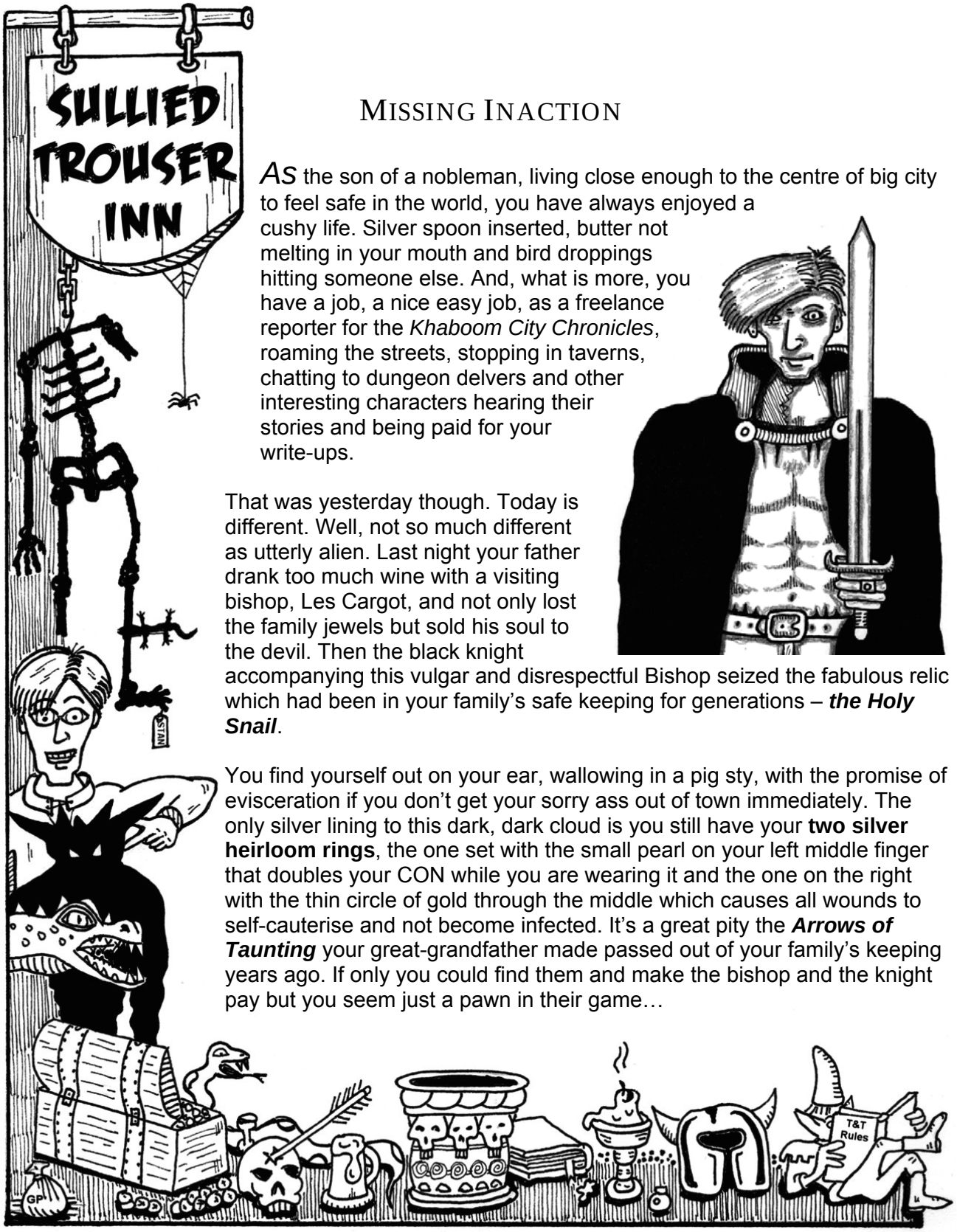
Missing Inaction

A Tunnels & Trolls Solo

By Mark Thornton

missing inaction



MISSING INACTION

AS the son of a nobleman, living close enough to the centre of big city to feel safe in the world, you have always enjoyed a cushy life. Silver spoon inserted, butter not melting in your mouth and bird droppings hitting someone else. And, what is more, you have a job, a nice easy job, as a freelance reporter for the *Khaboom City Chronicles*, roaming the streets, stopping in taverns, chatting to dungeon delvers and other interesting characters hearing their stories and being paid for your write-ups.

That was yesterday though. Today is different. Well, not so much different as utterly alien. Last night your father drank too much wine with a visiting bishop, Les Cargot, and not only lost the family jewels but sold his soul to the devil. Then the black knight accompanying this vulgar and disrespectful Bishop seized the fabulous relic which had been in your family's safe keeping for generations – ***the Holy Snail***.

You find yourself out on your ear, wallowing in a pig sty, with the promise of evisceration if you don't get your sorry ass out of town immediately. The only silver lining to this dark, dark cloud is you still have your **two silver heirloom rings**, the one set with the small pearl on your left middle finger that doubles your CON while you are wearing it and the one on the right with the thin circle of gold through the middle which causes all wounds to self-cauterise and not become infected. It's a great pity the ***Arrows of Taunting*** your great-grandfather made passed out of your family's keeping years ago. If only you could find them and make the bishop and the knight pay but you seem just a pawn in their game…

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As you wipe pig dung from your lips, you hear the voice of your saintly mother calling out to you urgently. “Look out for other rings but concentrate on getting back the ***Arrows of Taunting***. Find as many as you can, find a quiver full of shafts and feather the villains! Put them all in – all of them. Don’t miss! You will find your one chance then, my son!” Then you hear a sharp slap and a cry of pain but no more from your dear old ma. It is enough though – you know you must find the magical arrows and track down the knight and the bishop.

[**Note** - If you lose a hand or fingers you may try to retrieve the ring on the lost digit or hand – a L1 SR on DEX gives success. Now start this sprawling misadventure below. It is also worth mentioning that Khaboom society encourages polygamy for both sexes, as well as looking favourably upon mixed marriages between all kindreds.]

During this solo, you are cordially invited to compile reports of what happens to you for the *Khaboom City Chronicles*. There is a section at the back for doing this. You could even email them to me at **mark.findlayrd@gmail.com** and the *Chronicles* might even see print one day! As well as Adventure Points for saving rolls, you may also take 20 APs for every ‘person’ you meet. **The saving rolls in this solo are nearly always pitched at L1; if you don’t fail saving rolls you will be safe but you will miss out on a lot of fun! I suggest you sometimes play this with the 5.5 fail rule - that 1, 3 is a fail as well as 1, 2.**

Good luck!

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By Mark Thornton

Covers & Art by: Stanley Ditko

Text Altered by: Stanley Ditko

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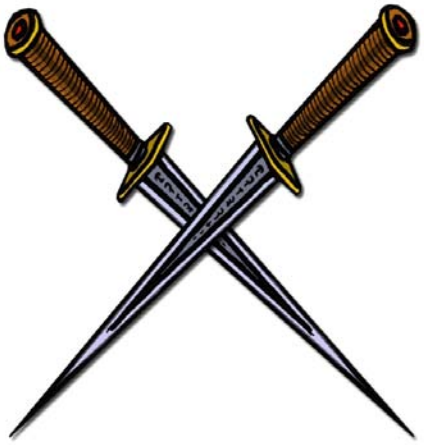
Tunnels and Trolls is a game created by Ken St. Andre and published by Flying Buffalo, Inc.

A word from the Trollgod



"This work now makes Mark Thornton the most prolific Tunnels and Trolls author/creator of all time, and this is (very much like) the ultimate solo I always wanted to create myself, but never had the discipline to finish. Decades ago I started a solo called the Infinite Adventure. Looks like Mark has taken up the challenge himself. Trolls, everywhere, are you ready to rock and be rocked?"
--Ken St. Andre
5 October 2014
Phoenix, Arizona

Dedication

As ever, we must give **thanks**, in particular order, to Ken St. Andre, the inestimable Trollgod, Liz Danforth, whom the Muses accompany, Rick Loomis, the Flying Buffalo himself, A.R. Holmes, a boozer of great distinction, Mad Roy Cram, the original anarchic alchemist, Chet Cox, a tireless punster for whom the pen is most definitely mightier than the sword and Charlie O'Brien, who has the greatest stable of PCs the Trollworld has ever known. I am further inclined to give credit where credit is due to Robert E. Howard, Stan Lee, Jack Kirby and Steve Ditko, Frank Richards, Rik Mayall, Adrian Edmondson and Nigel Planer, Bob Dylan, Joe Strummer, Billy Bragg and John Lydon, Sophocles, Euripides and Aeschylus, JK Rowling, Tony Benn, Michael Foot and Neil Kinnock, Eric Cantona, George Best and Bryan Robson, Geoff Boycott and David Gower, Robert Graves and George MacDonald Fraser and finally to all the great Monty Pythons, whose words from the ***Quest for the Holy Grail*** I have borrowed.

MISSING INACTION

1
Dunleavin Street
It is warm here but the smell is rank and overpowering. Do you want to crawl out of the pig dung and argue for your inalienable rights (go to 3) or slink out of the neighbourhood, tail between your legs (go to 5)?

2
Elsie Avenue
The fire's embers singe then liquefy your flesh. Lose 1 CON. The old watchman, Old Ned, who is only 14 despite his wrinkles (he got on the wrong side of a bad tempered curse doctor) is staggered by your appearance, too shocked to intervene as two old tramps grab you, tie you to a spit and start roasting you. Do you want to tell them you're best cooked rare (100) or attempt to untie your bonds (102)?

3
Dunleavin Street
Jupp Blatter, the man your father used to let you use for piggy back rides into town when it was raining or snowing, gives you a look of extreme contempt and chops your left thumb off. Lose 1 CON. Do you want to strike back (go to 7) or drip blood all the way out of town (go to 5)?

4
Dunleavin Street
"Mercy!" he scoffs. "I'll show you mercy!" And with that he knocks you over and sits on your chest. Then he takes a knife out and begins sawing on the nearest available limb at either the shoulder or thigh. (He prefers legs to arms and right to left but it depends what you may have lost already). You lose 1 CON. When he's done he turns you over to the City Watch. An old guard helps you to your feet but you're weakened and totter clueless until you fall into his fire. Go to 2.

5
Turncoat Lane
Once past the guarded edge of your neighbourhood, things get pretty grim. Men your father drove off and left to starve spot you and make a beeline for you. One spits in your face and urinates on your feet, Do you want to knock seven bells out of him (go to 9) or back off and run as fast as you can (go to 11)?

6
Dunleavin Street
“Don’t you speak to me like that, you upper class twat!” he screams. Then he jabs both thumbs hard into your eye sockets, blinding you temporarily in both eyes. Lose 1 CON. He is about to hand you over to an old city watchman when you stagger pathetically into the watchman’s low-burning fire. Go to 2.

7
Dunleavin Street
Good for you, you spunky little whippersnapper! Blatter deserves a good kicking after all the pilfering he’s done over the years. Make a L1 SR on LK. If you make it go to 13 but if you fail go to 15.

8
Dunleavin Street
He sees the ring on your hand and then the other (if you still have them both!). He wants them and makes it plain he will do you ill if you seek to deny him. Do you want to pretend to go along with him and then poke your fingers hard into his eyes (104) or hand them over (106)?

9
Turncoat Lane
Uri Gagarin does not wish campanolgy practised on his face. He wrestles and grapples like a man possessed. Make a L1 SR on STR. If you make it go to 17 but if you fail go to 19.

10
Dunleavin Street
“Hey! What have you got to hide?” he yells angrily as he gives chase. He probably would catch you easily but… Make a L1 SR on INT. If you make it go to 108 but if you fail go to 110.

11
Turncoat Lane
One of the men, an incontinent space cadet called Uri Gagarin, sets off after you like a whippet after a jack rabbit. Make a L1 SR on SPD. If you make it go to 21 but if you fail go to 23.

12
Netherwallop Road
The doctor takes out a very large syringe with a wide, blunt needle. It contains a dirty, brown fluid. He jabs it into your backside with a mean grin on his face. It hurts. Lose 1 CON. Make a L1 SR on LK. If you make it go to 112 but if you fail go to 114.

13
Dunleavin Street
You get a lucky break – your left arm. Lose 1 CON. Blatter glowers at you and tells you you're lucky he didn't rip it out at the socket. Anyway, it's only a fracture. Do you want to jump over the wall just past him (go to 25) or do you want to whack him on the back of the head when he turns away from you (go to 27)?

14
Netherwallop Road
"Great!" he grins and he takes a knife and slices your stomach open. Lose 1 CON. Then he starts rummaging about inside you. Do you want to let him carry on (116) or push him away (120)?

15
Dunleavin Street
Blatter blocks your blow easily and bites a finger off your right hand. You lose 1 CON. Then he goes off for a drink. Do you want to try to find a doctor (go to 29) or follow him into the tavern (go to 31)?

16
Pigwhistle Parade
"Don't waste my time!" he thunders, slapping you hard across the bridge of the nose. Lose 1 CON. The two men take you through twisting streets to a graveyard, spin you about until you are very dizzy and then leave you. You see two figures coming towards you, one from behind a grave, the other running along a path, although they both look blurry as you are so giddy. You can move towards the figure emerging from behind a grave stone (122) or the man on the path (124).

17
Turncoat Lane
When he hits you again, you're tough enough to take it without permanent damage. However, your nose is broken and spouting blood. Lose 1 CON. Your assailant and his mates leave you for more pressing business. There are some large allotments in this part of the city. Do you want to sneak into a nearby farmer's barn (go to 33) or jump on the back of a passing wagon (go to 35)?

18
Pigwhistle Parade
The guard scares the two men away with his pike. Then he asks for his reward. Tebbit sees your rings (assuming you still have them). Will you give him a ring (126) or offer him an IOU (128)?

19
Turncoat Lane
The punch your attacker lands, as he swats your blows aside like very small things swatted away by infants in the crib, is a haymaker that a farmer would be proud of. It lands on your chin and lifts you off your feet. All your teeth are knocked out and your brain squishes against the top of your skull. Lose 1d6 INT. Do you want to sit down and cry (go to 37) or run back to town to find your mummy (go to 39)?

20
Sullied Trouser Inn
Burt is too slow and grabs his own balls and squeezes them rather than your neck. While he is brushing the tears aside, two men approach you and ask if you want to play darts (130) or skittles (132)?

21
Savage Street
You run so fast in your panic that they can't catch you. So they set a dog on you. The dog catches you and sinks its teeth into your left calf. Lose 1 CON, 1 DEX and 1 SPD. Do you want to give the dog a smack (go to 41) or do you want to try to shake it off and flee (go to 43)?

22
Sullied Trouser Inn
Burt grabs you, shakes you and sticks you into a water butt, before ramming down the lid. Make a L1 SR on LK. If you make it go to 134 but if you fail go to 136.

23
Savage Street
Maybe you're punch drunk already but whatever the reason, you're too slow and someone trips you up. Make a L1 SR on DEX. If you make it go to 45 but if you fail go to 47.

24
Sullied Trouser Inn
You convince Burt that this is a 'wanted poster' for the leading actor in an important play and that he should apply immediately for the part. He claps you on the back heartily (lose 1 CON) and rushes off for a life treading the boards. You can go into the tavern now. A woman asks you if you would like some company. If you say you would go to 138 but if you decline go to 140.

25
Dunleavin Street
The wall suddenly seems quite high. Make a L1 SR on STR. If you make it go to 49 but if you fail go to 51.

26
Sullied Trouser Inn
Whatever you say just makes it worse. Burt can't bear to have his looks laughed at. He gets you in a headlock and twists. You hear bones grating together as he breaks your neck. Lose 1d6 CON. You are now a paraplegic. A priest with a broad, friendly smile asks if you would like to be redeemed. If you are willing to repent and accept salvation go to 142 but if you would rather let the serving maid help you into a bath chair go to 144.

27
Dunleavin Street
The man's head is diamond hard. And his hair is as nasty as barbed wire. Make a L1 SR on LK. If you make it go to 53 but if you fail go to 55.

28
Dunleavin Street
As you whirl like a dervish, trying to end this agony, a big ogre rushes in to help you, grabbing the canine and ripping it from you. Unfortunately, a chunk of your butt comes away with it. Lose 1 CON. A kindly old lady steps forward to tend to your bleeding bottom. Will you bend over and let her do her work (146) or will you push her away, not wanting such intimate attentions (148)?

29
Netherwallop Road
You find a doctor easily. He looks the part – he wears a stethoscope, somewhat ostentatiously, and he carries a black bag bulging with sharp-looking instruments. He says he has some medical research that you could help him with. Do you want to go with him (57) or back away (59)?

30
Acorn Lane
As you crunch down on your assailant, the teeth go in deeper. Lose 1 CON. Now make a L1 SR on STR. If you make it go to 150 but if you fail go to 152.

31
Sullied Trouser Inn – Dunleavin Street
The bouncer on the door lets Blatter in with a clap on the back but when he sets eyes on you, he asks to see some ID. Do you want to run through his legs to get inside (61) or show him the piece of paper you can feel in your pocket (63)? [If you came here with Brian, you find he has buggered off.]

32
Acorn Lane
"This is going to be fun!" he snickers. "I've got myself a whiner." He leaps up and grabs your bottom lip and rips it off. Lose 1 CON and 1 CHR. "You're coming with me, buddy boy!" Gangooly yells excitedly and pushes you through the open window of a house where a party is clearly going on. Once inside, do you want to start dancing with the other partygoers (154) or follow the gremlin upstairs (156)?

33
Acorn Lane
As you go through the door you hear a low growl. If you are a hobbit or a leprechaun or some other kind of short arse, it may not seem so low. Do you want to turn and run (65) or face down whatever it is (67)?

34
Acorn Lane
“Sure,” the gremlin nods his head. “I’ve got a job you can help me with. My friend the harpy has got a splinter in her butt she can’t get out. If you do that for her, I’ll give you a treat.” Gangooly takes you down a foul-smelling alley and into an abandoned warehouse, smelling of excrement. He introduces you to the harpy, who screeches in an extremely ugly fashion and bends to allow you to full access. Let’s see how you do – make a L1 SR on DEX. If you make it go to 158 but if you fail go to 160.

35
Sourgum Street
The wagon is moving slowly. What is under the cover though? Make a L1 SR on LK. If you make it go to 69 but if you fail go to 71.

36
Ebony Square
The witch has very bitter and rock hard skin which instantly shatters your teeth and bloats your lips. Lose 1 CON and 1 CHR. In retaliation she pops you into her cauldron. The brew is hot. Lose another 1 CON and make a L1 SR on WIZ. If you make it go to 162 but if you fail go to 164.

37
Turncoat Lane
Some of the men feel sorry for you but others think you're a nancy boy. It may well be the way you walk or it could be the saucy sway of your hips. Make a L1 SR on CHR. If you make it go to 73 but if you fail go to 75.

38
Ebony Square
She has a big enough WIZ to be unphased by yours but she is impressed with your capacity for self-delusion. She asks you if you would be willing to swap your toes for her protection. If you say "Yes", go to 166 but if you say "No", go to 168.

39
Paladian Plaza
Back inside the familiar town that once gave you whatever you wanted (just yesterday!) you see someone wearing your mother's Sunday best dress slipping into an alleyway. Do you want to follow her (77) or shout out to her (79)?

40
Sourgum Street
This should be interesting. Make a L1 SR on STR. If you make it go to 170 but if you fail go to 172.

41
Savage Street
You smack the dog and it bites you. It is frothing at the mouth and has red eyeballs. You may look very much like it soon. Make a L1 SR on CON. If you make it go to 81 but if you fail go to 83. (Plus you lose 1 CON for the bite.)

42
Sourgum Street
It would be nice to think that you might make it. I suppose the snake is a little sluggish after its nap. Make a L1 SR on SPD. If you make it go to 174 but if you fail go to 176.

43
Savage Street
The dog doesn't let go. In fact, its teeth sink much deeper and as you run, your left leg loses a big chunk just below the knee. Lose 1 CON. The dog hurries off and settles down to snack on your leg flesh. Now the men feel sorry for you. They carry you off to a building and lay you on a table once they have bound up your stump. Go to 85.

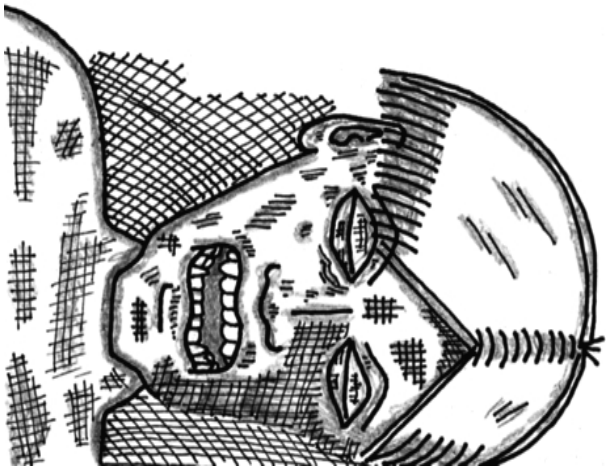
44
Higginbottom Gardens
This chap has a nice house and he suggests you go up to his en suite bedroom and take a shower there. As the water soothes your poor aching body, you see a hand coming towards you through the nearly see-through curtain. Do you want to leap out on the intruder (178) or crawl out through the window (180)?

45
Carbunkle Lane
You roll into a ditch. This is home to a large water rat. The rat is hungry and takes a bite at your right ear. The ear comes off. Lose 1 CON. Do you want to crawl along the ditch away from the happily-feeding rat (87) or do you want to clamber out (89)?

46
Armitage Shanks Lane
“Aw, too bad!” he calls after you. Out of the frying pan into the fire is what springs to mind now as you trip over the drunken form of a goatman, lying on the pavement outside a tavern. You land on his horns and that is not good. Lose 1 CON. Do you want to say how sorry you are (182) or hold his horned head down before he can try to butt you (184)?

47
Carbunkle Lane
You land hard on the road, right on top of a broken bottle. Make a L1 SR on LK. If you make it go to 91 but if you fail go to 93.

48
O’Vather Hill
The barrel fell apart when it hit the shin of a rock troll. The troll is new to town and quite lonely. “Friend!” he grins as he picks you up, pats you on the head (lose 1 CON) and tucks you under his arm, before marching off with you. Do you want to try to slip out of his grasp (186) or trust to luck and see where he takes you (188)?



49
Elsie Avenue
In desperation you scale the wall and drop out of sight over the other side – straight into a tanner’s works where you half flop into a vat of tanning solution. Make a L1 SR on SPD. If you make it go to 95 but if you fail go to 97.

50
O’Vather Hill
The barrel shattered when it hit the wall of a shop being painted. You managed to send the painter’s ladder flying and now the painter is about to land on you, paint pot in hand. Lose 1 CON. The painter breaks his back and dies very quickly (he had a rare bone disorder). You now have a yellow streak painted down your back. The painter’s mate yells out “Murder!” at the top of his lungs. At the same time a wagon passes by, driven by a man hollering something about hiring fighters for the arena. Do you want to leap into the wagon (190) or protest your innocence to the other painter (192)?

51
Elsie Avenue
Sadly, the wall is too high for you and you crash into it. It is an unforgiving wall. You bash your forehead and have an egg-sized lump coming up fast. Lose 1 CON. The men throw you over the wall – helpful sorts. You land on a watchman's fire. Make a L1 SR on SPD. If you make it go to 99 but if you fail go to 2.

52
Scabbyrag Alley
Her rolling pin swings just past your chin and whacks a passing elf on the nose, cracking like an egg for someone's breakfast. The woman hastily points out she meant to hit you and not the elf and the elf fires his bow twice rapidly. There is an arrow protruding from the woman's navel and she keels over, stone cold dead. The other arrow pins one of your feet to the floor (a hand if you have no feet). Then the elf takes out a keenly-bladed hunting knife and amputates the extremity. Lose 1d6 CON. Do you want to collapse and give up (194) or force your battered body through the back door (196)?

53
Dunleavin Street
The man's wiry hair rips your finger nails off. Lose 1 CON. Now he's mad at you. Do you want to beg for mercy (4) or tell him where to get off (6)?

54
Scabbyrag Alley
The rolling pin cracks down hard on your head. Lose 1d6 CON and 1d6 INT. You see stars. When you wake up you realise that you are lying in a grave. Do you want to keep still (198) or haul yourself out (200)?

55
Dunleavin Street
You break all the fingers of your right hand. Lose 1 CON. He looks at you and feels sorry that you're having such a bad day. He offers you his hand. Will you take it (8) or decline and instead turn and run (10)?

56
Paladian Plaza
As you hobble away on the crutch, a boy passing by throws a coin at you. "There you go, Guv – you look like you need it more than me!" Soon there is a fair pile of money at your feet. Make a L1 SR on LK. If you make it go to 101 but if you fail go to 103.

57
Netherwallop Road
Dr. Crusher straps you to a table and asks if you need anaesthetic. If you say 'yes' go to 12 but if you say 'no' go to 14.

58
Paladian Plaza
It is not easy scurrying away in the miserable state your in. Make a L1 SR on DEX. If you make it go to 105 but if you fail go to 107.

59
Netherwallop Road
Two men in white coats jump out and grab you, forcing you into a straight jacket. They begin marching you away after the doctor when a city guard intervenes and asks if everything is ok. Do you want to tell him you are being kidnapped (16) or attempt to bribe him and get him on your side (18)?

60
Savage Street
As you enter, something balanced on the top of the door falls on your head. It is a large jar of strawberry jam. It hurts. Lose 1 CON. As you pick yourself up, the door slams behind you. Then you hear a buzzing sound and you feel something fly past your ear in the gloom. Do you want to swat whatever it is away (109) or cover up as best you can (111)?

61
Sullied Trouser Inn
Big Burly Burt is amazed at your impudence. He makes a grab for you as you scuttle under his underpants. Make a L1 SR on DEX – you have to avoid his big hairy hands and his knobbly knees. If you make it go to 20 but if you fail go to 22.

62
Savage Street
As you crawl through, the window suddenly slams down and traps you! Next moment, you feel something whack you on the backside and this is repeated vigorously and repeatedly. Lose 1 CON. Do you want to try to push the window up again (113) or scream for help (115)?

63
Sullied Trouser Inn
The paper has a doodle you did in an art class with your tutor, Vincent van Driver. It is a pretty good representation of a pig with a man's face. It was supposed to be Vincent but it looks much more like the bouncer, Big Burly Burt. You need to talk your way out of this one fast. Make a L1 SR on INT. If you make it go to 24 but if you fail go to 26.

64
Savage Street
Bluto is surprised to be attacked by a cripple so he might not land the devastating haymaker that has accounted for many a whale. He might even miss with his harpoon. You had better be quick though! Make a L1 SR on SPD. If you make it go to 117 but if you fail go to 119.

65
Acorn Lane
As you turn your back, teeth sink into the seat of your pants. Lose 1 CON. Do you want to run, jump and shake, trying to throw off the creature (28) or do you want to sit down hard and hope to crush it (30)?

66
Savage Street
The sailor is a gnarled veteran of both tempest and leviathan but he won't go in there… Inside, you see a chubby fellow with a droopy moustache and cross-eyes strumming a ukulele. He does not play well at all. Do you want to beg for sanctuary (121) or offer him some musical tuition (123)?

67
Acorn Lane
You turn to see a gremlin. It shouldn't be here but it is too mean and elusive for the farmer to drive out. It eats his chickens but it wants a change of diet. If you want to plead for mercy go to 32 but if you wan to offer to be the gremlin's servant go to 34.

68
Back Passage
The hag gasps at your audacity and starts to waggle her fingers but you have her by the waist. Make a L1 SR on STR. If you make it go to 125 but if you fail go to 127.

69
Ebony Square
A woman grabs you and starts prodding and probing you with bony fingers. Then she starts muttering some arcane words. Do you want to bite her (36) or put all your concentration into resisting whatever it is she is trying to do to you (38)?

70
Back Passage
“You think I get my reputation for wickedness by doling out ladles of kindness? You must be barking mad! Make me laugh and then I’ll go to Plan B. You’d prefer that to Plan A – everybody does!” Make a L1 SR on CHR. If you make it go to 129 but if you fail go to 131.

71
Sourgum Street
You have landed on a sleeping python. You landing on the serpent rouses it from its slumbers. It is not only sleeping dogs that should be left to lie. The python automatically thinks of eating when it wakes. Do you want to wrestle with it (40) or jump straight back out of the wagon (42)?

72
Carbunkle Lane
You somehow succeed in slipping past the alligator’s snapping jaws and land on its back. The reptile is rather shocked by this and zooms off down the ditch at breakneck speed (I mean that quite literally). Make a L1 SR on STR. If you make it go to 133 but if you fail go to 135.

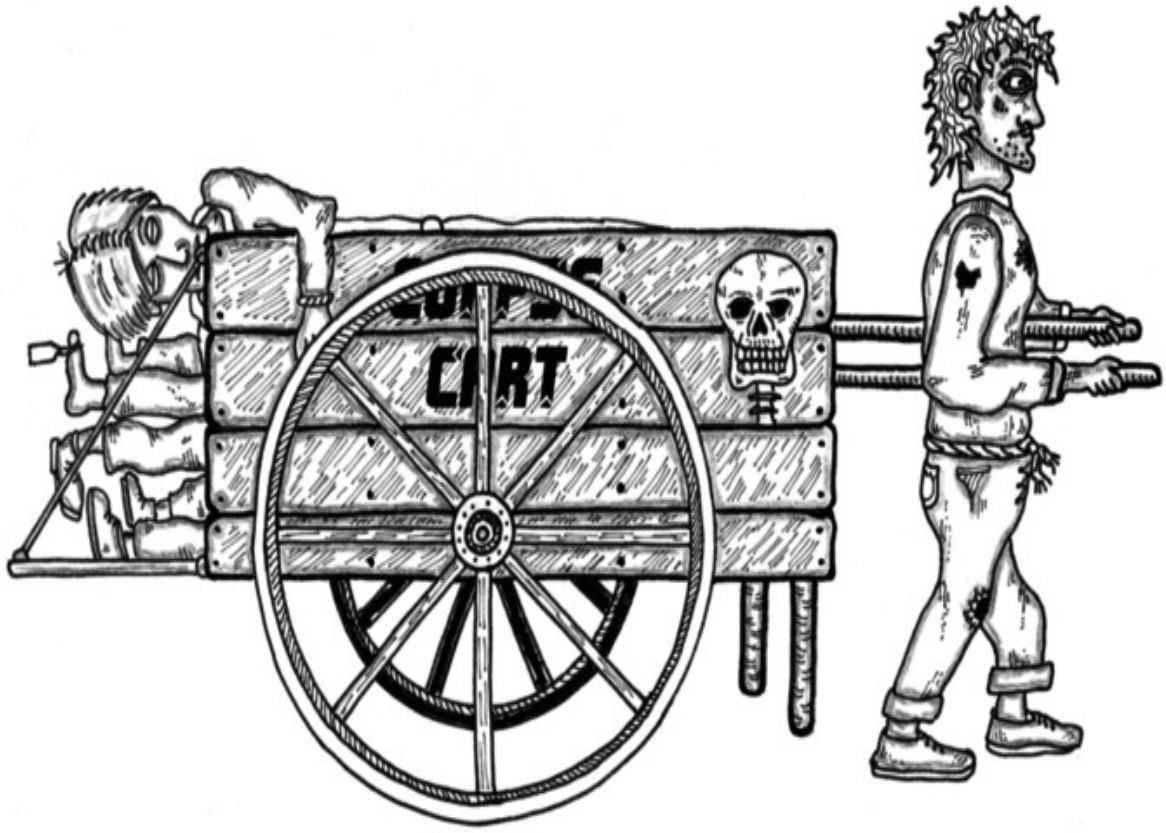
73
Turncoat Lane
One of the men, a dapper fellow named Quincy Paste, decides he wants to take you home and gives your cheek a squeeze to show how much he likes you. Will you go with him (44) or make a run for it (46)?

74
Carbunkle Lane
The pygmy crocodile takes a generous bite out of your left side. Take 1d6 damage. This is good in that it is a slow eater, liking to savour its meals and you can escape. Do you want to step on its head and climb out of the ditch (137) or crawl down the tunnel it presumably lives and sleeps in (139)?

75
Turncoat Lane
Oh dear. Their sympathy quickly dissipates and rather than fall out with each other they decide to put you in a barrel and roll you along the street and down a hill. When the barrel hits something at the bottom of the hill, it splinter and those splinters embed themselves in you, Lose 1 CON for the battering and another I for the splinter now lodged in your left eye. You are now blind in one eye and lose 1d6 DEX. We also need to know what it was that you and the barrel hit. Make a L1 SR on LK. If you make it go to 48 but if you fail go to 50.

76
Toe Rag Square
On-lookers protest at the very thought of him taking someone still living. “Not fair! What about me?” cries one. “I was here first!” yells another. You can get away now while they are arguing. Do you want to join a line of people queuing up (141) or steal a horse tethered loosely to a rail nearby (143)?

77
Scabbyrag Alley
Turns out not to be your mother but a bad tempered trollop with a rolling pin. She swings this hard at you. Make a L1 SR on DEX. If you make it go to 52 but if you fail go to 54.



78
Toe Rag Square
The corpse-carrier heaves you into his cart where you land on several dead bodies in various states of imperfection. Make a L1 SR on LK. If you make it go to 145 but if you fail go to 147.

79
Paladian Plaza
Your shout wakes up a dirty, smelly and very violent tramp. He takes a swing at you with his axe because he is ravenous. He chops into your right leg at the thigh and starts munching away on a hunk that flies off. Lose 1 CON. Now that he’s in a good mood, he tosses you his crutch and his handkerchief to bind your wound. Will you use it (56) or hop away as best you can (58)?

80
Throgludite Crescent
They want you to join there gang! They take you through a maze of alleyways until they reach a manhole cover and help you down where you meet their leader, a squat toad of a boy they call ‘King Podgy’. The king tells you to prove yourself. There is an evil looking contraption behind him with many a wicked blade, several corkscrews and a fair few attachments you could not hope to understand but all of which look made for doing bodily harm. “This is my organ grinder,” the king informs you, beaming hideously. “Sit in that chair and pray.” When you are sat in the chair, the machine hums and trundles over to you. Make a L1 SR on LK. If you make it go to 149 but if you fail go to 151.

81
Savage Street
Your system manages to repel infectious bacteria and now you can get away. There is a door half ajar to your left in an old warehouse (60) or there is an open window on the ground floor of a house with a roof shaped like a witch’s hat (62) – choose which you enter.

82
Carbunkle Lane
The urchins don’t take to kindly to you. “Let’s sell him to the witch!” they quickly agree. They frog-march you through dark streets blindfolded until you hear them complete a trade, selling you for three copper pieces. The blindfold is removed very roughly as you are thrown to the floor. Lose 1 CON and go to 69.

83
Savage Street
The dog has rabies and so do you. You start frothing at the mouth and barking madly. Lose 1d6 INT and CHR and another 1 CON. A sailor approaches you (he is on shore leave) and gets out what looks suspiciously like a harpoon. Do you want to attack him (64) or rush through the open door of a house bearing the sign of “Fat Al the Executioner” (66)?

84
Carbunkle Lane
“Ah ha! Jim, lad!” croaks a theatrically dressed fellow with a rapier flourished in his one hand while the hook on the stump of his other serves to drag you along in his wake. “I’ve been looking for you, you mutineer, you! Why, if I didn’t need a cabin boy, I’d keel haul you and skin you for a sausage!” With many more garish phrases, he finally arrives at his ship, the ‘Jolly Wodger’. As he pays for tickets for the two of you, there is a chance to escape. If you want to make a run for it go to 118 but if you fancy a life at sea and a healthy dose of scurvy go to 153.

