he is gone, jumping back into the water and disappearing from sight.

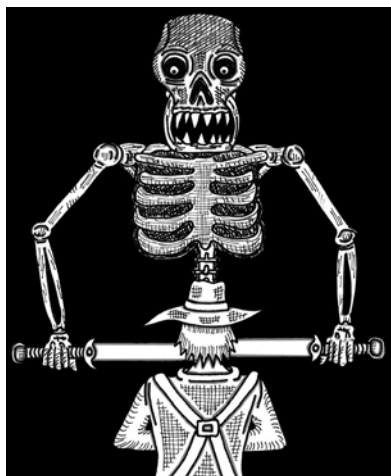
Caves of Nerja

If you take his box, **go to 608**. If you are going to leave the box, you can follow a narrow passageway you now see at the back of the cave (**go to 11**).

682. You find yourself at the door to courtroom. At your appearance a rock creature commands you to take your place amidst eleven other rock beings in the jury. The usher announces the trial about to commence, naming you as the accused! The dock is empty as is the bench but that soon changes when the farcically made-up monster reappears and takes its place as judge. **Go to 636**.

683. No matter what damage you generated, only one tenth (you can round up!) actually causes injury. This creature has special means of safeguarding itself. **Go to 673**.

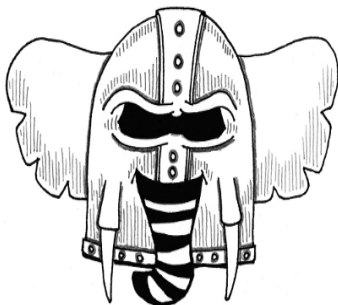
684. Megerhin has **MR350** (and is **worth 350 APs** should you defeat him). If you do beat this colossus of the Caves, **go to 694**. If Mgerhin slays you, **go to 490**.



Caves of Nerja

685. Emitting an unearthly squeal of delight, the creature sets about drinking your blood with gusto. How much will it take? No less than 1d6 to a maximum of 6d6. You can limit the blood loss with a SR on either LK or CHR, your choice. The level you make determines the reduction from 6 to the minimum of 1. If you are bloodless by the time its thirst is slaked, **go to 490**. If you survive, **go back to X** or **on to 30**.

686. Make a SR on CHR and subtract the level made from 5. This will indicate the number of d6 you must roll for blood loss with 1 being the minimum. The judge gargles you blood down greedily, slurping and frothing somewhat. He promises to be lenient if you are found guilty. He applies the make-up with great gusto. "*That was rather a fine vintage,*" he observes critically. "*Just a hint of raspberry and very full bodied.*" **Go to 636** for trial. If you are convicted, you may remind the judge of his promise.



687. The box contains a stone elephant's head. The trunk has surprising flexibility. It exudes the aura of magic. It is bulky and heavy to carry but when you look, you see it is actually a helmet. You could leave it here and **return to DD** or you could put it on (**go to 697**).

Caves of Nerja

688. Your attempt at stealth has proven to be – frankly! – amateurishly pathetic! The giant skeleton that resides here reaches out a huge, claw of a hand to crush the life out of you or worse. You need to react fast if you are not to become prey to its evil intentions. If you can make a L2 SR on SPD you can hurl yourself backwards to safety (**return to either GG or QQ**) otherwise you find a combination of immense strength and awesome magical might renders you as helpless as a rag doll in the grip of the colossus (**go to 607**).

689. You find an invisible box. With magic you will have been able to see it but if you had to rely on groping hands you can still feel how to unlock it. There is no deadly trap. Being invisible down here with such a guardian was considered sufficient protection. Inside the box you discover a silver coffin no bigger than your middle finger. It reeks of magic but no *Omnipotent Eye* spell will reveal the enchantment. It seems to do nothing and is empty. Presumably you take it anyway. **Go to DD and take 100 APs.**

690. The gharg has long been the Caves' executioner. There are times when the judicial system requires the termination of a rock monster's membership of Club Nerja and this is much more severe than mere blackballing. Your goose is cooked unless... You either have something to get you out of the frying pan such as a *Blow Me To* spell or you can prevail upon the watching Wizard God audience to bail you out to extend their entertainment a while longer (you need a L5 SR on WIZ for this). If you die, **go to 490**; if you perform a Houdini escape, **go to MM**.

Caves of Nerja

691. It is hard to tell how much damage you have done to Gaggol because he shrinks away from your blow like lightning, screaming abuse. With that he is gone, falling back into the water and disappearing from sight. If you take his box from the sandy beach, **go to 608**. If you are going to leave the box, you can follow a narrow passageway you now see at the back of the cave (**go to 11**).

692. Without any civil niceties whatsoever, the creature drags you through a door into what is clearly a courtroom. It hands you over to the usher and takes its place at the bench as judge. The usher, another sizable stone monster, leads you to the dock where you stand as the accused. There are more rock fiends off to one side, the jury. There are just eleven of them, not twelve. With a bang of a heavy granite gavel, the judge begins the trial. **Go to 646**.

693. You may be able to save yourself from drowning but can you fight off the rock eel aiming to snack on you? Its **MR is 50** (5d6 +25) against water creatures but gets double against a foe not able to breathe in water and a natural swimmer. **You can have 100 APs** if you defeat it. **Go to 490** if you are fish food or **to 663** if you are victorious and make it to the small beach and cave up ahead.

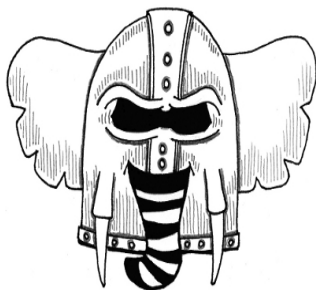
694. An array of hollow bone tubes stretches down from the high ceiling. If you walk under them, **go to 647**. If you want to smash them, **go to 657**. If you wish to go back to the passage that brought you here, **go to either GG or QQ** if you have seen off the giant skeleton but **to 698** if you have not.

Caves of Nerja

695. The rock monster takes your offering and will consider its merits while you are submissive and still before it. How much will it like what you gift? Make a L3 SR on LK. If you fail, **go to 685**. If you succeed, it will repay you by standing aside - **go to 645**.

696. You need to make a L2 SR on the average of INT and SPD to take him by surprise **but to 660** if you are unable to gain the advantage. If you do, you get a free strike. **His MR is 250 (the APs you get for eliminating him)**. If you fail to kill him in 2 rounds, prison guards will be quick to seize and secure you. You should **go to 650** if you are successful in your assassination attempt **but to 680** to if you are captured.

697. The trunk helmet does not take easily to new owners. It shudders and then crackles with a fiery electrical discharge. Make a L2 SR on CON – **go to 490** if you fail. If you succeed, the powers of the Tuskas Helm open up in your mind like a flower. Apart from making the head of the wearer immune to anything short of a *Hell Bomb Bursts*, it has very handy abilities. The trunk can be used as an extra hand and can also fire *Take That You*



Fiends with force equal to your INT once per hour with no WIZ cost. The ears provide you with superb hearing (for the purposes of saving rolls, they have CON 50) so you should be able to overhear distant conversation and attempts to sneak up on you. Finally, the Tuskas Helm fits itself snugly to the head of its owner. Take your prize and **go to DD**.

Caves of Nerja

698. You have done quite enough to bring the dire attention of Megerhin, the giant skeleton tasked with manning this dark outpost of evil. Megerhin has **MR350** (and is **worth 350 APs** should you defeat him). You can engage the giant in battle or you can surrender, since he mentally informs you that this he will accept (if you yield, **go to 607**). You can try to run back whence you came – **go to 637**. If you do beat this colossus of the Caves, **go to 694**.

699. The hardhearted (and hard bodied) monster does not mince its words. *"You are my slave now."* It gloats telepathically. *"I will keep you alive down here, enthralled as you are, and you can be my personal masseur (or masseuse). I think I shall enjoy having your dainty little hands fondle my nooks and crannies!"* And there you have it – a lifetime of servitude. But wait! I do agree there must be a chance of escape. What we'll do is say that if you ever have a visitor to your house (a visitor, mind, not someone who lives there) whose name begins with 'R' then you get a chance at a L4 SR on LK. Make it and Rocky Horror screws up. Home you go! **You can even have 500 APs** if you regain your freedom!

700. The creature that resides in the small cave here is most similar to a lizardman, big and muscular with stone skin that serves as armour without losing flexibility. Kupidan has a **MR of 400 (the APs you can take if you slay him)**. His hide gives him 50 points of protection against missile weapons. He stands upon a crystal pedestal. If you destroyed him, **go to 726**. If he lives, you must might as he leaps from the plinth. If you reduce his MR to 200 or less and he still lives, **go to 716**. If your CON is reduced to 10 or less, **go to 736**. If you die, **go to 490**.

Caves of Nerja

701. You leave Cupidan no choice but to fight on. Knowing he is beaten, he resorts to kamikazee tactics, biting his own tongue so hard he severs it. Instead of blood fountaining forth, a ticking sound begins. He smiles wily and his voice sounds in your mind. "You have 10 minutes to get far enough away from this place to avoid the mountain of rock that will bury me and my secret. Run, fleshling, run!" You must make haste! If you can make a L2 SR on the average of STR and SPD you will be swift enough and if you can make a L1 SR on DEX you will be nimble enough at top speed to avoid stumbling. If you fail either SR, sayonara – **go to 490**. If you make them both, you are out of range when the big bang resounds and the rocks come crashing down – **go to NN**.

702. You may take **300 APs** for your audacity. Where you go to know is a matter between throne and dice: roll 1d6 and all shall be revealed...

1. You are **sent to H**.
2. You are **sent to Q**.
3. You are **sent to X**.
4. You are sent home.
5. You are sent to the peculiar planet of the Waginians, a damp, hot world which you will have to GM your way through.
6. You are transported the planet Kirk where nothing works by logic, only by luck, and where rules are to be broken if you are to win rewards (more GMing for you).

703. "You cannot go forth into the unknown riddled with doubts," the troll intones gravely. "You must go home." With that, she claps her hands together thunderously and you are transported mentally and physically back to your home. Your adventure ends here, so close to the climax.

Caves of Nerja

You may take **500 APs** for getting this far. In addition, you find that the troll, Khaghantha the Khremmator, has given you two parting gifts. Firstly, you are immune to damage arising from the four elements – fire, water, earth and air. Secondly, your WIZ has been doubled. Go forth and do great deeds!

704. The shield explodes on contact – whether by you or as the monster attacks. At any rate, if you can make a L10 SR on CON, you will be able to withstand the great discharge of energy it emits as it shatters. This also means the monster is caught up in the detonation and loses any advantage it might have had over you. If the explosion kills you, **go to 490**. Now you must fight – **go to 742**.

705. You may have got past the gharg but are you ready to face down the balrukh it serves? You can try to get past the gharg again (**go to 725**) or approach the raging demon of the magma-filled depths (**go to 735**).

706. A close call! And now your options are to are to fire a shot yourself (**go to 756**), to leap in with weapons flashing (**go to 708**) or to try magic (**go to 718**).

707. If you managed a L5 or better SR, you resist the mind seeking to dominate you. You may **return to 41** and take another option or just **get away from this place via BB**. If the thoughts of the intruder wrestled control from/of you, you must **go to 742** and note that the creature is at a 50% advantage in the first round of the coming fight.

Caves of Nerja

708. Cupidan has **MR400** and **you will receive 400 APs** if you slay him. He gets 41d6 plus 200. If you reduce his MR to 200 or less and he still lives, **go to 716**. If you defeat him, **go to 726**. If your CON is reduced to 10 or less, **go to 736**. If you die, **go to 490**.



709. There are no door guards here but there is an escaped criminal. Rocky Racoon was kicked out of his sleazy cavern several years back and now loiters at the back door, hoping for another drink at the Last Chance Saloon. Maybe you're his ticket back on to the gravy train. Rocky dead drops from the ceiling when you pass underneath. Did you hear him? Can you spin out of the way? Make L2 SRs on CON and SPD and **go to 765**.

Caves of Nerja

710. You are grabbed by immensely strong hands and bodily hauled away from your hiding place to a small cavern. Glowstones light up the cave you have been dumped in. It is not big and it is dominated by a crystal pedestal. The rock creature that usually occupies this place, has slung its bow and stands ready to fight you. Cupidan has **MR400** and **you will receive 400 APs** if you slay him. He gets 41d6 plus 200. If you reduce his MR to 200 or less and he still lives, **go to 716**. If you defeat him, **go to 726**. If your CON is reduced to 10 or less, **go to 736**. If you die, **go to 490**.

711. As you place the box with the skeleton into the recess made for it, magic floods through your body and your mind is transported to another dimension. Nothing seems real, everything is colourless, odourless – drab beyond lack of imagination. **Go to 741**.

712. The creature guards great treasure. You can see a king's ransom in gems on a golden platter underneath a glass dome with a silver knob on the top. It would be hard to think the value is beyond the 20,000 GP mark – and they are easily transportable. You have a number of choices: 1) lift the dome and scoop up the jewels – **go to 727** 2) smash the dome and upload the valuables – **go to 737** 3) decide the whole thing must be a trap and go on to pastures new – **go to 00**.

713. “Very finely done,” she tells you with benign goodwill. “Please use the ointment and wear the ring on your middle finger of your trusted hand.” There is no reason for you to refuse. Once done, the troll informs you that she has given you three gifts. Firstly, you are immune to damage arising from the four elements – fire, water, earth and air. Secondly, your WIZ has been doubled.

Caves of Nerja

Thirdly, you have been granted the power of telepathy, able to utilise both language and pictures. In addition, the ring grants you the power of invisibility and flight while the ointment gives your hands the ability to turn rock to flesh and flesh to rock. "Please use your abilities well," Khaghanntha implores you. "There are many opportunities to do good in the world and you have been earmarked for greatness by the watching Powers of this world." Then she claps her great hands and you are transported bodily and mentally to another place in the Caves. **You may take 1,000 APs. Go to NN.**

714. You have proved yourself too adroit or too swift for these nasty creatures. You are safe! You notice that they have golden tags on their ears, studded with pearls. There are 24 monster heads so 48 treasury tags. You need to make a L2 SR on either DEX or SPD to grab a tag – each one is worth 200 GPs and they are very light. If you don't want to risk snatching any, you can **return to OO**. If you do, you must **go to 747** if you fail on any attempt (you can then come back here and try again or retreat).

715. As the gharg collapses into death, its form fizzes and contracts, leaving only a tiny, fist-sized replica, one half ivory, the other ebony. It has the aura of powerful magic but is beyond the scope of an *Omnipotent Eye* spell. Take it – you have earned it. **Now go on via MM.**

716. Cupidan speaks within your head, offering you truce. If you accept, **go to 746**. If you decline this pact, **go to 701**.

717. The brute drinks 12d6 CON worth of blood and then discards you like an unloved rag doll.

Caves of Nerja

Go back to 41 to make another choice or just **get away via BB**. You can **take 200 APs** if you live through this (but **go to 490** if you die from blood loss).

718. His WIZ resistance is 400. Once you have cast your spell, you may well be in a fight. To get the chance for another spell you need to make L2 SRs on both DEX and SPD. To fire a missile those SRs are set at L3. Cupidan's **MR is 400** and **you will receive 400 APs** if you slay him. He gets 41d6 plus 200 and his skin takes 50 hits against missiles. If you reduce his MR to 200 or less and he still lives, **go to 716**. If you defeat him, **go to 726**. If your CON is reduced to 10 or less, **go to 736**. If you die, **go to 490**.

719. The creature chasing your tail is fast and desperate – not a good combination from your point of view. If you can make a L4 SR on the average of STR and SPD you skidaddle outta danger – **go to PP**. If not, the varmint leaps upon you shrieking like a hellcat on heat – **go to 767**.

720. The blood price is high – 15d6 CON loss. If you are willing to pay this, **go to 738**. If you refuse, **go to 748**.

721. The behemoth places you on his crystal pedestal. "Hah! Let's see if you enjoy what I have had to endure these endless years. Let's see if you can satisfy the masters of the Caves!" His voice is like a percussion orchestra in your head. He twists an invisible knob at the back of the crystal plinth with grim concentration. "There! Now I shall take away all hope, all chance of salvation, just as they did to me." **Go to 731**.

Caves of Nerja

722. You fouled up and have just done the equivalent of announcing yourself with a trumpet blast to the resident rock monster. **Go to 742** and prepare for a fight...

723. "You cannot reach the end without having the Power of Stone," the troll intones gravely. "You must go home." With that, she claps her hands together thunderously and you are transported mentally and physically back to your home. Your adventure ends here, so close to the climax. You may take **750 APs** for getting this far. In addition, you find that the troll, Khaghanntha the Khremmator, has given you three parting gifts. Firstly, you are immune to damage arising from the four elements – fire, water, earth and air. Secondly, your WIZ has been doubled. Thirdly, you have been granted the power of telepathy, able to utilise both language and pictures. Go forth and do great deeds!

724. If you made a L6 SR on CHR, you charm the heads into a soporific stupor. You can **go to 714** to harvest the rewards of your rhetoric. If you did not do that good a job, you must **go back to 42** and take another action.

725. You need to make L2 SRs on both DEX and SPD. If you fail, the gharg falls upon you with malice – **go to 690**. If you make the SRs, you can either **return to LL** or **go further in to the Caves via MM**.

726. That earned you **400 APs**. Now you are free to study this chamber. The only thing of interest is a small recess in the back of the crystal pedestal. It is rectangular and just one special box fits into it, snugly and properly, made to trigger the enchantment of the crystal.

Caves of Nerja

If you have a silver coffin about the length of your middle finger, you will find that it fits perfectly – **go to 711**. If you do not possess this, **you may return to MM**.

727. The silver knob is rigged to stick to any hand that grasps it. To pull it free, you need a L5 SR on STR. If you manage that, you still need to face the rock monster and you may find it is upon you before you can get your hands in a position to fight back – **go to 367**. If you try to smash the dome, **go to 704**, as you do if you just fight using the dome as a shield.

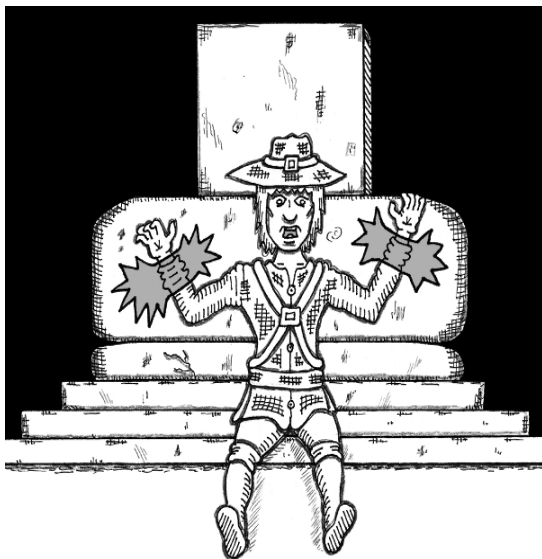
728. With telepathy rather than lips, Cupidan introduces himself and informs you that he sees you as his ticket to flesh and blood freedom. “I grow weary of this world and wish to enjoy yours. I do not want to go there as a monster or a freak and so we shall begin the process of body swapping.” With that, he places your still woozy form upon the crystal pedestal and whistles one shrill note. **Go to 731**.

729. You have been snuck up upon and run down by Caves bandit Rocky Raccoon. Rocky is an outlaw unable to escape the gravity of the Cavfes but no longer accepted as a member of the underground mafia. He pins his hopes of redemption on capturing a felon who has eluded the clutches of all the other denizens of darkness. Typically fluid despite his stony exterior, Rocky fights with tooth and nail and sees red easily. His **MR is 200** *but he rolls all odd numbers again* when fighting giving him potentially rather more than his 21d6 plus 100. His skin takes 20 hits too. He is sharp in his movements and if you want to beat him to the punch and get a 50% bonus to your attack, you will need a L5 SR on DEX or L4 on SPD.

Caves of Nerja

However, if you try such a tactic and fail, Rocky gets 50% bonus hits instead of you. **You get 300 APs** for defeating Rocky Raccoon. **Go to PP** if you are the victor but **to 490** if you are vanquished.

730. Your offer is rejected. You know this when you hear a 'twang' – the sound of a bow string being released. **Go to 754.**



731. The enchantment activated, you find yourself fixed to the plinth, unable to move or cast magic. You watch as Cupidan dusts his hands with a chalky powder and then adds a dollop of a greasy red paste before smearing his hands together, ending with a meaty clap. Satisfied, he applies his hands to your head and begins an overtone chant that drones on and on and on...

Caves of Nerja

You get a chance to resist this process but if you fail, you are lost in the Cave world. If you do withstand this clinical attempt to wipe out your personality, **you gain 500 APs** and may **go to 726 without receiving the APs** mentioned there. How can you save yourself? Roll 2d6: you need a double six! The odds are certainly stacked against you but just so long as you can make a L1 SR on CHR you will retain your sense of identity. If you can get the 6/6 result before $\frac{1}{2}$ (or 2/1), you throw off the shackles, overturn the yolk and Cupidan will be forced to his position on the pedestal. *Bon chance!*

732. The rock monster can warp time and space when threatened in this way. What that means is that your attack very quickly ends up with you on the receiving end. If you were lucky, it missed you. If not, you must take the consequences. If you cannot survive the hits you generated, go to 490. If you ducked or took the punishment and stayed standing, **go to 742** for battle (if you were wounded and can make a L3 SR on your current CON you will not be at any disadvantage).

733. If you made L2 or better, your ankle will slow you down but no worse. If you are called upon to make a SR based on leg work (probably DEX or SPD), you must re-roll 6s again – this lasts until you get healed or you rest up for two days. You can **go to H** now. If you did worse than L2, **go to 743**.

734. Now you see it – set upon a pedestal in a small cave suddenly lit by glowstones, you see an archer. The creature is most like a lizardman, large and muscular. Despite its skin of stone, it is able to flex those muscles and has drawn a bead on you. Without any hint of mercy, it releases the stone shaft with a malicious grin.

Caves of Nerja

Make a L4 SR on LK. If you succeed, the arrow merely grazes your arm (take 1d6 damage) and **go to 706**. If you fail, the arrow flies true – **go to 754**.