85
Back Passage
Once inside the building, you hear bubbling and cackling. Then you smell something cooking. “What have you brought me, you rascals?” you hear a voice ask eagerly. Then you see an old crone with a big wooden spoon emerge for a curtain. “A kidney would be good, I think!” She pays the men with silver and then they leave. Now she stoops to examine you. Do you want to grab her and overpower her (68) or beg for mercy (70)?

86 Elsie Avenue
“I’ll let you go if you give me your skin,” Stinky Pete offers, taking pride in his fairness. If you accept go to 155 but if you decline go to 157.

87
Carbunkle Lane
It is not only rats that live in the ditch. Next you meet a dwarf alligator. The alligator surges forward at you. Make a L1 SR on DEX and go to 72 if you make it and 74 if you don’t.

88
Elsie Avenue
Stinky Pete goes white and quakes in his boots. Then he whistles twice and something hits you on the head. Lose 1 CON. When you wake up you overhear that he is in the process of counting his coppers which he received from selling you. Go to 69.

89
Carbunkle Lane
As you emerge dirty and dripping, the Bring-out-the-Dead man asks if anyone minds if he takes you. Make a L1 SR on CHR and go to 76 if you make it and 78 if you don’t.

90
Prettyplease Pass
“Oh, you look so cute and adorable and pink like that!” the man exclaims. “I’ll sell you to my business associate.” He clobbers you with his soup ladle (lose 1 CON) and when you wake up you feel decidedly cold. The wind is howling and so is a grating voice near your ear. “Wake up or I’ll just eat you!” someone is roaring. Do you want to play possum (159) or open one eye to indicate your wakefulness (161)?

91
Carbunkle Lane
The broken glass bites into your left check and leaves a nice circular saw-tooth tattoo. Lose 1 CHR and 1 CON. The men run off laughing. They are soon replaced by a gang of street urchins who poke at you and laugh. Make a L1 SR on LK and go to 80 if you make it and 82 if you don't.

92
Prettyplease Pass
"Why, you look worse than my old mum and that's saying something as she's been dead in her bed for the last three years," your latest tormentor signs in frustration. "I shan't get much for you now!" He lifts his arms high and you smell the worst body odour this side of the Minotaur Peninsula. When you wake up you overhear that he is in the process of counting his coppers which he received from selling you. Go to 69.

93
Carbunkle Lane
The broken bottle bites into your neck and severs your vocal chords. You can no longer speak. Lose 1 CON. The men leave and you soon feel a pole prodding at you and then a hook dragging you along the road. Go to 84.

94
Elsie Avenue
Make a L1 SR on SPD. If you fail, he hacks a leg off (don't mind which) and you lose 1d6 CON. If you lose a leg he catches you and you are carted off to gaol (163). If you got away, that is good but what is not so good is that you trip and fall, Lose 1 CON and go to 45.

95
Elsie Avenue
The liquid in the vat burns your skin viciously but you manage to drag your ass out before too much damage occurs – lose 1 CON. You have woken the tanner up, a violent bad tempered man, strong and fast to boot. Do you want to say how sorry you are for disturbing him (86) or tell him that you've had a narrow escape and you'll have the Health & Safety officers on to him (88)?

96
Elsie Avenue
"A likely story!" Old Ned snorts. He whistles and two men grab you. "Where to with this sorry piece of lard, Stan?" one asks. "Give him to Butch," Stan replies. "He'll know what to do with him". They squeeze your windpipe until you pass out (Lose 1 CON). When you wake up you realise you are being appraised by the aforementioned Butch. Go to 90.

97
Elsie Avenue
Not quick enough to get out of the acidic solution quickly enough, it burns the skin from you back and from all other parts – you have been flayed alive! Lose 1d6 CON. When you do get out, you see a big, angry looking bruiser staring at you, horrified. Make a L1 SR on CHR and go to 90 if you make it and 92 if you don't.

98
Elsie Avenue
Old Ned swings his sickle. What will happen? Maybe you can guess. Go to 165.

99
Elsie Avenue
The burn is not serious – lose just 1 CON – but as you scramble out the old rheumy-eyed watchman thinks he recognises you from a wanted poster. He is armed with a sickle. Do you want to run (94), plead your innocence (96) or attack him (98)?

100
Elsie Avenue
One gets out a fork and jabs into you to see how much juice runs out. The other carves a sliver from your left buttock. Lose 2 CON. Now make a L1 SR on CHR. If you make it go to 167 but if you fail go to 169.

101
Razorwit Road
A man with a sly smile in velvet robes decorated with polyhedral looks down at you. “I think I can help you if you want to invest your money wisely, you crafty little beggar!” he says with a lilt. If you want to take up his offer go to 298 but if you want to decline go to 296.

102
Elsie Avenue
The tramps laugh as they watch you struggle. You need to make a L2 SR on DEX. Every time you fail you lose 1 CON. If you succeed before you die, go to 171.

103
Razorwit Road
A dwarf with a hook nose, an eye patch and a parrot on his shoulder stops to blow his nose – all over you. “Huh? Sorry!” he grunts as he wipes you clean with the handkerchief. “Want to double your money, no questions asked?” he whispers. If you accept go to 294 but if you want to refuse this golden opportunity go to 292.

104
Dunleavin Street
He is more than a little distracted by the prospect of what for him is considerable wealth. Make a L1 SR on DEX. If you make it go to 173 but if you fail go to 175.

105
Ratfricassee Road
You discover you are very good at hopping. You may take a new talent in this ability (based on DEX +1d6). You hop a long, long way until you become too thirsty to continue. Just as well you have come to a tavern. Go to 31.

106
Dunleavin Street
“Good boy!” he grunts as he takes the ring(s). If this loss does not kill you, he slaps you on the backside with a sharp, stinging blow and tells you to leggit before he stops feeling so charitable. Who needs to be told twice? Run, run, as fast as you can (23)!

107
Longsorrow Street
You find hopping very hard to sustain and frequently fall over (lose 1 CON). Eventually you crash into a knot of people who are less than charmed to be mown into by a cripple. Best to get away from here too! Go to 23.

108
Moonshine Parade
You spot a carriage passing by and see the door opening. Quick as a flash (well, too fast for your tormentor), you leap aboard. Just then, the driver cracks the whip and the carriage starts off with a jolt. Make a L1 SR on SPD. If you make it go to 177 but if you fail go to 179.

109
Savage Street
The hornet that has left the nest you have disturbed (they built it on the door last night) is the first of a large swarm that seeks you out. This scout stings you (lose 1 CON). The best thing to do now is to stand stock still but can you? Make a L1 SR on the average of you current CON and CHR. If you make it go to 290 but if you fail go to 288.

110
Moonshine Parade
You fail to spot a pot of tar in front of you and put your foot in it. It is impossible to run effectively with your foot wedged in a pot of tar – you try it. Your father’s pony boy grabs you again and throws you in front of a passing carriage which runs right over you, sheering off your right leg at the knee (left if the right is already gone). Lose 1d6 CON. The driver gets out and places you on the backboard on top of a suitcase before setting off again at a cracking pace. Go to 181.

111
Savage Street
Covering up works well. The scout for the hornet nest that was built last night above the door decides you don’t merit a mention in dispatches. Looking inside now that you are free from immediate danger, you see a group of men huddled together in earnest discussion. Do you want to creep closer (286) or hide behind some large boxes piled up to your left (284)?

112
Netherwallop Road
The injection gives your system a badly needed boost and cures all your injuries! However, it largely consists of a baboon extract that drops your INT to 3 and makes you scratch your backside obsessively. This doctor is a keen student of evolution and puts you in a cage with a female baboon in the hope of starting an interesting new branch of the hominid tree. The female baboon is a rough lover. Lose 1d6 CON. Eventually Dr. Crusher releases you when he sees a new playmate would help his breeding program. You go out the tradesman’s entrance (1014).

113
Savage Street
"Don't you dare break my window – it took my years to trap that pain-demon in it!" hisses a particularly warty old toad of a woman. Let's see what happens if I cast a spell on you…" She casts *Oh Go Away*. She has higher WIZ so the spell works and you are left flailing madly in desperation to get away from her. Then she sells tickets. She tops up the spell whenever she needs to. You lose 1 CON every second spell until she fails her INT check (she only does that on a critical fumble and she has an automatic success with the first two casts of any spell she knows each day). If she fails before you die, you find she is laughing so hard you can get away. You can maybe escape over her back wall – go to 25.

114
Netherwallop Road
The doctor sees little use for you except as a tasty added ingredient to the food he lovingly minces up for his pet shark. The pound of flesh he cuts from your right buttock does not come away without causing you great pain and the loss of 1 CON. He forgets how faint you are as you stand on the viewing platform above the tank. Make a L1 SR on CON. If you make it go to 185 but if you fail go to 187.

115
Savage Street
Help comes in a strange form. The witch whose house this is sells almost dead bodies to supplement her pension. Her business associate's henchmen come calling to see if she has anything for them today and of course, thanks to you, she does, although the one with the Hitler moustache and jack boots takes exception when you ask what they intend to do with you. Go to 16.

116
Netherwallop Road
Dr. Crusher decides to just remove what you don't need and goes for the appendix. The thing is, he hasn't performed this operation for quite awhile and can't remember just what the appendix looks like. Make a L1 SR on LK. If you make it go to 189 but if you fail go to 191.

117
Savage Street
Surprisingly quick, given your sad and sorry state, you land a blow to his solar plexus before he can get a fix with his harpoon or smash his fist into you. Like many bullies, he rocks back and then blubs. This gives you the chance to get some distance between you and him but almost as soon as you make your move someone else explodes into your life. Go to 84.

118
Netherwallop Road
He's got a hook and he's not afraid to use it. Make a L1 SR on LK. If you make it go to 260 but if you fail go to 258.

119
Savage Street
A sad day for the underdog. Too slow, you move to avoid his jagged-edged harpoon, a weapon that has had a whale of a time before and is again now, as it burrows deep into your bowels. Lose 1d6 CON. If you live after this, you must be tough. Now get going! You see some other men who look as though they aren't as bad as the sort with a harpoon and can do no better than to seek their help. Go to 37.

120
Netherwallop Road
"Stop squirming!" he cries, clearly cross now. He goes to get his medical war hammer. You can see a window to jump through – it's the only way out as a guard has just come to the door after hearing all the noise. Make a L1 SR on LK. If you make it go to 193 but if you fail go to 195.

121
Savage Street
"The only sanctuary you'll get is the sanctuary of the hangman's noose, you varmint!" he roars. "You must be the fellow condemned to death for stealing that apple that was making the rest of Lord Hardass' barrel go rotten. He's an unforgiving type and so am I!" He picks up a length of rope, casually lassoes your neck and starts hauling you up over a beam under his roof. He likes to work from home these days. Make a L2 SR on LK. If you make it, the rope breaks and you get a pardon (go to 282) but if you fail, your execution is accomplished.

122
Ghoulish Gardens
The figure from the grave is a zombie-maker. He needs parts of the living to make the zombies (they go off quickly once the whole is dead) and he uses the husks as scarecrows (very effective but rather malodorous). He pushes you into a grave and pulls down the tombstone. Go to 197.

123
Savage Street
“I don’t want no music lessons, you heathen gonad,” he shrieks indignantly. “I can play real sweet, I can – I just need new strings. Don’t much care for cat gut so I’ll try your guts instead.” He reaches out with a scalpel he stole from Dr. K. Whaq, the leprechaun quack, and opens you up before scooping out what he needs. Lose 1d6 CON. If you live through that, you can hope for some reprieve but you don’t always get what you hope for. Something you have takes his fancy. Go to 8.

124
Insalubrious Heights
The figure on the path runs a rest home for lepers and often finds them hiding in the graveyard. He needs a new orderly and so he takes you by the arm and, kindly but firmly, leads you off. Go to 199.

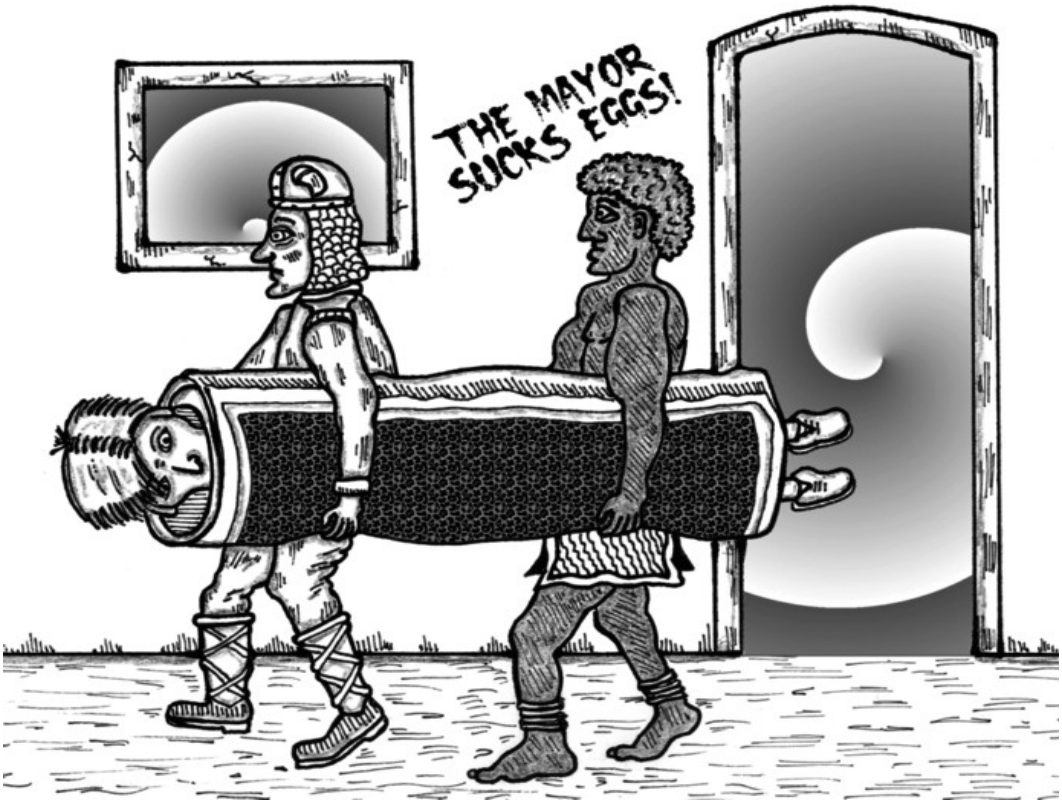
125
Back Passage
Her bones are very brittle and you snap her like an old, dry twig. As she dies, a whole bunch of stored up khremm escapes and decides to take up residence in you instead. Increase your WIZ by 5d6. Now you can explore her ill-kept hovel. Do you want to go down into the cellar (280) or look through her underwear drawer (278)?

126
Pigwhistle Parade
Tebbit takes it, bites it and rams it on his little finger. The ring carries a curse for those who are not of your family (never know when you will meet an illegitimate relation though). This man did not spring from your father’s loins though and swells to the size of a barrage balloon and bursts spraying you with blood and guts. The effect proves sanguine and you gain 1d6 CON. Just when you think things are getting better a dog leaps at you, keen to sample the man’s remains (and yours too – it has a big appetite: it is a big dog). It starts on your knee, eager to work its way up. Go to 43.

127
Back Passage
Your feeble attempt at manliness brings out her inner tiger (his name is Claude Balls). Claude lacerates you and then eviscerates you for good measure. Lose 2d6 CON. If you still live she dumps you back in your pig sty (1).

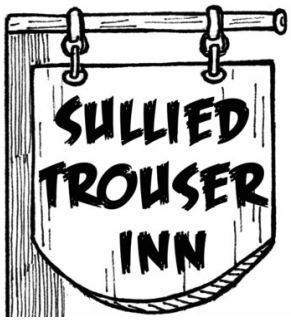
128
Pigwhistle Parade
As Tebbit stoops to examine it (he knows the vowels up to ‘O’), you have the chance to kick him in the nuts. Make a L1 SR on STR. If you make it go to 201 but if you fail go to 203.

129
Back Passage
The hag laughs so much she chokes on her own false teeth (which savagely set about eating her from the inside out, so sick are they of having to have initiated her foul-mouthed expletives). As she dies, a whole bunch of stored up khremm escapes and decides to take up residence in you instead. Increase your WIZ by 5d6. Now you can explore her ill-kept hovel. Do you want to go down into the cellar (280) or look through her underwear drawer (278)?



130
Sullied Trouser Inn
The men roll you up in a carpet just tossed out by a woman delighted with the new one her husband has just bought her as an anniversary present. If he thinks this is going to make her more amorous, he is sadly mistaken but that's another (all too common story). This one is flea-ridden so you get flea bitten (**and that's another Khaghbboommm Press solo – 'Fleabitten: Neither Here Nor There'**). When you are unravelled you soon find yourself holding a dart board passed to you by a hobbit only too glad to get rid of it. You can use it as a shield (205) or throw it at the man about to throw (207).

131
Back Passage
"That's about as funny as sucking on my undergarments," she says with real conviction. "Plan A it is then. Just as well really – there was no Plan B." She points a finger at you and turns you into a toad from the neck up. Your CHR drops to 1. Then she teleports you back to your pig sty (1).



132
Sullied Trouser Inn
"That's good!" chuffs Gripper (so called because of his vice-like grip on the testicles of those who annoy him). "Yeah," agrees Knobber (he deserves his name too but we shall keep the reason in reserve). "We need a new kingpin!" Well, being the king isn't always what it's cracked up to be as you discover when a big black bowling ball with a fuse comes trundling your way. Things look desperate – and they are. Make a L1 SR on WIZ. If you make it go to 209 but if you fail go to 211.

133
Skullduggery Street
The alligator comes to its senses and now knows what to do – it heads off to the dwarf alligator race circuit and joins in a race that started just 2 short seconds earlier. The crowd cheers at your arrival. Things go stale all too quickly without new blood and you look likely to shed some in all in the cause of sport. Someone hands you a whip. Do you want to lash your mount into a frenzy (276) or coast along in last place (274)?

134
Pestilence Park
The water butt is empty. Hallelujah! Suddenly, the bottom of the butt starts shaking and you realise that it is being removed from below. Then you are falling, falling…falling. Someone catches you and speaks. Go to 213.

135
Carbunkle Lane
You just don't have the muscle to control the potent force between your legs. The alligator bucks you off and takes a mouthful of your nether regions. Lose 2d6 CON. If you still live go to 272.

136
Pestilence Park
Trapped in a butt full of water. Why, a chap could drown. Make a L1 SR on CON to hold your breath, then make a L2 SR on LK. If you fail on CON you drown; if you fail on LK, you need to make both SRs again but both are one level higher… and so it goes until either your lungs burst or you get lucky. If you get lucky, go to 215.

137
Carbunkle Lane
The beast does not much care for such treatment. It attempts to eat your foot and your leg. Make a L1 SR on LK and on DEX. If you make both go to 270 but if you do not then go to 268.

138
Sullied Trouser Inn
The woman introduces herself as Cleopatra and hisses at you showing two sharp fangs. Her eyes are a hypnotic green. You might well want to get out of here quick. To do that go to 217 but to get to know her a little better go to 219.

139
Execrable Alley
The tunnel is smelly, slimy, dark, long and a tight squeeze. This is not something you would pay to do but a toll collector water ratling demands 1 gold piece. If you do not have the coin he bites you and you lose 1 CON. Once this nuisance has been negotiated, you see the light – the light of a familiar place. Go to 1.

140
Sullied Trouser Inn
A woman scorned is a woman you don't want to come after you. She shows a neat pair of fangs and hypnotic eyes. The only thing for it is to jump down into the landlord's cellar. Go to 221.

141
Toe Rag Square
When you finally get to the head of the queue, the old elf with the visitors' book asks you to sign in. "You are indemnifying us so we have no liability for whatever happens next. It's all a bit random and not always very nice." Before you can change your mind, the pen forces you to sign and you are teleported away. Go to 139 where you appear in a dark, stinking passage.

142
Temple Mount
The priest is a big man with a bloated face called Paisley (him, not the face). He tells you that he is a devotee of the *Cult of the Bear*, unpopular in Khosht but tolerated here in Khaboom because they keep the picnickers away. If you have a key, he takes it and thanks you. He tells you to put on a blonde wig as he is going to special ceremony and it's important you look the part. He leads you to a nice two story house and pushes you through the door, telling you to make yourself at home. Go to 223.

143
Toe Rag Square
The horse immediately gallops off. Let's find your natural ability for horse riding. Roll 3d6, no modifier. Then attempt a L1 SR on this skill. If you make it go to 266 but if you fail go to 264.

144
Sullied Trouser Inn
The maid is quite mad, that much is obvious as she squeals with glee, takes off the brake and pushes you down a very steep hill. Careering along at breakneck speed to see the road forks suddenly. Do you want to try to veer left (225), right (227) or will you aim straight at the funeral cortege coming out of the building immediately in your path (229)?

145
Carbunkle Lane
The corpses around you are cold but there does not seem to be anyone here who has died over a horribly contagious disease. The Bring-out-the-Dead man supplements his modest stipend by doing a little business on the side. When his cart next stops, you look out and see you are in a cemetery and you are not alone. Go to 122.

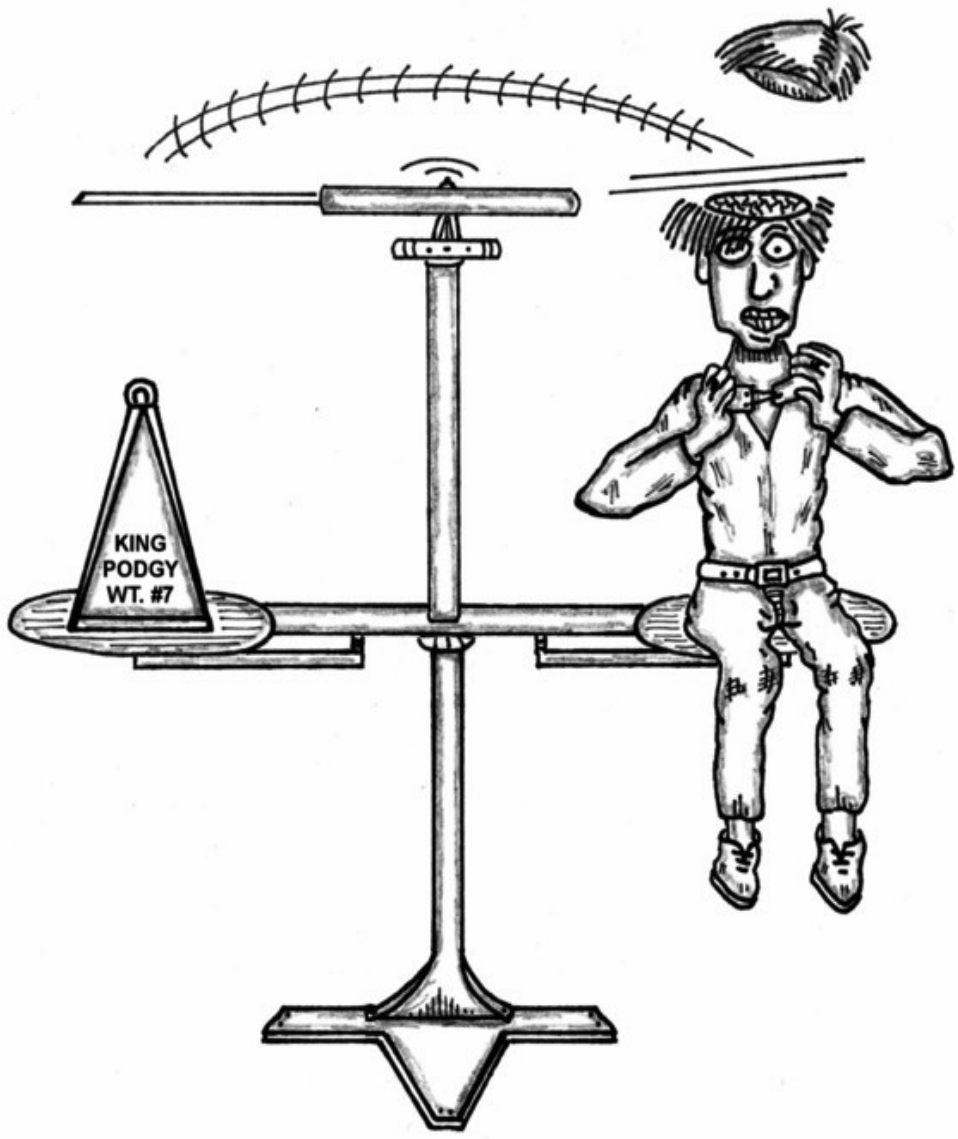
146
Dunleavin Street
The ointment she uses stings and brings you out in a rash but she heals all lost CON. “Would you like to come back to my cottage for some gingerbread?” she asks. It is a rhetorical question (the best kind in exams if not so now) as she shoves a cloth soaked in chloroform in your face. Go to 231. (You have to scratch the itchy rash in your unconscious state so lose 1 CON – swings and roundabouts…)

147
Toe Rag Square
Several of the bodies in the cart with you reek of disease and are oozing pus and spilling maggots all over you. Make a L1 SR on your current CON and go to 262.

148
Dunleavin Street
The old lady staggers and falls, cracking her head open on the pavement. An Evelly grinning djinn emerges and thanks you for releasing him. He grants you three dishes (it’s genies that give wishes). He sweeps you up and takes you to his gourmet restaurant, a sulphurous place with a nice view over a magma lake. Go to 233.

149
Throgludite Crescent
As the unnatural contraption probes you in normally improbable places, it finds your heart of gold. Your face glows and your eyes burn with righteous indignation. Podgy pronounces you his new right-hand man. Your WIZ and your STR rise by 1d6. King Podgy has a job for you and sends you with his chief scout, Snozzer, off on a mission. Go to 301.

150
Acorn Lane
The creature intent on eating you is a starving kobold, a refugee not eligible for state aid so he has to fend for himself the best the can. You have sat down with such force that you have broken his neck. Unfortunately a vigilante harridan doesn’t appreciate that you didn’t start it and swings at you with deadly aim. Go to 54.



151
Throgludite Crescent
The testing machine weighs you on the Scales of Fate and finds nothing to write home about. A thin circular blade whirrs into action and slices the top off your head. Lose 2d6 CON. If you live, you suffer your brain being replaced with that of a paranoid baboon. Your INT and CHR both are now at 3. King Podgy smiles, pleased at this experiment and sends you out on a leash with Snozzer, his chief scout, to carry out a daring mission. Go to 301.

152
Acorn Lane
You have not put enough weight into your pelvic thrust to shake off the hungry kobold chewing your butt off. It swallows another great lump of man-meat. Lose 1 CON. This time though it has bitten off more than it can chew and you can crawl away. There is a tarpaulin you can worm your way beneath (235) or you can make your way through a gate in a wall where teenagers are clearly trying to pluck up the courage to go through (237).

153
Hickory Docks
Your companion is heartily hailed by the crew of the Jolly Wodger and everyone tips their hats as a mark of respect for the Cap'n. "What's that you've got there, Cap'n Salty?" asks the bosun. "It's not as pretty as the parrot we had to eat when we ran out of vittels on our last voyage round the Horn. Can it speak?" If you answer go to 256 but if you keep schtum go to 254.

154
Acorn Lane
To strut your stuff and shake your booty convincingly you need to make a L1 SR on DEX and on CHR. If you make both go to 239 but if you fail either or both go to 241.

155
Elsie Avenue
He takes out his flensing knife and flenses you. This is much like flaying but better than filleting. Lose 1d6 CON. As good as his word, he let's you go. As you stagger off into the unknown, you hear growling behind you. Go to 65.

156
Acorn Lane
Upstairs, the gremlin shows you a secret door and pushes you through. "We need to go to the attic," Gangooly says cryptically. You can stamp on his head (243) or do as he tells you (245).

157
Elsie Avenue
"All high and mighty, are we?" Stinky Pete croaks. Then he throws a bottle of tanning solution at you. Make a L1 SR on SPD. If you make it go to 152 but if you fail go to 302.

158
Slugfest Street
The splinter is a great, jagged spike of hard wood. It comes out easily and the harpy passes out with relief. The gremlin grins. "She owes me for real now. I'm going to be rich!" it gloats, rubbing its hands together in avaricious malevolence. You can either slip away while the gremlin is too busy thinking of all the nasty things being rich will let it do (like set up a multinational corporation) before it remembers you (247) or you can use the sliver of wood to run it through (249).

159
Prettyplease Pass
"Well, I warned you!" The were-pig you were sold too is as good as his word and begins consuming you with lusty bites. Lose 1d6 CON. You need a L2 SR on STR to get away. Each round you fail you lose another 1d6 CON. If you do escape, go to 161.

160
Slugfest Street
The harpy screams in pain and rage as you just drive the splinter in deeper. Hissing and spitting, she turns and rakes you with her claws. Lose 1 CON. Then she tries to pick you up and fly away. Do you want to accept this ride (202) or reach for the gremlin's outstretched hand (204)?

161
Prettyplease Pass
“Oh, goody. You’re alive after all!” the were-pig who has just bought you exclaims. “Now we can have some fun together. I want to rob a bank!” The peculiar creature drags you along to the *Khaboom City Bank* where it points a water pistol at the bank clerk. “Where there’s much there’s brass!” the pig squeals as it demands the key to the bank vault. Make a L1 SR on LK. If you make it go to 304 but if you fail go to 306.

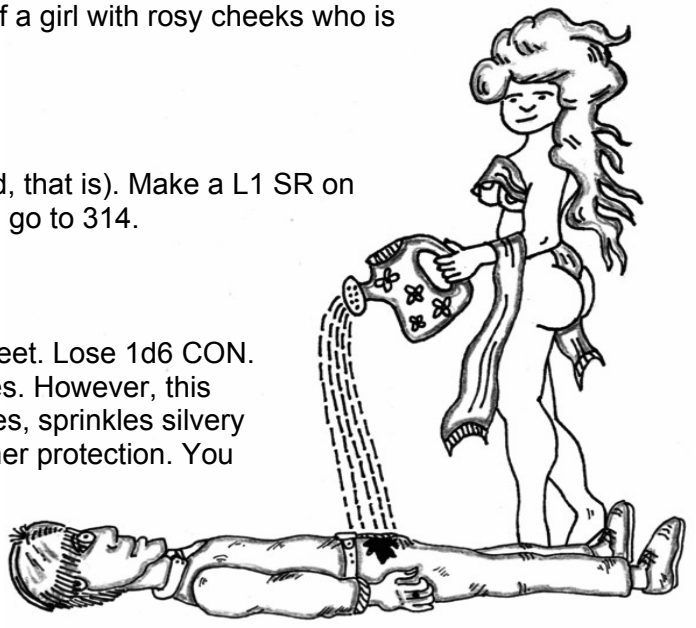
162
Ebony Square
Not what your captor intended at all! You hear a loud “Pop!” just as your feel the heat of the soupy liquid. “No!” she screams. “Mine! He’s mine!” She’s wrong though. You have been teleported away from her through your innate khremm and appear in a street feeling very groggy indeed. A man watching you convinces you that you need to find medical help. Go to 29.

163
Dungbeetle Scrubs
Well, you haven’t been convicted yet but you do get put in a holding pen. There are two spare spaces (each cell is for two detainees) – you could be shut inside with Mohawk the Minotaur Mutilater or Scabrus the Rabid Uruk. Make a L1 SR on LK: if you make it go to 308 but if you fail go to 310. [If you have been here with both Mowahk and Scabrus, you can go to 1677A to find a different cellmate to play with.]

164
Ebony Square
The witch cackles in melodramatic zeal as you simmer and stew. Then the magic kicks in. You become much hairier and much smaller – you have been transformed into a little monkey. Your attributes are unchanged and you are immune to fire and heat damage now. The witch picks you up and puts you on her shoulder. She doesn’t care that you are dripping and smelling unpleasantly. “My familiar!” she croons. “Now I have a familiar and I can go to the reunion!” And off she scampers, a spring in her limp. You can go along to this familiar reunion (206) or you can leap from her shoulder onto the arm of a girl with rosy cheeks who is selling apples (208).

165
Elsie Avenue
Heads he wins, heads you lose (your head, that is). Make a L1 SR on WIZ. If you make it go to 312 but if you fail go to 314.

166
Ebony Square
You feel your toes surge away from your feet. Lose 1d6 CON. Also lose 1d6 DEX for feet-related activities. However, this woman, who tells you her name is Anchises, sprinkles silvery water on you and tells you that you have her protection. You are wet everywhere except for one heel. She asks you if you would like to test out her protection (210) or leave her now and make your own way in the world (212).

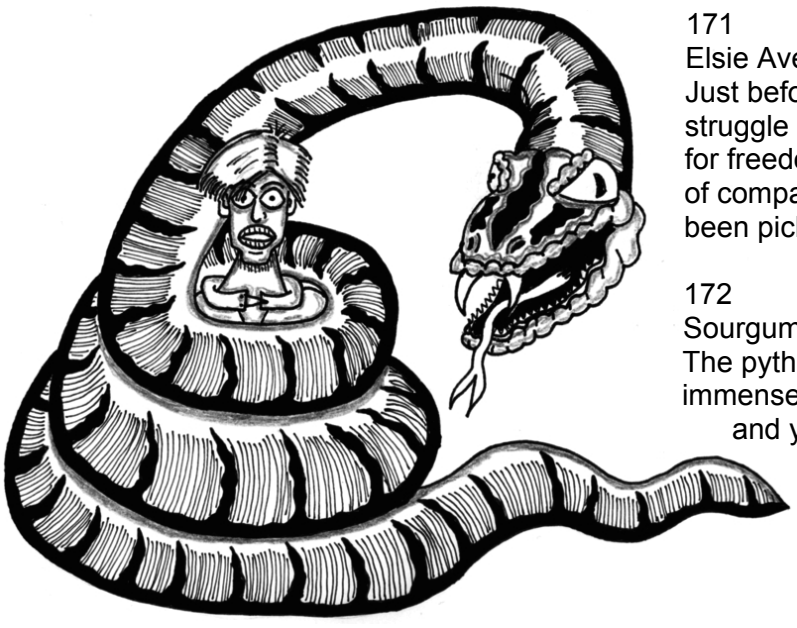


167
Elsie Avenue
Even though the flavour leaves them licking their lips for more, the don't want to start on the road to cannibalism with one they think is a good sport, at heart, so they let you go with a warning not to run about too much and become gamey and spoil the taste. You find yourself in the company of a man about to board a ship. Try as you might you can't get away from him. Go to 84.

168
Ebony Square
"OK, you get to keep your toes and you don't get my protection," she whispers with a honeyed vice laced with menace. "I'll have your kneecaps instead." You feel your flesh part and a wave of agony sweeps over you. Lose 1d6 CON. Make a L1 SR on LK. If you make it go to 214 but if you fail go to 216.

169
Elsie Avenue
"What a nasty fellow he is, Reginald!" opines one tramp. "Your adjudication is spot on, Lionel," concurs the other. "We shouldn't eat too much of his sort in one sitting so let's pickle him." They affably agree that this is for the best so they take you to their friend for some special preserving. They aren't blessed with great concentration though and you soon enough get the chance to escape if you can manage a climb. Go to 49.