735. The balrukh is gargantuan. Its power should be beyond the mortal ken. Its **MR is 5,000** and so it gets 501 d6 plus 2500. Its attributes are each one eighth of 5000 for saving roll purposes. If you are able to defeat it by some Trollgod-only knows means, **you get your 5,000 APs** but the watching wizard-gods teleport you home – the show is over. If you get squished like a bug, **go to 490**.

736. Cupidan knocks you unconscious rather than end your life. Mercy or is there something less welcome than death in store for you? **Go to 721**.

737. As you hit the dome, you feel a pulse of vicious energy explode about you. Make a L10 SR on CON. If you fail, go to 490. If you make it, you are not yet able to take the gems because you must fight the rock monster. **Go to 367** for this.

738. Since you have paid the contract price, you are free to explore without interference as Cupidan is obliged to return to his pedestal. **Go to 726**.

739. You find you have developed a new talent, either sneaking or running away, depending on how you just got here. Roll 1d6 to find the amount to add to the relevant attribute with the minimum boost being 3. You are on the home run now! **Go to PP**.

740. A voice sounds within the echoes of your mind, bidding you go forward. When you do, you find a small cave lit by glowstones. In the centre, a stone-skinned lizardman-looka-like stands on a crystal plinth.

Caves of Nerja

It is large and brawny and has a bow on its back. The voice speaks once more, reassuring you that it means you know harm and that you are free to explore. **Go to 758.**

741. Out of the void a bronze troll lurches towards you. There is a puzzled look on her frowning face and she stretches out a hand towards you. "Give me all your uncertainties, mortal," she commands. If you have a bronze question mark to hand over to the troll, do so and **go to 751**. If you do not possess this, **go to 703**.

742. This rock monster has arms that could crush an elephant and legs that could kick a fair-sized mantichore through a set of goal posts. **Its MR is 300**. If you failed a LK SR you may have been asked to make (or any other type of botched saving roll), it has you at a distinct disadvantage and gets a 50% bonus to its attack on the first round. **You get 300 APs** if you win through. **Go to 490** if you are liquidated. If you win, **go to 757** if you already have discovered what it keeps here or **to 712** if you are still in the dark (but note you will not have to fight the fiend a second time.)

743. If you made L1, your ankle is very sore. If you are called upon to make a SR based on leg work (probably DEX or SPD), you must re-roll 5s and 6s again – this lasts until you get healed or you rest up for two days. You can **go to H** now. If you did worse than L1, **go to 753**.

744. You either work out that the lay of the land spells out a trap ahead or luck looks after you. Whichever, you are able to shelter against an outcrop of rock just as a figure fires an arrow at you out of the gloom ahead. It clatters with loud futility against the wall, gouging out chunks of rock.

Caves of Nerja

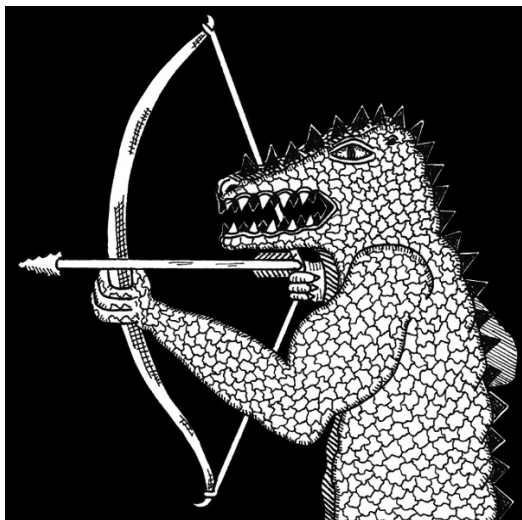
As soon as the arrow strikes stone, glowstones illuminate a small cave with a stone being standing upon a pedestal carved from crystal. It is like a lizardman, big and powerful with a stony hide that must be as good as armour. Your choices are to fire a shot yourself (**go to 756**), to leap in with weapons flashing (**go to 708**) or to try magic (**go to 718**).

745. The lurker has guarded a teleporter for centuries. It consists of a throne carved into the rock covered with dazzling shards of khremmstone. As you look at it, the stones explode with light, knowing that the throne may soon be occupied once again. In your head, you hear the lurker laugh disdainfully as it shows you pictures of the possibilities. The possible destinations are fixed and it shows you other parts of the Caves as well as the outer world. You see your home but you also see strange, alien worlds populated by strange, alien beings. The lurker dares you to sit upon the throne and declares its intention to kill you if you do not. If you decide to fight your way past it, **go to 351** and then **back to KK** if you win (**to 490 if you lose**). If you elect to place your posterior for posterity upon the throne, **go to 702**.

746. The rock monster is true to his word and climbs back onto his plinth, there to slumber until the next adventurer stumbles across his cave. **You may take the same AP reward you would have got for killing him – 400.** You are now at liberty to look about the place. The only thing of interest is a small recess in the back of the crystal pedestal. It is rectangular and just one special box fits into it, snugly and properly, made to trigger the enchantment of the crystal. If you have a silver coffin about the length of your middle finger, you will find that it fits perfectly – **go to 711**. If you do not possess this, **you may return to MM**.

Caves of Nerja

747. The question now is how many times you got bitten. Roll 2d6 (no DARO) and then make the best SR you can on LK – subtract the level of the LK SR from the dice total and that gives the answer to the number of wounding bites. Each bite does 3d6 damage but armour does protect. If you survive this (**taking 200 APs**), you can **go back to either OO or 42**. If you are eaten to death, **go to 490**.



748. Cupidan reacts with rage and speed, drawing his bow and lining you up. You need a L5 SR on SPD to avoid being struck with an arrow. If you make it, you will have to fight (**go to 708**). If you fail, **go to 754**.

749. The creature accepting your blood sacrifice is the notorious Caves bandit Rocky Racoon. Rocky will drink 2d6 DARO CON worth of blood. If you die of blood loss, **go to 490**. If you survive, Rocky even says 'thank you' before nudging you towards the exit. **Go to PP**.

Caves of Nerja

750. You might think about running but no good! You feel an invisible barrier at your back and soon it begins to move your way, forcing you towards the small cave ahead, now lit by glowstones. Go to 700 and discover what you must fight.

751. The troll nods sagely as she takes the key. "Very good. I am Khaghanntha the Khremmator and I will hold your doubts so that they trouble you not. Now give me the ring and the ointment I trust you took from the creature Gaggol." Again, she holds a hand out expectantly. If you have what she requires of you, **go to 713**. If you do not have them both, **go to 723**.

752. The creature scrambles back to check what it guards. You will learn what that it is in the next paragraph but for now you just need to see that it works artfully on a silver knob to a glass dome. It carefully twists the knob to the left. When you encounter the knob and dome, you can turn it back to the right, as a little voice in your head tells you that you should to stay safe. This will mean that the threat you will learn about has been cancelled out. **Go to 712**.

753. If you failed L1, your ankle is badly sprained. If you are called upon to make a SR based on leg work (probably DEX or SPD), you must re-roll 4s, 5s and 6s again – this lasts until you get healed or you rest up for two days. You can **go to H** now. If you rolled a critical fumble, **go to 776**.

754. What do you want first? Well, you're going to get the good news. The arrow does no more than 1d6 damage as it is enchanted to pierce armour and skin and then stop instantly so that it can discharge a particularly effective paralysis agent.

Caves of Nerja

If you can make a L20 SR on CON (**the target is $20 \times 5 + 15 = 115$**) you can resist it. Otherwise you slump to the ground, out cold (**go to 728**). If you do resist, your options are to fire a shot yourself (**go to 756**), to leap in with weapons flashing (**go to 708**) or to try magic (**go to 718**).

755. You find a throne carved artfully into the rockface. It is set with shards of khremmstone which flash with energy as you stare at them. There is no way of knowing what will happen, should you dare to sit upon this ancient seat. If you brave the unknown, **go to 702**. You have either killed or quelled the guardian lurker so you will not be prevented from making this choice – or **retreating to KK** or **pushing on further still to BB**.

756. You only need a L2 SR on DEX to hit and then the stone creature, Cupidan, will knock 50 off your damage roll for his armour-like skin. **His MR is 400, the APs you get if you defeat him.** Then you must fight unless you kill him with that shot (**go to 726** if you triumph and **to 490** if you perish).

757. When you come to sell the jewels, make a SR on the average of LK and CHR. This will determine the price. The minimum is just 15,000 but each level you make adds 5,000 – the SR determines not just if you can smooth talk the buyer but also how big the market is. **Go to OO** now.

758. The only thing of interest is a small recess in the back of the crystal pedestal. It is rectangular and just one special box fits into it, snugly and properly, made to trigger the enchantment of the crystal. If you have a silver coffin about the length of your middle finger, you will find that it fits perfectly – **go to 711**. If you do not possess this, **you may return to MM**.

Caves of Nerja

759. With a bellow of anger, the notorious Caves bandit Rocky Raccoon leaps upon you from out of the darkness. You can defend yourself if you make a L1 SR on SPD otherwise Rocky gets a free strike. **Go to 729** for combat.

760. As you rush headlong into unknown danger, glowstones light up the cave you have charged into. It is not big and it is dominated by a crystal pedestal. The rock creature that usually occupies this place, has slung its bow and jumped down to take ambush you.

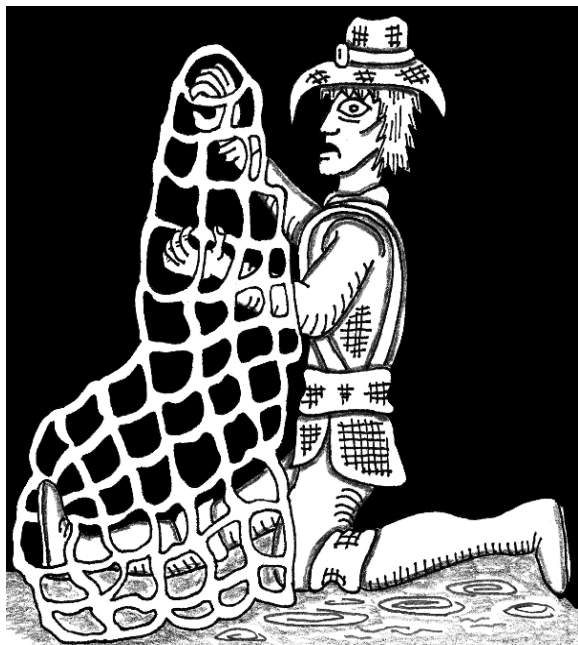
That means it gets a 50% first round bonus unless you can make a L4 SR on SPD to reduce this to just 25% or better to nullify it. Cupidan has **MR400** and **you will receive 400 APs** if you slay him. He gets 41d6 plus 200 (plus any first round bonus). If you reduce his MR to 200 or less and he still lives, **go to 716**. If you defeat him, **go to 726**. If your CON is reduced to 10 or less, **go to 736**. If you die, **go to 490**.

761. As you walk forward, a net drops over your head, its weight dragging you down and emmeshing your limbs. A stone creature steps out from the shadows and begins frisking you. Then, thinking that you might be dangerous even in the net, it bashes you on the head with a rocky fist. Make a L6 SR on CON and **go to 768**.

762. Phew! You dodged the final bullet. You can smell the roses of success growing in your garden. **Go to 772**.

763. A net drops down on you from the roof, released by an unseen foe. Make a L3 SR on SPD.

Caves of Nerja



If you fail, **go to 761** – you have been trapped in the net. If you make the SR, you avoid being completely encumbered by the net trap. Make a L3 SR on DEX and **go to 771** – if you make the SR you do not have to halve your combat total because you will have managed to keep your arms free of the net.

764. The floor separates into strands and sticks to you like some grotesque spider's trap. But that is not the worst of it! No – a cave-in has begun right above your head! A L3 SR on SPD and a L1 SR on STR will get you out of danger but failure will mean you are bombarded with heavy artillery – take 20d6 damage. If you die here, **go to 490**. Otherwise, **go to 762**.

Caves of Nerja

765. If you made both SRs, you were alert enough and able enough to avoid being surprised. If not, you must take 50% extra hits from your unseen foe in the first round of fighting. **Go to 729** (you cannot try a stunt in the first round).

766. Salvation beckons! You can almost hear your name being read out on the Trollworld List of Delving Greats. **Go to 772.**

767. With your back turned, you are in trouble! Your opponent gets an extra 50% hits in the first round and you cannot attempt a stunt. **Go to 729.**

768. If you failed the SR, you were knocked unconscious and all your belongings purloined. You may now **go to PP**. If you made the SR, you managed to avoid losing consciousness. You may either submit to being robbed of all your possessions, weapons included, and **go to PP** or you can try to resist. If this is what you choose, **go to 775.**

769. Make a L3 SR on the average of your STR and SPD to outpace the creature wanting your blood. If you make it, **go to PP**, towards freedom. If you fail, **go to 759.**

770. Of course, you can factor in the effects of your spell if you cast in successfully. However, you will also have to factor in this – a cave-in has begun right above your head! A L3 SR on SPD will get you out of danger but failure will mean you are bombarded with heavy artillery – take 20d6 damage. If you die here, **go to 490.** Otherwise, **go to 762.**

Caves of Nerja

771. You have a chance to fight your attacker off but without the luxury of the time to cast a spell. Your opponet has a **MR of 200** and your combat total is halved because you are in the net. If you win the first round, the rock monster will flee and you can **take 200 APs**. If your CON is reduced to 10 or less, **go to 768** and follow the instructions for failing the saving roll. If you die, **go to 490**. If you drive your assailant off, **go to PP**.

772. Out into the light of day and the warmth of the sun, leaving behind the baleful rock monsters and their dank, claustrophobic cave world. You have surpassed the expectations of the Wizards' Guild. Their healers are waiting for you, ready to resuscitate you as necessary and they have a spare horse too. You will be given a good rom in a high-class tavern with board and lodging settled by the Guild for up to seven days. Naturally, they pay up the 10,000 GPs fee in exchange for the map and notes you complied in the subterranean gloom. So pleased is the Guild with your work that they waive their 10% earnings from all that you have brought out from the Nerjan Caves with you. Your name is circulated throughout the Guilds' offices across the face of Trollworld and you can be sure of a receptive hearing should you either find yourself in need of work or favours in future. In the town of Seamists, they even donate a silver and bronze statue in your likeness, magically protected against the elements and unfriendly intentions. A team of bards and poets collaborate to compose a lyrical epic telling your tale. Immortality beckons. Will you accept its invitation? You can have a final **5,000 APs** while you mull it over. Good luck, champion delver!

Caves of Nerja

773. And the specific nature of the peril stalking you? You want to know? Just listen – a cave-in has begun right above your head! A L3 SR on SPD will get you out of danger but failure will mean you are bombarded with heavy artillery – take 20d6 damage. If you die here, **go to 490**. Otherwise, **go to 762**.

774. You have quite literally brought this down upon yourself – a cave-in has begun right above your head! A L3 SR on SPD will get you out of danger but failure will mean you are bombarded with heavy artillery – take 20d6 damage. If you die here, **go to 490**. Otherwise, **go to 762**.

775. Make a L5 SR on DEX. If you fail, you are beaten unconscious and robbed of all that you have. Lose 3d6 CON. You can **go to PP** if you survive this brutal mugging or **to 490** if you die. If you made the SR, **go to 771**.

776. Your ankle is badly broken. Unless you can heal yourself, you will be easy prey for wandering monsters here – *c'est le finis, mon ami!* **Go to 490**. If you can heal yourself, **limp off to H**.



Caves of Nerja

EVASION TABLE

SENT FROM	OUTCOME
1	Make the best SR you can on the average of your DEX and SPD and go to 45A.
2	Make the best SR you can on the average of your DEX and SPD and go to 52A.
3	This monster is slow beyond belief. You <i>should</i> be ok... Make a L1 SR on DEX and go to 60.
4	It is not just time that has frozen. Mobility is a thing that seems to have deserted you but perhaps you can shrug off the dark magic afflicting you. Make the best SR you can on STR and go to 69.
5	Make the best SR you can on SPD and go to 76A.
6	Your enemy is not slow but does not have great reach. Make a L1 SR on DEX and go to 78.
7	There are many eyes on you and many legs twitching achingly as you approach. Make the best SR you can on the average of INT and DEX and go to 96.
8	It makes no attempt to capture you so you aim is achieved. Go to 87.
9	The ghost is sluggish. Make a L1 SR on SPD and go to 105.
10	Make a L1 SR on the average of LK and DEX and go to 114.
11	These rocks know what they want to do and it involves immense, intense damage to you! Make the

Caves of Nerja

	best SR you can on DEX and go to 123.
12	The monster takes no interest in you and you can go ahead to 455.
13	The tooth does not descend – rather the floor beneath it rises up. You need to be cool to keep your balance and even then the face behind the tooth grins horribly at you. Make a L2 SR on DEX and go to 137.
14	It does not give the air of a being easily fooled. Make the best SR you can on the average of INT and DEX and go to 146.
15	As you move to slip past, something shoots out at you from behind the slab, seeking to bind you. Make the best SR you can on SPD and go to 155.
16	Make a L1 SR on LK and go to 163.
17	No problem! Go to 171.
18	You get inside easily enough but what do you think you will find... Go to 172.
19	Make a L2 SR on LK and go to 176.
20	Make a L1 SR on LK and go to 184.
21	Luckily, it is not in the least slippery. Make a L1 SR on DEX and go to 192.
22	Make a L1 SR on INT and go to 200.
23	Make a L1 SR on DEX and go to

Caves of Nerja

	208.
24	Although they are slow, there are two of them. Make a L2 SR on DEX and go to 217.
25	Make a L2 SR on the average of INT, DEX and LK – go to 226.
26	The handholds and footholds prove tricky, almost seeming to shift underneath you. Make a L1 SR on STR and another on DEX and go to 235.
27	Death has a long reach. Make the best SRs you can on both DEX and SPD and go to 242.
28	Here it comes! The air thrums under its thunderous wings. Make a L2 SR on DEX and go to 251.
29	Make the best SR you can on DEX and go to 260.
30	Make a L2 SR on the average of DEX and SPD and go to 269.
31	Make a L2 SR on the average of INT, CON and CHR and go to 278.
32	It does seem deeply somnabulent. Make a L1 SR on DEX and go to 286.
33	It is slippery but there are some places you can hold on to. Make a L1 SR on DEX and go to 295.
34	You might make it – let's find out. Make the best SR you can on the average of INT and DEX and go to 303.
35	Let sleeping dogs lie – and don't disturb the dead. Make a L3 SR on DEX and go to 311.

Caves of Nerja

36	This looks to be do or die... Make a L1 SR on DEX and go to 320.
37	Make a L2 SR on INT and go to 322.
38	The verdict hangs in the balance. Make a L3 SR on DEX to elude the long arm of the darklaw and go to 328.
39	You may regret disturbing this fiend. Make a L3 SR on DEX. Go to 337.
40	This is not a creature easily escaped. Make the best SR you can on the average of DEX and SPD and go to 346.
41	Going as quietly as a mouse – but not as timidly. Make a L2 SR on DEX and go to 355.
42	100% solid gold certainty. The monster is too stunned to do anything other than quiver. Go to 362.
43	Maybe the guards are asleep. Make a L3 SR on INT and go to 371.
44	Luck is always a good thing to have on your side. Try a L2 SR on LK and go to 381.
45	One more effort... Make a L1 SR on DEX and go to 389.

Caves of Nerja

SPRINT TABLE

SENT FROM	OUTCOME
1	Make a L2 SR on the average of your STR and SPD then go to 46A.
2	Make a L1 SR on the average of your STR and SPD then go to 53A.
3	This monster could barely out sprint a mountain! This will be plain sailing unless you turn an ankle on a loose rock... Make a L1 SR on LK and go to 61.
4	Your limbs feel unnaturally leaden. Make the best SR you can on STR and go to 70.
5	Too late! Make the best SR you can on CON and go to 77.
6	This is not a great challenge but the terrain here is constantly treacherous. Make a L1 SR on LK and go to 79.
7	Quick! The monster is coming! Make a L1 SR on SPD – it won't go far from its cave. Go to 97.
8	As you attempt to speed past it, the goat guardian fires into life! Make the best SR you can on SPD and go to 88.
9	You will not have to be Usain Bolt or Billy Whizz to run from this spectre. Make a L1 SR on LK and go to 106.
10	Probably not a problem... Make a L1 SR on LK and go to 115.
11	The rocks don't just fall, they arrow

Caves of Nerja

	down at you! Make the best SR you can on SPD and go to 124.
12	It makes no move towards you so you can go ahead to P.
13	It should be easy but the floor ripples viciously beneath your feet. Make a L2 SR on DEX and go to 138.
14	It reacts as you do. It does not seem willing to let you go! Make the best SR you can on the average of STR and SPD and go to 147.
15	As you run, something shoots out at you, attempting to prevent you from leaving. Make the best SR you can on SPD and go to 156.
16	Make a L1 SR on LK and go to 163.
17	Too easy! Go to Q.
18	You can run but for how long? Go to R.
19	As you take in a deep breath, preparing to run, a plume of sulphurous vapour spurts out at you – make a L1 SR on SPD and a L2 SR on CON, then go to 177.
20	Make a L1 SR on LK and go to 184.
21	Make a L1 SR on WIZ and go to 193.
22	Something calls out to you, soft and seductive. Make a L2 SR on CHR and go to 201.
23	As you turn to flee, the finger flexes and a strong magical force

Caves of Nerja

	draws you towards it. Make the best SR you can on WIZ and go to 209.
24	Make a L1 SR on SPD and go to 218.
25	Make a L1 SR on LK and go to 227.
26	Things here don't want to let slip any living being they might ensnare. Make a L2 SR on LK and go to 236.
27	Not many outrun Death, Make the best SR you can on the average of STR and SPD and go to 243.
28	Run, run as fast as you can! Make a L2 SR on the average of STR and SPD then go to 252.
29	Make a L1 SR on SPD and go to 261.
30	You hear it coming for you! Make a L2 SR on the average of STR and SPD and go to 270.
31	Make a L2 SR on the average of INT, CON and CHR and go to 279.
32	Although the monster is very sleepy, it does have visitors from time to time. Make a L1 SR on LK and go to 287.
33	No problem in staying dry but who knows what else lurks here? Make a L1 SR on LK and go to 296.
34	You might get away – let's find out. Make a L1 SR on LK and another on SPD. Go to 304.
35	Dem bones gonna rise? Let's

Caves of Nerja

	see... Make a L2 SR on WIZ and go to 312.
36	No problem! Go to BB.
37	Make a L2 SR on INT and go to 323.
38	Have you ever seen such a garish fiend before? Is this the standard of beauty down here? Make a L2 SR on SPD and go to 329.
39	Run for the hills! Make the best SR you can on the average of STR and SPD and go to 338.
40	This is not a creature easily escaped. Make the best SR you can on the average of STR and SPD and go to 347.
41	Will anything come after you? Make a L1 SR on LK and go to 356.
42	You would get away but – it screams for help. Is help at hand? Make a L2 SR on LK and go to 363.
43	Running back or running forward? If you are running for the light go to 372 but if you are running back to the black go to 373.
44	Make it fast if you want to taste fresh air again. Make the best SR you can on the average of STR and SPD and go to 382.
45	One more dash! Make a L1 SR on the average of STR and SPD and go to 390.