170
Sourgum Street
You manage to heave the python out of the wagon and now you have the space to yourself. The owner of the wagon throws food under the tarp regularly so you get a good diet and recover all lost CON (he laces his pet's food with Poor Baby potion). When you feel full, you realise that wagon has come to stop. You can here a man's voice outside saying. "Your iguana will never take out my python! I'll bet you and arm and a leg!" Do you want to wait and see what happens (218) or try slipping out the other end (220)?



171
Elsie Avenue
Just before you reach your expiry date, you struggle out of this scrape and make a dash for freedom. A troll out for a troll wanting a bit of company chances upon you. You have been picked up. Go to 188.

172
Sourgum Street
The python wraps its coils about you with immense power and agility. You are trapped and you are crushed. Your ribs pop and snap and maybe crackle too. Lose 1d6 CON. Then it swallows you whole. Make a L1 SR on WIZ. If you make go to 222 but if you fail go to 224.

173
Patagonia Road
Blinded by greed, he lets you escape from his clutches. As you blunder through the streets, a group of scruffy, dirty, vociferous boys grab you and pull you along with them. Go to 80.

174
Sourgum Street
Your great speed allows you to elude the python's clutches. But whither to now? With a bump, you're on the road. A man is laying hands on a cripple as you get to your feet. "It's a miracle!" cries the happy ex-cripple. "But how am I going to make a living begging now, you meddling busybody?" With that he knocks the healer unconscious with a left upper cut and tosses you his crutch. Go to 56.

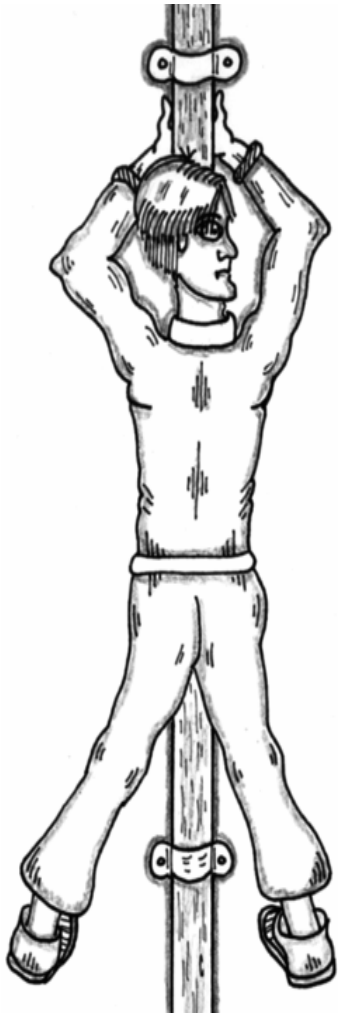
175
Dunleavin Street
"You don't get a way from me!" he cries and then he keels over, dead from a heart attack. You can have your ring(s) back if you like plus the 10 silver pieces he has in his purse. A fat fellow stuffing his face with jam sandwiches eyes you suspiciously and tells you he believes you have committed a felony. Go to 182.

176
Sourgum Street
Superman travels faster than a speeding bullet but you, I fear do not. Go to 172.

177
Resurrection Road
Sitting inside is a wealthy looking man, wearing a cravat and a pair yellow velvet bellbottom trousers. He has been reading the '*Khaboom Chronicles*' and is somewhat taken aback by your appearance. You have the chance to overpower him (316) or you can ask to become his partner (318).

178
Higginbottom Gardens
"I was only bringing you a towel," he cries as you choke the life from him. Now you are alone in the fellow's well furnished town house you might as well search it. Make a L1 SR on LK and go to 226 if you make it but to 228 if you fail.

179
Resurrection Road
A man with a cravat and a pair of yellow velvet bellbottom trousers greets you with a whack on the head with his rolled up newspaper. Then he stabs you in the thigh with his stiletto (lose 1 CON). "Let that be a warning to you, fellow!" he puffs. Then he looks at you more closely. "Did Squiffy send you?" he asks, looking pained. If you say 'yes' go to 320 but if you say 'no' go to 322.



180
Higginbottom Gardens
You squeeze through the little window and crawl down a drainpipe. Then there's the garden wall to climb. Make a L1 SR on STR and go to 49 if you make it but to 230 if you fail.

181
Cauliflower Row
As the carriage roars round a bend, you roll off, back on to the street. Make a L1 SR on LK. If you make go to 324 but if you fail go to 326.

182
Armitage Shanks Lane
Make a L1 SR on CHR to convince Billy Butler that it was an accident. If you make it, he lets you off with a warning and you can hurry off into a tavern for a much needed pint pushing past the bouncer on the door (61) but if you fail he butts you with a passion that would do credit to Romeo and Juliette (lose 1d6 CON) and you land rather painfully on the couch of an outdoor doctor of medicine who immediately attends to you to impress the punters (57).

183
Curse Street
Back on the street, you see a wagon loaded with bananas passing by. They look and smell irresistible – this temptation is too much for you. If you want to leap up and overpower the driver go to 328 but if you want to scramble up on to the bananas and start feasting go to 330.

184
Armitage Shanks Lane
Billy Butler has seen off better men than you. That's why he works for the Mayor at official functions when unpopular policies are being run (like taxes and military service). Make a L2 SR on STR. If you make it go to 232 but go to 234 if you fail.

185
Netherwallop Road
Your knees buckle but as you fall you manage to cling on to the edge of the platform, even if it is only by the skin of your teeth. There you dangle with the shark snapping at you, just a short distance below. The doctor's friend, Merlot the Red, has just called in. "Do something, Merlot!" screams the doctor. "You're a wizard!" Merlot scratches his chin and starts reeling off an incantation. Make a L1 SR on LK. If you make go to 332 but if you fail go to 334.

186
Trollhalla Row
His skin is rough and adhesive – you are stuck fast. He doesn't much care for the wiggling though and gives you a companionable squeeze (lose 1 CON). He takes you to the 'Den of Iniquity' (**first mentioned in the Khaghbboommm Press solo** '**Joy Ride**' and still a fine place of entertainments – it is a chain found in the biggest cities of the Kraken continent). Go to 236.

187
Netherwallop Road
You fall into the water where the shark circles you menacingly (an understated adverb, you will agree). The doctor throws you his scalpel – he doesn't want your death added to the litany of cases under investigation for malpractice. Make a L1 SR on DEX. If you make go to 336 but if you fail go to 338.

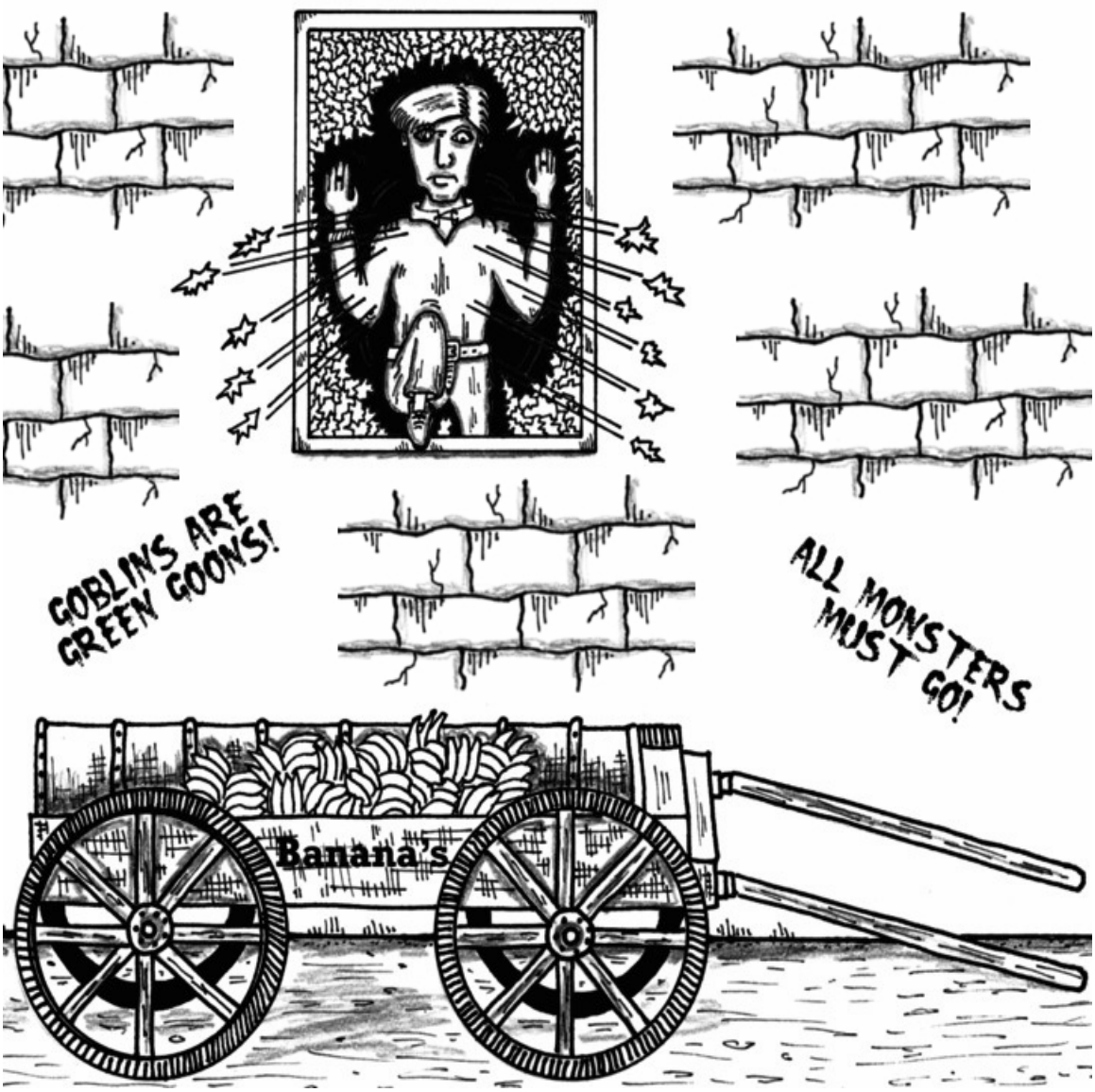
188
Trollhalla Row
"I like you," he says fondly. "You feel all nice and vulnerable under my arm." Whistling tunelessly he ambles along to the No.1 troll drinking hole, '*The Den of Iniquity*'. He goes inside and where he goes, at least for now, you go (236).

189
Netherwallop Road
The unwanted organ comes out without leaving a scar (for once). "What were you here for?" the doctor asks, rather forgetfully (he's drunk on the success of his operation). Do you want to tell him that you are his long lost son and heir (340) or tell him that there is some bad news and that he needs surgery immediately to save his life and that you're the specialist sent to do the job (342)?

190
Sickle Street
You get a ride, no worries. "They're always looking for Arena fodder," one wag says cheerily. "You done much fighting then? You don't look too good." With this banter continuing all the way, you arrive at the mighty Khaboom Coliseum, the Arena of Death for so many. **You can either seek out the 'Arena of Khaboom' from Khaghbboommm Press** or shuffle off before they make you sign up and jump under the cover of a passing wagon – go to 35.

191
Netherwallop Road
Well he was close. He holds your still beating heart aloft. Then Dr. Crusher realises his mistake. “Shall I put it back?” he asks (rhetorically given your condition). He does as he suggests, following his own advice, as is his habit. Make a L2 SR on CON. If you make it go to 344 otherwise you ain’t gonna be smelling of roses ever again!

192
O’Vather Hill
Make a L1 SR on CHR. If you make it go to 238 but if you fail go to 240.



193
Curse Street
You leap through the glass, shards flying in all directions (lose 1 CON) but you land on a wagon full of bananas. Go to 330.

194
Scabbyrag Alley
That's too bad! You slip into unconsciousness and when you wake you find yourself bound and inside a coffin. Then you see the lid which is raised and covered with spikes. Do you want to lie still (242) or struggle to free yourself (244)?

195
Netherwallop Road
You bounce off the reinforced safety glass (it has a variation of *Hard Stuff* cast on it). Your shatter your cranium (lose 1d6 CON). If you still live, you find that you have been placed in a cart full of dead bodies. Go to 145.

196
Scabbyrag Alley
Painful though it is, you make it through the door only to be confronted by a man very angry at your intrusion. Go to 16.

197
Ghoulish Gardens
You find yourself in a cavern packed with tressle tables. Bodies lying on the tables have tubes stuck into orifices leading from vats of strange coloured liquids and are being tended to by ghouls. "We are making more zombies," the Zombie-Maker tells you. "I plan to seize control of this city once I have an army of 666 zombies. The ghouls are my commanders." He looks you over. "I know you're not actually dead yet but would you like to be a zombie? There are heaps of advantages – no pain, no anxiety about relationships or old age, heaps!" If you accept go to 346 but if you decline go to 348.

198
Scabbyrag Alley
Earth starts raining down on you like an avalanche and soon the weight is so great that you realise that you are trapped. Breathing becomes impossible. Make a L1 SR on WIZ. If you make it go to 246 but if you fail go to 248.

199
Faraway Close
The leper house is painted a garish red as a warning to others. Inside poor souls wander about mumbling insanely, their wrecked bodies more terrifying than an ogre behind a dungeon door. "They need counselling, they need consolation," your benefactor (the Proprietor of this *House of Healing*) tells you. "This is your new job." You must stay here, as the guards are very alert and able, doing this charity work until your make a L3 SR on LK or CHR. Each time you try you must also make a L2 SR on CON. If you fail the CON SR there is a 1 in 6 (1 on 1d6) chance that you contract the disease. If you either get lucky or charm your way out of this situation, you are released on to the street but a man seeing you emerge gets both very fearful and very angry and rushes up to you (go to 19). If you get the disease go to 350.

MISSING INACTION

200
Scabbyrag Alley
You feel a hand from below you grasp your ankle and you are pulled back down. The earth crumbles beneath you and you realise that you are going down far below the bottom of the grave. More hands grasp you and you feel a tube being forced into your mouth. Will you drink from this tube (250) or blow into it (300)?

201
Pigwhistle Parade
The guard's eyes narrow and water like Niagara in deluge. Tebbit creases over and you can get away easily. You can go into a house painted red (199) or you can approach a figure with his or her back to you wearing a green cape (138).

202
Viletooth Crag
She flies off with you all the way to her nest where her chicks are hungry. She drops you down to the waiting mouths, counting on the fall to take care of you. Make a L1 SR on STR. If you make it go to 365 but if you fail go to 367.

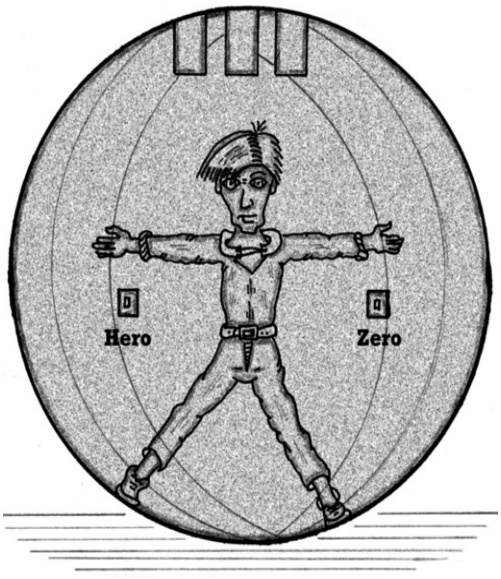
203
Pigwhistle Parade
Your feeble little kick causes Tebbit to view you with red-misted eyes. He delivers to you what you had intended for him. No longer possessing the means of sperm production (lose 1d6 CON unless you are female, in which case just lose 1 CON – it's a sexist Trollworld), you totter weakly along the road with the guard's taunts ringing in your ears. In desperation you can go into a house painted red (199) or approach a beady eyed little gremlin that seems to be having difficulty recruiting the help he desires (34).

204
Slugfest Street
There is a snowball's chance in Hell of the gremlin giving any real help. He presses an electric buzzer into your palm. The shock stuns the harpy and maybe you too. Make a L1 SR on your current CON. If you make it go to 369 but if you fail go to 371.

205
Sullied Trouser Inn
Darts stat raining in at you from all quarters. Make a L1 SR on DEX. If you make it go to 303 but if you fail go to 305.

206
Ebony Square
A witches' get-together is not the same without someone to tie to an enchanted broomstick and set fire to, to light up the night sky. This is what they do to you. No one has ever volunteered for this ride. Soon you are skyrocketing upwards and then looping the loop, all the time with your ass getting hotter. Make a L1 SR on WIZ. If you make it go to 373 but if you fail go to 375.

207
Sullied Trouser Inn
The man standing waiting to throw his darts sees the board out of the corner of his eyes and hurls all three darts at once. The board has just left your hand so the darts embed themselves in you. Lose 3 CON. Now make a L1 SR on DEX to see where that dart board went. If you make it go to 307 but if you fail go to 309.



208
Ebony Square
The girl has snow white cheeks and a darling dimple in each cheek, she offers you an apple and her personality is so winsome you cannot refuse. Either take a red apple (377) or a green one (379).

209
Sullied Trouser Inn
When the ball hits you, it absorbs you. You are now within the bowling ball, shrunk down in size to about 8" tall. An amazing thing happens: your CON is fully restored. Then an astounding thing happens: all your attributes are doubled. You see before you, within the bowling ball, two switches. One marked "Hero", the other labelled "Zero". If you want to flick the first switch go to 311 or to 313 for the second.

210
Ebony Square
Anchises nods and waves a hand in a semi-circular motion. Everything briefly goes grey and then you find yourself standing outside city walls, in the midst of a great army. Anchises tells you to attack the city's main gate. Will you charge at the gate (381) or protest that this is not your war (383)?

211
Sullied Trouser Inn
The bowling ball flies up at the last moment and smacks you on the bridge of the nose. You lose 1 CON and get knocked forcefully into unconsciousness. When you awake you are lying in a pile of dead bodies on a cart travelling through the city. Go to 145.

212
Pentagram Square
"Very well, have it your own way," she sighs. You part company and soon you are wandering close to the Mayor's official residence. You feel a force probing you for your new secret then you fly through the air, faster than your eyes can keep up with. You have been summoned to test **'Strangebrew's Chambers of the Unknown'**. **You need to acquire a copy from Khaghbboommm Press, either via DriveThru or Lulu**. If you are not up for this challenge to your prestige, you find yourself dumped back in your pig sty (1). The boon that has been granted to you is that you will never again suffer hurt unless Fortune abandons you (that means you should attempt a L1 SR on LK whenever you would otherwise suffer physical harm – failure means the injury stands).

213
Pestilence Park
An old wizened being speaks to you in a sombre, forbidding voice. He seems partly elf but part something else. Troll maybe. "I have rescued you. I shall deposit you in from of the city gates of Caerthaeph't. You have a humble wretch to carry you on his back. Go into this city and do what you can to find me again!' With that, he is gone. **You need to acquire 'Joy Ride' from Khaghbboommm Press via DriveThrough RPG or Lulu Publishing**. If you won't take that sensible step, the venerable wizard deposits you back in your pig sty. Go to 1.

214
Flaggon Fields
A pair of stretcher bearers find you and take pity on you. They splint your legs and prop you up against a sentry box. Go to 385.

215
Pestilence Park
The lid comes off in the nick of time! Some street urchins noticed the water butt jiggling and their curiosity came to your rescue. They seem surprised but are friendly enough and start chatting. Go to 80.

216
Flaggon Fields
Walking is not possible without kneecaps. A man comes up to you and inspects you, prodding you all over. When you scream, you set off his complex – he thinks people can't stand his appearance. He puts his fingers in his ears to stop what he imagines are your taunts (go to 26).

217
Bitterstew Lane
As you rush away from the snaky lady, a cloaked person gently accosts you. "I have need of your services," he whispers compellingly. "Catch up with me as soon as you can!" With that, he is off and gone, through the streets like a thief in the night. **To catch up with him, you must acquire 'Jailbait' from Khaghbboommm Press via DriveThrough RPG or Lulu Publishing**. If you won't take that sensible step, the venerable wizard deposits you back in your pig sty. Go to 1.

218
Foulsore End
The tarpaulin comes off and you see that you are in a ring of men surrounding a sunken pit – a combat pit. In the bottom of the pit is a large iguana. The men decide they would rather see you fight the reptile than the snake. Do you want to jump down into the pit (387) or tell them someone of your calibre should be fighting champions in the Arena (389)?

219
Sandune Street
Cleopatra takes you back to her place, an impressive pyramid in a nice area of the city. There are kobold guards outside and the sun always seems to shine on her pyramid. She takes you and you soon descend through a maze of passage. Then she steps on a pressure plate and a host of spears shoot out from the walls at you. Make a L1 SR on SPD or DEX. If you make it go to 315 but if you fail go to 317.

220
Foulsore End
A ring of men with their backs to you are betting either on the python or an iguana. One asks you if you are a fighter while another seems very friendly. Do you want to declare yourself to be a battler (218) or be friendly in return (73)?

221
Sullied Trouser Inn
You interrupt a séance. Mine host is paying wrapt attention to a lady with large hoop earrings, a scarf round her head and a whispery, papery voice. "Behold!" she purrs as you appear. "Your dead son has returned to you from beyond the grave, free again from the clutches of the Grim Reaper. You must cross my palm with gold or he will vanish forever!' The landlord empties his purse into the mystic's hands. Do you want to cry out, "Daddy!" and run to him (319) or tell them both it's a load of old hogwash (321)?

222
Sourgum Street
You find that, improbably even a world rich in magic, you can control the snake. You now have a serpent-tank with a MR of 50 to travel about in. That should give you an edge, even if you will always smell of snake) lose 1 CHR). You can now give battle to an iguana in a combat pit and win some money, where some men eager for action and the chance to place a bet now take you. Go to 391.

223
Grizzly Lane
You see three bowls of porridge, still warm, on the table. The priest suggests you try them as he's sure you'll find one to your taste. Do you want to try the porridge (323) or go upstairs (325)?

224
Sourgum Street
You are dissolved in the snake's digestive juices. That is the end for you. Unless… A passing Wizard-God transports you in a state of deep sleep to your bed at home! But that is hardly the end of it. **You should acquire the very reasonably priced 'Deathbed' from Khaghbboommm Press via DriveThru RPG and begin a different kind of adventure**.

225
Swattage Hill
You find the bath chair coming to a gentle stop after you veer to the left. Boys look at you with keen interest. One pinches you on the cheek. Do you want to pinch him back (327) or ask for help (329)?

226
Higginbottom Gardens
You find his supply of Toadstool Tonic. There are 6 doses left in the bottle. Each dose heals 1d6 CON. He has a cellar for you to explore – you found the trapdoor in the pantry where he kept the tonic. If you want to go down into the depths below go to 393 but if you want to leave now, you can slip out on to the streets. Go to 395.

227
O'Vather Hill
The bath chair is hard to control. Make a L1 SR on INT to predict how to shift your weight about. If you make it go to 331 but if you fail go to 333.

228
Higginbottom Gardens
You find nothing of value but you do set off his intruder alarm. If you want to hide in the cupboard under the stairs go to 397 but if you want to climb over his back wall go to 399.

229
Trollcough Street
Your bath chair hits the pavement and you go flying out, straight through the window of a famous nightclub (lose 1 CON). You land on the lap of a large troll. "Oh! Are you a dancer?" asks the surprised troll. If you say you are go to 335 but if you deny this go to 337.

230
Higginbottom Gardens
"Need a leg up?" a boy with a cheery grin asks. "My name's Dhargh and I've been waiting for someone to be brave enough to go onto that garden." **If you will accept his offer you need to acquire the Pandora's Box that is 'Two Bites at the Cherries' available from Khaghbboommm Press via DriveThru RPG**. If that is not a length you are prepared to go to, you dismay the boy who gets his big, brawny chum to give you an old-fashioned seeing to (go to 19).

231
Liliyliver Lane
You find yourself feeling rather warm. Then you realise you are in an oven. Outside, you can just make out the voices of a boy and a girl. If you want to tell them you are a prisoner and need to be let out at once go to 339 but if you want to yell out that you're cooked and don't want to burn go to 341.

232
Armitage Shanks Lane
You manage to keep Billy's head down and he yields to your superior force. "Leave it off, mate!" he bleats, a bully beefing like a baby. "You're stronger than you look, you are. If you like, a can take you to see a friend of mine who will set you up nicely for a well paid job."

As he finishes making his offer, your stock has apparently risen stratospherically. A sergeant of the City Watch offers you gainful employment, impressed no doubt by your handling of Billy. If you want to accept Billy Butler's offer go to 352 but if you prefer the sergeant's offer go to 354.

233
Epicurean Avenue
"What would you like as an appetiser?" he asks, grinning inanely. "I do a very good 'Raspberry Bombe' and a damned fine 'Escargots dans Petrofina'", he boasts. "Which will you have?" If you want the Bombe, go to 343 but if you choose the Escargots go to 345.

234
Armitage Shanks Lane
Billy easily overpowers you and gives your face a good licking to teach you a lesson. 'I dunno whether to give you to the troll that lurks under the bridge on my way home or to set you up with an interesting little assignment. What shall it be?" he ponders. Make a L1 SR on LK. If you make it go to 356 but if you fail go to 358.

235
Peaswasse Street
Under the tarpaulin you find a group of boys. They are not best pleased to have been discovered. Make a L1 SR on CHR. If you make it go to 80 but if you fail go to 347.

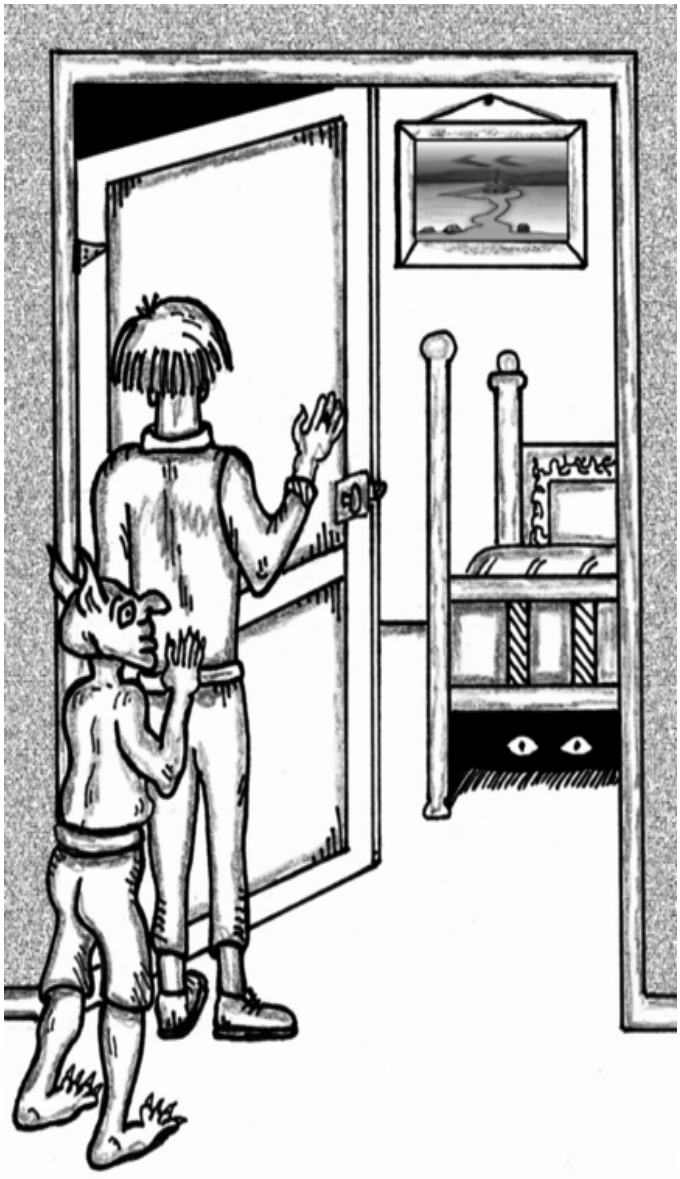
236
Trollhalla Row
The troll buys you a cocktail. The house speciality is a 'Sloe Uncomfortable Screw Against the Wall'. It tastes better than it sounds and it would be foolhardy to refuse it. Mind, it is potent. Make a L1 SR on current CON. If you make it go to 360 but if you fail go to 362.

237
Peaswasse Street
You are about to break into a very dangerous garden. To pursue this course – and a most interesting one it will prove to be! - **you must acquire 'Two Bites at the Cherries' from Khaghbboommm Press via DriveThrough RPG or Lulu Publishing**. If you won't take that sensible step, a passing Wizard-God snorts in disgust and deposits you back in your pig sty. Go to 1.

238
O'Vather Hill
The painter, Celer by name (an alias, one suspects), wants to get some help on a chapel he is painting and thinks you are the Prince of the Palette. He takes you for a bath and a shave first. The barber is a man called Pantagathus. He has a shaky hand and uses a cutthroat razor. Go to 364.

239
Acorn Lane
Your gyrations draw attention to you. A bald man in a gingham dress with blonde plaits approaches you. “With moves like that you should audition for the new production of “Fleshdance” they’re casting on *Fraudway*. The director is a bigshot from Khazan called Grimtooth – you’re going to be fabulous, dah-ling!” He offers to take you to the theatre without delay. If you would like to accompany him go to 349 but if you want to boogie on down with the bogeymen in the corner go to 351.

240
O’Vather Hill
The painter does not buy it for one minute. “You cad!” he declaims melodramatically and jabs at you with a paintbrush. If you want to laugh in his face go to 366 but if you want to grab the paintbrush and ram it up his nostril go to 368.



241
Acorn Lane
The gremlin pushes you roughly into a bedroom and slams the door shut. Through the keyhole, he tells you he wants you to deal with what’s under the bed. Make a L1 SR on LK – you really don’t have any choice as the windows are barred. If you make it go to 353 but if you fail go to 355.

242
Mortuary Lane
The coffin begins to fill with beetles. Crawling, burrowing, biting insects that are delighted to have found you. Make a L1 SR on current CON to stay still (and lose 1 CON now). If you make it go to 370 but if you fail go to 372.

243
Acorn Lane
Make a L1 SR on STR. If you make it go to 357 but if you fail go to 359.

244
Mortuary Lane
Oh no! The spikes are set on a hair trigger and you just aren’t that subtle. The spiked lid drops down… Lose 1d6 CON. If you live, you find that the coffin is quickly opened up and someone is peering in at you. Do you want to poke that someone in the eye (374) or smile weakly at whomever it is (376)?

245
Acorn Lane
“Go through the door you’ll find behind the mirror,” Gangooly tells you, slamming the door shut and bolting it after you. His final words are ones of advice. “Whatever you do, don’t break that mirror.” If you want to go through the door behind the mirror go to 361 but if you think smashing the mirror is a must go to 363.

246
Scabbyrag Alley
A moleman has heard your plight – your heart must have been beating like a big bass drum. He pulls you down into his labyrinth of tunnels and asks if you would be prepared to marry him. If you accept go to 378 but if you jilt him go to 380.

247
Slugfest Street
Phew! That was a narrow squeak. Now you surely need a drink after that little caper. A likely looking hostelry awaits you across the road. Go to 31.

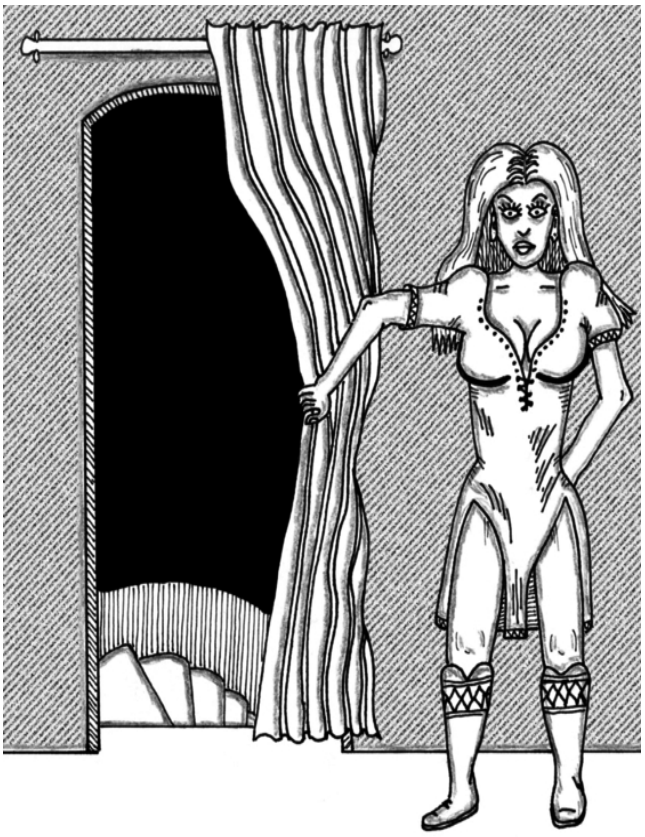
248
Scabbyrag Alley
You soon stop breathing and feeling and being. You are at rest. If you don’t want this to be the end a prayer will offer a slim chance of salvation. **You should acquire the very reasonably priced ‘Deathbed’ from Khaghbboommm Press via DriveThru RPG and begin a different kind of adventure**, one in which you come to believe you were murdered in your bed and this has all been a very bad dream…

249
Slugfest Street
You just need 4 to kill the gremlin. With the splinter you get 1d+3 so you should be ok unless your combat adds are negative. If you fail to do the need with your first thrust, the gremlin makes a last ditch attempt to shuffle you off this mortal coil. He gets just 1d6 and no adds. If you kill him, you can get on with your life. The first turn it takes leads you to a gaggle of window shoppers out for a non-spending spree. Go to 69.

250
Scabbyrag Alley
You are drinking embalming fluid. It is very bad for you. Lose 1d6 CON. If you are not dead, you are now internally embalmed. Although you lack bandages, you feel like a mummy – your STR and CON are trebled but your DEX and SPD are halved. You have the urge to find a pyramid and surge up out of the earth. A very scared privy scrubber directs you to a lady who can help. Go to 219.

251
Swattage Hill
Careering down the hill, you smash through the plate glass window being heaved across the street by two strapping ogres. The ogres swear fiercely and go to grab you. Do you want to go into ‘hostile action’ mode (406) or roll away from these two (408)?

252
Quill Court
Kelba has nice offices in the business district and takes off his spectacles to have a good look at you. “Have you had his bloodline tested?” he asks in polished tomes. “There is no time for that!” sighs your ‘father’. The will is soon drawn and signed, duly witnessed and stamped before being sent away under urukin guard to the man’s bank. Whereupon, he collapses and dies. “Oh my!” Kelba utters. “Still, at least there are no lion’s tigers or bears. Here – a copy of the will and the keys to his house. I shall charge the 50 gold pieces to the deceased’s account. Good day to you, you lucky little inheritor!” Do you want to read the will (418) or go to the house (422)?



253
Sullied Trouser Inn – Lizardlick Road
“Cheri,” she says with seduction accented on both syllables. “Voulez-vous venir à ma chambre? Vite – les hommes sont dangereux ici. Maintenant!” Without further ado, she sweeps back a curtain and hurries down a spiral staircase. If you want to follow her go to 412 but if you want to leave the tavern go to 414.

254
Hickory Docks
They decide to fix you to the prow as the new figurehead (the last one was eaten by a giant lamprey). Then the anchor is reeled in and the ship slips off down the sloping canal that leads to the underworld (there are no rivers on the surface of the Kraken continent). Soon lamps are lit and you can see rock add water all about you. This mission might be dangerous and it might be short. Make a L1 SR on LK. If you make it go to 424 but if you fail go to 426.