Caves of Nerja

MISSILE TABLE

SENT FROM	OUTCOME
1	Make a L3 SR on DEX and go to 47.
2	Make a L2 SR on DEX and go to 55.
3	This is like trying to hit a barn door while standing under the eaves! Make a L1 SR on DEX and go to 62.
4	Your arm struggles to escape a dire gravitational trap. Make the best SR you can on STR and also on DEX. Go to 71.
5	There is no time for aggressive action – make the best SR you can on CON and go to 77.
6	The shot is simple but can you hold your nerve? Make a L1 SR on CHR and go to 80.
7	You can't really see it all but you can figure out where to aim. Make a L2 SR on DEX and go to 98.
8	Undaunted by your intended harm, the guardian does not flinch. If you fire from point blank, you need only a L1 SR on DEX otherwise it is L2. Go to 89.
9	OK... Make a L3 SR on DEX and go to 107.
10	Want to knock it down, huh? Make a L1 SR on DEX and roll for damage if you succeed. Go to 116.
11	I suppose you might somehow pull off a miracle shot before at least

Caves of Nerja

	one them completes its journey to you (yes, they hurtle your way!)... Make the best SR you can on LK and go to 125.
12	It is large and not too far off. Make a L2 SR on DEX and go to 131.
13	You might knock the tooth down but the shot is suddenly very tough as the floor bucks like a branded steer. Make a L3 SR on DEX and go to 139.
14	It makes no attempt to move. Make a L2 SR on DEX and go to 148.
15	As you move, something shoots out at you, attempting to prevent you from leaving. Make the best SR you can on SPD and go to 157.
16	Go to 164.
17	OK, you hit rock. Now what? Go to 17 and choose again.
18	There is really nothing here to aim at. Go to 18 and choose again.
19	Make a L1 SR on LK and go to 178.
20	Make a L3 SR on DEX and go to 185.
21	Make a L1 SR on DEX and go to 194.
22	Make a L4 SR on LK and go to 202.
23	Make a L2 SR on WIZ and go to 210.
24	Make a L2 SR on DEX and roll for damage if you make it. Then make

Caves of Nerja

	a L1 SR on SPD. Go to 219.
25	Make a L2 SR on DEX and roll for damage if you make it. Go to 228.
26	Who knows? You might hit something! Make a L2 SR on LK and go to 237.
27	You think you can pierce Death? Make a L3 SR on DEX and the best SR you can on WIZ – go to 244.
28	You had better not miss! Make a L2 SR on DEX and roll for damage if you hit. Go to 253.
29	This is a long shot. Make a L3 SR on DEX (roll for damage if you make it) and go to 262.
30	The shot gets easier as the monster comes to you! Make a L2 SR on DEX (and roll for damage if you make it) and go to 271.
31	Make a L2 SR on the average of INT, CON and CHR and go to 280.
32	Make a L2 SR on DEX and roll for damage if you hit. Go to 288.
33	There's nothing to hit – or is there? Make a L3 SR on LK and go to 297.
34	There might be something there to hit – let's find out. Make a L2 SR on LK and another on DEX. Go to 305.
35	Make a L2 SR on DEX to be accurate – and then a L2 SR on WIZ. Go to 313.
36	There's nothing to hit. Go back to

Caves of Nerja

	36 and choose again.
37	Make a L2 SR on INT and go to 323.
38	Have you ever seen such a garish fiend before? Is this the standard of beauty down here? Make a L2 SR on DEX (roll for damage if you make it) and go to 330.
39	The slings and arrows of outrageous fortune, huh? Make a L3 SR on DEX (roll for damage if you hit) and go to 339.
40	This is not a creature easily hit. Make the best SR you can on the average of DEX and SPD and go to 348.
41	Let's see what you disturb with this reckless action. Go to 357.
42	How cruel! Make a L3 SR on DEX (roll for damage if you are successful) and go to 364.
43	Make a L3 SR on LK and go to 374.
44	This could actually help... Make a L1 SR on LK and go to 383.
45	One more heave-ho! Make a L1 SR on LK and go to 391.

Caves of Nerja

SPELL TABLE

SENT FROM	OUTCOME
1	If your current WIZ is greater than 30 go to 48 , otherwise go to 49 .
2	If your current WIZ is greater than 20 go to 56 , otherwise go to 57 .
3	If your current WIZ is greater than 40 go to 63 , otherwise go to 64 .
4	If your current WIZ is greater than 30 go to 72 , otherwise go to 73 .
5	Make the best SR on INT that you can and go to 78A .
6	Wizards sometimes fluff their lines when faced with sheer terror. Make a L1 SR on CHR. If your current WIZ is greater than 40 go to 81 , otherwise go to 82 .
7	If your current WIZ is greater than 20 go to 99 , otherwise go to 100 .
8	If your current WIZ is greater than 30 go to 90 , otherwise go to 91 .
9	If your current WIZ is greater than 10 go to 108 , otherwise go to 109 .
10	If your current WIZ is greater than 15 go to 117 , otherwise go to 118 .
11	Fair enough – they are now animate and targeting you for instant oblivion! If your current WIZ is greater than 25 go to 126 , otherwise go to 127 .
12	If your current WIZ is greater than 30 go to 132 , otherwise go to 133 .
13	If your current WIZ is greater than

Caves of Nerja

	10 go to 140 , otherwise go to 141 .
14	If your current WIZ is greater than 40 go to 149 , otherwise go to 150 .
15	As you go to cast, something shoots out at you, attempting to prevent you from leaving. Make the best SR you can on SPD and go to 158 .
16	If your current WIZ is greater than 30 go to 165 , otherwise go to 166 .
17	Your spell works! Go to 17 and choose again.
18	Your spell works! Go to 18 and choose again.
19	Write down your spell and go to 179 .
20	If your current WIZ is greater than 30 go to 186 , otherwise go to 187 .
21	Write down your spell and go to 195 .
22	As you prepare your incantation, a soft, seductive voice calls to you. Make a L2 SR on CHR and go to 203 .
23	If your current WIZ is greater than 40 go to 211 , otherwise go to 212 .
24	Write down your spell and go to 220 if your current WIZ is greater than 20 or to 221 if it is not!
25	If your current WIZ is greater than 20 go to 229 , otherwise go to

Caves of Nerja

	230.
26	Write down your spell and go to 238.
27	Perhaps you can defeat Death with magic – but many who have tried have (briefly) regretted it. If your current WIZ is greater than 50 go to 245 , otherwise go to 246.
28	If your current WIZ is greater than 20 go to 254 , otherwise go to 255.
29	If your current WIZ is greater than 20 go to 263 , otherwise go to 264.
30	If your current WIZ is greater than 25 go to 272 , otherwise go to 273.
31	Make a L2 SR on the average of INT, CON and CHR and go to 281.
32	If your current WIZ is greater than 30 go to 289 , otherwise go to 290.
33	Write down your spell and go to 298.
34	Write down your spell and go to 306.
35	If your current WIZ is greater than 35 go to 314 , otherwise go to 315.
36	Write down your spell and go to 321.
37	Make a L2 SR on INT and go to 324.
38	Have you ever seen such a garish

Caves of Nerja

	fiend before? Is this the standard of beauty down here? If your current WIZ is greater than 25 go to 331 , otherwise go to 332 .
39	Magic? You might end up with a spell inside... If your current WIZ is greater than 40 go to 340 otherwise go to 341 .
40	If your current WIZ is greater than 25 go to 349 , otherwise go to 350 .
41	Write down your spell and go to 358 .
42	If your current WIZ is greater than 10 go to 365 , otherwise go to 366 .
43	Write down your spell and go to 375 .
44	Write down your spell and go to 384 .
45	Write down a final spell and go to 392 .

Caves of Nerja

COMBAT TABLE

SENT FROM	OUTCOME
1	The creature descends to meet your bold challenge. Roll your combat total and go to 50 .
2	The monsters do not shirk from accepting your challenge to their primacy. Roll your combat total and go to 58 .
3	Be it on your own head! Roll your combat total and go to 65 .
4	Jaws and rock against flesh and bone. Roll your combat total and go to 74 .
5	There is no time for aggressive action – make the best SR you can on CON and go to 77 .
6	Pray that your arm is strong! Roll your combat total and go to 83 .
7	Headlong into battle! Good luck! Roll your combat total and go to 101 .
8	At the last moment, the guardian flashes into life! Roll your combat total and go to 92 .
9	Steel against??? Roll your combat total and the best SRs you can on both INT and on CON. Go to 110 .
10	You want to give it the finger? OK! Roll for combat, consider your height and go to 119 .
11	Have no doubt that they will get to you before you get to them! Roll your combat total and pray that these now animated missiles are brittle! Go to 128 .

Caves of Nerja

12	Bring it on! Roll your combat total and go to 134.
13	Your combat total is halved as the floor acts like a switchback on a rollercoaster ride! Roll and go to 142.
14	Unphased, it simply opens its arms to you. Roll for combat and go to 151.
15	As you charge, something shoots out at you, attempting to prevent you from leaving. Make the best SR you can on SPD and go to 159.
16	Go to 167.
17	You successfully battle a rock wall and make a lot of noise! Go to 17 and choose again.
18	You charge headlong into the unknown to face what? Roll for combat and go to 173.
19	Make L3 SR on LK and go to 180.
20	Make a L2 SR on LK and go to 188.
21	Roll for combat and go to 196.
22	As you charge, a soft, seductive voice calls to you and you see something coalescing at the top of the stairs. Make a L2 SR on CHR and go to 204.
23	As you charge, a force tugs at your limbs. Make a L2 SR on WIZ and go to 213.
24	Bring it on! Roll for combat and go to 222.
25	Roll for combat – game on! Go to

Caves of Nerja

	231.
26	The climb is treacherous as the rocks seem to shift to make life hard. Make L1 SRs on both STR and DEX, roll your combat total and go to 238A.
27	The sickle swings, scything at your neck. Roll for combat and go to 247.
28	Roll for combat after making a L1 SR on DEX (it's harder to hit an aerial target so halve your total if you fail). Go to 256.
29	The fiend gloats as you rise to meet it and is quick to engage. Roll for combat and go to 265.
30	The battle is set! Roll for combat and go to 274.
31	Make a L2 SR on the average of INT, CON and CHR and go to 282.
32	You might catch it unawares if you can make a L1 SR on DEX to avoid giving yourself away. Roll for combat (adding 50% if you make the DEX roll) and go to 291.
33	You think there's something in the water? What about armor and swimming? Roll for combat and go to 299.
34	You'll either have the advantage of surprise or you'll be ambushed. Let's find out which it is, shall we? Make a L1 SR on the average of INT, LK and DEX, roll for combat and go to 307.

Caves of Nerja

35	Make a L2 SR on WIZ and roll for combat. Go to 316.
36	There's nothing to fight. Go back to 36 and choose again.
37	Make a L2 SR on INT and go to 322.
38	Have you ever seen such a garish fiend before? Is this the standard of beauty down here? Roll for combat and go to 333.
39	You had better have a strong arm. Roll for combat and go to 342.
40	This is not a creature easily hit – make a L2 SR on DEX and if you make it roll for combat. Go to 351.
41	Roll for combat and go to 367.
42	You are causing the worm to quake in its non-existent boots! Roll for combat and go to 376.
43	Roll for combat and go to 380.
44	Perhaps there is something to fight... Make a L1 SR on LK and go to 385.
45	One last hurrah! Make a L1 SR on LK and go to 393.

Caves of Nerja

HIDE TABLE

SENT FROM	OUTCOME
1	It has seen you! There is no way you can hide now! Go to 51.
2	Make the best SR you can on the average of INT and LK – you need both to find a safe haven. Go to 59.
3	Make the best SR you can on the average of INT and LK – you need both to find a safe haven. Go to 66.
4	Too late, much too late! Go to 75.
5	There is no time for that sort of thing – make the best SR you can on CON and go to 77.
6	There are places to hide, that much is true. What lurks in the hiding places down here? Make a L1 SR on LK and go to 84.
7	Make a L1 SR on INT and go to 102.
8	You have plenty of time to hide. Make a L1 SR on INT and go to 93.
9	Make the best SR you can on the average of INT and DEX and go to 111.
10	So now you're hidden – now what? Make a L1 SR on LK and go to 120.
11	The rock-spears fire at you. Is there somewhere to hide close by? Make a L3 SR on LK and go to 129.
12	The monster does not try to find

Caves of Nerja

	you. Return to 12 and make another choice.
13	There are eyes on you... Make a L2 SR on the average of INT and LK and go to 143 .
14	Make a L1 SR on INT and go to 152 .
15	As you look for a hiding place, something shoots out at you, attempting to prevent you from leaving. Make the best SR you can on SPD and go to 160 .
16	Make a L2 SR on LK and go to 168 .
17	You are hidden! When you stop hiding, go to 17 and choose again.
18	You are hidden! When you stop hiding, go to 18 and choose again.
19	Hiding is not hard. Make a L1 SR on LK all the same and go to 181 .
20	Make a L1 SR on LK and go to 189 .
21	Make the best SR you can on INT and go to 197 .
22	As you start to hide, something calls out to you, its voice soft and seductive. Make a L2 SR on CHR and go to 205 .
23	As you settle in your hiding place, a force tugs at your limbs. Make a L2 SR on WIZ and go to 214 .
24	Make a L1 SR on LK and go to 223 .
25	You hear stone crunching into

Caves of Nerja

	gravel. You are being hunted! Make a L1 SR on INT and another one on DEX and go to 232.
26	Who is hiding from who? Make a L1 SR on LK and go to 239.
27	Futile! Go to 248.
28	You had better be quick! Make a L2 SR on SPD and go to 257.
29	The fiend has seen you and sniffs the stale air with interest. Is there anywhere to hide? Make a L3 SR on LK and go to 266.
30	You had better be lucky and sharp if you are to avoid this fiend! Make a L3 SRs on both LK and INT and go to 275.
31	Make a L2 SR on the average of INT, CON and CHR and go to 283.
32	This shouldn't be that hard. Make a L1 SR on INT and go to 292.
33	Perhaps there is something getting out of the water that can sniff you out. Make a L1 SR on LK and go to 300.
34	Maybe something will come looking for you. Make a L2 SR on the average of INT and LK and go to 308.
35	Good luck. Make a L2 SR on WIZ and go to 317.
36	You can hide until you get bored or hungry. Go back to 36 and choose again.
37	Make a L2 SR on INT and go to 325.

Caves of Nerja

38	Have you ever seen such a garish fiend before? Is this the standard of beauty down here? Make a L2 SR on the average of INT and DEX and go to 334.
39	You might soon have a very deep hiding place... Make the best SR you can on the average of INT, LK and DEX then go to 343.
40	This is not a creature easily escaped. Make the best SR you can on the average of INT, DEX and SPD and go to 352.
41	Let's see if anything comes sniffing for you. Make a L1 SR on LK and go to 359.
42	The worm emits a piercing scream as you hide. Will help come? Make a L2 SR on LK and go to 368.
43	Make a L3 SR on INT and go to 377.
44	Hmmm. Is it really time to hide? Make a L2 SR on LK and go to 386.
45	Maybe a bit over cautious? Make a L1 SR on LK and go to 394.

Caves of Nerja

BRIBE TABLE

SENT FROM	OUTCOME
1	Write down what you offer and go to 52.
2	They are entirely indifferent to your tomfoolery. Now you must fight. Go to 58.
3	Write down what you offer and go to 67.
4	The jaws do not listen! They have but one desire. Go to 76.
5	There is no time for talk – make the best SR you can on CON and go to 77.
6	Write down what you offer and go to 85.
7	Write down what you offer and go to 103.
8	Is the guardian interested? It gives no sign. Write down your offer and go to 94.
9	What would you offer a ghost? What, indeed... Write down your offer and go to 112.
10	You want to bribe a finger of rock. Sure. Write down your offer and go to 121.
11	Preposterous! They are zooming in on you and you stand their offering what? Go to 130.
12	Write down your offer and go to 135.
13	The face beyond the tooth looks interested. Write down your offer and go to 144.
14	It regards you with an inscrutable

Caves of Nerja

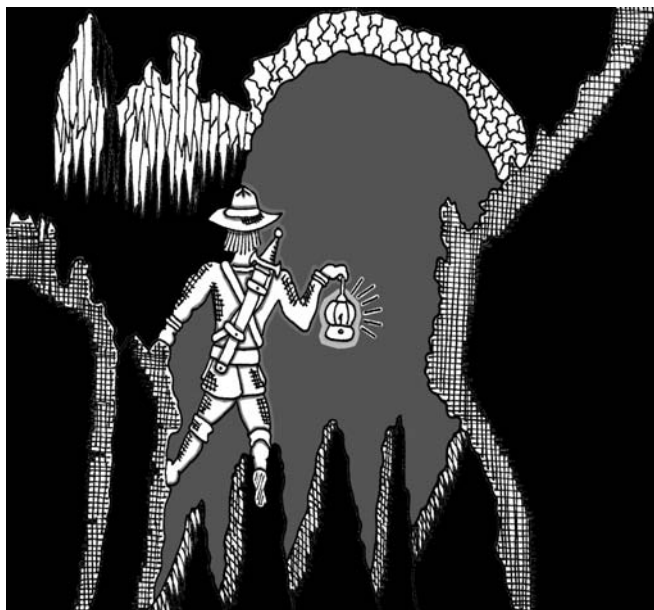
	air. Write down your offer and go to 153.
15	As you begin to speak, something shoots out at you, attempting to prevent you from leaving. Make the best SR you can on SPD and go to 161.
16	Write down your offer and go to 169.
17	There is no one to take a bribe. Go to 17 and choose again.
18	Write down your offer and go to 174.
19	Write down your offer, make a L1 SR on CON and go to 182.
20	Write down your offer and go to 190.
21	Write down your offer and go to 198.
22	Write down your offer and go to 206.
23	Write down your offer and go to 215.
24	Make a L1 SR on the average of STR and SPD and go to 224.
25	Make your best offer! Write it down and go to 233.
26	Write down your offer and go to 240.
27	A deal with Death may be no better than a bargain made with a devil. Write down your offer and go to 249.
28	Write down your offer and go to 258.
29	Write down what it is that you offer

Caves of Nerja

	and go to 267.
30	Spit it out! The fiend barely seems to register your words and emits a derisory snort before laughing manically. Write down your offer and go to 276.
31	Make a L2 SR on the average of INT, CON and CHR and go to 284.
32	Write down your offer. Make a L1 SR on CON to see if you can project your voice enough to wake the monster up. Go to 293.
33	Write down your offer and go to 301. You had better call loudly to be heard.
34	Let's see if bribes are of interest, shall we? Write down your offer and go to 309.
35	Write down your offer, make a L2 SR on WIZ and go to 318.
36	There is no one to bribe. Go back to 36 and choose again.
37	Make a L2 SR on INT and go to 326.
38	Do judges take bribes? Of course they do! Write down your offer and go to 335.
39	Does this monster look like it could be haggled down? Write down your offer and go to 344.
40	This is not a creature easily bought. Write down your offer and go to 353.
41	Write down your offer and go to 360.
42	Write down your offer and go to

Caves of Nerja

	369.
43	Write down your offer and go to 378.
44	What will you offer for freedom? Write it down and go to 387.
45	Your last special offer? Make it good! Write it down and go to 395.



Caves of Nerja

PARLEY TABLE

SENT FROM	OUTCOME
1	Make the best SR you can on the average of your INT and CHR and go to 53.
2	Your honeyed words fall on deaf ears and now you must fight. Go to 58.
3	Make the best SR you can on the average of your INT and CHR and go to 68.
4	The jaws do not listen! They have but one desire. Go to 76.
5	There is no time for talk – make the best SR you can on CON and go to 77.
6	The monster is not easily swayed nor soothed. However, sometimes it exercises its power to see into the future... Make the best SR you can on the average of your LK and CHR and go to 86.
7	Will it understand you? Make a L2 SR on LK and then try the best SR you can on CHR. Go to 104.
8	Your words may well be falling on deaf ears. Still, make the best SR you can on the average of WIZ and CHR and go to 95.
9	The ghost pauses, evidently listening. Then you feel invisible tentacles clutching at your mind. Make a L1 SR on INT and also on CON and go to 113.
10	As soon as you speak, the finger gives you the finger – extensively!

Caves of Nerja

	Go to 122.
11	You'd try to talk turkey with an avalanche, would you? Because these rocks are spearing down at you with that sort of velocity and mass! Go to 130.
12	You can tell this monster is listening. Do your words carry conviction? Make the best SR you can on CHR and go to 136.
13	The face behind the tooth sets its gaze on you and everything is very still. Weigh your words well if you wish to live. Make the best SR you can on CHR and go to 145.
14	The figure hovers before you and inclines its head to listen. Make the best SR you can on CHR and go to 154.
15	As you begin to speak, something shoots out at you, attempting to prevent you from leaving. Make the best SR you can on SPD and go to 162.
16	Make the best SR you can on CHR and go to 170.
17	There is no one to parley with! Go to 17 and choose again.
18	Make the best SR you can on CHR and go to 175.
19	Make L1 SRs on LK and CON and go to 183.
20	Make the best SR on CHR you can and go to 191.
21	Make the best SR on CHR you can and go to 199.