255
Sullied Trouser Inn
“You won’t regret this, guv!” he says excitedly. “I’d do the job meself but me poor old mam is on her last legs and the centipede’s not to good either.” He takes you out of the pub and leads you to a dark, dank lane with a sign reading ‘On no account enter!’ in blood red letters. “Don’t take no bother of that!’ he cries airily. If you follow him into Desolation Row go to 416 but if you sneak off go to 414.

256
Hickory Docks
“He might be some sort of company, I suppose,” says the bosun. “Shall we put him with the Ancient Mariner?” There is all round agreement to this and you are taken below decks and put in a small cabin with a very old and bony fellow with a long white straggly beard, fingernails just as long and a nose even longer. “Look after your new playmate!” the bosun calls. The old man jabs a finger into your chest and the nail snaps off. You feel magic tingling against your sternum. Make a L1 SR on LK. If you make it go to 428 but if you fail go to 432.

257
Sullied Trouser Inn
The dwarf throwing the darts nails you – 1, 2, 3! You lose 3 CON. Now a leprechaun gets a turn. Make another L1 SR on DEX. If you make it go to 259 but if you fail go to 434.

258
Netherwallop Road
“If you’re in such a hurry to see the world, my lad, so be it!” He aims his teleport telescope at you and blasts you off into the void. It does not hurt but you do throw up. You land at a junction. Go to 414.

259
Sullied Trouser Inn
Well, they’ve had their fun and turn to their cups. No free drinks for you though. The trapdoor to the landlord’s cellar is open and inviting. A light suggests it is not unoccupied. If you are curious to see what is going on go to 221 but if you do not fancy being a cat get out while the going’s good – go to 414.

260
Netherwallop Road
With panic set in, you run and run as fast as the little pigs did to get away from the big bad wolf and you find possible haven in the form of a carriage passing by. See if you can hijack it, maybe? Go to 108.

261
Sullied Trouser Inn
If you made a L1 SR on DEX you hit the elf. If you missed, he offers to buy you a drink (go to 436). Let's go back to the hitting part – roll 1d6. A 6 means you got his nose (438), a 1 means an eye (442); anything else, go to 444.

262
Toe Rag Square
If you failed the CON SR you have caught a nasty disease that eats into your flesh at an alarming rate. Go to 299. If you made it, you are ok! The Bring-out-the-Dead man stops outside a tavern to take away their casualties. Do you want to slip inside the Addled Pate Tavern (297) or run off down the street as fast as you can (295)?

263
Grimtooth's Gaming Gauntlet
Roulette or Shadowjack, those are your choice of games. Flusho favours roulette (446) but you can try your luck with the cards (448).

264
Toe Rag Square
You lose your grip on the reins and come flying out of the saddle, landing headfirst and breaking your neck. Lose 2d6 CON. If you survive, the Bring-out-the-Dead man is soon there to scoop you up on to his cart (go to 145).

265
Silver Springs
He takes you to 'Fool's Gold', the recently opened leprechaun bank. It is situated in a nice park and the entrance is through silvery, cascading waters. 'They say a fool and his money are easily parted so let's rush in, shall we?" It is not really a question and soon you are shown to a manager's office, the walls decorated with little rainbows, shamrocks and great gallon glasses of Guinness. "Will ye have a wee dram, will ye not?" asks the leprechaun from behind his toadstool desk. You get no choice and have to skull it like, Flusho and manager. Make a L1 SR on your current CON. If you make it go to 452 but if you fail go to 454.

266
Toe Rag Square
With the wind in your hair and the sound of coconut shells banged on a board in your ears, you fly out of the danger to be found on the city streets. Soon you pass by the guards at the gates of the inner walls and pause for breath. A fellow tells you they could do with a rider like you at Castle Lostreld. **If you want to heed his suggestion you should acquire the epic 'The Poisoned Chalice' from Khaghbboommm Press via DriveThru RPG or Lulu Publishing**, find 5 mates to patch you up and go solve a murder mystery. If that is one step beyond what you are prepared to do in the name of adventure you might as well go home, get out of the saddle and back into the mire and muck of the pig pen (1).

267
Amnesia Street
You get hopelessly lost and give up on Buck. Footsore, you finally come to a major intersection. Go to 414.

268
Carbunkle Lane
The reptile eats you all the way up to the top of the neck then stops. It doesn't like to eat brains in case it loses its natural ability for unthinking carnage. A random curse prevents your death and the City Watch eventually retrieves your head and put it on the end of a pike. There you serve as a regimental mascot. Maybe you talk your way into someone taking you off on an adventure one day but for now you're stuck.

269
Solitude Street
"Lookey here," drawls Buck, when you pull up a seat in front of him. "A greenhorn. Well, greenhorn, I think you might want to get yourself some street smarts and then you can do a little business for me and earn yourself a nice shiny coin or two." He tips his hat and offers you a fist full of straws that sparkle and fizz as you look. Make a L1 SR on LK. If you make it go to 458 but if you fail go to 460.

270
Carbunkle Lane
Squashing the crocodiles head down in the dirt, you hop up on to the road and make your way to the house of a priest. It seems like a good idea – you might get sanctuary, healing and a rosary. The priest seems keen to convert you to something. Go to 142.

271
Donkey Pits
One of the dwarves comes up to you, clearly intent on adding you to the chain gang. You can accept the shackles (865) or square up to the thug (462).

272
Netherwallop Road
A doctor decides to use you as a guinea pig because his own pig is at the bank. Go to 12.

273
Savage Street
The men have your wounds tended to (your CON is fully restored) and they give you a collection of arrows they have been searching for. "You are destined to slay the black knight and make that two-faced bishop sorry he ever drew or passed wind!" cries a dark skinned man with a fiery glow to his eyes. "Here – don this armour. It will serve you as it once served your father," adds a fellow with albino looks. "Now," smiles a youth with a lisp, "we will take you to *Thnother* and you thall thteal the thtage!" This armour protects completely against fire and *TTYFs* up to L10 as well as providing 30 regular points of protection. You have all the arrows your mother spoke of. Go to 301.

274
Skullduggery Street
The leading alligator is now about to lap you when it decides it is hungry. You need some sort of sixth sense to realise what is about to happen. Make a L1 SR on the average of your INT and LK. If you make it go to 293 but if you fail go to 291.

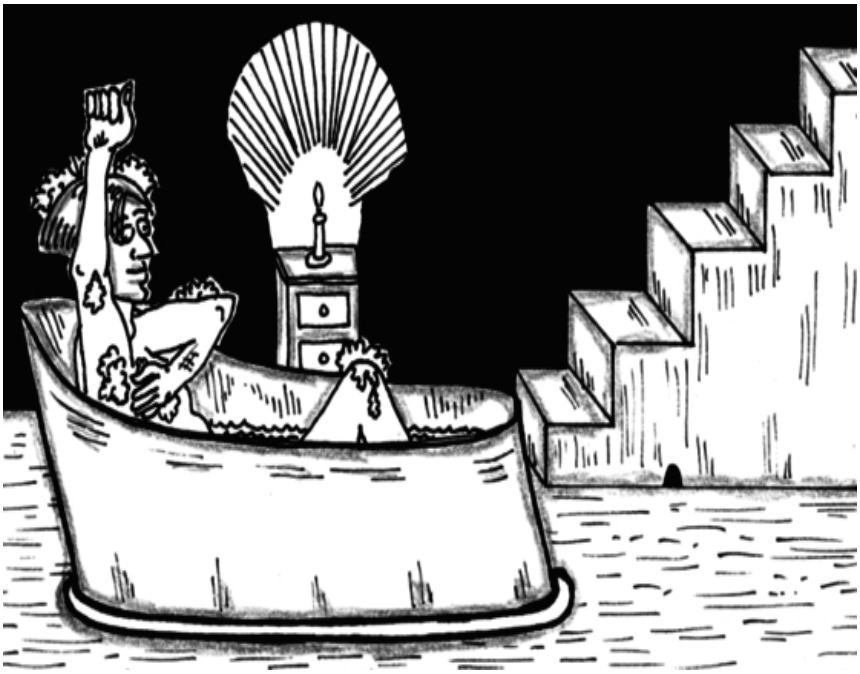
275
Savage Street
You trip over a set of wind chimes and make enough noise to wake Rip van Winkle. Men take hold of you and argue over who should kill you. They agree whoever throws doubles gets to kill you. There are three of them so roll 2d6 three times. If doubles turn up, you get your throat sliced. If no doubles are rolled, they grumpily blindfold you and when you can see again you are far away. Go to 414.

276
Skullduggery Street
Your sleek, stalwart steed responds to your spurring with a burst of photon-like speed. You could well win the race if you can hang on. Make a L1 SR on STR. If you make it go to 293 but if you fail go to 291.

277
Savage Street
You overhear their plans for stealing the *Holy Snail* from the knight who has it. They are stupid enough to give the directions and to even name a youth, Snozzer, who will be waiting for them. This is your big chance! Go to 301.

278
Back Passage
You find her spell book! What's more, it is written in such a way that you can learn all the Wizards' Guild spells for Levels One and Two! As you read, your INT and DEX rise to 20 if they are not already so exalted. You realise that it would be best to get out of here and quit while you are way, way ahead. You can cast *Hidey Hole* and *Little Feets* and be almost uncatchable. A hooded fellow on Cat's Claw Corner obviously can see you as he runs up to you and tells you that there are wanted posters up for you all over the city. He suggests you head east for the Jungles of Phantog. **If you take his advice you should acquire the epic 'Wizard Went A-Wooing' from Khaghbboommm Press via DriveThru RPG or Lulu Publishing and find the queen of your dreams**. If you think this is not the path fate has decreed for you, he convinces you to go back home and disguise your face with pig manure. Go to 1 and continue on cruise control.

279
Savage Street
They are not well pleased to see you there. "Intruder!" yells one. "Kill!" yells another. Then they grab you and argue over who should kill you. They agree whoever throws doubles gets to kill you. There are three of them so roll 2d6 three times. If doubles turn up, you get your throat sliced. If no doubles are rolled, they grumpily blindfold you and when you can see again you are far away. Go to 414.



280
Back Passage
Down in the cellar you find her healing bath and the bath salts that work the magic. Taking a dip restores your CON fully. Now you can go out to talk to the Wizards' Guild about a training course if you think you meet the minimum standards (289) or you can try the Rogues' Guild if you'd rather slum it (287).

281
Savage Street
You hide in the box for long enough for it to become very unpleasant in there and you can only blame yourself. After a few hours the boxes are loaded on to a wagon and moved to their appointed destination. When they are moved again, the mover notices that your box is a) heavier than it should be 2) unbalanced and 3) very smelly. Without further ado, your box is opened by a dwarf who is polite enough to introduce himself and asks if you would like to become fish food. Go to 292.

282
Acorn Lane
Word travels fast of your reprieve. People through to kiss the hem of your loincloth, hoping that good luck is contagious. One fellow asks if you would like to join the 'Joy Luck' club (285) while another suggests you apply to a circus knife thrower who needs a new assistant (464). Which is it to be?

283
Acorn Lane – Joy Luck Club
You roll 2d6. Doubles or a combination adding to seven means you win. Either your LK is doubled or halved. When you are done, they give you a slap up meal, you hear some mellow music and watch lissom, buxom dancing girls and then the trolls escort you outside. Go to 414.

284
Savage Street
Before long the men come to move the boxes. Do you want to climb into one and pull down the lid (281) or wave a white handkerchief in surrender (279)?

285
Acorn Lane – Joy Luck Club
The club is both decadent and opulent. Everyone playing cards or any other game of chance is winning. How can that be? The croupier tells you that it's only *Goon's Gold* that the house shells out but the punters bet the real stuff. "We keep the charade up by siphoning off luck from stray dos. You look as if you could bark! Here's the deal, you bet half your luck and if you win it is doubled but if you lose it is halved. Come on, give it a whirl!" Two trolls appear and make it clear you have no choice. Go to 283.

286
Savage Street
Make a L1 SR on STEALTH (that is the average of INT and DEX). If you make it go to 277 but if you fail go to 275.

287
Stealth Street
The Rogues' Guild is keen to sign you up provided that you have INT and DEX of at least 10. Their one proviso is that you never buy spells from the Wizards' Guild but only from them – they will give you a 20% discount on Wizards' Guild prices. They will also offer you paid employment with board and lodging thrown in. They need an investigator as the last few have disappeared… This only involves working four shifts a week but they could be day or night. You get paid 100 GPs per week. If you accept, they send you off to meet an undercover member of the Guild, Snozzer (301) but if you decline they teleport you back to your pig sty (1).

288
Savage Street
You receive more stings than Robert Redford made in the movie. Lose 3d6 CON. If you survive the toxic attack go to 273.

289
Pentagram Square
The Wizards' Guild is keen to sign you up provided that you have INT and DEX of at least 10. Their one proviso is that you never buy spells from rogues or hedge wizards, only them. They will give you a 20% discount on normal Wizards' Guild prices. They will also offer you paid employment with board and lodging thrown in. They need a detective as the last few have disappeared… This only involves working four shifts a week but they could be day or night. You get paid 100 GPs per week. If you accept, they send you off to meet an undercover member of the Guild, Snozzer (301) but if you decline, they teleport you back to your pig sty (1).

290
Savage Street
The angry insects buzz round you, so thick that you cannot see and so loud that you can hear nothing else but – a miracle! – they do not sting you. The men in the warehouse jump up from their conversation and look at you in awe. "He's the one!" they cry in unison. Then they lead you through a secret door. Go to 273.

291
Skullduggery Street
It has never actually happened before but punters have dreamed of it. For the first time ever, a racing alligator eats a rival jockey. It is, of course, disqualified and the prize money goes to having a nice statue of you put in Pentagram Square. C'est la vie!

292
Savage Street
Swampy shrugs. "Oh well, suit yourself. Got a new tunnel to dig. Labour's scarce 'cos the boss won't give jobs to goblins and everyone else thinks they're too good for tunnel work now." He stamps his foot and a panel slides back in the floor behind you. "In you go!" he says with a happy grin. And down you go, landing with a bump in a group of chained men, watched by three dwarves with whips. Lose 1 CON in the fall unless you can make a L1 SR on DEX. Go to 271.

293
Skullduggery Street
At the last second, you feel hot breath on your neck and spur you mount on. Just in time! Jaws snap and your neck is given a close shave. You lose the race but you keep your life. The racetrack management like your style and are keen to sign you up on a year's contract. If you agree, you race once per week and get paid a retainer of 50 GPs per week, board and lodging thrown in. And you get prize money. Every week you must roll 2d6 – this times 10 is your performance bonus. However, if you roll a critical fumble you are in trouble: roll 1d6 – odds, you were killed in a stampede, evens, you lost your nerve and never race again (if this happens, they turf you out on to the streets (414). If you refuse the job they deposit you back in your pig sty (1).

294
Razorwit Road
"Take this chitty," he says, scrawling obscurely on a scrap of parchment. Take it to Buck at the High Chaparral Inn. You'll find at the end of Solitude Street – that's left, left again, right, left, right at the stables, straight on for a good quarter mile and then left at the Hooded Claw Club. Got it?" With that, he's off like milk in the sun. Make a L1 SR on INT. If you make it go to 269 but if you fail go to 267.

295
Lizardlick Road
You meet a helpful bloke who introduces himself as Reinwasse. He looks as if he is a wizard of some stature so best not to give him any lip. He directs you to a spot from which you can get your bearings. Go to 414.

296
Razorwit Road
"I see!" he sighs and waves his fingers and twitches his lips. He casts a spell on you (unless you WIZ, INT and CHR exceed 100) in which case you can flee to 183. The spell cast successfully, you trudge along with him a few paces behind. Go to 265.

297
Lizardlick Road - Addled Pate Tavern
The Addled Pate turns out to be full of bald men and women. Not only is it a hostelry, it is also the home to many of the city's keenest hairdressers. A barber offers you a shave. You can accept (466), go up to the bar (468) or leave (295).

298
Razorwit Road
"Excellent! We shall do well together, just you see!" My name is Flusho and I shall take you to the casino." He touches your elbow and you fairly float along the streets. Everyone gets out of your way. Then you arrive at the doors to a grand and opulent palace, with trolls and minotaurs on duty outside. The name 'Grimtooth's Gaming Gauntlet' blazes away, millions of trained fire flies spiralling in never decaying orbits. The doormen admit you with toadying respect when they see you are with Flusho. Go to 263.

299
Pestilence Park
There is, if we face the truth square on, not much of you left. You feel hands rummaging about amongst the body parts. Make a L1 SR on WIZ. If you make it go to 470 but if you fail go to 472.

300
Scabbyrag Alley
You are now in a blowing contest. Make a L1 SR on STR. If you make it go to 382 but if you fail go to 384.

301
Stilton Street
It doesn't really matter how you got here and who sent you. Whether it was the Wizards' Guild, the Rogues' Guild or a Wizard-God even; whether it was King Podgy, the Zombie-Master or an employee of the Mayor's Office; it doesn't signify if a theatre director sent you or if some blabbermouths were indiscreet – many think they have a hold on Snozzer and know what he is planning but 'he' plays a game all of 'his' own…

Snozzer certainly seems a decent sort and leads you off to the exclusive Blue Cheese Cafe run by the enthusiastic cheeseaholic, Gordon Zola. When Gordon has shown you the menu listing over 200 blue cheeses, 'Snozzer' reveals his split personality. His top half separates from the bottom and two broad faced hobbits recompose their clothing and jump onto seats before reintroducing themselves as Boodle and Nozzer, two rogues of dubious reputation, something they work to their every advantage.

"It would seem to me, good Boodle, that our friend here is sorely in need of further information regarding the retrieval of the much vaunted *Holy Snail*."

“I am entirely in agreement with you, Nozzer. You have hit the proverbial nail well and truly on the head with a most forceful hammer.”

The two hobbits rabbit on for some time, clearly enjoying the sound of their own and of each others’ voices. Go to 600 before they drive you mad or make you feel like murder.

302
Elsie Avenue
The tanning fluid stings. It takes off a few layers of skin and dyes the rest a mahogany colour. This is an all over effect. A passing Wizard-God takes an interest in you and gives you a chance – make a L1 SR on STR and the fluid heals you fully and boosts your STR by 1d6; fail and you lose 1d6 CON. The tanner knows nothing of this. He drives you away with a kick (lose 1 CON) and a curse. Go to 414.

303
Sullied Trouser Inn
You swat darts away without taking any harm. The elf throwing is disgusted at his low score. “You’re out, done and dusted!” roars the ogre supervising the game. “Now swap places,” he orders the elf. Begrudgingly, the elf stands in front of the board and you get to throw. Make you best SR on DEX and go to 261.

304
Moneybags Place
The bank clerk panics and gives you the key to the vault. He pushes a button and a secret door is revealed. The were-pig grabs your arm excitedly and leads you in. Once past the door, the clerk recovers and pushes the button a few more times. The door closes and the stairs flatten out. You are falling! Go to 474.

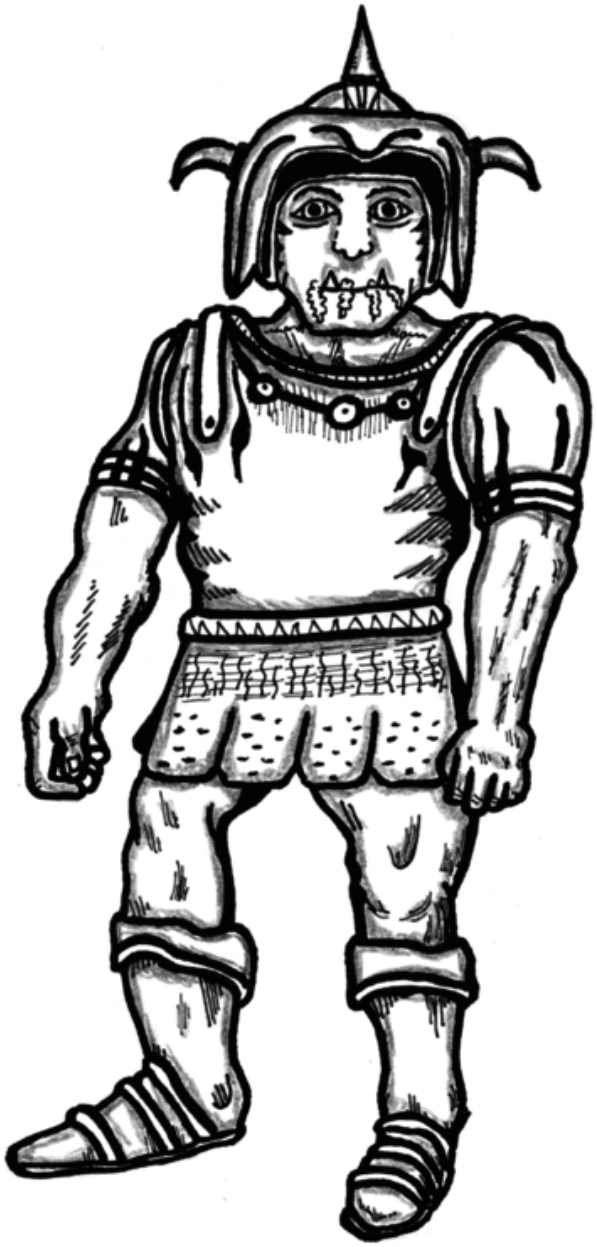
305
Sullied Trouser Inn
The elf throwing the darts nails you – 1, 2, 3! You lose 3 CON. Now a dwarf gets a turn. Make another L1 SR on DEX. If you make it go to 259 but if you fail go to 257.

306
Moneybags Place
The hobgoblin guards are summoned by the clerk, who can scarcely keep a straight face. The were-pig is well known here – he pulls this stunt about three times a week and the staff and customers find it amusing. They are less impressed by you though and frog-march you off to a Watch station. Go to 476.

307
Sullied Trouser Inn
The dartboard wedges itself into the open mouth of a troll just about to launch forth on a very boring shaggy troll story that everyone would be intimidated into listening to. Happy faces beam everywhere and drinks are freely bought. One fellow tells you he has a secret to share with a likely lad like you. You can listen (go to 255) or move over to the company of a lovely lady pouting at you seductively (253).

308
Dungbeetle Scrubs
Unless you're a minotaur, this shouldn't get too messy. If you are, you get involved in a fight almost immediately because Mohawk, a particularly vicious hobbit with a ridiculous bouffant, hates minotaurs with a passion that cannot adequately be described. Roll for your combat. Mohawk gets 1d6 for his bare hands plus 100 combat adds and his CON is 50. If you a) are not a minotaur, go to 478 or b) you kill Mohawk, go to 480.

309
Sullied Trouser Inn
The dartboard hits a troll on the nose and makes him sneeze. You are right in the line of fire and get caked in troll snot. It has a permanent effect – lose 1d6 CHR. You are booted out of the inn on your ass (lose 1 CON for the kick to tender parts). You land on a passing wagon. Go to 71.



310
Dungbeetle Scrubs
The uruk is quite mad. Raving mad, actually, frothing at the mouth now. He has rabies and will not last long enough to go to trial. You need to keep out of his way until he pegs it. That takes L1 SRs on DEX and SPD. If you make them both go to 482 but if you fail even one go to 484.

311
Sullied Trouser Inn
As you activate the bowling ball's magic, five holes open up: one for each limb and one for your head (of course, you may not need all these holes). The ball is armoured to the tune of stopping 50 hits. If you roll at people, it does 3d6 hits provided that you make a L1 SR on STR to get it going and then on DEX to be on target – if the targets try to run, it is a matter of SPD SRs for both of you. You see a hill to your left (251) and another to your right (400). Both look good for testing your new powers!

312
Elsie Avenue
A passing Wizard-God named *Deus Exmachina* sees what is about to go down and enchants the blade. Your head still comes off and rolls away from the scene of this execution but it instantly grows a new body! You may roll again for all bar WIZ, INT, LK and CHR, doubling whatever you get. Your new body escapes to a large intersection (414).

313
Sullied Trouser Inn
Flicking this switch turns the bowling ball transparent. You are trapped inside a globe filled with replenishing, nourishing air that means you have no need for food or drink. The air also stops the aging process. Eventually, someone plucks up the courage to take you home as a mantelpiece curiosity.

314
Elsie Avenue
Snick! Your head is neatly lopped off and added to a collection on Watch pikes at the edge of the uruk quarter of the city, where they have been having a spot of trouble of late. An uruk takes your head home, shrinks it and prays to it daily and thus you become a god of sorts.

315
Sandune Street
“You’re good!” she says with admiration. “Not many of my friends make it to my boudoir. I must get the janitor to do something about that one fine day. Would you like to pray with me or shall we go straight to the action? For prayer go to 402 but for action go to 404.

316
Resurrection Road
Well, he might be rich but he wouldn’t last long in the Arena. His attributes are all 10 bar INT and CHR which are 18 (he gets no adds). The pertinent point is that you need to finish him in 2 rounds or his guards will come running and they are ex-Arena Champions. If you succeed go to 486 but if the guards arrive go to 488.

317
Sandune Street
You have been impaled many times over. Your heart is transfixed, you have a spear through one ear coming out the other and so on. This is probably the end. I say probably because you can utter final words as Cleopatra asks if you would work as a sentry if she saved you. If you decline, sleep well; if you say yes, you should acquire the solo **‘Constant Vigil’ from Khaghbboommm Press via DriveThru RPG** – Cleopatra will even patch you up good as new for this work.

318
Resurrection Road
“Hmmmn! An interesting proposition. What skills do you have that would serve my business venture? You certainly look as if you have a story to tell!” Make a L1 SR on CHR. If you make it go to 490 but if you fail go to 492.

319
Sullied Trouser Inn
The grateful man rises and embraces you. “Just in time, my boy,” he confides. “My sight has faded, my hearing too and I can hardly walk. I fear that within a day I shall be cold in the grave. We have no time to lose – let him visit Kelba the Centaur Lawyer and redraft my will.” Go to 252.

320
Resurrection Road
“Very well,” he declares. “Everything is in order then! We shall proceed. I need you to do some chiropractor work on me. All my vertebrae are out of alignment.” He lies down on a table after stripping off. “You may begin,” he says, imperiously. You may begin to manipulate his vertebrae (go to 494) or whack him on the head and ransack his house (go to 496).

321
Sullied Trouser Inn
“An impostor!” cries the medium. “Let the wrath of the *Eight Hells of Ashgoleth* shower down its molten tears upon you, infidel!” Make a L1 SR on LK. If you make it go to 443 but if you fail go to 445.

322
Resurrection Road
“In that case, you can jolly well clear off!” he exclaims, clearly annoyed. He points a wand at you. Do you want to protest and seek to mend fences (498) or do as he says (500)?

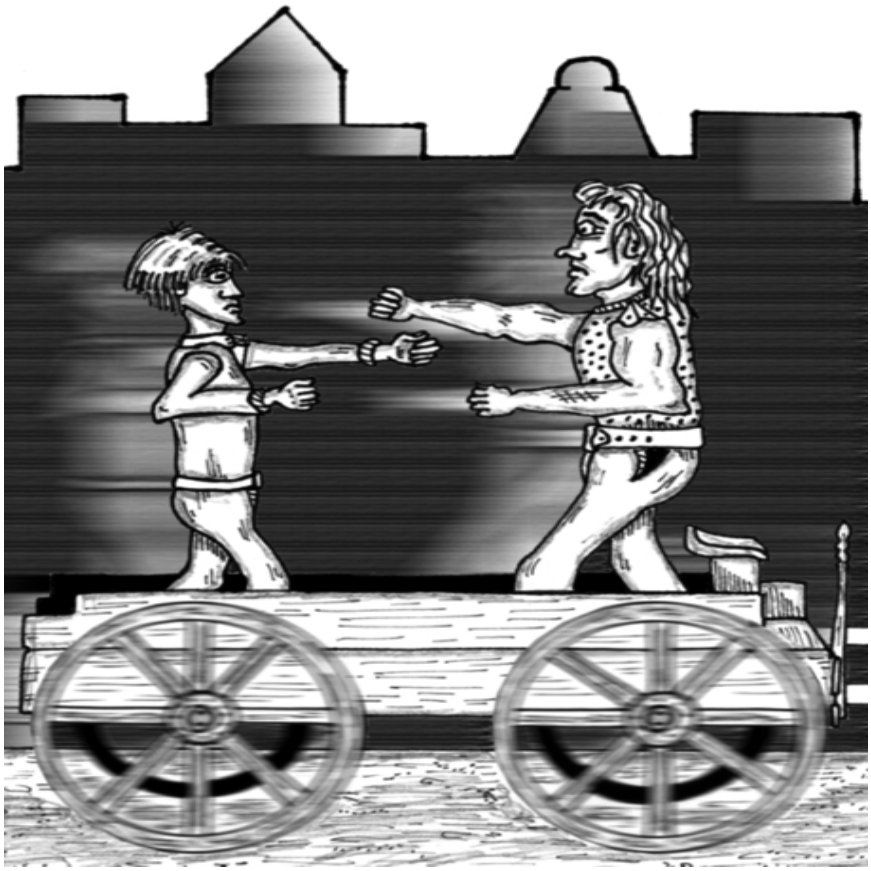
323
Grizzly Lane
The porridge in the first bowl is too hot and the porridge in the second bowl is too cold. The third might be just right but when you go to try it, an angry bear charges in through the door and attempts to hug you. Do you want to carry on eating (447) or hug it back (449)?

324
Cauliflower Row
As you hit the road, you roll – straight towards an open manhole. In you go, landing heavily on top of Kardasia, a large brute of an ogress, engaged currently on sewer scrubbing. As you look up in to her eyes from her strong arms, do you want to kiss her (401) or clamber on top of her head (403)?

325
Grizzly Lane
Just as you get to the top you hear an angry bear below. It roars and then crashes its way up the stairs. Do you want to hide in a bed (451) or jump out of a window (453)?

326
Cauliflower Row
Hengis the Roadsweeper sees you land on an area of street he has just polished for hours. Hengis has a short fuse and does not like people spoiling his hard work. He towers over you, thunder on his brow. Do you want to tell him you are a cleaning inspector (405) or grovel and offer to repair the damage (407)?

327
Swattage Hill
Ah! A cheek-pinching competition! Who pinches harder – who will cry off first? Make the best SR on STR you can and go to 455.



328
Curse Street
Ayrton Senna is not only the best of drivers, he also knows how to use his fists. He gets 2d6 for his hands and whip plus 10 adds. Roll for combat. If you beat him with a higher total, you knock Ayrton from the wagon and take complete control (409) but if you do not beat his total he uses the stun setting on his whip to knock you out (411).

329
Swattage Hill
“Wotcha gunna do for us?” one boy jabs back at you. “You wanna swear allegiance to the King?” If you say ‘yes’ go to 457 but if you will do no such thing go to 459.

330
Curse Street
In with the bananas is a large black spider, on its way to visit Miss Muffett. It does not take kindly to being disturbed and seeks to envelop you in sticky webbing. You may attack the spider (413) or burrow under the bananas and try to surprise it from behind (make a L1 SR on SPD – if you make it go to 415 but if you fail go to 417).

331
O’Vather Hill
You figure out when and how much weight to shift and steer clear of a large troll walking up the hill, cussing to himself. You run out of momentum outside a bakery. Mmmnn! The smell of those pies... Would you like to offer your labour for one (461) or nip round the back and steal one (463)?

332
Netherwallop Road
Merlot lifts you up away from the snapping teeth with the *Upsidaisy* spell. Once you are back on your feet (foot?), Merlot suggests that you might benefit from learning the spell as he won’t always be around to nanny you. If you can make a L1 SR on INT, he can teach you a spell that will levitate you or your weight equivalent for a WIZ cost of 6 with a successful L1 INT SR (the levitation will last for one minute). The doctor hints that you should do something for them in return. If you make the offer go to 419 but if you think it better to ask for healing go to 421).

333
O’Vather Hill
You see that you are heading towards a big figure and fail to transfer weight effectively… You hurtle headlong into a large, cussing troll. Lose 1 CON. The troll picks you up and is about to eat you when he stops and sniffs you. Make a L1 SR on CHR – if you make it go to 465 but if you fail go to 467.

334
Netherwallop Road
Merlot is not able to cast the spell quickly enough, no matter how much you whine. The shark takes a good hold of you and takes you under the water, where it dines in a leisurely fashion. And so you re-enter the food chain.

335
Trollcough Street
“You can stay if you get some tips!” the management decree. Getting tips from the none-too-fussy punters depends on style and grace plus a certain freedom of spirit. Make L1 SRs on both DEX and CHR. If you make it go to 485; if you fail, your wild gyrations get you a boot up the arse and you land on the street. The best you can do is appeal to some passing boys to help you – go to 82.

336
Netherwallop Road
Miraculously, you catch the scalpel. Now you can try to beat off the shark. You get 2d6 for the scalpel. Roll your combat total and attempt a L1 SR on LK. If you make it go to 423 but if you fail go to 425.

337
Trollcough Street
“Well, you’re going to have to bleedin’ give it a go ‘cos the last lot of entertainers got taken home by some over-excited mountain trolls.” A show of fangs convinces you. You need to make L1 SRs on both DEX and CHR to impress the management. If you succeed go to 386 but if you fail you get kicked out on your arse and can only implore some passing boys for a helping hand – go to 82.

338
Netherwallop Road
As you fluff your attempt to grab the scalpel, all you manage to achieve is getting a blade stuck in your hand. The fresh blood drives the shark wild. You hear the doctor call desperately to his wizard friend to get you away! Go to 334.

339
Liliyliver Lane
You hear the children calling to you. They tell you how scared they are and that if they let you out, the old witch will kill them. They ask if you will fight her if they free you. If you tell them you are great champion go to 469 but if you suggest you all gang up on her go to 471.

340
Netherwallop Road
“Good grief!” he expostulates with vigour. “I didn’t know I had it in me! This calls for a celebration.” He opens a cabinet and brings out a dusty bottle with a large cork, shakes it and begins to ease the cork up. Do you want to stay for a tipple (427) or get out of here quick (429)?

341
Liliyliver Lane
“Fantastic!” they cry. “We’ll go get Granny.” The oven door opens and you see the hag flanked by a boy and a girl drooling with anticipation. They grin and show large fangs. Do you want to pull the hag in with you (473) or try to knock them all over and escape (475)?

342
Netherwallop Road
“Crikey!” he sighs heavily. “I just thought it was the time of life. Do you think I have much of a chance of pulling through?” Without another word, he lies down and hits himself on the head with a mallet. Do you want to open him up with a scalpel (431) or search for goodies while he’s out cold (433)?

343
Epicurean Avenue
The waiter reappears soon enough with a plate upon which sits magnificent pudding, dripping with thick, tangy sauce. It has a fuse on top. The fuse is lit. Do you want to gobble up the pudding as quickly as you can (477) or flip it into the waiter's face (479)?

344
Netherwallop Road
"Hmmnn!" he mutters as you stagger about drunkenly. "I don't reckon you're quite the same as you were before. I think I'd better get some help from my friend. He is a bit shy but he understands how to rectify some of my little – ahem!- slips." With that, he leads you out and across town to a cemetery that looks far from well-tended. In fact, it looks shunned. Go to 122.

345
Epicurean Avenue
The waiter appears again with a bowl full of live snails in a pungent garlic sauce. "Bon appétit!" he purrs, encouragingly. Do you want to set about catching and consuming the snails (481) or tell him you have suddenly lost your appetite (483)?

346
Ghoulish Gardens
"Splendid! Quite top hole! Let's get started then." Eagerly, he has you measured up by a zombie tailor called Inman, who makes sure every little part of you is thoroughly sized up. Then he gets down to serious work, adding and subtracting body parts. Your STR and CON rise by a factor of 3 but your INT and CHR reduce by a factor of 0.5. Once you are revved up and ready to rock, he puts you through your paces. Go to 435.

347
Peaswasse Street
The boys are very, very hungry and so they see you as a good source of nutrition. There is no escape under the tarpaulin unless you can generate a combat total of at least 80. If so, you can beat them back and tumble out the back of the wagon, from the frying pan into the fire, keeping a few needy citizens alive (go to 2).

348
Ghoulish Gardens
"No? Pity, really. Oh well, let's have no hard feelings, no regrets. I think you should try your hand at a spot of bungee jumping. That's how I test my new creations for durability." He whistles piercingly and two zombies appear to shuffle you over to the other side of the graveyard to a large, imposing mausoleum. They force you up a staircase to a roof and tie a rubber cord round your legs, before winching you up on a pulley contraption and finally swinging you out high above an open grave with a pine coffin nestled inside. When they release the safety catch, you plummet down. Make a L1 SR on LK. If you make it go to 437 but if you fail go to 439.

349
Greasepaint Boulevard
Although the director insists this really is a work of fiction, something tells you this is a fiction within a fiction. He introduces you to your co-star, a fellow named Snozzer. Go to 2401.

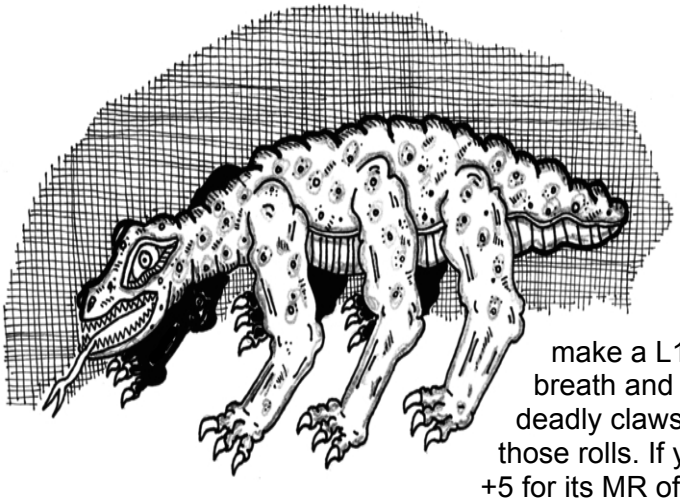
350
Faraway Close
The patron, Father Florenzie, looks shocked when he next sees you. “I thought you had natural immunity! I’m so sorry, I truly am. There is, sadly, no hope now. Things can only get worse. I can offer you a visit to my friend. He’s very peculiar, I have to admit. Otherwise, you can stay here and lapse into insanity.” If you are happy to go insane go to 441 but if you decide that is not your calling, the patron will escort you across town to a desolate and chilly cemetery and introduce you to his friend (go to 122).

351
Acorn Lane
It is one thing to dance with a bogeyman but it is quite another to end the dance. Most partners are subsumed within the bogeyness of the bogeyman. Make a L2 SR on STR. If you make it, you do get away and are thought quite highly of for your flirtation with a sticky end (go to 282). Otherwise, all you can do is live on in a symbiotic relationship with a bogeyman (you can keep your INT but roll up all other attributes again on 3d6 DARO with STR and CON doubled and DEX and CHR halved – then go to 213 once a very old fellow takes an interest in you).

352
Chaffing Way
Billy takes you into a snack bar. It is very busy and the customers are complaining about poor service. The skeleton cooking the food would look harassed but his features give nothing away. “Jelly, this is your new waitress,” Billy announces. Jelly gives you an apron and shoves hot treacle tarts into your hands. “Take them to Table 10”, he grunts. At Table 10 sit a party of drunken dwarves. Make a L1 SR on LK. If you make it go to 487 but if you fail go to 489.

353
Acorn Street
You see a large rat peering out from a hole in the skirting board. Considering you briefly, it rushes at you. Make a L1 ST on SPD. If you make it go to 550 but if you fail go to 552.

354
Lardass Street
“Watch this,” barks the sergeant. He directs your eyes to a sun dial. When you query what he wants, he tells you it is a test. Make a L1 SR on INT. If you make it go to 554 but if you fail go to 556.



355
Acorn Lane
The monster under the bed is not always home but this time it is. It has warts and horns, a long, slithery tongue, deep red liquid eyes and rows of saw-edged little teeth. Its claws are straight and long and its six legs are powerfully muscled. Its breath is foul. And now it is hungry. You need to make a L1 SR on your current CON to survive its breath and a L1 SR on SPD to avoid the thrust of its deadly claws – you die in hideous pain if you fail either of those rolls. If you make them, you must fight it. It gets 2d6 +5 for its MR of 10. If you win out go to 558.

356
Armitage Shanks Lane
Billy tells you about his mate Snozzer. “Go see him and do whatever he tells you needs doing. He’s a diamond, Snozzer”. Go to 301.

357
Acorn Lane
You crush the gremlin’s head into the floorboards and his ear gets stuck in a crack. Unable to move, Gangooly is helpless as you stamp down on his skull and crack it open like a walnut. Nasty! Now you are free to leave (420) or to explore (560).

358
Armitage Shanks Lane
“I want you to impersonate the dead son of a rich geezer,” Billy confides. Then he takes you to The Sullied Trouser Tavern. Go to 221.

359
Acorn Lane
You give a good go at giving the gremlin the kicking he richly deserves but Gangooly is too tough a nut for you to crack. He leaps up and belts you in the nuts, leaving you doubled up and sobbing (lose 1 CON). “Now you’ve made me mad and you can go under there!” he yells with evident malice, throwing you under the bed. Go to 355.

360
Trollhalla Row
You feel buoyed up with power suddenly. You could take on an army. You don’t need to – you just have to arm wrestle with Spaspecker, the club champion. Your STR is doubled for the next 20 minutes. Spaspecker is grizzled old trorf, part troll, part dwarf. He drools into his beard and belches onion breath as he grips your hand. Make the best SR on STR you can and go to 491.

361
Acorn Lane
Behind the door sits an ancient wizard, part elf but clearly part troll. “I am Khaghtch’an,” he wheezes. “I am very old. So old that they named this continent after me. Well. Perhaps not because I am so old but I was not when they did it but I can’t remember why it was now. I have just got back from the Dragon continent. They are a bit difficult over there and I spent many years trapped in the ‘*Naked Doom*’ Dungeon (an early Ken St. Andre Flying Buffalo masterpiece). It has its highs though, most of them legal – I recommend it!” He pauses, as if trying to recall an arcane purpose or two… “Ah yes, there is a bishop I need to take care of. He has a friend, I believe, unlikely as that is – a dark knight. Take care of them, will you. I shall be chuffed enough for it to warrant some wizardly gratitude. Here, take theses shafts and good luck to you, sirrah!” He gives you four arrows and zaps you out of this house. Go to 414.

362
Trollhalla Row
The drink turns your knees and you senses to jelly. Disgusted at your inability to hold a drink, you get biffed out on to the street. Your next 3 saving rolls are one level higher because you are under the influence. Go to 414.

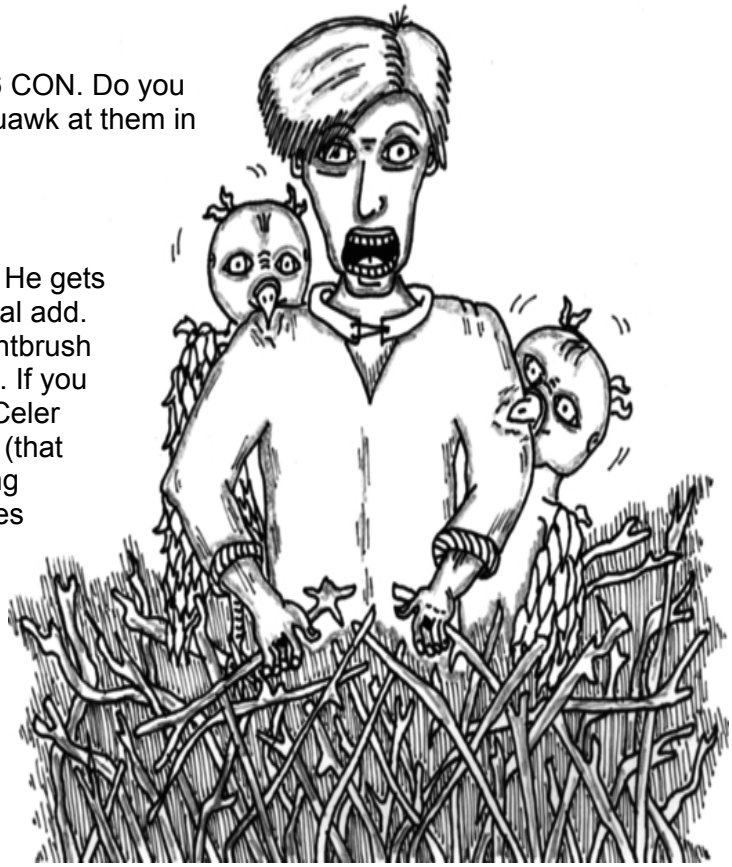
363
Acorn Lane
No seven year's bad luck so there's something ghastly that could have happened that didn't. Oh, but the pain. You have suffered a thousands cuts! You were warned. Lose 1d6 +1 CON and now you need a blood transfusion. The vampire that resides behind the mirror was hoping to slake his thirst but now he is your only hope… Boris Fangkovic takes some persuasion. Make a L2 SR on CHR. If you make it go to 562 but if you fail go to 564.

364
O'Vather Hill
As you sit and wait your turn while Pantagathus finishes off an old man, a poet comes in a recites a rather scurrilous verse. The barber laughs out loud, causing his hand to slip. Much blood flows… Will you wait your turn fearlessly (493) or make a run for the hills (440)?

365
Viletooth Crag
You ring the neck of every loathsome little chick. Fortunately, the mother has flown off. Do you want to try to climb down (566) or use the chicks' feathers to disguise yourself as a harpy, snack on the chicks' bodies and wait for the mother to return (568)?

366
O'Vather Hill
The painter can be cowed quite easily – he prefers to make art not war. Make L1 SR on CHR. If you make it go to 495 but if you fail go to 497.

367
Viletooth Crag
The chicks peck you viciously. Lose 1d6 CON. Do you want to jump out of the nest (570) or squawk at them in your best harpy accent (572)?



368
O'Vather Hill
You are in a fight with Celer the painter. He gets 1d6 for his delicate hands plus 1 personal add. You get your ads plus 1d6+2 for the paintbrush you are attempting to insert in his nostril. If you do him any harm you succeed (499). If Celer does you damage and you do him none (that might well be spite), he holds you off long enough until the Watch comes and seizes you (163).

369
Slugfest Street
You stand groggily over the body of the harpy. The gremlin laughs gleefully and starts dragging her off to a doctor he knows who is interested in experimenting on the living. This is your chance to get a way. Go to 414.

370
Mortuary Lane
The lid of the coffin opens and a vile, leering face looms over you. “You have proved yourself worthy to be a servant of the great Pharaoh Asharphazar. Follow me and you shall share in my rise to supreme power.” As you flop out of the coffin, you see blazing torches in sconces on the crumbling walls. Do you want to set the mummy’s bandages on fire (725) or follow in the heavy footsteps of the Pharaoh (514)?

371
Slugfest Street
The gremlin is more interested in the harpy than you as she has more curiosity value to collectors and experimenters. You, he leaves to the Bring-out-the-Dead man. Go to 78.

372
Mortuary Lane
The bite of the beetle triggers an allergic reaction in you central nervous system. You are completely paralysed. You must stay here alone in the dark being eaten by beetles unless you can make a L3 SR on WIZ. Every time you try and fail you lose 1 CON; if you succeed, a passing Wizard-God decides to rescue you in the name of sport and deposits you snug and secure in your pigsty (1).

373
Ebony Square
Quite a crowd has gathered to watch you streak about the sky in crazy patterns. Amazingly, you gain control of the broomstick and are master of the skies! The world is your lobster now – you can go where you please. Go to 414 and take it from there – unless you are captured you may return to any hill, Robert Johnson’s crossroads or any place you have been to before whenever you wish.

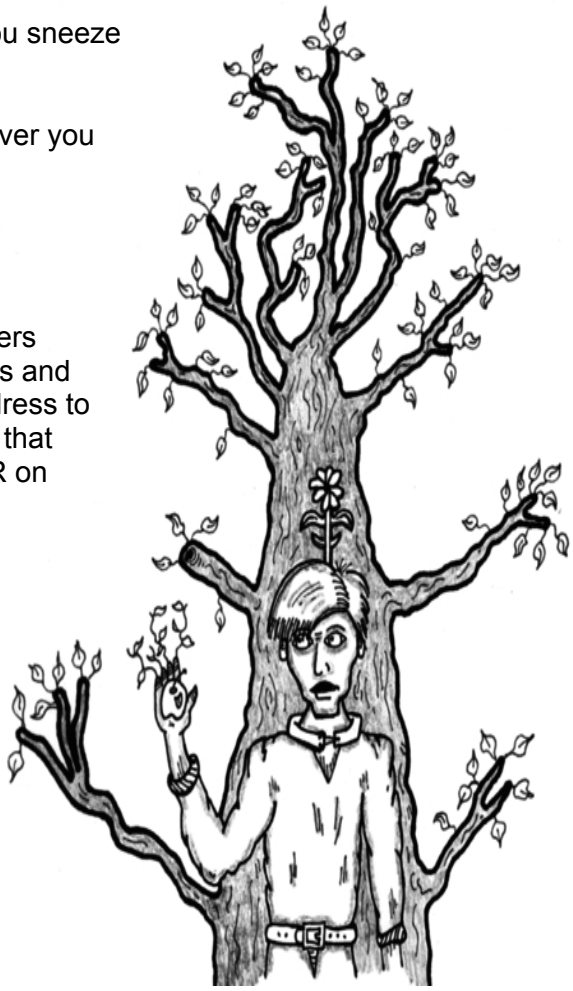
374
Mortuary Lane
You have poked the Pharaoh Asharphazar in the eye. It does not do him much damage but does make him very angry. He is not nice when he is angry – or at any other time. He pummels you with his mighty fists until you are dust and then stuffs you into a rent in his bandages. Thus you have a form of immortality and share in his ongoing deeds of wickedness…

375
Blacksoot Place
You don’t last long up there and crash into a chimney. Lose 1 CON. You have dropped in at the crematorium just as someone is receiving their memorial speech from Kissero the Orator. Kissaro is not an ogre who easily tolerates interruptions and the gorgon family of the deceased take poorly to disrespect. Do you want to make a speech to fill the gap (574) or push the big red lever by the bald elf in the purple ceremonial robes (576)?

376
Mortuary Lane
The great (and evil) Pharaoh Asharphazar is seeking a new acolyte. He assesses your potential. He shuts the coffin lid, the better to consider your merits. Make L1 SR on CHR. If you make it go to 370 but if you fail go to 516.

377
Ebony Square
The red apple is very tasty, with a sweet, succulent flavour. It has, inevitably, magical properties and we must find out what effect they have on you. Roll 1d6:

1 – you are turned in to a hobbit (or an ogre if you are a hobbit): see the rulebook for modifiers
2 – you grow an extra head; it has the same WIZ, INT, LK & CHR but acts independently and if you can cast magic you are now able to works two spells at the same time (beware of Firestorm of Protest spells!)
3 – you turn into a kangaroo from the waist down with STR doubled for your legs and your CON doubled for your whole body
4 – you develop eight octopus tentacles; this trebles your STR and the tentacles have DEX double yours for throwing, etc
5 – you develop an allergy to oxygen which means you sneeze constantly
6 – you develop eyes in the back of your head
Now you may wander along the streets and go wherever you will. Go to 414.



378
Viper's Nest Caverns
The moleman is thrilled and soon has his entourage organising a special ceremony. Moles, nagas and vipers hurry about everywhere decorating the shabby tunnels and caverns he rules over. You get a very nice moleskin dress to wear for the blessing. As the presiding naga declares that the happy couple may kiss, you must attempt a L2 SR on WIZ. Go to 518.

379
Ebony Square
The green apple is very tasty, with a crisp, flowery flavour. It has, inevitably, magical properties and we must find out what effect they have on you. Roll 1d6:

1 – you develop the ability to disguise yourself as any plant or tree
2 – you develop the ability to talk to trees, to understand and be understood
3 – you develop the ability to heal yourself in sunlight at the rate of 1 point of CON every 10 minutes
4 – you sprout a flower from the top your head; it is very pretty but very fragile – in combat, any damage taken brings the risk of the flower being severed resulting in your instant death (on the roll of a 1 on 1d6)
5 – you get green fingers and can grow plants from seeds in 1d6 hours in any soil
6 – you become an expert on all herbs, able to mix remedies, teas and poisons as well identifying any herb on the roll of 3-6 on 1d6
Now you may wander along the streets and go wherever you will. Go to 414.

380
Viper's Nest Caverns
"Oh well, if we can't be wed we shall have to fight!" he intones sombrely. He gives you a pistol from a nice mahogany case, opened up before you by an ancient naga. He takes one himself. "We stand back to back, take five paces, turn and fire. If we both miss, we repeat the procedure," he informs you. Do you want to walk five paces, turn and fire as you have been instructed (520) or will you take just two steps, turn and fire (522)?

381
Gate of Glory
As you give the order to attack, the ground opens up to swallow you. Your army evaporates and you feel Anchises' hand pulling you up from the abyss. "I have saved you," she states gravely, "but I have no love for a warmonger. Begone!" With a snap of her fingers, she sends you from her. You realise that you now stand in an open grave and a figure is coming towards you. Go to 122.

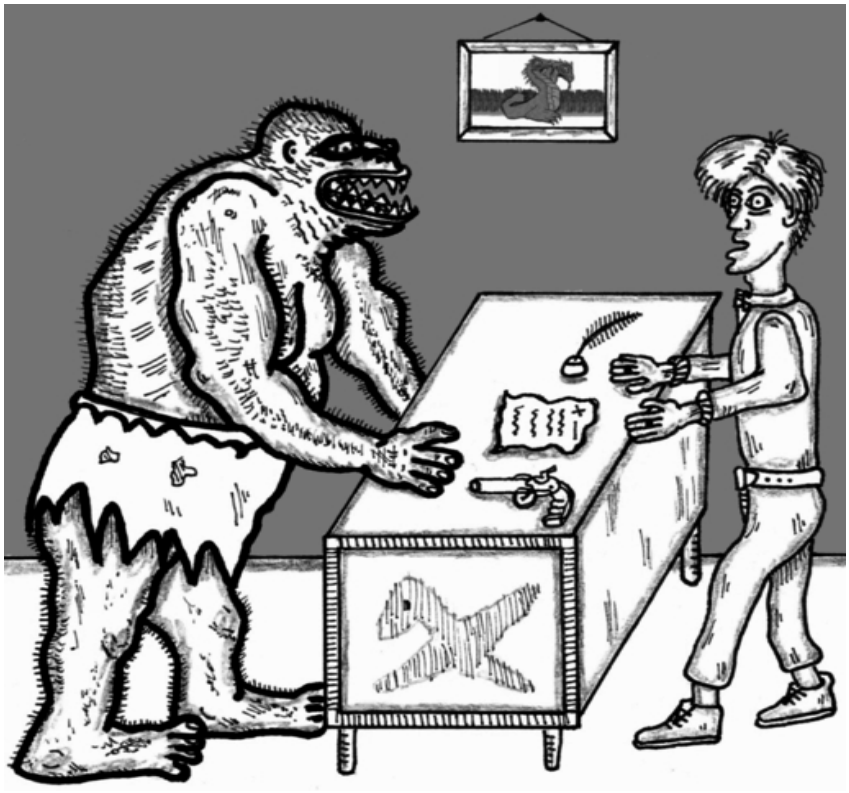
382
Ghoulish Gardens
You have managed to blow embalming fluid mixed with a zombie-animation potion down the throat of the zombie-master. He has never drunk the insidious stuff before and wonders, with rising angst, what effect it will have on him. Make L1 SR on LK. If you make it go to 524 but if you fail go to 526.

383
Gate of Glory
"I commend your values," declares Anchises. "This city has a place for you and so I send you forth with my blessing!" She clicks her fingers and magic flows all about you. Each attribute is raised by 1d6 (roll 8 times). She disappears and you wander the streets, brimming with new vigour. Go to 414.

384
Ghoulish Gardens
You have just had embalming fluid mixed with a zombie-animation potion blown down your throat of the zombie-master. It works extremely rapidly. Your CON is fully restored and tripled, as is your STR. Your INT and CHR are halved. You are given a job to do by your new master. It entails going to see a certain fellow named Snozzer. It does not matter you now being a zombie with regard to walking the city streets. Zombies are not uncommon. Go to 301.

385
Flaggon Fields
A man approaches you and asks for your help. "I'm Brian and so's my wife. We need someone to help us with some escaping prisoners." Do you tell him you have to stay here on sentry duty (578) or tell him to lead on and crawl after him (580)?

386
Trollcough Street
You soon become a favourite with the crowd. A large troll called Conn offers you employment and takes you down to his office to sign a contract. Are you content to put quill to parchment (528) or do you want to grab the gunne on the table and rob him (530)?



387
Foulsore End
The crowd roars in anticipation at your brave act. You against Iggy – bets are placed and eager eyes gaze down as Iggy is de-shackled. He looks like a mean, lean, green killing machine. You look more like a washing machine. You must do battle with Iggy. He gets 2d6 +6 for his MR of 12 – and his skin takes 2 hits. On any round of fighting, you can avoid injury with a L1 SR on DEX; if you make L2 you get 1d6 free hits on Iggy but if you roll a critical fumble he gets free hits on you. If you survive this David and Goliath clash, go to 582.

388
Cauliflower Row
Hengis snaps to attention and waits for you to give your verdict on his work. If you tell him he has down a good job go to 584 but if you scold him for being slapdash go to 586.

389
Foulsore End
“You reckon?” says one sceptic. “Tell you what,” adds another, “if you can take a punch on the jaw from the barmaid and stay standing, we’ll take you to the Arena but if you go down, we get to sell you. How’s that?” If you accept go to 537 but if you prefer to fight Iggy after all go to 387.

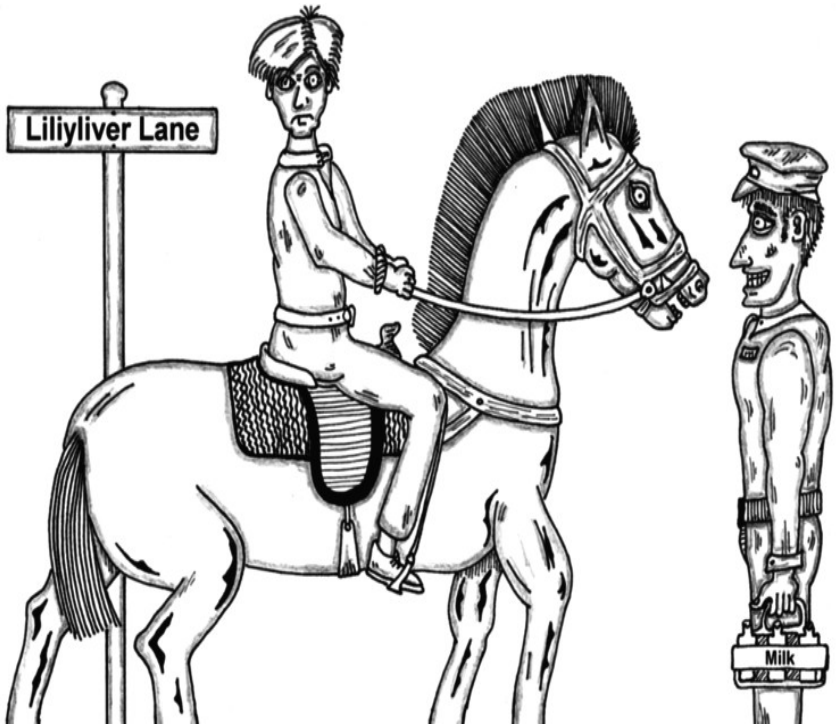
390
Cauliflower Row
“You must think I was born yesterday!” Hengis roars as he sees through your little scam. His broom comes down hard on your cranium. Lose 1 CON. You see stars. Make a L1 SR on your current CON. If you make it go to 588 but if you fail go to 590.

391
Foulsore End
Now you are up against Iggy, a local favourite. Your appearance throws the odds out though – lots of money gets stacked on you winning - which is great because you get a slice of the pot if you triumph. Iggy gets 2d6 +6 for his MR of 12 – and his skin takes 2 hits. On any round of fighting, you can avoid injury with a L1 SR on DEX; if you make L2 you get 1d6 free hits on Iggy but if you roll a critical fumble he gets free hits on you. If you survive this David and Goliath clash, go to 582.

392
Cauliflower Row
You must be made of stern stuff, tough as teak. Slogging your way along, painstakingly cleaning up everything from last night's vomit to discarded diapers, you reach Five Card Frank's, a much-loved watering hole. As you watch, a man is thrown out onto the street. Do you want to go see if he is ok (592) or slip inside for a swift half (594)?

393
Higginbottom Gardens
The ladder going down into the gloom is oiled and strong. Someone has taken great care to protect it from rust but it is rather treacherous to the touch. As you begin to descend your hands slip. Make a L1 SR on DEX. If you make it go to 539 but if you fail go to 541.

394
Cauliflower Row
The work is too much for you in the strong sun. You go red from sunburn and a bit loopy from sunstroke. An old lady asks if you would like to come into her house for a rest and a cup of tea (596) and a young boy tells you it would be better to go with him for an ice cream (598). Decide whose help you will accept.



395
Higginbottom Gardens
From here you can grab a bit of breathing space. A gentle stroll brings you to a major intersection. Go to 414.

396
Liliyliver Lane
Your horsemanship impresses a milkman stopped outside no. 39 Liliyliver Lane. Ernie asks you to do him a favour and take over his round for the morning as he wants to slip inside and see his friend, the widow Sue. If you will help Ernie out go to 515 but if you decide to go in to visit Sue yourself go to 517.

397
Higginbottom Gardens
The cupboard under the stairs is not empty. Arms take hold of you and hold you tight. Make a L1 SR on LK. If you make it go to 549 but if you fail go to 551.

398
Curse Street
Before you even get to the end of the street, you lose control and the wagon slews round and mows down the wife of a tall, thin man in blood red robes covered with silver skulls. Solid silver skulls jangle from a bracelet, while a larger one is perched atop his head as a hat. One look tells him his wife is dead and he clicks his fingers to place a *Hold That Pose* spell on you. Go to 519.

399
Higginbottom Gardens
The wall is covered with ivy which makes the climb much easier. Once at the top, you can see a house and gardens. It belongs to Old Man Gruber. To explore further, you need to acquire **'Two Bites at the Cherries' available from Khaghbboommm Press via DriveThru RPG**. If that is too rich for you, you may scuttle off to the nearest major intersection and determine your fate from there (go to 414).

400
Arbuckle Hill
You bounce off the stout door to a bank, leaving a fair sized dent and two doormen screaming, "Bank raid!" at the top of their lungs. You can stop and tell your side of the story (410) or spin off into a gymnastics school over to you left (412).

401
Cauliflower Row
Sweeping Kardasia off her feet with passion is not a given. She is not a passionate woman but perhaps a fuse to her heart can be lit. Make L1 SR on CHR. If you make it go to 532 but if you fail go to 534.

402
Sandune Street
"Most of my prayers seem to have fallen on deaf ears… Caesar, Mark Anthony – they certainly didn't help those two. Still, there's always hope and the power of prayer is more than doubled when two pray together fervently and with pure heart. You do have a pure heart, don't you? No, don't answer that – I can't bear another disappointment." She sinks to her knees and waits for you to make the same genuflection. Will you pray for yourself (521) or for her (523)?

403
Cauliflower Row
It is possible that Kardasia will think you some sort of bonnet. She would like to be stylish. Roll 2d6 DARO for her INT. Then try a L1 SR for her. If she makes it go to 536 but if you fail go to 538.

404
Sandune Street
"You are an eager beaver, aren't you? Come on, tiger, let's get down to brass tacks." She bounces winsomely on a large four poster bed.

To impress you need stamina, imagination, agility, forcefulness, compelling charm, some special chemistry and good old fashioned luck never did go amiss. That means trying a L1 SR on every attribute except SPD which, trust me, you can do without. Note how many of the seven you make and go to 525.

405
Cauliflower Row
You need to be convincing as many desperate down and outs have tried this on Hengis. Make L1 SR on the average of your INT and CHR. If you make it go to 388 but if you fail go to 390.

406
Swattage Hill
Like most bullies, the ogres give way when someone stands up to them. Dastardly and Muttley back off a pace and ask you what gang you work for. If you want to make up a tough sounding gang go to 527 but if you want to stamp your authority on them further with the threat of a good thrashing go to 529.

407
Cauliflower Row
Hengis sighs, strokes his chin and accepts your offer. He gives you his sigil in case anyone wants to inspect your credentials. It is hard work, cleaning these mean streets in the hot sun. Make a L1 SR on your current CON. If you make it go to 392 but if you fail go to 394.

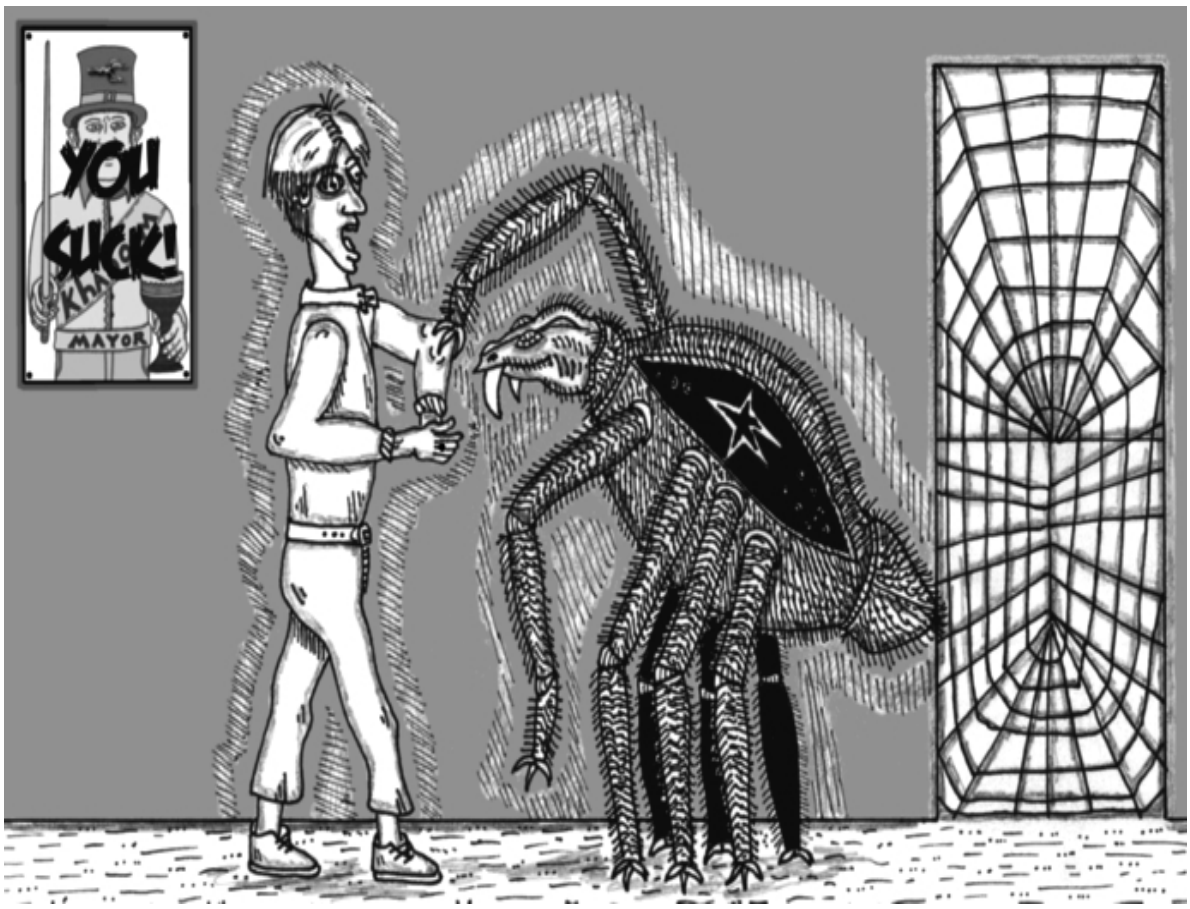
408
Swattage Hill
The two ogres see you as a soft touch and set about catching you before you can escape. Attempt L1 SRs on DEX and SPD. If you make both you get away (go to 414) but if you cannot manage that go to 531.

409
Curse Street
You are in control of a wagon. The fighting has unsettled the horse. Make a L1 SR on your wagon driving ability (3d6 TARO unless you have a talent). If you make it go to 396 but if you fail go to 398.

410
Arbuckle Hill
The doormen, Shaz and Shazzer, do not lend their ears very readily to implausible stories when the bank's security is threatened. Make a L2 SR on CHR. If you make it go to 917 but if you fail they grab hold of you, squeeze you hard (lose 1 CON) and turn you upside down and shake you (lose 1 more CON) and then hand you over to the City Watch who cart you off to the nearest guard house (163).

411
Curse Street
You lay stunned on the street as traffic goes by and the world turns, oblivious to your need for help. Make a L1 SR on your current CON. If you make it, you manage to get up and hobble away – go to 420 – but if you fail you get picked up by the Bring-out-the-Dead man - go to 78.

412
Arbuckle Hill
You tumble into 'Fred 'n' Ginger's' '*Buns of Steel*' class, where a bunch of tough-looking tyros, mainly human but with a good smattering of dwarves, uruks, ogres and even a couple of minotaurs, are toning their already bulging buns. Do you want to go up to the front desk and ring the bell (919) or join in and strut your stuff (921)?



413
Curse Street
The spider gets just 1d6 +4 for its MR of 8 but if it bites you (even spite damage) you get a nasty dose of spider fluid. Fight one round and then go to 540.

414
Robert Johnson's Crossroads
You are at Robert Johnson's Crossroads. You must stop to listen to some devil's music for there is always ssomeone's tune to dance to – go to 513.

415
Curse Street
You catch the spider napping (well, banana scoffing, more like). You get a free attack but have to then fight for one round if you don't kill it immediately. It has a MR of 8 and any damage you suffer means you get a nasty dose of spider fluid. Fight one round after your free attack if you need to and then go to 540.

416
Desolation Row
You see a noose hanging from a beam running across the street. There are posters on the wall – Canzoni's circus is in town. Two men are fighting with quills and books, spouting invective at each other while fisherman listen, holding flowers. Someone is selling postcards. Do you want to try to find the circus (601), break up the fight (603), go look at the postcards (605) or ask the man who brought you here what in Trollworld is going on (607)?

417
Curse Street
You fail to surprise the arachnid and the tables are turned. It bites you and you get a nasty dose of spider fluid. Go to 542.

418
Quill Court
The will states that you inherit 50,000 GPs and the title '*Baron Bombast of Vulgaria*'. Kelba bows with due respect and mumbles 'Your Highness' when he confirms that the will is valid and your credit is good. Do you want to go out on a spending spree (602) or go inspect your barony (609)?