Caves of Nerja

22	As you begin to speak, a soft, seductive voice answers you, speaking over your words. Make the best SR you can on CHR and go to 207.
23	As you begin to speak, a force tugs at your limbs. Make a L2 SR on WIZ and go to 216.
24	Make a L1 SR on the average of STR and SPD and go to 225.
25	Have the gift of the gab, do you? Make the best SR on CHR you can and then go to 234.
26	Will your voice carry? Make a L1 SR on LK and another on CON and go to 241.
27	Death deigns to listen... Make the best SRs you can on WIZ, INT, LK and CHR and go to 250.
28	Make the best SR you can on CHR and go to 259.
29	It eyes you narrowly. Make a L3 SR on CHR and go to 268.
30	You need to stop it in its tracks as it makes a beeline for you. Make a L4 SR on CHR and go to 277.
31	Make a L2 SR on the average of INT, CON and CHR and go to 285.
32	Make a L1 SR on CON to see if you can shout loudly enough to wake the monster. Then make a L2 SR on CHR and go to 294.
33	Is there anyone to parley with? Make a L1 SR on LK and go to 302.

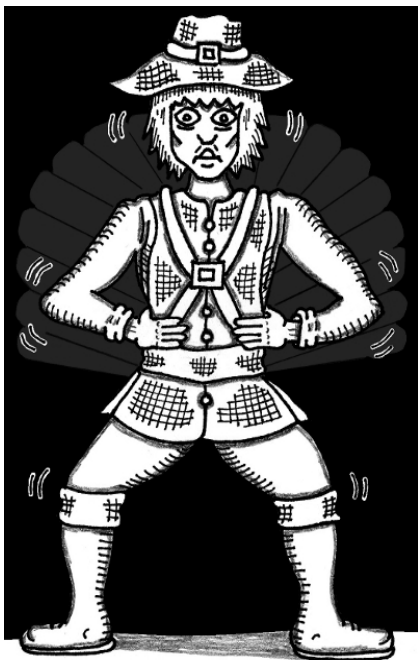
Caves of Nerja

34	Let's see if discussion is on the menu – or if you are. Make the best SR you can on CHR and go to 310.
35	Make the best SR you can on CHR, make a L2 SR on WIZ and go to 319.
36	There is no one to charm or dissuade. Go back to 36 and choose again.
37	Make a L2 SR on INT and go to 327.
38	You need a good brief. And a good defense with plenty of evidence. Make the best SR you can on CHR and go to 336.
39	You had better make good with the silver tongue, smooth and oily routine. Make the best SR you can on CHR and go to 345.
40	This is not a creature easily charmed. Make the best SR you can on CHR and go to 354.
41	Let's see if you can smoke the pipe of peace or if you bang the drums of war. Make the best SR you can on CHR and go to 361.
42	No argument here! Start talking and go to 370.
43	Make like an orator (make the best SR you can on CHR) and go to 379.
44	Take a leaf out of Nelson Mandela's book and cry for freedom. Make the best SR you can on CHR and go to 388.

Caves of Nerja

45

A last chance to talk turkey? Make the best SR you can on CHR and go to 396A.



Khabboommm Press Basic Tunnels & Trolls

Free Rules for Solos and for GMs



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Free Rules for Solos and for GMs

Rules Introduction

Flying Buffalo and Ken St. Andre have always been very generous, very encouraging, in allowing free use of the Tunnels & Trolls systems. This has led to a plethora of adventures – both solo and GM – from many talented, maverick writers, myslef included. There is precious little money in this market. Just enough to pay the artist, if you are both lucky. However, there is a great deal of appreciation and warmth, along with understanding that much of what is produced is out of the proverbial garage in the wee hours between family and work. Labours of love are mostly met with a warm slap on the back rather than a kick in the pants.

There are free rules available on the internet. The commonest form of rules still played some 40 years after the game's D&D-fuelled genesis are 5.5 and 7.5. They are very similar at first glance but the subtle differences, born out of Ken's long look at the mechanics and the 'have fun' intention reveal profound development to those willing to consider a break with tradition. Ken has always encouraged house rules –“if it works, for you then do it!” – so I feel I have the ultimate permission to tamper and tinker here. I have written many solos and and GM several ongoing games at any given time and although I could stick to one rule set, I prefer to heed the exhortations of the Trollgod and go with whatever flow my players enjoy.

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In my view, 2015's Deluxe Tunnels & Trolls was a masterpiece, bringing together the inspiration of both Ken and Liz Danforth. In any partnership, in any collaboration, somethings have to give, some compromises feel ungainly. Lennon would find fault with McCartney and vice versa, Spock would find much of what Kirk did illogical and Watson would not tell the story the way Holmes would. However, it is a big book and one of the key things to Tunnels & Trolls retaining the love down the years has been shortform simplicity. Hence my on little stab at codification here. No one will agree with everything – and I won't in 2 months time! This does make most solos, not just mine, instantly playable and it does make a GM game where players pitch in to help a new GM seem a hill and not a mountain.

Recently I've taken a look at D&D after years of shunning it. 5th Edition to be precise. I like it! I think it's a lot more like Tunnels & Trolls now and less like a lawbook for wargamers. Just as praying for doubles is great in T&T, so watching the random fluctuations of the d20 is fascinating in "the other game". The critical fumble '1,2' roll has a one in eighteen chance, not so dissimilar to rolling a '1' on the d20. I end up thinking it is the co-created story that counts – the combination of the GM's overview, the players' antics and the dice-magic. So roll for a good story and for plenty of shared laughter.

Khaghbbboommm, Miranda, October 2016
(revised March 2017)

Some Basic Rules – To Get You Going

Saving Rolls



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

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

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

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

L1 – 20 (something an ordinary person might sometimes manage)

L2 – 25 (something special)

L3 – 30 (something heroic or very well practiced)

L4 – 35 (something almost god-like or a finely honed skill)

And so on...

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Attributes



Roll 3d6 TARO (that is, triples add and you roll again – your character is a specialist if you roll a TARO and to keep it simple that just means when you attempt a saving roll you can treat the initial roll as an automatic double, using the lower number)

The attributes are:

- Strength (STR) once used to power spells rather than WIZ
- Wizardry (WIZ) used to power spell casting and to resist magic
- Intelligence (INT) once called IQ, this determines whether a spell works or not
- Luck (LK) sometimes pure luck determines what happens next; you can also think in terms of perception
- Constitution (CON) this covers hit points as well as physical abilities like hearing, holding breath, etc
- Dexterity (DEX) used to determine the success of missile weapons via saving rolls as well as for balance, etc
- Charisma (CHR) don't think 'beauty', think 'persuasion, deception, influence'
- Speed (of reaction) (SPD) for evasion, this can be relied on rather than DEX; average with STR for sprinting

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

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Death



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

Combat



Weapons get s a certain number of d6. Warriors get an extra dice for each level they have risen to, A sword might be 3d6, a dagger 2d6 and an axe 4d6, say. Characters also get personal ‘adds’ – anything over 12 on STR, LK, DEX and SPD. Anything lower than 9 is a minus ‘add’. (Deluve T&T got rid if minus ‘adds’ but I haven’t!). Halve combat adds for wizards but let them use any weapon they have the STR for. They don’t train with weapons normally. This way, warriors are the best fighters and wizards the worst with rogues in the middle. Wizards joining in combat can still tip the balance from death back to life very often!

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

Monsters often have a Monster Rating (MR). This indicates their combat dice and adds. Each 10 of MR is worth one dice and adds are 50% of the MR.

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However, you always add in one extra d6 so MR100 actually gets 11d6 plus 50. MR reduces as damage is dealt just like CON. Monsters always get the same number of dice but they lose ‘adds’ as their MR falls.

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

Sometimes – all too often! – fights look hopeless. Don’t give up – they are not necessarily inevitable in outcome. Try a ‘stunt’ – dodging or all out attack. As a general rule, I go with making a SR two levels higher than your opponent to pull it off and get a free strike; one level higher and you fail at no penalty, worse than that and you open yourself up to an undefended hit. For monsters with an MR, figure a reasonable attribute value based on their total adds and how they might be spread about the eight attributes.

For **missile weapons**, a DEX SR is assigned based on the size of the target and the distance with the standard assumption that the target is moving or dodging – in these circumstances just one shot per combat turn is the norm. Hitting a man trying to avoid being shafted at a range of between 10 yards and 30 yards might be a L3 SR on DEX. If the target is L4 or higher, I might allow a SR on LK to mitigate the damage. I roll 1d6 if I need to find where on the body the missile strikes.

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Character Types



The main three are warriors (see above), wizards (see below) and rogues. Rogues are crafty hedge wizards who haven't gone to Wizard School. Make an initial LK saving roll to determine the number of spells the rogue has and also roll 1d6 for the '**Roguary Talent**' (this bonus can be added into all INT, LK and CHR saving rolls). They aren't allowed to buy spells from the Wizards' Guild so have to find other means of learning spells – and the Wizards' Guild expels members who teach rogues except in life or death conditions! Rogues don't ever get to reduce the base cost of spells either.

You can, of course, have variations (especially if you have a specialist) but that should be down to your imagination!

Kindreds



You can play whatever you like – but a dragon really won't make much sense in most solos. Different kindreds get different modifiers to the basic 3d6 rolls for attributes (e.g. dwarves get a x2 modifier for STR) but, again, you need a rulebook for this. You can make up kindreds and their modifiers if you want. Kindreds don't need to be 'balanced' but while my dwarves get x2 modifiers for STR and CON, they get 0.67 modifiers for WIZ, LK and CHR. Try imagining an elf...

There is a 'Kindred' table as an appendix – you can round up for decimal points ☺

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Magic



Wizards need a minimum INT and DEX for spells depending on their level of difficulty. The Wizards' Guild trains them until they know the basic L1 adventuring spells. Spells need INT saving rolls (SRs) to be cast successfully otherwise the spell is botched and a random spell of the same level is cast in error at that spell's WIZ cost (provided the caster knows another spell of that level).

Each spell costs a certain number of WIZ points to power but being a higherr level than the spell reduces the cost by the difference and using a wand, staff or focus also drops the casting cost, this time by the caster's level. WIZ is regained at one point every ten minutes unless involved in strenuous activity. You can't cast a direct effect spell on someone/thing with higher WIZ than you. WIZ comes back at one point every ten minutes but the wizard drops dead if his/her WIZ goes to zero or below so be careful!

There is a spellbook in the appendices but I will tell you that the basic 'kill' spell is L1 (and so it requires a L1 SR on INT to cast it) and is called *Take That, You Fiend!* (Yes, T&T spells have and should have melodramatic, *punful* names!) It costs 6 WIZ to cast, is not stopped by armour, travels up to 100' instantaneously and does damage to animate(d) beings equal to the wizard's INT. Ouch!

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Talents



You can claim a talent for every level you achieve. You might choose, say, climbing. You tie it to a relevant attribute – I'd say DEX in this case – and roll 1d6 to give you a fixed boost to the base attribute every time you engage in this particular activity (if the text says “make a L1 SR on DEX to climb the wall” you would combine your DEX with the fixed boost for that talent and roll against that. **I also give a specific talent (or spell) as a bonus if a pc rolls 30 or more on the dice when attempting something!**

As you gain levels you can improve an existing talent or take a new one.

Adventure Points (APs)



You gain these every time you try a saving roll – dice roll x level of SR. You sometimes get awarded AP bonuses. If you kill or deal with a monster, take its MR as the AP award; if it is a creature/person with full attributes, take STR+INT+LK+CON for APs.

When you are resting, you can ‘spend’ APs to boost attributes. The cost is ten times the current value of the attribute. So, if your INT is 10, you need to spend 100 APs to get it to 11.