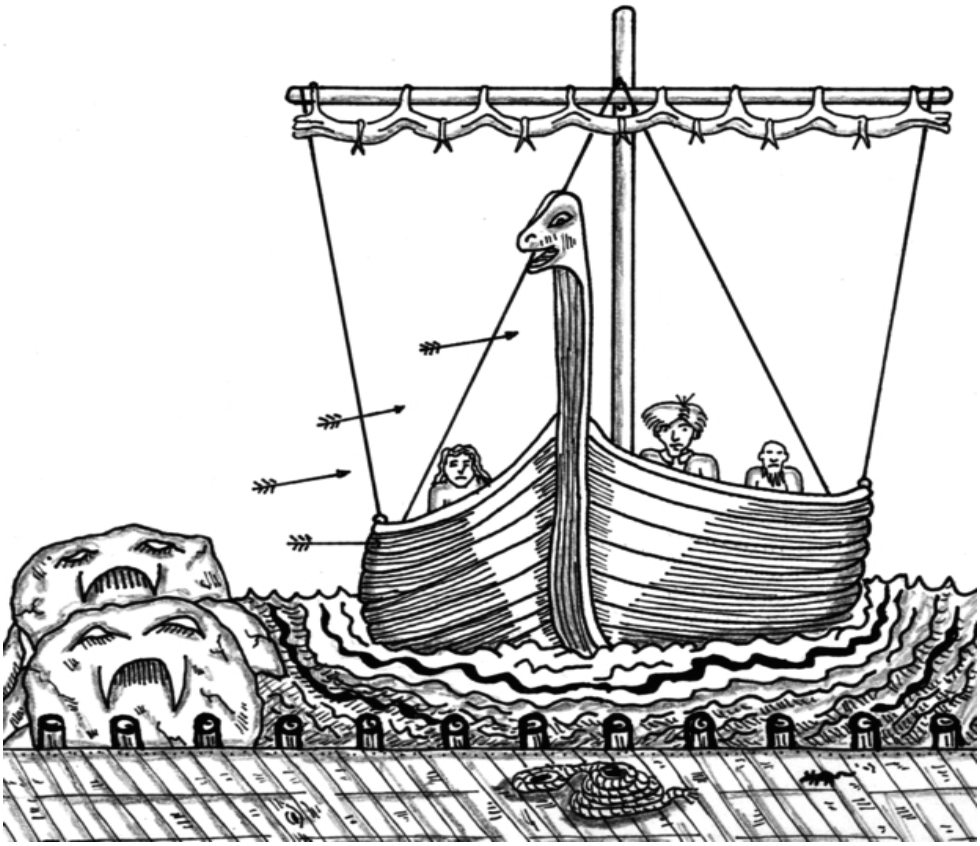
419
Netherwallop Road
Merlot and Doctor Crusher need to get a message to a certain rogue at the Guild but they need it to be delivered in utmost secrecy. They give you a parchment tied with a yellow ribbon and set you off on the yellow brick road to the Guild. If you go straight there go to 544 but if you are a snoop and stop along the way to read the parchment go to 546.

420
Hemlock Hill
You are on Hemlock Hill, a place where no cattle graze but dead philosphers abound. From here you can go to Robert Johnson Crossroads (414), Dunleavin Road (510), Elsie Street (511) or Acorn Lane (512).

421
Netherwallop Road
Doctor Crusher heals you fully, grumbling as he does the *Poor Baby* spell about 'a lot of fuss over a scratch'. Then he and Merlot tell you that you must perform two errands for them now – first go to the Rogues' Guild to deliver a parchment tied with a primrose ribbon and then to tell the Mayor that there is an assassination plot against him. If you want to go directly to the Guild go to 544 but if you want to stop and sneak a look at the parchment go to 546. If you decide to go straight to the Mayor, go to 548.

422
Quill Court
There is a map that comes with the big brass keys and the map shows that the house – more like a palace! - is far from the city. Clipped to the back of the map is a boat ticket to somewhere called ‘Vulgaria’. There is also a letter confirming your bona fides and guaranteeing payment of transactions you authorise with a sigil stamp, keyed just to your khremmatic signature. Kelba has earned his fee! Do you want to go down to the docks to find the boat (611) or return to your business in Khaboom by going to a major intersection (414)?

423
Netherwallop Road
The shark has a MR of 30. You can roll for the shark. However, if you made the LK SR, you can use the scalpel to dig into the shark and hang on for a ride. If you failed the LK SR and the shark beats you, it eats you, bones and all. If you killed the shark, go to 613 but if you are hanging on to it via the scalpel go to 615.



424
Root Canal
The rocks look uncannily like monstrous fangs as the boat slips along the chill underground waterway. The mood is eerie even this close to the docks and the lookout at the prow just behind you is clearly ultra vigilant. After an hour or so of steady yet intense travel, you hear the instantly recognisable sound of bow strings and then the thunk of arrows embedding themselves in wood. More than one scream bursts forth behind you. Then you process the sound of feet landing on the deck and battle beginning. Go to 616.

425
Netherwallop Road
You are in the water facing a shark with a MR of 30. It eats you. (Your combat total is reduced to a very small fraction of your land total in this alien environment – tough luck.)

426
Root Canal
The helmsman has not sobered up from last night's bender at the Naughty Dog Inn. The boat has rubber attached to the sides to save it from collisions with the rock walls. You do not. Although quantum physics tells us that nothing ever actually makes contact as the electrons in atoms repel each other, this does not save you from being pulped. A new figurehead will be needed at the next dock.

427
Netherwallop Road
The cork explodes out of the bottle and your surgeon cries, "That's it! Eureka! You can call me 'Pop'. My name's Al but you are the fruit of my loins and I am the Pater Familias." He toasts you as he fills your glass, then his and raises it to his lips. The drink is, of course, highly charged. "This is how I got my medical licence," he confides. "My Pa let me drink from another bottle of the same vintage and it worked wonders for me! Let's see if you have the magic fingers now, shall we?" Make a L1 SR on WIZ and go to 618 if you make it or to 620 if you fail.

428
Hickory Docks
"I am Khaghtch'an, brother of Khaghbboommm. You seem to have a certain je ne sais quoi about you. What say we pool our resources and kick up a storm? I'm a little brittle after all these centuries but you look robust enough. What do you say?" He takes out a kris and nicks his wrist and waits for you to do the same. You can do as he expects (622) or tell him to find some other sucker (624).

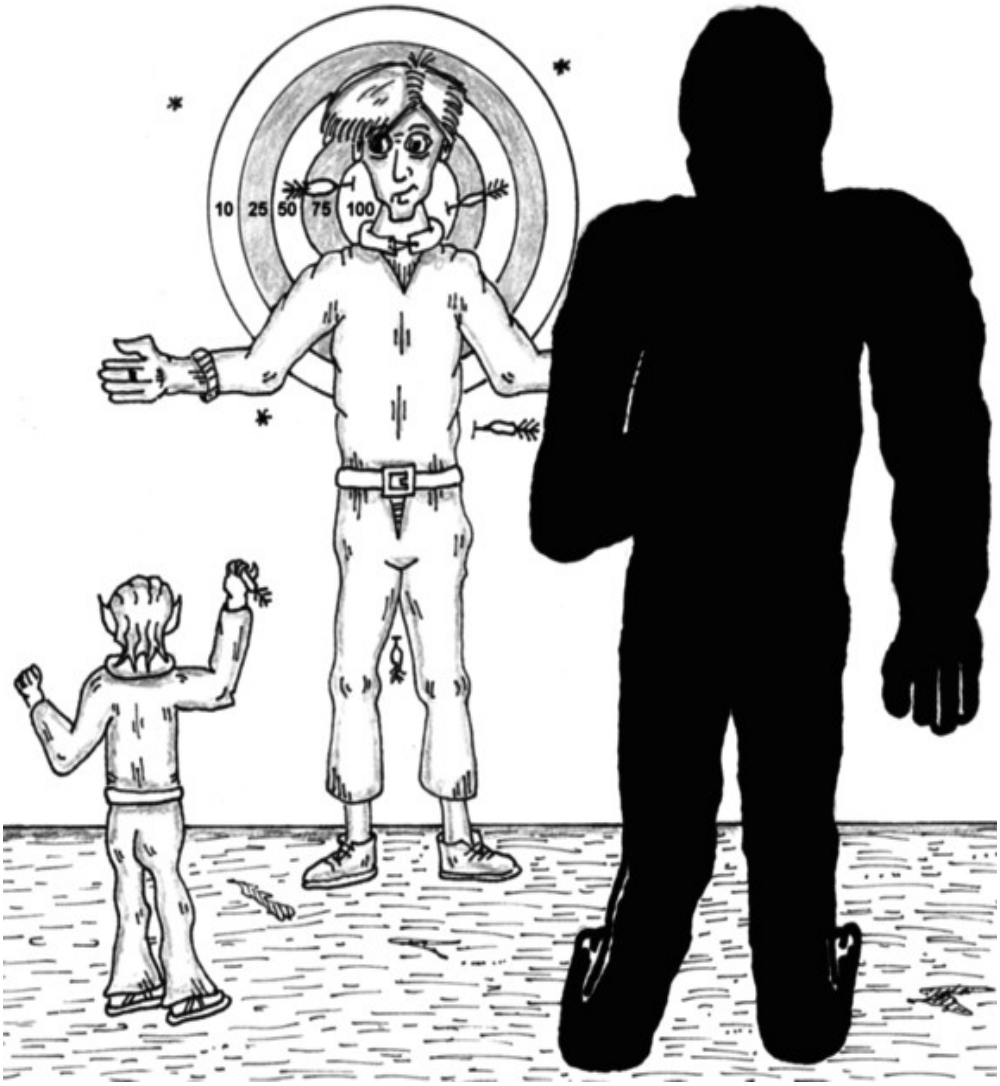
429
Netherwallop Road
The doctor is shocked to see his offspring spring off like this but he shrugs and goes back to his experiments. You make it to a major intersection (414).

430
Fool's Hill
You are on Fool's Hill, a place where fools wander aimlessly about playing piccolos day after day. From here you can go to Robert Johnson Crossroads (414), Carbunkle Lane (501), Sourgum Street (502) or Razorwit Road (503).

431
Netherwallop Road
Make a L1 SR on LK and go to 630 if you make it or to 632 if you fail.

432
Hickory Docks
"Oh dear! You are rather a disappointment! I had hoped for a hero or at least a semi-competent. I don't think you're long for this world as you are. What say you to a make over?" If you accept go to 626 but if you decline the venerable one's suggestion go to 628.

433
Netherwallop Road
Being a clever sort, his house is secured by a range of traps. Make a L1 SR on INT and go to 634 if you make it or to 636 if you fail.



434
Sullied Trouser Inn
The leprechaun throwing the darts nails you – 1, 2, 3! You lose 3 CON. Now a troll gets a turn. Make another L1 SR on DEX. If you make it go to 638 but if you fail go to 640.

435
Ghoulish Gardens
“You need to build yourself up and go eat some brains!” he declares. “That’s what makes for a pepped up zombie. Tell you, what – there’s a woman putting flowers on a grave right now. Off you go – see what you can find in her skull.” And out you go. Make another L1 SR on LK. If you make it go to 642 but if you fail go to 644.

436
Sullied Trouser Inn
The elf's name is Garnet and he is so relieved not to be hit that he buys a good bottle of pinot bleu and settles into a corner booth with you. He tells you a sad tale of being picked on by men and by uruks. He does seem a bit of a wimp but surely no one deserves the treatment he describes. If you feel sorry for him and would like to hear more, go to 646 but if you have heard more than enough and would take you leave, you can get up and hit the streets (414).

437
Ghoulish Gardens
You yo-yo up and down, never quite hitting the bottom of the coffin. On your third descent, a filthy head rises up from the bottom of the coffin and gnarled hands reach for you. Do you want to punch the head (660) or reach for the hands (662)?

438
Sullied Trouser Inn
You blind the poor elf in one eye, much to the amusement of those who forced him into this awful position. Do you want to offer him first aid (648) or throw at his other eye while he rolls about in spilt beer and sawdust on the tavern floor (650)?

439
Ghoulish Gardens
As you descend, a thing rises from the coffin. Your head smashes into its head and it shatters. Make a L2 SR on WIZ and go to 664.

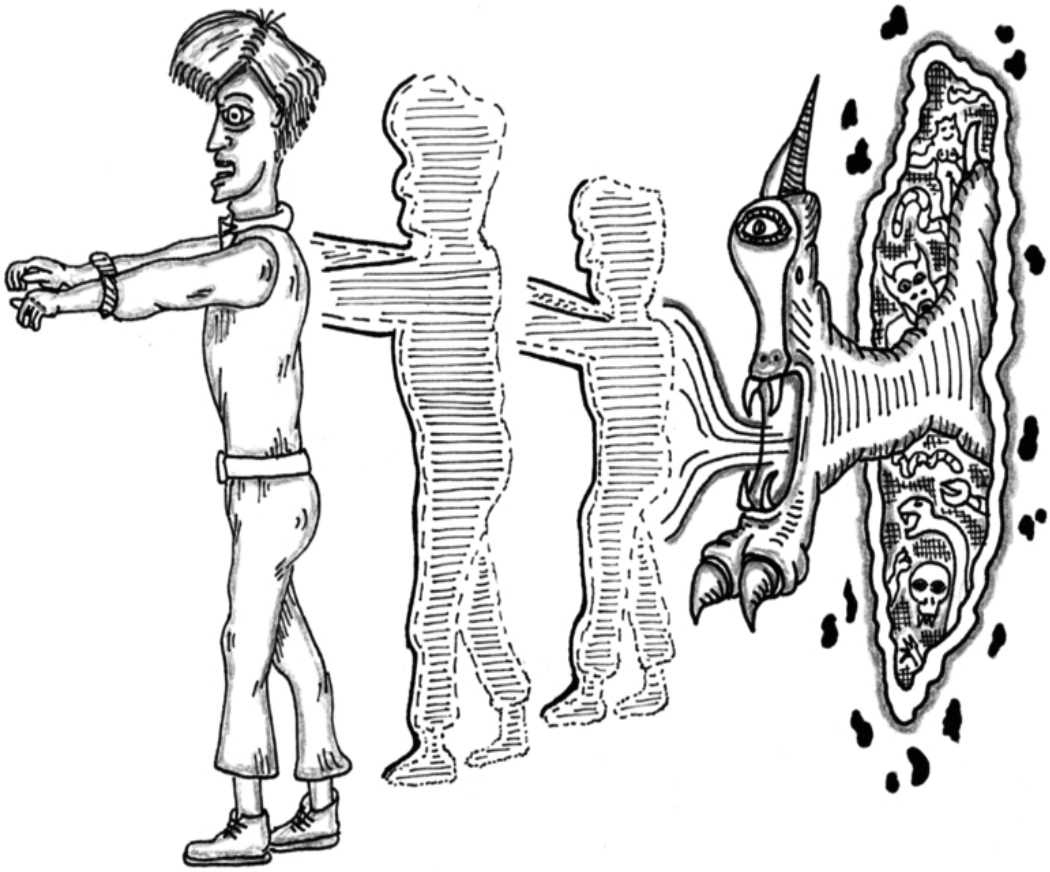
440
O' Vather Hill
You are on O' Vather Hill, a place where has-beens are left to die, waitng for the Bring-out-the-Dead men to take them away. From here you can go to Robert Johnson Crossroads (414), Netherwallop Road (504), Savage Street (505) or Toe Rag Square (506).

441
Faraway Close
Stark, staring mad, you bumble your way out of the building and on to the street. Your INT is now 1. Every time you meet someone you must attempt a L1 SR on INT to avoid thinking that they are an ice cream and attempting to lick them to nothingness. A L1 SR on LK will determine whether they attack you or not (you are unable to defend yourself in your loony state). Every time you meet someone and do not get attacked you may attempt a L3 SR on WIZ – if you make it, a passing Wizard-God takes pity on you, cures your lunacy and deposits you back in your pigsty (1). Now go to 414.

442
Sullied Trouser Inn
You watch the poor elf hopping about in agony with a dart protruding from his nose, much to the amusement of those who forced him into this awful position. Do you want to offer him first aid (652) or throw at his backside while he is facing away from you (654)?

443
Sullied Trouser Inn
The medium succeeds in attracting the attention of the Arch-Demon, who sucks her soul from her body to the *Nether Realms*. Nothing but a husk is left. There is a job vacancy now. If you would like to take over go to 666 but if you decide it is time to hit the road you can leave – go to 414.

444
Sullied Trouser Inn
Your dart hits the elf over the heart and as it does so an immense explosion of magical energy bursts forth all over the tavern. Make a L1 SR on WIZ. If you make it go to 656 but if you fail go to 658.



445
Sullied Trouser Inn
The medium succeeds in attracting the attention of the Arch-Demon who sucks your soul from your body to the *Nether Realms*. Nothing but a husk is left. In the *Nether Realms* you have a torrid time with the rough end of a pineapple. That's it, finito, unless you email me at **mark.findlayrd@gmail.com** for an adventure in the demon realm.

446
Grimtooth's Gaming Gauntlet
The game is quite simple – you can either bet on red or black or on a specific number. Flusho always bets on #3, as he is the third son of a third son of a third son (his lucky number is 7). If you want to bet on colour go to 668 but for a number go to 670.

447
Grizzly Lane
You feel a strange bubbling sensation and you begin to tremble violently. The bear takes a pace back. Do you want o to stick your fingers down your throat and try to vomit (672A) or eat the rest of the porridge (674)?

448
Grimtooth's Gaming Gauntlet
Shadowjack is a risky game because you may draw a shadowjack (only a one in thirteen chance but you do have two cards). Roll 2d6 DARO and record your total then go to 672B. Flusho is content to watch you play, making sure the dealer is honest or at least a very good cheat.

449
Grizzly Lane
The bear is a very good hugger. It has STR of 25. Make a SR on STR for both you and the bear. Note the levels you both made and go to 676.

450
Jack and Jill's Hill
You are on Jack and Jill's Hill, a place where there are broken crowns strewn about, along with brown paper soaked in vinegar. From here you can go to Robert Johnson Crossroads (414), Epicurean Avenue (507), Quill Court (508) or Higginbottom Gardens (509).

451
Grizzly Lane
"Are you feeling unwell, Baby Bear?" a solicitous yet gruff voice asks. Do you want to answer (678) or just groan and rollover (680)?

452
Silver Springs
The manager looks you over in obvious appreciation. "We have some very lucrative investment opportunities available to select clients, sir – bonds with a very high return. Will ye have another drink and we'll look over the papers?" Flusho nods eagerly. If you accept the second drink, go to 684 but if you tell the leprechaun you want to get down to business go to 686.

453
Grizzly Lane
No time to open the window – smash!! Make a L1 SR on LK or lose 1 CON. Now for the landing: make a L2 SR on DEX or take the difference from CON. Go to 682.

454
Silver Springs
The drink is clearly too strong for you. You notice Flusho wink at the manager but you feel too woozy to do anything as they push papers in front of you to sign. Your INT is halved for the next three paragraphs. Make a L1 SR on INT. If you make it go to 688 but if you fail go to 690.

455
Swattage Hill
The scruffy boy with the steely blue eyes grins wide as he increases the pressure on your cheek. He gets 3d6 for STR and you should make a SR for him. Keep making SRs on STR until someone wins out. Go to 694A.

456
Silver Springs
The manager looks you over in obvious appreciation. "We have some very lucrative investment opportunities available to select clients, sir – bonds with a very high return. Will ye have another drink and we'll look over the papers?" Flusho nods eagerly. If you accept the second drink, go to 684 but if you tell the leprechaun you want to get down to business go to 692.

457
Swattage Hill
The boys look pleased. “King Podgy will be glad at this. He likes to add to his entourage. I wonder what job he’ll give you? You’d make a good footstool, you would?” The others laugh at this last possibility as they take you through a maze of back streets. Go to 694B.

458
Solitude Street
“Well, look at that, pardner! You just go lucky. I like me a lucky son of a gun! Now you just take that old fizzer and stick it where the sun don’t shine in the backside of the gen’leman with the panama hat you’ll find in that fancy art gallery ‘cross the street over yonder some. Then you run like the wind, bullseye! Go to it!” Buck slaps you on the back heartily and ‘yee-hars’ like a jackass on 100% bourbon. If you go across to Percy’s Picture Palace go to 698 but if you want to threaten Buck with the fizzer go to 700.

459
Swattage Hill
“You’re choice, mate,” one says flatly as another coshes you on the back of the head. Lose 1 CON and go to 696.

460
Solitude Street
You have drawn the short straw. The ‘fizzer’ explodes in a burst of magical energy. You are transformed into a farmyard animal. Roll 1d6 and go to 617.

461
O’Vather Hill
The baker is a marvellous fellow called Mickey Murphy – biscuits, buns and pastry maker, puddings pies and birthday cake everything is marvellous that Murphy makes. He has an enormous queue outside his patisserie every morning and could use some more help. Mickey will give you a week’s trial starting now. He needs some help kneading dough. Make a L1 SR on STR, INT and DEX. Make a note of how many you make a go to 619.

462
Donkey Pits
The dwarf squares up to you, chin jutting out, fists raised in classic Marquis de Queensbury fashion. Klefthorn is not a trained boxer but you don’t get to be a dwarf docker without being good with your fists. Make SRs for yourself on DEX and SPD and note the levels made. Then do the same for Klefthorn (he gets 3d6 TARO for all attributes, normal dwarf modifiers but you must add 4 to the modified dice roll as he is no bumbling clown). Note the saving roll levels for him too and go to 867.

463
O'Vather Hill
The back door to Murphy's bakery is open wide –the aroma wafting out is devastatingly mouth-watering. Make a L1 SR on LK – if you make it go to 621 but if you fail go to 623.

464
Krisstrasse
Wobbly Blunt has been doing this job for a long time – too long the family of his ex-assistants would say. You are spreadeagled and tied to a board and then Wobbly takes a generous swig of meths and throws the first dagger. There are six to be thrown. Every throw requires you to make a L1 SR on LK or be hit, suffering 1d6 damage. Should you survive this baptism of fire, a passing Wizard-God sees promise in you and rescues you for a little job he has in mind with a youth called Snozzer. Go to 301.

465
O'Vather Hill
"Hang on a mo'!" he yawns, his great yellow fangs millimetres from your flesh, his bad breath curling your hairs. "You got something about you – dunno what, don't really care – that tells me you ain't for eating. You wanna go flying or you wanna come to a club with me?" He holds you none too gently in his great, over-sized mitts. If you choose flying go to 625 but if you prefer to go clubbing go to 186.

466
Addled Pate Tavern
As you sit down in the chair, the barber tells you that his name is Pantagathus. Then he tells you about his last customer, a strapping fellow called Samson. The barber asks you if you would like a no.1 cut or if you would prefer to have some 'Samson' hair extensions. If you fancy a close shave go to 627 but if you like the idea of some snazzy braids go to 629.

467
O'Vather Hill
Oh dear… You have been eaten by a troll. What a pity! Scant consolation but you do cause him the trollish equivalent of Delhi Belly.

468
Addled Pate Tavern
As you get to the bar, a short, one-eyed man asks you if you would like to buy a wig. If a toupee is to your taste go to 631 but if you decline go to 633.

469
Liliyliver Lane
The children give gasps of awe. "You must be a master of disguise too!" says the girl. The boy tugs your sleeve urgently. "Come on! Let's strike while the iron's hot!" he insists. Just at that moment, a door opens and the witch appears, toad in one hand, wand in the other. As your eyes dart about, you see a broomstick leaning against the wall. Do you want to charge the witch and bowl her over (635) or make a grab for the broomstick (637)?

470
Pestilence Park
Strong, bony hands lift you out. You hear a frail but authoritative voice telling the Bring-out-the-Dead man that you do not qualify yet for a place on his cart. The old man places you gently but firmly on your feet and dusts you down. “No lasting harm done, I think,” is his judgement. Do you want to thank him (651) or bugger off to a more normal part of the city (414)?

471
Liliyliver Lane
“If you need children to help you, you’re not much of a champion!” the girl cries. “Hardly!” agrees the boy and they both jump at you and start scratching. Do you want to go in hard at them, gouging, biting, pulling hair, whatever it takes (639) or try to fend them off (641)?

472
Pestilence Park
You sense your ghost leaving your body. You require it no longer as you have passed across to the other side. But not quite… a voice, cool and penetrating even in the fog of your death, asks if you would tarry and be of service. This is your last chance to remain on Trollworld. If you accept this fate go to 653 or simply close the book.

473
Liliyliver Lane
Make L1 SRs on STR and SPD. If you make them both go to 643 but if you do not go to 645.

474
Moneybags Place
You slide along way, deep into the vaults of the Khaboom City Bank, until you finally smash into something hard. There is a sound of scattering metal. Lose 1 CON for impact damage. The were-pig squeals with delight. “Gold! We’re rich, rich beyond our wildest dreams!” He’s right – there is so much gold that even the greediest of dragons or dwarves would be content. However, there is no sign of a way out. The penny finally drops for Perky, the were-pig, and he sits, head in trotters, chewing speculatively on a few gold coins. “What shall we do?” he wails plaintively. It seems that you must come up with the plan. Decide what you will do to get out of this most secure of fortresses and go to 655.

475
Liliyliver Lane
As you charge forward, the witch twitches her wand at you. Make L1 SRs on WIZ and DEX. If you make them both go to 647 but if you do not go to 649.

476
Lardass Street
You are in the cells for an attempted bank robbery. The sentence, if you are found guilty, is likely to be long and to involve very hard labour and compulsory showers. You can almost hear the clink of a chain gang at work. After a few hours waiting, a squad leads you in shackles to the maximum security jail for serious offenders. Many go in but few come out, a guard cheerfully informs you while you plead that it was just a prank and that you were framed. Go to 163.

477
Epicurean Avenue
These exquisite gastronomic delights are sometimes eaten by wizards, desirous of storing more khremm. Make a L2 SR on WIZ and go to 657 as the waiter looks on with genuine interest, perhaps thinking that you are not a wizard.

478
Dungbeetle Scrubs
After fending you off, your cellmate makes a suggestion. “Listen, twerp,” Mohawk says as he leans in close. “You’re my ticket out of here so do what I tell you and you can hang on to my coattails.” He sets out an elaborate plan that involves you pretending to be pregnant (well, in a world so rich with magic little is truly preposterous). “They have to make allowances for expectant mothers,” he declares. If you want to go along with his little scheme go to 838 but if you choose to bite him in the ear go to 840.

479
Epicurean Avenue
The waiter, a fellow with heavily accented speech, Manuel by name, is taken aback at such dreadful etiquette and swallows more of the dish than is good for him. Other diners look at then raise fingers. This is a restaurant much favoured by wizards. Do you want to declare the food disgusting and bluff it out (659) or hide under the table (661)?

480
Dungbeetle Scrubs
The guards hear his dying scream and come running. “By *Trollgod’s Hairy Balls*!” exclaims one. “We’ve got a homicidal maniac in here. Get the cannon!” The guards leave and return minutes later with a large cannon which they point at you, even though there are bars in the way. One guard, with trembling hands, strikes a match and lights the fuse sticking out the top of the barrel. Roll 2d6, note the result carefully and go to 663.

481
Epicurean Avenue
Make a L1 SR on SPD to see if you can catch the snails. The waiter watches closely and people at other tables are staring. Go to 665.

482
Dungbeetle Scrubs
You have enough savvy to keep out of the rabid uruk’s clutches until he breathes his last. At the moment of death, he looks at you and whispers the single word ‘*Umpachar*’ (you don’t want to know what it means). He has nothing of value, as you would find were you to be foolish enough to search his unsavoury corpse. By and by, two guards come to feed you some ‘dead body’ stew and agree to your plea to take him away. As Henry and Barnaby open the cell door do you want to chance your arm and make a run for it (669) or meekly ask them when your charges will be dealt with (671)?

483
Epicurean Avenue
“Dog!” cries the waiter. “You dare insult our cuisine? It is sent from heaven and cooked by angels!” The other diners seem to agree. This is a favourite haunt of wizards high up in the Guild. A *Hold That Pose* spell takes you and then an *Upsidaisy* floats you off to the kitchens where a large, ruddy faced chef is labouring over the carcass of a dwarf on a spit with a pineapple in his mouth. “Hey, Grumio,” announces the waiter. “I have an ingrate for you to work your gastronomic magic upon!” The chef comes over to inspect you. Go to 667.

484
Dungbeetle Scrubs
The frothing, raving monster that the uruk’s mother always hoped he’d become one day bites you savagely all over. Lose 1d6 +1 CON. Your screams bring the guards. If you still live, they will aim a musket at ‘Frothy’ and shoot. Roll 2d6, note the result carefully and go to 673 unless you are dead in which case, go nowhere fast.

485
Trollcough Street
Two burly trolls, both having clearly lubricated their tonsils to excess, decide they want to take you to an upstairs booth for a little chat. Ughbiter is the brighter of the two and he remembers his manners a takes your by the arm, escorting you in a gentletroll-ly manner.

This is all fine and dandy until his friend, Krk'dskl, suffers a twinge of envy and digs Ughbiter none too kindly in the kidneys. Ughbiter grunts and lets go of your arm to have stern words with his mate. Do you want to wait to see who comes out top dog (675) or bolt for the door (677)?

486
Resurrection Road
You have the man at your mercy. He blanches visibly and whimpers. He looks as if he might start crying at any minute. Do you want to order him to tell the driver to take you to a destination of your choosing (679) or will you throttle him and put him out of his misery (681)?

487
Chaffing Way
The dwarves are in a good mood today, having just returned from an expedition to *Buffalo Castle* (**the first ever T& solo!**) and come out with a swag of treasure and some nifty enchanted weapons. A swarthy dwarf (even by dwarven standards) called Rumplejaw tells you they want moss pancakes and a spittoon of dark ale. He slaps your behind meatily (lose 1 CON), slaps gold on the table and tells you to keep the change. You find your tip is 1d6 x 10 GPs. When you tell Jelly what they want, he shakes his head and says there's no moss today. Will you tell the dwarves (691) or will you try to get Jelly to do it (693)?

488
Resurrection Road
Nasty Nigel and Vicious Sidney burst in to the carriage, one from the left and one from the right, and quickly overpower you. Their employer pats himself off, quite badly shaken. He is telling Nigel and Sidney to hold you securely while he gets his driver to head for the City Watch Gaol. You can either try to bite Nigel (683), bite Sidney (685) or make a business offer to Mr. Filthy-Rich (687A).

489
Chaffing Way
The dwarves are out of sorts because they lost most of their equipment and got no loot in a quick sortie into *Buffalo Castle*. One, a dark browed fellow called Knobcrusher, bawls at you that they want whiskey and rock buns. He shakes his fist in your face and tells you that you'd better be quick. When you tell Jelly, he replies that it's too dangerous to give those dwarves whiskey so you'd better serve them the watered down variety he keeps for the emotionally unstable. The dwarves takes turns swigging from the bottle but will they notice? Do you want to make a run for the door (695) or stick around to see (697)?

490
Resurrection Road
The carriage owner, Mr. Filthy-Rich listens agog to your exploits and to the skills you enumerate. Even allowing for some bragging, he is impressed. "Very well, you and I shall visit my lawyer and draw up a partnership deed. Then I shall equip you for the project I have in mind." The carriage speeds through the streets, mowing down the weak and infirm who dare get in the way of capitalist enterprise. Go to 687B.

491
Trollhalla Row
Refer to the list below for the result of this contest:
Critical fumble – You exert so little force that you get thrown out the window. Lose 1d6 CON and go to 699.

Failed L1 – Your arm is broken by Spaspecker. Lose 1 CON. You need a doctor and Spaspecker feels sufficiently sorry for you, taking into account his winnings, that he sends you to see one. Go to 12.
Made L1 – You get beaten so easily that you are drummed out of the tavern, a reviled and humiliated flop. Lose 1 CHR point. You wander the streets, dejected and downcast. Go to 414.
Made L2 – You realise that you have no hope of winning but Spaspecker let's you put on a bit of a show. Happy punters are quick to buy you a drink. Go to 701.
Made L3 – For a brief moment, you think you have a chance but it is just an illusion as Spaspecker forces your arm back with a wide grin on his face. "Good show, laddie!" he declares as he thrusts your arm down. An agent for the Arena is sufficiently impressed that he takes you aside and makes you an offer. Go to 703.
Made L4 – The contest goes down to the wire. It is a matter of grim determination more than brute strength now. Make a L1 SR on CHR and go to 705.
Made L5 – Spaspecker is a formidable foe but you have the force with you. Eventually, just as your arm and your brain are going numb, he cracks and you win! As the new champion, you get free drinks all night. When you wake up, your head is throbbing in a way that makes you think an elephant is tap dancing on it. Go to 707.
Made L6 – Spaspecker's face contorts in disbelief and then agony as you snap his wrist. A woman emerges from the shadows, takes your hand and whispers in your ear that you should follow her out the back while the locals are seeing to their fallen hero. She slips her hood back to reveal a face more beautiful than any you have ever seen. If you agree, go to 709 but if you tell her where to get off, go to 711.

492
Resurrection Road
"Bah, humbug! You worthless lout – how dare you suggest a connection with me!" "Quite right, Sir, you tell 'im," pipes up one of his guards, a wiry, lean fellow with lots of tattoos named Nasty Nigel. The other bodyguard, a man with scars along both arms and small horns on his head, going by the name of Vicious Sidney, gives his thought (he never has more than one at a time): "Let's duff 'im up a bit and then give him to the Watch, Guv." With effortless and unnecessary roughness (lose 1 CON) they seize you. You can either try to bite Nigel (683), bite Sidney (685) or offer personal services to Mr. Filthy-Rich (687C).

493
O'Vather Hill
Pantagathus has a tongue as sharp as his razor and he has heard stories from many men and not a few women who have sat in that chair in which your buttocks now repose. He regales you with his views on all and sundry and is a harsh judge of character. When a poet comes in and begins reciting a rather bawdy limerick, the barber's concentration slips, as does his hand. Make a L2 SR on LK and go to 713.

494
Resurrection Road
I wonder if you have ever had your vertebrae manipulated by a complete novice? The road to hell, so they say, is paved with good intentions. Make a L2 SR on DEX and go to 715.

495
O'Vather Hill
Now completely mollified, Celer the Painter asks you if you would like to do some modelling for him. He offers you 20 gold pieces, a hot bath and a meal for two hours work at his studio. If you accept go to 721 but if you decline you can mosey your way over to a busy thoroughfare (414).

496
Resurrection Road
Whack! That's got to hurt. Now that your victim is out for the count and will doubtless see more stars than is good for him when he regains consciousness, you are free to seek out his valuables. Maybe you will be lucky, maybe not… Make a L2 SR on LK. If you make it go to 717 but if you fail go to 719.

497
O'Vather Hill
Celer hollers for the marshalls. He has a shrill, penetrating voice and the City Watch come a-runnin'. When he enumerates your crimes, the boys in blue get down to the business end of their brief and put you in an armlock. It hurts so lose 1 CON. They bundle you off to their guardhouse gaol. Go to 163.

498
Resurrection Road
Mr. Potipher is not known for his patients as he is a wizard and not a doctor, contrary to any preconceptions you may be harbouring. He is in no mood to listen to your flimflamming and casts a '*Transmogrification*' spell. Make a SR on WIZ, note the level you make and go to 723 to see what effect it has on you.

499
O'Vather Hill
The prostrate figure of Khaboom's finest painter lies at your feet, bleeding from the nose. Do you want to search his body (727) or make a run for it (729)?

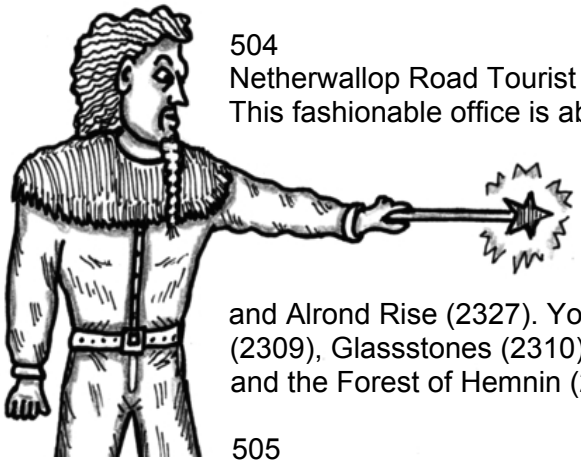
500
Resurrection Road
The wizard Potipher casts an *Oh Go Away* spell on you to make certain of your exit. With great celerity, you sprint away from someone you now feel an intense fear of and finally draw breath, panting like an overheated hyena, at a busy thoroughfare. Go to 414.

MISSING INACTION

501
Carbunkle Lane Tourist Information Office
This dingy little office is able to direct you to a number of exciting places in the city: Ghoulish Gardens where you can commune with the dead and those not quite there yet (2301), Desolation Row (2302), Dungbeetle Scrubs (2303), Dungbeetle Scrubs Hospital (2304), Blacksoot Place (2305), Lardass Street (2306), Carbunkle Lane (2400) and Execrable Alley (2307). You can also buy tickets to Vulgaria (2308), Seamists (2309), Glassstones (2310), Viletooth Crag (2311), Dead Man's Cove (2312) and the Forest of Hemnin (2313).

502
Sourgum Street Tourist Information Office
This smoke-filled office is able to direct you to a number of exciting places in the city: the Addled Pate Tavern is very popular (2314), you can cruise down Lizardlick Lane (2315), Cauliflower Row (2316), Mortuary Lane (2317), Sourgum Street (2321) and Junket Road (2318). You can also buy tickets to Vulgaria (2308), Seamists (2309), Glassstones (2310), Viletooth Crag (2311), Dead Man's Cove (2312) and the Forest of Hemnin (2313).

503
Razorwit Road Tourist Information Office
This antiseptic office is able to direct you to a number of exciting places in the city: Five Card Frank's Place on Razorwit Road itself (2406), Hickory Docks where the barges unload (2401), Grizzly Lane (2402), Watergate (2403), Wildebeast Plains and its safari park (2404), the other end of Razorwit Road (2319) and Gordon Hill (2405). You can also buy tickets to Vulgaria (2308), Seamists (2309), Glassstones (2310), Viletooth Crag (2311), Dead Man's Cove (2312) and the Forest of Hemnin (2313).



504
Netherwallop Road Tourist Information Office
This fashionable office is able to direct you to a number of exciting places in the city: Pentagram Square is a must – maybe see the fabulous Wizards' Guild building (2322) or the Mayor's Offices (2323), the Rogues' Guild on Stealth Street (2324), the Champs Elysee (2325), Flaggon Fields (2326), Netherwallop Road (2320) and Alrond Rise (2327). You can also buy tickets to Vulgaria (2308), Seamists (2309), Glassstones (2310), Viletooth Crag (2311), Dead Man's Cove (2312) and the Forest of Hemnin (2313).

505
Savage Street
From the always threatening violence of this unsafe area you can walk on to Liliyliver Lane (2329), Swattage Hill (2330), Foulsore End (2331), Pestilence Park (2332), Threesun (2333), Friday Woods (2334), Savage Street (2328) and Punchdrunk Arcade (2335).

506
Toe Rag Square
From the sordid sights of this ne'er-do-well place, you can walk on to Trollcough Street (2337), Donkey Pits (2338), Scabbyrag Alley (2339), Sickle Street (2340), Mickey Murphy's Bakery (2341), Longsorrow Street (2342), Gutsplatter Hill (2343), Life's End (2344), Turncoat Lane (2345), Toe Rag Square (2336) and Pigwhistle Parade (2346).

507
Epicurean Avenue
From the string of fine restaurants, you can walk on to Moonshine Parade (2348), Chaffing Way (2349), Watermelon Street (2350), Paladian Plaza (2351), Greasepaint Boulevard (2352), Pilgrim Street (2353), the Blue Cheese Café (2354), Epicurean Avenue (2347) and Stealth Street (2355).

508
Quill Court
From beneath the shadows of these illustrious chambers, you can walk on to Solitude Street (2357), Ackland Street (2358), Silver Springs (2359), Trollhalla Row (2360), Faraway Close (2361), Skullduggery Street (2362), Quill Court (2356) and Mrs. Miggins' Pastry Palace (2363).

509
Higginbottom Gardens
From the grand residences of the moneyed elite, you can walk on to Resurrection Road (2365), Arbuckle Hill (2366), Peaswasse Street (2367), Heights of Decadence (2368), Abbey Road (2369), Menagarie Street (2370), Prettyplease Pass (2371), Higginbottom Gardens (2364) and Grimtooth's Gaming Gauntlet (2372).

510
Dunleavin Street
From here it is a short stroll to the Sullied Trouser Inn (2374), Ratfricassee Road (2375), Curse Street (2407), Armitage Shanks Lane (2376), Mean Street (2377), Nosebleed Lane (2378), Alimentary Canal Street (2379), Slugfest Street (2380), Dunleavin Street (2373) and Amnesia Street (2381).

511
Elsie Street
From here you can walk on to Back Passage (2383), Throglodite Crescent (2384), Greenfingers Market (2385), Insalubrious Heights (2386), Solitude Street (2387), Percy's Picture Palace (2388), Piranha Alley (2389), Elsie Street (2382) and Ebony Square (2390).

512
Acorn Lane
From here you can walk on to the Joy Luck Club (2391), Sandune Street (2392), Krisstrasse (2393), Moneybags Place (2394), Temple Mount (2395), Shiloh (2396), Piccadilly Circuit (2397), Jherri Quarry (2398), Acorn Lane (2390) and Punchdrunk Arcade (2399).

513
Robert Johnson's Crossroads – The Blues
You are here to listen to some heavy duty, cool, lazy blues but first you must deal with the Wandering Person approaching you (go the ***Wandering Persons Section*** at the end of this book) and then return here once your meeting is finished with.

The music continues and you may enjoy the strains of the Ungrateful Dead, Roy Wood, Bobby Pickett, Warren Zeavon, Bauhaus and Robert Johnson himself. When the music's over, you can turn out the light and head north to Hemlock Hill (420), east to Fool's Hill (430), west to O'Vather Hill (440) or south to Jack and Jill's Hill (450). Don't ask me where you came from – many streets lead here but you can only leave from four.

514
Mortuary Lane
The musty smell all about you reminds you that this is no place for the living. Death has lived here down many a year. The Pharaoh marches purposefully ahead, brushing aide cobwebs and stepping heavily on anything that scuttles out. Finally, he reaches a door set in rock with a lightning bolt carved into the stone above it. This he twists left and then right and the door opens, with the grating sound of stone rasping stone until you can see a dimly lit chamber beyond. It is very clearly a place of torture and the torturer, a tall creature with the head of a dog, stands poised, whip in hand. Do you want to follow the Pharaoh into the chamber (731) or turn and flee with all the speed you can muster (733)?

515
Liliyliver Lane
Your lending a hand at a moment of deep personal significance means a lot to Ernie. He asks you to look after Trigger, his horse, and gives you a strawberry yogurt before he nips in to do the rounds with the widow Sue. The yogurt is efficacious and adds 1d6 to your CON (a permanent rise). Good old Ernie! As you wait for the milkman's stamina to run out, an angry man with dark looks and big fists jumps down to confront you from the baker's van that has just turned in to Liliyliver Lane from Market Street. He demands to know what you mean by stalking his lady love, the widow Sue. If you tell him you're just minding the cart for Ernie, go to 791 but if you tell him to sling his hook because Ernie is twice the man he'll ever be go to 793.

516
Mortuary Lane
"Perhaps you will do," he declares somewhat dubiously. He beckons for you to follow him. Go to 514.

517
Liliyliver Lane
Just as you reach for the doorbell, a milk bottle smashes against the wall to your right, showering you in pasteurised milk and shards of glass (lose 1 CON). You hear Ernie bellow the word, "Traitor!" and you know his dander is up. If you want to ring the doorbell go to 795 but if you want to turn and face Ernie beneath the suddenly blazing sun, go to 797.

518
Mortuary Lane
"No! I will not suffer the ignominy of one such as you serving me, me – the greatest ruler of mummykind this side of Nephartiti himself!" With these words, he slams down the lid and wicked iron spikes drive into your writhing flesh. Lose 1d6 +1 CON. If you live, make a L1 SR on WIZ. If you make it, a passing Wizard-God takes pity (or can't bear your pitiful screams, more like) and transports you back to your pig sty, fully healed (1); if you fail, you bleed to death, which may be better than waiting for infection to set in…

519
Curse Street
You have killed the wife of Pausanias, one of the highest ranking wizards of the Guild in Khaboom. It one way, it is not too serious because the great mage had protected his good lady wife from random acts of fate or the Trollgod by way of a *Born Again* spell. In another, more immediate way, it is very serious because the sorcerer has you taken away by instantly attending City Watchmen to the nearest guard house, pending trial for murder in the first degree. Fortunately for you, he regards this as all rather beneath him so you face ordinary justice. Go to 163.

520
Viper's Nest Caverns
He fires as you do. A double crack splits the air, echoing like thunder in the confined space. You just need a L1 SR on DEX to hit the moleman but you need a L2 SR on LK not to be hit by him (he has done this before and lived to tell the tale). Seconds out! Go to 735.

521
Sandune Street
You can here Cleo positively humming her fervent prayers as she kneels beside you. The Wizard-Gods would have to have hearts of stone to be unmoved by the imprecations of this pious woman. And you? Make a L2 SR on WIZ and a L2 SR on CHR. If you make them both go to 702 but if you fail either or both go to 799.

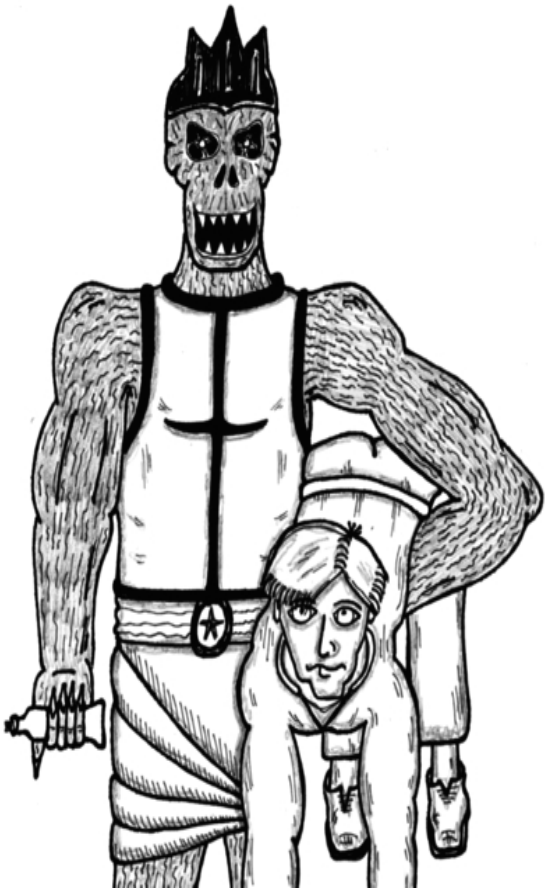
522
Viper's Nest Caverns
Very sneaky! And it would be very sensible if it wasn't for the mirrors he has carefully placed to allow him to see such treachery. Duelling is meant to be a matter of honour! Go to 520.

523
Sandune Street
No matter what, the power of prayer is multiplied when more than one yearn for a single cause. Perhaps Mark and Julio didn't truly love Cleo as much as they loved themselves or power or fame. Your devotions do you credit in the eyes and ears of those mighty beings who take an interest in such matters. Make SRs on WIZ and on CHR, note the levels made, and go to 704.

524
Ghoulish Gardens
The effect is both quick and entertaining. He swells up like a party balloon and his eyes bulge until they pop out of his head and dangle uselessly at his feet. He stumbles forward and treads on them – squish! Blinded and in a desperate panic, the zombie-master begs for your help. Do you want to deflate his hopes with a dagger you spot stuck in a skull to your left (737) or will you talk terms with your pumped up host (739)?

525
Sandune Street
If you made all seven go to 706; if you made either six or five go to 708; if you made less than five go to 710.

526
Ghoulish Gardens
The fluid swiftly ignites nerve paths within the zombie-master. His limbs move with renewed speed and power. “Why, thank you!” he crows. “I wish I’d got stuck into this stuff years ago. You have shown me the way to true power!” He gleefully downs a bottle of the hard(ening) stuff and gives you an appraising look. “You meant me harm, I think. Not good, not nice – for you, that is. ”He wags a bony finger at you disapprovingly. “I shall have to punish you and reward you. Most irregular!” With that, he sweeps you up and carries you down a spiral staircase, deep under the graveyard. The air begins to get much warmer all of a sudden. Go to 741.



527
Swattage Hill
When they hear what you tell them, they put their heads together with a fearsome crack in an entertaining and possibly effective attempt to make brain cells collide and to come to a valid conclusion. Make a L1 SR on LK. If you make it go to 712 but if you fail go to 714.

528
Trollcough Street
You have just got yourself a deal! The trolls here know some pig-medicine and Conn calls another troll named Swine to heal you. A third troll called Inkon spruces you up and makes you shine like diamond (gain 1 CHR). You can now earn 50 GPs per show you put on here. The only catch is that you have to make a L1 SR on LK each time and if you fail it means that a large and determined troll takes you home and chains you to the kitchen sink as his slave-wife (Conn decides it best to sell you for the best price he can get rather than upset a valued customer). You may get safe passage to and from the club any time you can get to either Trollcough Street or Robert Johnson Crossroads – where you may go now, if you wish (414).

529
Swattage Hill
They both appear hardy and weather-beaten. They do not look as if they would break easily. If you wish to lay into them with your fists go to 716 but if you prefer to administer a good tongue lashing go to 718.

530
Trollcough Street
Conn looks down at you with no trace of fear on his broad, rough face, He reaches out for the gun, unsmiling. Do you want to pull the trigger (743) or drop it and make your excuses (745)?

531
Swattage Hill
Dasterdly and Muttley catch you, Dick taking your arms while Mutt pulls on your legs. They give you the sort of stretching that Reed Richards would endure but few others could bear… Make a L3 SR on CON and go to 720.

532
Cauliflower Row
You have the Romeo gene. Kardasia swoons as you snog her relentlessly. She is too heavy to hold in your arms now that she has past out so you must lay her gently down in the sewer. You can search her person for any interesting items (747), climb back to street level (749) or head north (751) or south (753) along the sewer tunnel.

533
Watergate
Brian eventually stops in a rundown neighbourhood and knocks melodramatically while whistling tunelessly at no. 42. For a few slow moments, it seems as if no one is at home and then a voice demands, “What’s the password?” Incredibly, Brian turns to you expectantly. If you chance your arm with a word or phrase at random go to 573 but if reply “How should I know?” go to 575.

534
Cauliflower Row
Kardasia pushes you away from her with zest. “Why, you disgusting toad!” she yodels. “I’ve had better pashes from a dead dog!” It is hard to doubt her. She comes at you, fists raised. You must fight her, there is no choice, cramped as you are in the sewer tunnel. The big bruiser gets 1d6 for her bare hands plus 8 combat adds. If you take her down in the first two rounds of brawling go to 755 but if she does for you then go to 757; if you are both on your feet after two rounds go to 759.

535
Foulsore End
You can keep fighting as long as you wish (providing you win, that is – they have no time for losers here). The MR of your opponent starts out at 1d6 times 5 for the first six fights and then goes to 2d6 times 5 for the following six, then 3d6 and so on. You get APs equal to MR for victories and wounds get healed if you make a L1 SR on CHR. When you have had enough, walk away from this barbarous pit to the clean air of Khaboom (414).

536
Cauliflower Row
Kardasia is not taken in by your occupation of her hair; she starts jumping up, trying to squash you against the sewer tunnel’s roof. Whap! Lose 1 CON. You can jump off and fight her (534) or grab her by the ears and try to master her as a jockey would an unruly mount (761).

537
Foulsore End
A cheer goes up as the barmaid, Big Betty Driver, steps forward, hands on (broad) hips to survey you. She rubs your jaw contemplatively then rolls up her right sleeve to show a forearm tattooed with a clenched fist which glows ominously. “I’m going to knock you clean into next week, sap,” she promises.

Men have ringed you in and there is no backing out. Big Bee pulls the trigger back and fires… Make a L1 SR on your current CON and a L1 SR on WIZ. If you make them both go to 577 but of you fail on one or both go to 579.

538
Cauliflower Row
Kardasia pats you gently, believing she now wears a fashionable hat. Thus adorned, she sets out for Moonshine Parade, where all the city's lovely ladies promenade when they want to attract a husband. Kardasia has been kicked off this street many times but now she steps out with hope in her heart and a skip to her step. You can go along for the ride (763) or hop off and leggit for a busy thoroughfare where you can lose yourself in the crowd (414).

539
Higginbottom Gardens
No pole is too greasy for you! Safely on solid ground again, you see that there is a small door partially hidden behind racks of wine in what appears to be his wine cellar. You can hear a faint tinkling noise behind it. It would be hard to climb back up but you might manage it (581) or you could pluck up courage, move some wine and open the door (583).

540
Curse Street
If you were bitten by the spider, go to 542 but if you vanquished the arachnid monstrosity go to 767.

541
Higginbottom Gardens
Too slippery for you to hang on to, you lose your grip on solid reality and plunge downwards. How far have you got to fall? Let's see… Make a L2 SR on LK. Every point you miss by indicates 5' to fall; every 5' indicates the level of the CON and DEX SRs you need to make not to be hurt (e.g. you miss by 6 and so you must make SRs on these two attributes the levels of which add up to 6 – miss the target by 1-3 and you take 1d6 CON damage but missing by more than 3 means 2d6 CON loss). If you live, go to 539.

542
Curse Street
The spider is/was khremmatcally charged – the bite jolts your system so violently you black out. Make a L1 SR on LK. If you make it go to 769 but if you fail go to 771.

543
Scabbyrag Alley
Hengis lives in a hovel made of sticks and mud on a particularly grim street, a dead end, with broken windows and boarded up doors featuring in most dwellings. Hengis does not have a front door as he used it last winter for firewood. Inside, Mrs. Hengis is at the stove dropping rats into a pot, while six wailing brats cling on to her apron strings. She greets you warmly, her gummy smile endearing despite the desperate need for dental work. Dinner is soon served and it smells pretty good, despite the chief ingredient. You see that these poor people can barely manage to survive and your heart goes out to them. Do you want to offer to adopt a child to leave them with one less mouth to feed (585), go out to rob a jewellers to get them the money they so obviously need (587) or harden you heart and leave (589)?

544
Rogues' Guild – Stealth Street
The great silver doors to the Guild swing open as you arrive at this imposing edifice to Cunning and Guile – it is as if someone knew you were coming. Within stand scores of people of all kindred, hurrying about their business. There are doors marked with numbers – levels, no doubt – there is a large kiosk with all manner of potions, sigils and scrolls for sale. Business is booming. A scowling gnoll approaches you and asks if you wish to make a deposit or meet with a manager. If you want to hand over your scroll go to 773 but if you prefer to pass it over in person go to 775. The hyenakin seems indifferent and tuts impatiently, more engaging business awaiting him, no doubt.

545
Cauliflower Row
It is dull, back aching work and it does not get much appreciation. Do you want to stick at it (591) or drop your broom and do a runner (593)?

546
Netherwallop Road
The parchment is written in a blood red ink, the script a scrawl at forty five degrees, written from write to left. It takes some concentration to read it as the letters have a habit of moving about on the parchment as they are observed. Make a L2 SR on INT. If you make it go to 777 but if you fail go to 779.

547
Cauliflower Row
The Watchman doesn't want his nostril force-filled with wood, as you seem to be intent on doing with the sharp end of the broom and so he strikes out at you. He gets 3d6 for DEX and SPD. Roll up his attributes and make saving rolls for both of you on these two attributes. Note the results and go to 595.

548
Mayor's Office – Pentagram Square
You re greeted gruffly by a flunky on the door with exceedingly large epaulettes on a crimson and primrose jacket teamed with a kilt of the same colours but darker. The sporran looks as if it still has life in it and maybe teeth too. The man, who tells you he is called Jeeves, as all the Mayor's flunkies are, asks your business. If you tell him that the Mayor is going to be assassinated go to 781 but if you tell him that it is a matter fit only for the ears of the Mayor himself go to 783.

549
Higginbottom Gardens
You have company in the form a doll – a crying, talking, sleeping, walking, living doll. She is quite gorgeous but a frown creases her lovely face. "What do you want?" she asks timorously. "Don't hurt me, I beg you." She shrinks back from you. Do you want to tell her you will protect her with your life (597) or give her a big smacker of a kiss to show her how much you care (599)?

550
Acorn Street
Reacting as if it was a cobra instead of a rat, you duck out of the way with pre-eminent ease. In the same single movement, you grab the rat by the tail, which is long enough by good fortune that its attempt to swing round and bite you ends in nothing but rat frustration. Then the rat speaks to you in a semi-intelligible fashion. Make a L1 SR on INT. If you make it go to 785 but it you fail go to 787.

551
Higginbottom Gardens
You have opened the door on a medusa. She holds you tightly to her bosom so you cannot see her face but you know she is a medusa because you can feel her snaky locks writhing against you. She seems content to hold you at the moment. Do you want to keep still (752) or bite her in the throat and rip it out if you possibly can (754)?

552
Acorn Street
The rat proves to be faster than you by some distance and sinks its teeth into your nose (lose 1 CON). Your hands come up instinctively and pull hard on its body to remove it from your hooter. This is successful in as much as the rat is no longer attached to most of your nose but the tip comes off in the rat's teeth and it promptly devours it (lose another 1 CON). Then the rat speaks to you in a semi-intelligible fashion. Make a L1 SR on INT. If you make it go to 785 but it you fail go to 787.

553
Cauliflower Row
Not a body worth searching but you can take his broom if you like. Now is your chance to escape form the scene if you're quick (414) or you can try to sell Hengis' body to the Bring-out-the-Dead man (756).

554
Lardass Street
The sun causes a shadow to fall across the dial, pointing to your left and slightly behind you. As your eyes travel that way, you detect a movement and block the karate chop of a guard aiming to send you to sleep with a sore head to wake up to. Your quick wits allow you to deflect the blow and the Sergeant smiles and announces, “Welcome to the City Watch, Private.” He tells you he is called Furry. The guard introduces himself Partz, a raw boned youth with a paralysed left side to his face, giving him a lopsided look. Sergeant Furry tells you that Partz is your new partner and you will be assigned the Mean Street beat. Partz does not look happy but does not dare to naysay the Sergeant. You are handed a badge, a billyclub and a riot shield and then you and Partz hit the streets. Go to 789.

555
Cauliflower Row
The fight draws the attention of the city guards. They quickly break up the fight and send you both off to the nearest guard house under separate escort as they don’t want to hear the two of you bad mouthing each other. They don’t take sides, regarding both of you as the scum at the bottom of the sewer. Go to 163.

556
Lardass Street
The sun causes a shadow to fall across the dial, pointing to your left and slightly behind you. Your eyes fail to travel that way and so you do not detect movement and have no chance to block the karate chop of a guard aiming to send you to sleep with a sore head to wake up to. Your slow wits ensure you do indeed wake up with a sore head (lose 1 CON) and no job. You realise that you have been dumped on a street, away from the guard house. Go to 430.

557
Abbey Road
The man tells you he is determined to end the tyranny that the city has suffered for years now under the despotic mayor. Lennon – for that is the name of this revolutionary hero of the drinking classes – is set upon providing free beer for all workers. “There’s plenty to go round,” he tells you, “and there’s plenty of honest men willing to brew more and grow the hops too.” He burps as he ends his piece and you can tell that he likes hoppy ale. “Here’s a bomb,” he says confidentially, handing you a hat box. “I’ll cause a distraction outside the Mayor’s office and you slip in a put it under his desk.” Do you want to hand the box back to him and tell him that if he wants a revolution he can count you out (758) or will you follow him to Pentagram Square (760)?

558
Acorn Lane
Huffing and puffing a little, understandably so after facing down your childhood nightmare, you see that you are now free to slither into the hole the monster came through. Or you can call for the gremlin. For crawling, go to 722 but for calling go to 724.

559
Five Card Frank's – Razorwit Road
The fairy is male, well built to the point of being what some might call rotund and elegantly dressed in royal blue velvet with a very expensive gold timepiece on his breast. He is engaged in recruitment, passing from one fellow to the next as soon as he is satisfied that they can do the job. You never quite hear what 'the job' is but the sums spoken of are extravagant. You can wait your turn to be interviewed (762), leave (414), go over to the card game on the platform (561) or try to ferret out a bit of information from the barman (563).

560
Acorn Lane
There are two doors in this room now you have the time to take a good look (perhaps they were there all along or perhaps not…). One is shaped as an arch and is very slim, with a hooded man with a sickle embossed on the wood; the other is fat and wide, oval in shape, with the faint outline of a frog etched into the wood. For slim go to 726 but for fat and wide go to 728.

561
Five Card Frank's – Razorwit Road
The man who is running this table is the eponymous Frank. He is known as 'Five Card' because he invariably utilises all five cards in his hand. Dame Fortune seems to hover ever close to Frank. As you watch, he wins hand after hand – uncanny (or unnatural). It is hard not to be entranced by his play, his eyes are ever level and his face betrays nothing, never twitches. Then you notice something that seems amiss: it might have been your imagination but you could swear you saw him slip a card from his sleeve and discard another under the table, No one else has batted an eye. Do you want to accuse him of cheating (764), carry on watching to see if you really saw what you think you saw (766) or slip away to talk to the barman (563) or to take a closer look at the fairy (559)?

562
Acorn Lane
Boris doesn't actually care that much for gremlin blood but he has a score to settle with a certain little rascal so he tells you can wait for desert. Then he flashes past you, making for his preferred blood supplier. Do you want to explore (730) or shin down the drainpipe near the window and get out while the coast is clear (414)?

563
Five Card Frank's – Razorwit Road
The barman is busy but friendly and willing to answer questions. He tells you that the fairy, Lux Interior, is a partner of Five Card Frank and does the recruiting for their other business. He gives you a knowing wink as he tells you this. He also says that Frank loves cards but hates losing. He is so popular that everyone seems happy for him to win time and time again. If you would like to go closer to Lux go to 559; if you want to watch Frank's game go to 561 or if you want to ask the barman tactfully about cheating in this fine establishment go to 768.

564
Acorn Lane
Boris comes at you, eager to sink his teeth into your neck and to drink deep of your dark, ruby red blood. He is fast and he is strong. Unless you have his diary, you need to make a L2 SR on SPD and a L3 SR on STR to overpower him and to get away out of the window and down a drainpipe (414). If you have the diary, go to 1510. If you fall victim to this fiend of the night go to 732.

565
Ackland Street
As you regale Edna with stories from your early years, her face flickers from joy to sorrow and back frequently. When you think you might have said enough, she coaxes you to tell more. "I imagined so much," she sighs," but knew so little." She takes your hand and presses it to her cheek. Do you want to make a pass at her (770) or ask her to share with you why this affects her so (772)?

566
Viletooth Crag
You are very high up. Climbing down not only looks dangerous it also looks very scary. Not for those afeared of heights and who wouldn't be at this altitude? Make a L2 SR on CHR and then go to 734.

567
Ackland Street
“Let me fill in some blanks for you,” Edna offers and then proceeds to tell you of things only your nearest and dearest would know of. She has an uncanny knack for illuminating happy memories and making them shine like new but she also digs out sadness that your subconscious had chosen to bury. Do you want to tell her enough already and storm out of her house (414) or will you ask her how she knows so much of your life (772)?

568
Viletooth Crag
Oh yes? Whatever you say… the mother bird returns, sees her dead chicks, sees you and goes berserk, attacking you with a frenzy worthy of a rabid whippet. She has a MR of 30 so she gets 4d6 plus 15 but as she is berserk you can add 50% to her combat total for two rounds. You can halve yours as you are battling in a most precarious spot and you must watch out all the time lest you fall out the nest. If you are triumphant, you must climb down (566); if you die here you get your bones picked clean.

569
Throgludite Crescent
As he leads you on, through a rabbit warren of streets that blur into confusion, Alevak shows you some of the things he has come across today. Necklaces, watches, purses, they all look valuable. When you ask how he came by them, he nudges you and tells you folk he bumps into just seem to drop things in his pockets. Then you see a host of small faces peering up at you from a grill in the road. Alevak helps them shift the grill and down you go. With no time for questions, they race you along a sewer tunnel for a few hundred yards and then clamber out into the street again where they begin questioning you. Make a L1 SR on CHR. If you make it go to 80 but if you fail go to 776.

570
Viletooth Crag
You are far, far from the ground – but it is getting closer very rapidly. Make a L2 SR on WIZ. If you fail, you smash into the ground and become a sticky paste that soon attracts hungry insects. If you make it, a passing Wizard-God finds you entertaining enough to catch you, heal your wounds and drop you back in your pig sty (1).

571
Epicurean Avenue
Making your way together towards the more affluent part of the city, you enter an immaculate street of restaurants. Outside a particularly expensive joint called ‘Fanny and Johnny’s’, Alevak tells you that the chef stole his magic dagger. It slices meats so thinly that this eatery has become the favourite of the Mayor himself - but Alevak wants his dagger back. He wants to go inside, demand justice and while he is being thrown out on his ear, you slip in unseen and get the dagger from the kitchen. He tells you that it has a blue handle with a silver star set in it so you can’t miss it. If you will follow his plan go to 778 but if you tell him you have a better idea go to 780.

572
Viletooth Crag
The chicks immediately pay attention to your strange performance, rapt and ready for instruction it would seem. You should have been a teacher! Make a L1 SR on LK and a L1 SR on CHR. If you make them both go to 736 but if you fail one or both go to 738.

573
Watergate
Brian looks at you first suspiciously and then incredulously. Make a SR on LK. Note the level you make (or don't) and go to 782.

574
Blacksoot Place
It is hard making a decent funeral speech when you don't even know who it is that has died. The audience is all agog, thinking this a clever stratagem on Kissaro's part, delivering the *coup de grace*, as it were, via the mouth of another to underscore the strength of his own rhetoric. Do you want to keep it short and sweet and vague (740), ramble on with personal anecdotes that have no connection with the deceased in the hope you send them all to sleep (742) or will you make poignant declarations of what a great loss to the city it is and how we must all have faith in the resurrection (744)?

575
Watergate
"Quick! Come inside!" a voice hisses. Brian pulls you by the elbow and soon you are seated in a circle of bearded men uttering imprecations about the diabolical selfishness practised by the Mayor and the Wizards' Guild which keeps the ordinary citizens oppressed and downtrodden. "Long live the KPF!" cries one; "No, they're traitors! Viva the PPK!" a second urges' a third is quick to cut him off and tell everyone that the PPK are splitters and KPPF is the only party that can save the working man. "And woman," insists a fourth. If you have had enough and want to leave while they argue go to 784 but if you want to hear more go to 786.

576
Blacksoot Place
The lever, of course, sends the coffin on its path to the doors that will open to allow access to the great fiery furnace beyond. The coffin does indeed start moving forward but the lid pops up, followed by a head yelling, "Hey! No fair! This was only meant to be a practice run!" Do you want to make a run for it while everyone else should be distracted (746) or rush forward and push the lid back down (748)?

577
Foulsore End
Big Betty's punch certainly sounds convincing as it drives through the air to its target but you feel no pain but rather a tingling sensation throughout your jaw. A passing Wizard-God has enchanted your entire bone structure to strength of epic proportions. One improvement is that you can no longer be knocked out or stunned; another is that your bones have a structural integrity equivalent to plate armour protection. Ah! The capricious whims of the high and mighty! Big Betty and the lads are duly impressed and drinks are bought for you before an escort is arranged to take you down to the Khaboom Arena. Go to 788.

578
Flaggon Fields
Brian curses you roundly but he is an utterly hopeless curser. His curses always backfire which is why these ‘friends’ of his got caught in the first place. The curse he rains down upon you now is intended to leave you weak as a jelly – putty in his hands so he thought – but instead it doubles your STR permanently. Do you want to tell him to bugger off and stick to your sentry duty (750), follow him to see what his fuss is all about (580) or head off for greener pastures or at least somewhere fairly normal in this strange city (414)?

579
Foulsore End
The fist that slams into your jaw is backed by a couple of hundred pounds of Big Betty and a magical enchantment. To the delight of Betty and the cheers of the onlookers, you go down like an actress eager to please a bishop and stay that way for quite some time. Lose 1d6 CON and… the enchantment in her fist causes you to teleport out of here. Just as well probably as you were going to have quite a handicap for the fight the management had in mind for you when you woke up. And where do you wake up? Go to 790.

580
Flaggon Fields
Brian leads you through winding streets, often looking over his shoulder as if someone is after him. Do you want to keep following him (533) or stop at a tavern for a drink (31)?

581
Higginbottom Gardens
Tough proposition, this. It requires strength and then some because of the grease. It is certainly not a matter of DEX. Make a L2 SR on STR. If you make it you climb up and can leave the house – just in time as you hear the City Watch coming to investigate (go to 414); if you fail you fall (lose 1d6 CON, the amount indicative of the height you fell from) and can either try again or change tack and try to open the hidden door (583).

582
Foulsore End
Iggy’s owner is rather pissed off and has to be restrained (a tough-looking goblin/dwarf crossbreed with nasty, stained fangs) but everyone else seems highly delighted with you and slap you on the back (lose 1 CON). The house doctor, a blind kobold called Dr. Killawl, surprises himself by healing you completely when he looks you over. The management offer you a job. 50 GPs per fight is the win bonus they offer. You can accept this contract (535) or leave now and get on with your life, making your way to the centre of the city (414).

583
Higginbottom Gardens
The door is hard to budge. It needs strength to lift it slightly and dexterity to jiggle it about until in the necessary alignment with the lock mechanism to allow it to be opened.

Make a L1 SR on STR and another on DEX. If you make it, you open the door (792) but if you fail to make both SRs you find you are given an electric shock for your troubles (lose 1 CON) – you can keep trying until you make it or die from repeated shocks or go to 581 and try to climb out.

584
Cauliflower Row
Hengis glows with pride and sets his shoulders straight back. A tear wells in his eye. “That means a lot to me, sir, so it does,” he mumbles gratefully. “You can’t imagine how my work is taken for granted and spoilt almost before I’ve even finished. Tell you what – come back with me to my house for dinner and meet the family.” You can accept (543) or thank him but decline and get on with your business, making for the centre of the city (414).

585
Scabbyrag Alley
You can see that Hengis and his wife are quite shocked by this suggestion but then Hengis comes round to it. “You’d get more sleep and we’d all get more food to eat – perhaps we’d still see plenty of our wee ‘un.” Mrs. Hengis relents and reluctantly relinquishes resistance. You can choose from a 6 month old baby girl (823), a two year old boy (825) or a six year old girl (827).