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Money

Money is generally gold or gems. One gold piece equals ten silvers and one silver equates to ten coppers. A lantern, for example, might cost 10 gold pieces (GPs) and leather



armour 50 – silvers and coppers really are not worth bothering with in the Trollworld economy. Gems can be worth very little or a fortune!

There is an appendix giving costs of standard items.

Time

Regular Turns are 10 minutes in length. Combat Rounds are 30 seconds in length. Wizards recover one STR point per 10 minutes, and may cast one spell per Combat Round. It is easy for a wizard to tire himself out very quickly. Warriors may attack once, either hand to hand or with missile weapons, per Combat Round. Damage to a character's CON is recovered at one point per day unless magic is used to speed the healing process. Of course, the GM may see good reason to deviate from these guidelines!

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List of Appendices



1. **Kindreds**
2. **Items and Costs**
3. **Spellbook**

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

Final Thought



I have added a saving roll bonus in the last couple of years and it received a big smile on the Trollbridge website. It's very simple. If you ever throw enough doubles that your score on the dice (not combat!) is 30 or more, you succeed in whatever it is you are doing so well that you gain an instant talent! If you are rolling for a spell, then it could be that you know it so well you halve the WIZ cost from that moment on. Anything that's rock and roll's fine 😊

If you are interested in taking a look at my solos or GM adventures, you can find them under 'Khaghboommm Press' at DriveThruRPG.com or as books via Lulu Publishing (under 'Mark Thornton' as author).

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Appendix 1 – Kindreds

You can play any kindred you want – although an adult dragon may struggle to fit through the dungeon door!

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These are the modifiers I normally use for popular kindreds (I say normally because I feel free to change them to suit different places on Trollworld). They are 1 unless otherwise stated:

- Elf: WIZ 2, INT 1.5, LK 0.75, CON 0.67, DEX 1.5, CHR 2
- Dwarf: STR 2, WIZ 0.67, LK 0.67, CON 2, CHR 0.67
- Hobb (aka Hobbit, Hlafling): STR 0.67, WIZ 0.75, CON 2, DEX 1.5
- Leprechaun: STR 0.5, WIZ 1.5, LK 2, CON 0.5, DEX 1.5, CHR 1.5
- Fairy: STR 0.25, WIZ 2, LK 1.5, CON 0.25, DEX 2, CHR 2
- Uruk (aka Orc): STR 1.5, WIZ 0.67, INT 0.75, LK 0.67, CON 1.5, CHR 1.5 (scary!)
- Ogre: STR 3, WIZ 0.5, INT 0.67, LK 0.67, CON 3, DEX 0.67, CHR 2
- Minotaur: STR 2.5, WIZ 0.5, INT 0.5, CON 2.5, DEX 0.67, CHR 1.5
- Centaur: STR 3, WIZ 0.67, LK 0.67, CON 2.5, CHR 2
- Ratling: STR 0.67, INT 1.25, LK 0.75, DEX 1.5, CHR 0.67
- Goblin: WIZ 0.5, INT 0.75, LK 0.75, CON 1.25, DEX 1.5, CHR 0.5
- Troll: STR 5, WIZ 0.25, INT 0.33, LK 0.33, CON 5, DEX 0.5, CHR 3 (trolls regenerate 1 point of CON every 10 minutes)

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Appendix 2 – Items and Costs



Weapons

Type	Dice + Adds	ST req	DEX req	Cost	Weight	Range
*Great Sword	6 + 0	21	18	120	170	
Broadsword	3 + 4	15	10	70	120	
Short Sword	3 + 0	7	3	35	30	
*Falchion	4 + 4	12	13	75	110	
Scimitar	4 + 0	10	11	60	100	
Rapier	3 + 4	10	14	80	20	
*Double Bladed Broad Axe	6 + 3	21	10	140	220	
*Heavy Mace	5 + 2	17	3	120	200	
Bludgeon	3 + 0	5	2	15	50	
*Quarterstaff	2 + 0	2	8	10	50	
Baton - weighted stick	2 + 0	2	1	10	20	
Trident	4 + 3	10	10	60	75	10 yds.
Common Spear	3 + 1	8	8	22	50	40 yds.
Kukri (dagger)	2 + 5	6	6/30	20	25	15 yds.

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Haladie (dagger)	2 + 4	2	4	25	10	
Dirk	2 + 1	1	4/10	18	16	10 yds.
Poniard	2	1	3/14	10	10	10 yds.
*Crossbow	5 + 0	15	10	250	180	100 yds.
*Medium Longbow	4 + 3	15	15	100	60	140 yds.
*Very light bow	2 + 0	9	15	50	30	60 yds.
Sheaf of 24 arrows				40	10	
Curare (poison): 3 applications				100	1	
Curare doubles effectiveness of any edged weapon before combat adds computed. One application lasts 3 combat rounds only.						

All weapons have STR and DEX requirements. A second DEX requirement refers to the weapon being thrown effectively. A character must meet these required minimums to use the weapon. The “Weight” of a weapon is given in weight units – remember Weight Carried. Keep track of the weight of purchases and the weight of any money the character carries.

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The column of “Dice + Adds” pertains to the weapons' combat effectiveness. The greater the numbers in these categories, the more deadly the weapon is. Specifics are discussed under “Conducting Combat”. Wizards may use any weapon they like.

The column labelled “Range” states the maximum range for the weapon in missile combat. If there is no listing, the weapon may not be used as a missile. Further discussion of missile combat follows.

An asterisk (*) indicates a weapon that requires two hands for proper use. No second weapon or shield may be used unless the character has more than two hands. Two weapons without asterisks may be used simultaneously *IF* the user has the STR and DEX requirements for *BOTH* weapons (e.g. to fight with a dirk in each hand requires a minimum STR of 2 and a DEX of 8) but warriors only get a level bonus every two levels with the offhand weapon.

Armour



Armour lasts as long as it is being worn unless something is specifically stated to destroy it. Armour and shields can take “hits” (damage in combat) every time they are hit, protecting the wearer. The total “STR needed” of a character's armour and shield must never exceed their personal STR ie a person wearing mail (STR needed 12) and carrying a target shield (STR needed 5) requires a minimum STR of 17.

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However the “STR needed” of the character's weapon is not added to this total; for example, in the case above the character would be able to carry any weapon to a maximum “STR needed” of 17 *in addition* to his armour and shield. Note that one cannot add to the “complete” suits of armour – the arming doublet and steel cap are for those who cannot afford complete armour. Shields add one combat dice for a warrior.

Type	Hits taken	STR needed	Cost	Weight
Complete mail (body, helm, gauntlets)	11	12	300	1200
Complete leather (body, helm, gauntlets)	6	2	50	200
Arming doublet	3	1	40	75
Steel cap	1	1	10	25
Target shield	4	5	35	300
Buckler	3	4	10	75

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Other Useful Things To Consider Buying

GENERAL SUPPLIES	Cost	Weight
Warm dry clothing and pack	5	10
Provisions for 1 day (food, drink, "matches")	10	20
Ordinary torch (lasts 10 turns)	1 SP	10
Hemp rope	1 SP/ft.	5/ft.
Calf-high boots	10	40
Ordinary magic staff (may double as quarterstaff getting 2d6 in combat - if so, weight is 50.)	100	30

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Appendix 3 – The Spell Book



LEVEL 1:

Requires minimum INT 10, DEX 10. All beginning wizards know all these spells.

Detect Magic (0)	Detects good and bad magic. (NB – cost 1 for rogues and must be cast whereas wizards just have to concentrate.)
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Lock Tight (1)	Locks any door for 3 turns.
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Knock Knock (2)	Unlocks locked doors unless locked by higher level magic.
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Will-o-the-wisp (1)	Lights up finger or staff in lieu of a torch. About 1 candlepower. Lasts 1 turn.
------------------------	--

Oh There It Is (4)	Usually detects concealed or invisible things or beings by surrounding them with a purple glow that slowly fades.
--------------------	---

Take That, You Fiend! (6)	Uses INT as weapon, inflicting hits equal to caster's INT. Must be directed at an individual foe. No effect on inanimate objects.
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Vorpal
Blade
(5)

Doubles die roll for barded weapons for one subsequent combat round.

Oh-Go-
Away
(5)

Combines total of caster's INT, LK and CHR to drive away foes with a lower Monster Rating or equivalent attribute total. If spell fails, monster chases magic-user to the exclusion of his or her comrades. Lasts 3 turns.

LEVEL 2:

Requires minimum INT 12, DEX 12. Each spell costs 2000 GPs (payable to the Wizards' Guild).

Omnipotent
Eye (5)

Provides more information about nature and/or level of magic on persons/objects. Further spells may reveal more enchantments.

Hidey Hole
(10)

Makes user and up to 9 closeby companions invisible for 3 turns. (Note: fighting, bumping into something, etc will end the invisibility.)

Cateyes (6)

Allows one to see in the dark for 3 turns.

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Glue-You (8)	Impedes movement/travel of victim by $\frac{1}{2}$ for 1 turn. In combat this means you get 2 combat rounds to opponent's one.
Little Feets (8)	Rapid travel; doubles speed for 1 turn. In combat you get 2 rounds to opponent's 1.
Mirage (8)	Projects visual, non-auditory image as hallucination. Destroyed by physical contact.
Poor Baby (2 WIZ points lift CON by 1)	Magical healing of wounds or injuries. Cannot raise CON above original level.
Whammy (10)	Triples die roll for any weapon for 1 subsequent combat round.
Magic Fangs (1/combat round)	Changes belt or staff into small poisonous serpent with MR not greater than caster's CHR. Cannot "communicate" with mage but will obey commands. Duration depends on WIZ put into it at time of creation (i.e 1 point of WIZ gives 10 minutes of life).

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LEVEL 3:

Requires minimum IQ 15, DEX 15. Cost 3000 GPs each.

Curses Foiled (7)	Removes evil spells and curses of lower orders.
Slush Yuck (15)	Converts rock to mud/quicksand for 2 turns, up to 1000 cubic feet. Caster may dictate dimensions as desired, but shape must be a regular geometric solid.
Rock-a-Bye (11)	Puts monsters/foes to sleep for 1-6 turns (roll 1 die to determine) if caster's WIZ, INT, and CHR total exceed MR (or foe's WIZ, INT and CHR total if rated).
Dis-Spell (11)	Negates magic of same or lower orders.
Blasting Power (8)	Throws bolt/fountain of fire at foes. This blast gets same number of dice as user's level number, plus caster's combat adds (not halved for this type of spell).
Freeze Pleeze (8)	Throws sheet of ice at foes. Blast gets same number of dice as user's level number, plus caster's combat adds.

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Fly Me (7)	Allows user to fly (running speed) 1 turn.
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Healing Feeling (14)	Cures any kind of disease.
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CAVES OF NERJA

Seamists is a dreary place, every swathed in clinging fog from the ocean, ever cloaked with grim gloom. But to the west is a place that makes the coastal town seem like a holiday resort, a dungeon whose reputation does not speak of treasure, only of death. Why would you go there? Sometimes destiny beckons a hero in the making, sometimes deeds must be done for nothing more than honor. This is why you stand on the threshold of destruction, this is why you are about to enter the Caves of Nerja. You who are about to die, we salute you!