586
Cauliflower Row
Hengis is mortified. He takes a false end off his broom to reveal a sharp point and, reversing it, falls on the point, using the street to drive it into his stomach. Being a haemophiliac, he quickly bleeds to death. The Bring-out-the-Dead man is soon on the scene to cart him off, thanking you for your part in this. A City Watchman picks up the broom, screws the false end over the point and hands the broom to you. “Someone’s got to clean the streets and that someone just became you,” he declares firmly. Do you want to get on with the job (545) or tell him to shove it where the sun don’t shine (547)?

587
Scabbyrag Alley
Mrs. Hengis is overjoyed at the ends you will go to in order to help the Hengises. As you go to leave, Hengis gives you a family heirloom, a copper bracelet. He doesn’t know what it does because he was warned only to ever wear it in emergencies and he has never taken anything in life that seriously. He insists that you take it. If you put it on immediately go to 829 but if you want to head straight for a bank, go to 803 for Fool’s Gold, the Leprechaun Bank, go to 805 for the City Bank of Khaboom and to 807 for the Elven Treasury.

588
Cauliflower Row
You are now in a fight with Hengis the Roadsweeper. Hengis rips the false bottom from his broom, revealing a nasty point. He gets 2d6 for the broom and has 2 combat adds. His CON is 10. If you kill Hengis go to 553 but if you are still fighting after two rounds go to 555. If he kills you, he sweeps you into a tidy pile until the Bring-out-the-Dead man arrives.

589
Scabbyrag Alley
In a heartfelt, empathetic impulse, Baby Hengis hurls his rattle and hits you on the back of the head. Lose 1 CON. You can change your mind (go to 585 to adopt a child or to 587 for bank robbing) or walk out the door (815) or give all the Hengises a good smack (817).

590
Cauliflower Row
While you see stars, Hengis calls for the City Watch. A skeleton called Hesseltine soon appears and marches you off to a guard house. Go to 163.

591
Cauliflower Row
Make a L1 SR on LK. If you make it go to 794 but if you fail go to 796.

592
Five Card Frank's – Razorwit Road
The man looks furious but is glad for any friend. He puts his arm round your neck for support and mutters spitefully about revenge and the coming of the glorious day. He asks if you are a comrade and doesn't wait for an answer. "Come with me, brother," he insists. "There's plotting to be done!" Will you go with him (557) or give him the slip and get on with your life (414)?

593
Cauliflower Row
Make a L1 SR on LK. If you make it go to 798 but if you fail go to 801.

594
Five Card Frank's – Razorwit Road
Inside, you find a warm, cosy establishment with everyone engaged in serious poker play. There are even waiters attending to drink orders, food requirements and money changing – there seems no sign of the rowdiness so common in Trollworld taverns. The bar is dominated by a fairy, stunningly illuminated by a self-generated light that draws the eye if steely resolve is not maintained. Of the card tables, one is raised on a knee-high platform and there sits a man is striped waistcoat and cravat, his almost bald head reflecting the light from the fairy and scattering it in droplets all over the inn. This man seems thoroughly relaxed and in his element. Do you want to go to the bar and take a closer look at the fairy (559), go over to the raised table (561) or just buy a drink at the bar and ask a few questions (563)?

595
Cauliflower Row
If you won on both rolls, you have jammed the broom handle, pointy end first, up the guard's nose and into his brain, leaving a stunned look on his gormless face and then, seconds later, a corpse at your feet (809); if you won on one just one saving roll you are now in a fierce fight for life (811); if you did not win on either saving roll the Watchman has turned the tables on you and rammed the sharp end of the broom up your nose (lose 1d6 CON and go to 813).

596
Ackland Street
The old lady lives in a neat, well cared for house in a quiet, well cared for neighbourhood. Several guards patrol they street but the clearly are a private militia and not part of the City Watch. The house smells distinctly of cats as you follow the woman through to the parlour, a snug little room with chintz curtains and watercolours of pastoral scenes hung on the walls. She introduces herself as Edna and asks you if you would care for tea and scones. She rings a bell for a maid to attend to this. Then Edna asks if you would tell her about your mother. If you have strong recollections of your childhood go to 565 but if your memory is sketchy at best go to 567.

597
Higginbottom Gardens
The lovely (wo)mannequin throws her arms round your neck and cries “My hero!” in a southern belle of a drawl before planting her lips squarely on yours and sucking for all she’s worth. Make the best saving roll you can on WIZ, note the level and go to 819.

598
Throgludite Crescent
The boy tells you his name is Alevak and he buys you an ice cream from a street cart before continuing on his merry way, through the city streets. You can’t help but notice that he quite often bumps into passersby – nothing serious but he seems clumsy. By and by, he asks you if you would like to meet his friends (569) or help him get something back which he had taken from him (571).

599
Higginbottom Gardens
This is rather forward of you but then faint heart ne’er won fair maiden. After an initial moment of shock and/or modesty, the lovely doll kisses back like there’s no tomorrow (and perhaps there won’t be…). Make the best saving roll you on CHR, note the level and go to 821.

600
Stilton Street
“And to conclude, good Boodle…”

“And how dearly I wish you would, friend Nozzer!”

“Ah well! In this instance – and may it not be a lonely instance! – your wish shall be, as if I were a genie and not a hobbit, granted! Let me see if I have this aright – you must have at least 16 ***Taunting Arrows*** or your quest is doomed to failure. More would be better, mind”

“This is perfectly correct, Nozzer. I myself have checked the *Abacus of Oddities* and this is indeed the number. If you do not have said shafts, might I suggest you leave and obtain the requisite number forthwith and then return into the bosom of our company; if you are indeed in possession of not less than sixteen ‘feathered friends’, then pray focus your shell-likes for the low-down and low-down it shall be for hobbits are not ones for high-falluting nonsense!”

With that, both Boodle and Nozzer disappear under the table. You may join them (800) or leave the Blue Cheese in search of more arrows (414).

601
Desolation Row
Your guide to this place, Koen, scratches his head. I think it's over at Piccadilly," he tells you with no great confidence. He gives what he thinks are the best directions but apologises if they don't turn out to be too accurate. You can go back to 416 and choose another option or you can set off, fingers crossed and trust to luck (831).

602
Champs Elysee
You get good directions from Kelba and soon find yourself in Khaboom's premier boulevard for high class goods, somewhere you can shop in safety in the knowledge that every outlet employees its own security force. Where would you like to begin – Shoppie's Emporium (606), Lovecraft's Kinky Goods (608), Rockerfeller Antiques (610) or Faberge Gems and Precious Metals (612)?

603
Desolation Row
The fellow who brought you here, Koen, tells you that these two are always quarrelling about who is the better writer. Koen leans towards TS Irriot but he confides that after a couple of pages of his opaque lines he would probably switch horses to Ezra Goldpiece. He gives you elbow room to stop the squabble. Do you want to stand between them (833) or bang their heads together (835)?

604
Pilgrim Street
Ludlow the Hobbit inspects your bona fides. He smiles with oily charm as he helps you up into the carriage which is conspicuous for its lack of horses. "Don't worry, rockets get you where you're going far faster than quadrupeds," he tells you with a slight smirk. Then he straps you in securely. "The G forces will make a man of you!" he adds, laughing with merry good humour. Go to 843.

605
Desolation Row
The postcards advertise a hanging. At the very end of the text, just as the name of the criminal is about to be stated, space runs out and the letters 'PTO' are written. Make a L2 SR on LK and go to 837 to find out who the unlucky person is.

606
Champs Elysee
Shoppie is a magnate with establishments all over the Kraken continent. This is his deluxe store for the high and mighty. Weapons and armour are not in evidence but rather fine goods, handtooled by master craftsmen of all kindreds. Some are reputed to have magical properties but Shoppie's reputation means that his clients can rely on his guarantee that all items sold are harmless unless the instructions are not followed. Now would be a good time to browse. Make a saving roll on LK, note the result and go to 845.

607
Desolation Row
“I’m known as Koen,” the man tells you dolefully. “This street has negative vibes and some mighty strange things happen here. There’s this bard, Dillon his name is, and he kind of sings the future, a musical prophet. Sings like an uruk that’s swallowed an ogre’s only pair of underpants but it’s the words, man, they just kind of sum up existence. That’s the secret I wanted to share with you – the meaning of life!” Koen looks off into the distance in a trance of some dark nature and a fragrant, hypnotic smell that is lingering in the air puts a dreamy smile on his face. You can ask him more about the meaning of life (839) or get out of here before you get converted to something (414).

608
Champs Elysee
This dimly lit store is run by a small, finely dressed man named Howard Canarde. Bathed in the subtle red light of a thousand glowstones, Howard stalks his shop in turquoise leather with silver tassels catching the flickering light and sending glints of rainbow light back into the depths of the store. The store is actually a cave, replete with chains and whips. One of Howard’s demon-ladies greets you and asks if you if you prefer to give or to receive. For the former go to 847, for the latter to 849.

609
Pilgrim Street
Your centaur lawyer deducts his fee from your estate account and then directs you to a street from which you can get transport to your barony. He also gives you a letter of introduction and creditworthiness so you should have a good prospect of convincing all those you treat with as to your probity. Pilgrim Street has a vast range of carriages to hire. You could spend all day sussing out what’s on offer but that would be senseless as others are hiring carriages regularly and you would find the one you rated most highly had gone when you got back to it. The choice boils down to Rufus the Dwarf’s Hansom Cabs (614), Rocket Carriages run by a hobbit named Ludlow (604) or Rinunculous’ Flying Carpets (841) - the price is not relevant due to your inheritance.

610
Champs Elysee
As you enter the opulent premises of a Nelson X. Rockerfeller, a creaky-jointed skeleton tells you to see if you can find a magic lamp inside. Gnord hastily introduces himself and tells you he has been barred by Rockerfellers because they can see he has no money. This lamp, he informs you excitedly, has a djinn trapped inside and, like all djinns, will have to grant its master three wishes, Gnord tells you that if you purchase the lamp and meet him at no.13 Ratfricassee Road, you can have two wishes and he will have the last one. When you ask him to describe the lamp, he dismissively states that it ‘looks like magic’ and then scurries off, clanking and wheezing as he goes. A sales assistant glamorously and flirtatiously beckons you within. Go to 851.

611
Hickory Docks
After a pleasingly uneventful journey to the docks, you arrive at a bustling hive activity with stevedores, mikedores and davedores all hard at work. The matadors and toreadors are resting until tonight’s bloodletting spectacles. There are two barges heading in the direction of Vulgaria, so their ticket agents say, the ‘Lump of Lead’ skippered by Cap’n Clughlas (1172) and the ‘Skullduggery’ with Captain Bunty at the helm (1174). They are both about to embark so there is no time to ask questions!

612
Champs Elysee
A bulky, brawny minotaur frisks you at the door. You feel glad he is just frisking you and that you haven't upset him. Madax grunts and tells you that you are cleared to enter Faberge Gems and Precious Metals but you should not touch anything unless it is passed to you by a sales assistant or you will set off not just alarms but traps. Before you can ask more, a precise, clipped young man requires of you whether your interest lays in jewels (853) or metals (855).

613
Netherwallop Road
That's worth a bonus 50 APs. Your hosts are a little put out by the death of their pet – Chomper had been in the 'family' for more than ten years and had never been a fussy eater. "Oh, Merlot!" wails Doctor Crusher, "I will so miss Chomper." Merlot is no sentimentalist and responds firmly, "All sharks look the same: either 'chummy' here gets you another one or I turn him into a sharkman. Either way, you'll soon forget Chomper." Dr. C cheers appreciably at this and turns to you. "What's it to be, Chummy? Sharkman or shark hunter?" If you want to be transformed go to 857 but if you would rather find the doctor a replacement for Chomper go to 859.

614
Pilgrim Street
Rufus manufactures very handsome cabs indeed, each one unique, hand-crafted under his supervision by his team of highly skilled Beaverkin. These artists gnaw the wood with their alarmingly sharp teeth to produce a finish of immaculate conception. Each cab has headlamps gnawed to bear an uncanny resemblance to the owner so there is little chance that the cab will be stolen and not recovered because these carvings are imbued with *Hell Bomb Bursts*, meaning instant death to any but the owner who attempts to remove them, as well as giving a handy deterrent to enemies of the owner. The dwarf also supplies enchanted wooden mules with generous storage compartments to pull the cabs. The mules have a 'CON' of 100 (they're pretty tough!). Also worthy of note is the protection value of 50 offered by (being inside) the cab itself. Rufus hands you a scroll to authenticate your ownership. You can set out now and might as well have an uphill journey to 430.

615
Netherwallop Road
Shark frenzy! The combination of you and a scalpel on/in his back sends Chomper wild. He speeds rounds the aquarium, bucking and grazing the sides. You get bumped and scraped (lose 1 CON) and then must face a maddened and hungry shark. Merlot the Wizard watches with some amusement showing on his whiskery, leathered face and he contemplates a *Hold That Pose* spell – on you or on Chomper though? Make a L2 SR on CHR. If you make it go to 861 but if you fail go to 863.

616
Root Canal
The fighting sounds ferocious! Do you want to call out to the attackers for help (1091) or do you want to stay mum and wait for the battle to resolve itself (1093)?

617
Solitude Street
Here are the results of the Khaboom jury:

1 – Chicken (MR 2)
2 – Lamb (MR 6)
3 – Goose (MR 8)
4 – Pig (MR 12)
5 – Goat (MR 12)
6 – Ox (MR 16)

NB – these MRs are for combat only; you retain your attributes (yes, amazingly, as a chicken you would be able to do very dextrous things – if you were very dextrous before).

Buck is delighted at the new you. “You’ll do very nicely, yes sir, you surely will. Victoria will be a happy woman and so will Big John.” He scratches his head, unsure if he has unwittingly insulted his brother. Then, still stumped on that question, he takes you off to the High Chaparral. It is a long journey but you are in a cage with a sheet over it in a wagon and there’s bugger all you can do about it. Go to 1488.

618
Netherwallop Road
The wine triggers a khremmatic reaction throughout your nervous system, doubling your INT and your WIZ. Al is thrilled for you and even confides in you that his middle name is Unwin, something he has never told a living soul. He offers to take you downtown to the Wizards’ Guild for some proper training if you are not a mage (1095); if that doesn’t light your fuse, he tells you he is going to stay for another bottle and that you can stay (1097) or go (450).

619
O’Vather Hill
Let’s see – how did you do?
Levels total of saving rolls =
Zero – Mickey is disgusted! Everything you bake tastes like cardboard and you make a dreadful mess in the kitchen. As you are clearing up, the baker clumps you one on the back of the head with his rolling pin. Lose 1 CON. Then he lets his children use you as a trampoline (lose 1 CON). Then he kicks you out and tells you to stick to salad in future. Go to 414.

1 or 2 – Mickey is none too impressed but he gives you the job of crème puff maker. Go to 871.
3 or 4 – Your pastry making skills are quite promising. Mickey decides to let you make his rock buns (and rock his buns). Trolls like them very much. Go to 873.
5 or 6 – Mickey tips his hat to your culinary talent. “You were a born to be the Bun King!” he whoops with delight. “You can make the birthday cakes, I think.” Go to 875.
7 or better – You have impressed the baker so much he decides to leave you in charge of today’s baking and to take his children out for a trip to Grawp’s Monster Zoo. Go to 877.

620
Netherwallop Road
The wine triggers a khremmatic reaction throughout your nervous system, halving your INT and your WIZ. Al is devastated and does his best to stop you dribbling down your shirt. He looks doubtful but offers to open another bottle to help you drown your sorrows (1099) but if you just want to leave, he understands and shows you out (440).

621
O'Vather Hill
Inside the warm kitchen, you can see a tray of a hot cross buns, fresh out of the oven. There's still no sign of anyone. Do you want to take a bun, eat and get out of there fast (1492), sneak a bun to eat and then go into the house in search of more valuables (879) or take the whole tray and sell it out on the street, far enough away form this place not to arouse suspicion (881)?

622
Hickory Docks
The old trelf wizard presses his wrist to yours and smears blood with blood. "Don't go telling me you're a vampire, now!" he grins. "That should set you up a bit better, my young friend." A small voice chimes in your head, convincing you that this blood brotherhood has just doubled your LK! Khaghtch'an tells you that he fancies going to the posh masquerade ball being thrown by the plutocrat Algie Catflap up in Higginbottom Gardens. He flicks his fingers and mutters a few fancy words about '*Haute Couture*' and kits you and he out in dashing pirate garb, complete with eyemasks. "We must not be late to the ball, Cinders!" he proclaims gaily. Go to 1068.

623
O'Vather Hill
As soon as you cross the threshold, the plate of still warm hot cross buns sitting there in plain view, Mickey's giant mouse trap cage drops down on you. Make a L2 SR on SPD. If you make it go to 883 but if you fail go to 885.

624
Hickory Docks
The old wizard regards you through narrowed eyes. "But you're the sucker I chose," he states coldly. Then he flicks his fingers and casts *Death Spell #9* on you. Try a L9 SR on LK. Fail and your are neither lucky nor living; succeed and in mild shock Khaghtch'an teleports you back to your pig sty (1).

625
O'Vather Hill
What he means by flying is him swinging you round by the ankles at great speed and letting go at an angle and a time when he thinks you will clear the building in front of you. Let's see if he manages that, shall we? Make a L1 SR on LK. If you make it go to 887 but if you fail go to 889.

626
Hickory Docks
"I used to be good at this *Omniflex* spell," he tells you with a note of regret in his voice. "Oh well, I still know the basics." With that, he mutters his magical imprecations and sets about transforming you. Make a L1 SR for each of the eight attributes. If you succeed, that attribute rises by 1d6; if you roll a critical fumble the attribute goes down by 1d6. With his work done, Khaghtch'an somewhat capriciously teleports you to deal with a problem he knows is just emerging in Scabbyrag Alley, something he does not have the patience for himself. The teleport spell is one that he has partially forgotten and tends to leave its passengers feeling nauseous and disoriented for a while – go to 246.

627
Addled Pate Tavern
Pantagathus soon shears you like a sheep owned by a farmer desperate for every last ounce of wool. His blade scrapes you scalp clean of all the stubbornly clinging scabs you had picked there. Blood starts to trickle down you temples. If you are alarmed, you can leap up out of the chair (891) but if you feel you are in the hands of an expert you can leave it all to Pantagathus (893).

628
Hickory Docks
“Very well, perhaps it is good to be contented with one’s lot, even when that lot is so paltry. Still, a little may go a long way so let’s set you off on a voyage that may take you to the edge of the world!” The old wizard snorts with laughter as he teleports you off to green pastures (as in slime green). It is not very far, in fact – just into a boatshed where a group of dwarves are about to embark into the cavernous tunnel system that lies below the Kraken continent. Surprised at your intrusion, they grab you and consider what should be done with you. Go to 254.

629
Addled Pate Tavern
“They’re not free,” he explains, “but I can sort you out for ten gold.” If you pay this over to the barber go to 895 but if you can’t or won’t pay you can either elect for the free close shave (627) or get up and leave (414).

630
Netherwallop Road
You manage to cut Dr. Crusher open without severing arteries or puncturing organs. Inside, you see a little imp running about kicking the doctor’s soft tissues. Maybe you can grab him? Make a L1 SR on SPD and go to 1070.

631
Addled Pate Tavern
The budding entrepreneur only wants one gold for the wig, not an expensive purchase. What is perhaps going to be more costly is the furore you cause by being seen in this, of all the taverns in Khaboom, with a hair piece. A crowd of very unhappy people surround you and it does not look as if they are here to chat. Do you want to try to break through the knot of bald citizens (897) or beg for their understanding and forgiveness, offering to burn the toupee (899)?

632
Netherwallop Road
You force the scalpel way too much as you cut Dr. Crusher open. You sever an artery and blood fountains out. You have killed your patient through lack of patience, a terrible thing to have on your medical record! The doctor’s ghost pops out of the wound and shakes a fist at you. Make a L1 SR on CHR and go to 1072.

633
Addled Pate Tavern
Although the would-be seller looks far from happy with you, a cheer goes up from the rest of the tavern patrons. “Let’s lynch him!” cries one. “Burn the bastard!” shouts another while a more ambitious punter yells, “String him up by his goolies!” In moments, the man has been hoisted up and is being carried out into the street. Do you want to join in the festivities (802), run for the City Watch (804) or slip off while no one is looking (414)?

634
Netherwallop Road
Even though Dr. Crusher was promised by the manufacturers, Dombey & Sons of Pickwick Place, that the ‘Salami Slicer’ trap would not only deal with burglars but would keep him handsomely provisioned with cold cuts, your shrewd eye spots the trap under his bed where he keeps his valuables and you disarm it with ease. In a wax-sealed mahogany case, you find a rapier which is magically enchanted to provide 6 protection as well as getting 6d6 in combat and a pouch with 500 GPs worth of cut emeralds. You also find a vial of dragon’s venom. Best get out of here while the coast is clear and the doctor is still dreaming. Go to 420.

635
Liliyliver Lane
Speed is of the essence. After that, it would help if you had the bulk of a troll-sized cannonball but maybe the velocity thing is going to be enough. The witch is twitching to unleash a spell at you but if you can make a L1 SR on SPD you could be in with a shout. The children are cheering but it’s hard to tell who for. If you make the SR go to 806 but if you fail go to 808.

636
Netherwallop Road
You spot am intriguing mahogany case under the doctor’s bed. Unfortunately, you do not spot the ‘Salami Slicer’ trap, lovingly crafted by Dombey & Sons of Pickwick Place. The slicer slices you into wafer thin cuts and even cures you with a blast of drying, desert air that makes black pudding out of your blood. Dr. Crusher can invite his friends over for a feast when he recovers, something you never will…

637
Liliyliver Lane
Perhaps you have a talent for broomstick riding? No? Pity. The witch is twitching, her fingers flexing to launch a spell that you won’t enjoy. What will you do with the broomstick? Try to fly (810) or swat her with it as if she were a bug on the teeth of a biker (812)?

638
Sullied Trouser Inn
The troll, an amiable sort named Mucuss, takes aim and hurls with the force of a hurricane. You twist and the dart misses you but it hits the board hard enough to knock down sizable section of wall. Many have drunk enough to think this very funny. You can escape now (440) or congratulate Mucuss and offer to buy him a drink if you have any money (1074).

639
Liliyliver Lane
You sly one! Who da thunk you would stoop so low. The boy and girl each have a MR equivalent of 6 so that’s 2d6 plus 6 for them. If you make a L1 SR on DEX you can fend them off and if you make a L2 DEX SR you get free hits. Sock it to them, Rambo! If you triumph go to 814 but if they tear you apart at least you tombstone can show you were outnumbered.

640
Sullied Trouser Inn
The troll, an amiable sort named Mucuss, takes aim and hurls with the force of a hurricane. The dart hits the board hard enough to knock down sizable section of wall. Many have drunk enough to think this very funny. When the dust settles, the drinkers notice that the dart went clean through your heart before it hit the bullseye. Mucuss has a king-sized hangover the next day because so many people buy him a drink. You have no hangover, principally because you are stone cold dead.

641
Liliyliver Lane
They're not exactly Mike Tyson within biting range of an ear but you still need to make a L1 SR on DEX or take 2d6 plus 6 in damage (that might well bring the curtain down on you). If you fend them off, things aren't that cool because the witch comes in and you need to focus on her now. As your eyes dart about, you see a broomstick leaning against the wall. Do you want to charge the witch and bowl her over (635) or make a grab for the broomstick (637)?

642
Ghoulish Gardens
Along with the brains, you find a wriggling,, wiggling white magic with lustrous, starlike eyes. Do you want to eat the maggot and the brains (1076) or just the brains (1078)?

643
Liliyliver Lane
With masterful force and fast footwork to boot, you grab the hag, lift her up and stuff her in the oven before slamming the door shut and locking it. Baked hag, anyone? The children certainly seem keen and start laying the table. You can turn cannibal and feast on the witch if you want (816) or ransack her drawers, cupboards, nooks and crannies in the hunt for the good stuff (818).

644
Ghoulish Gardens
As you lurch over to the woman to eat her brains, another zombie stumbles towards her a makes it clear that you are going to have to fight to feast on cerebellum. The zombie was once a rickshaw driver named Ignowski. Iggy has MR14. You must fight it out, spite applying. If you are vanquished, Iggy eats most of you as well as the brains. If you triumph, you can eat as much of Iggy as you fancy as well as the brains and you gain 1d6 CON. Go to 1080.

645
Liliyliver Lane
Not quite something enough, I fear. The hag does the expected cackling thing as she flicks her wrist, twiddles her fingers and mouths arcane syllables. Put together and in context, it is enough to turn you into a toad. She has a nice dark pond out back with lots of mosquitoes so you have a good life as a toad… while it lasts.

646
Sullied Trouser Inn
Garnet feels so grateful for the shoulder to cry on that he does just that rather than crying into someone else's beer, a habit that frequently gets him a good kicking. When he eventually exhausts his list of complaints, he offers to take you to the elven woods to meet an ancient and wise seeress. If you accept, go to 1082 but if you think it is time to hit the streets again, go to 414.

647
Liliyliver Lane
Ole! You dodge them all with a neat side step and you have enough khremm in you to cock up Hagnes' spell. Hagnes is not pleased as you can tell by the steam coming out of her ears and the way her eyes are bulging. Do you want to leap for the window (820) or give her and the children a good kicking (822)?

648
Sullied Trouser Inn
Poor Garnet has clearly been blinded in one eye but at least you can pull the dart out for him. It might kill him though – roll 1d6: odds he dies, evens he lives. If he snuffs it, you better get out of here quick before someone takes into their head to take revenge, even though they cheered the dart going onto his eye (414); if he survives the extraction, he recovers enough, by and by, to snivel his sorrows in your shell-like. Go to 646.

649
Liliyliver Lane
Things do not go as you might have wished. *Au contraire, je pense*. Better let paragraph 645 do the talking – it's got it pretty clear with no room for doubt.

650
Sullied Trouser Inn
Your act of wanton cruelty does not go unnoticed. The elf dies with barely a whimper as you stick him again with your darts. No one really misses Garnet, any more than you did with your darts. A troll named Muccus shuffles up to you and whispers (well, as much as a troll can whisper – everyone in the tavern hears what he says any you get earache and lose 1 CON) that he is a recruitment agent for the Zombie-Master and he reckons you would secure a good job with attitude like that. He grins and stamps on the elf's head, bursting it like an overripe melon. The tavern is rather messy now. If you would like to go with Mucuss, he will take you through the streets to Ghoulish Gardens and then escort you underground (197); if this not appealing, you can leave and take to the streets (420).

651
Pestilence Park
The old wreck of a…? Elf? No, troll? No… something in between maybe acknowledges you for you good manners. "No substitute for old fashioned civility," he nods approvingly. "I think I'll send you on a mission to sort someone out who should have been sorted out a long time ago. You'll need a make over, of course." He flicks his wrist languidly but still with enough stress to make his old bones creak alarmingly. "There –that will help. All your wounds are healed, good as new. You'll find that every part of you, every nuance that is you in the light of the multiverse, has been given a tonic." This is true – all your attributes go up by 1d6 +2 (roll for each one individually). "Now – off you go: get rid of the hag.

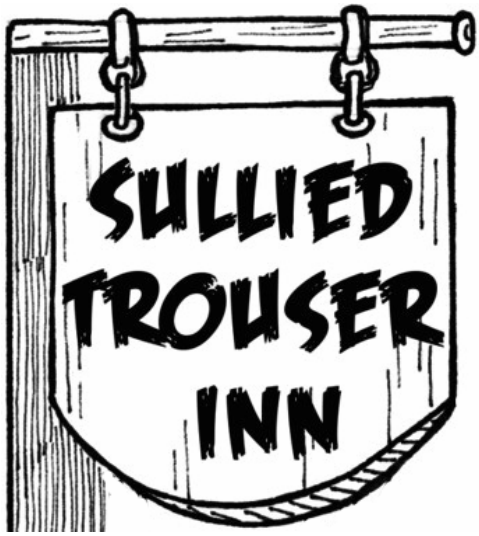
She spread some nasty rumours about me and her and what we indulged in a few centuries back. I'll hide you somewhere snug" And with that, you are teleported off to pastures new. Go to 231.

652
Sullied Trouser Inn
Your act of mercy does not go unnoticed – a passing Wizard-God smiles as he watches for amusement and gives you a healing talent (this means you can heal 1 CON for yourself or others at a cost of 1 WIZ, khremm returning at the same rate it does for wizards, one point every ten minutes). Garnet needs 6 points of healing. When you have finished your Florence Nightingale act go to 646.

653
Pestilence Park
You feel stranger than you ever have before in your life… which is a thing of the past and yet… you are not truly dead. A voice informs you of your condition. "You are a ghost, a ghost preserved to do my bidding. Succeed and I will restore you to life if you so wish. At any time after you have completed my instructions just say the word 'Pusillanimity' and I will intercede for you (that would mean you going to paragraph 824 – you should note this carefully). Listen carefully: here is what you must do…" The voice tells you of a certain woman he wants given a shock – all you have to do is give your most frightening, your most bloodcurdling yell when you see her and if she faints, you will have done what is required of you. Go to 826.

654
Sullied Trouser Inn
The tavern rings with cheering as you pepper poor Garnet's derriere with your darts. The elf has an unfeasibly low CON and expires under this barrage, as drinkers keep handing you more darts to chuck. C'est la vie (or not). Go to 650.

655
Moneybags Place
Perky looks at you expectantly. "What's the plan, Stan?" he oinks. If you have decided to look for secret doors go to 828, if you want to develop a new "*Get Me Outta Here*" spell go to 830 or if you want to wave a white flag of surrender (Perky has a fairly crusty off-white handkerchief) go to 832.



656
Sullied Trouser Inn
Elf Garnet passes on into the care of the Soul Keeper (**see 'Obscured by Clouds' from Khaghbboommm Press, available via Lulu Publishing and enjoyed by the Trollgod himself, no less).** As he does so, he blesses everyone with his khremm, which he no longer requires). You can get more than your fair share if you are lucky. Make a SR on LK: the level you make indicates the number of d6 WIZ you receive; a critical fumble means you lose 1d6 WIZ). Once this has sunk in, everyone is in a stoneydaze (**see 'Rotten Borough: Election Special' from Khaghbboommm Press**) and that lets you slip off for pastures new (414).

657
Epicurean Avenue
If you failed the WIZ SR you must go (quite messily, I fear) to 834; ah, but if you made it… the culinary masterpiece mixes with your stomach acids after exciting your taste buds and lends an infusion of khremm to your natural endowment. This is good! Your WIZ is trebled instantly. A fellow diner sees the effect the desert has wrought and offers you a crash course in magic at the Guild. If you accept this offer go to 836 but if you are content to roam the city with your newly infused WIZ-store go to 414.

658
Sullied Trouser Inn
Elf Garnet passes on into the care of the Soul Keeper (**see 'Obscured by Clouds' from Khaghbboommm Press, available via Lulu Publishing and enjoyed by the Trollgod himself, no less**). As he does so, he curses everyone with his dying khremm, which he no longer requires. You get your just deserts. You lose 2d6 WIZ unless you make a L2 SR on CHR. Once this final revenge has bombed the tavern, everyone is in a stoneydaze (**see 'Rotten Borough: Election Special' from Khaghbboommm Press**) and that let's you slip off for pastures new (414) unless your WIZ is zero or less, in which case the khremmatic gravity of the planet extinguishes your life-flame and sends you off to the Soul Keeper too.

659
Epicurean Avenue
While Manuel flounders, the rich food disagreeing radically with his digestive tract, other diners take umbrage at the disrespectful remarks you are bandying about, up in arms in defence of their beloved restaurant's reputation. One wizard hits you with a *Hold That Pose* spell to stop your mouth. When the effect wears off, three more stand in front of you, jabbing fingers accusingly in your face (lose 1 CON) while poor Manuel if having his stomach pumped (not a pretty sight). Do you want to jab back, maybe doing a little finger fencing (842) or crave their forgiveness, falling to your knees, clasping hands together and beseeching them to be merciful (844)?

660
Ghoulish Gardens
Good decision! The head is hollow and explodes harmlessly when struck. With no head to guide them, the hands flop futilely to the side of the torso and flail for a few moments before falling off. All in all, you have put on quite a decent show and the Zombie-Master is now in a rare good mood. "You can be my recruitment agent, living amongst the unsuspecting human flotsam above, luring the dull and the witless to my graveyard to be converted and to join my zombie army! Yes, it will be stupendously successful, I just know it will!" Do you want to make a break for freedom while he is capering giddily and pontificating (1084) or sign up for the job (1086)?

661
Epicurean Avenue
Not a bad move. The other diners, great fans of this esteemed eatery, tend to poor Manuel. They arrange a stomach pumping for the unfortunate, motherless son. This gives you an opportunity. You can either go through to the kitchen (846) or make a break out on to the streets and get far away from this place (414).

662
Ghoulish Gardens
The hands have a well-nigh unbreakable grip. Make a L3 SR on STR. If you make it, you rip them from the arms and have mastered this challenge – it seems obvious that you should punch the head now (go to 660). If you fail, the hands crush your fingers and then crush your skull. You do continue to operate as a zombie for some unknown time into the future but you are not aware of anything anymore…

663
Dungbeetle Scrubs
Cannons sometimes misfire; sometimes they blow up. If you got a double 1, the cannon misfired (go to 848); if you got a 1,3 result the cannon exploded with deadly consequences (make a L1 SR on LK and go to 850); if you got anything else, the cannon worked as intended and you have been blown to Smithereens, wherever that is – you are D-E-A-D.

664
Ghoulish Gardens
If you made the saving roll, your innate khremmatic nature attracts the attention of a passing Wizard-God who dumps you back in your pig sty and then notices the problem with your head; working with what is to hand, she gives you a pig's head – without consulting the porker – and reanimates you with a fully restored CON but a CHR that is halved. If you failed the saving roll, you just have to accept that with an exploded head, you time is well and truly up!

665
Epicurean Avenue
If you failed the saving roll, the snails elude you but are soon devoured by other grateful and voracious diners – your loss is their gain and they are well disposed towards you (go to 852); if you made the saving roll you caught the snails and can eat them and hopefully enjoy them – make a L1 SR on current CON and go to 854.

666
Sullied Trouser Inn
Your task as resident clairvoyant is to lull unsuspecting victims into a trance so that the Arch-Demon can siphon off their souls. For everyone you succeed in making sufficiently comatose, your reward will be a 1d6 raise of CHR. There is a chance of failure, of course, and for that there is no punishment. The Arch-Demon can afford to be patient as he is well acquainted with eternity. No, the risk is from a vengeful client. You must make a L1 SR on any of INT, LK or CHR to enthral your customer – make and you get the pay off but if you roll a critical fumble, it is you that get sucked from here to the *Nether Realms*. Your choice as to how long you stick with the job; the Arch-Demon doesn't mind if you quit – there's always another drifter ready to roll the dice. If you do quit before the never-ending torment descends, go to 414.

667
Epicurean Avenue
You find that you have been trussed up like a turkey – and like a turkey, into the oven you go once you have been salted, peppered, had onions thrust into available orifices and generously basted with a fine brandy batter. The oven is hot. Make a L2 SR on your current CON and go to 856.

668
Grimtooth's Gaming Gauntlet
Decisions, decisions! Red or black and how much? Flusho insists that you do not hedge your bets – "I detest hedge wizards!" he sneers airily "– and see that you do not save for a rainy day!" So that settles that – you must bet the lot. For red go to 1088, for black to 1090.

669
Dungbeetle Scrubs
Roll 3d6 TARO for both guards to find their SPD. Then make SRs for you and for both of them. If either or both of them make a higher level saving roll than you, go to 858 but if they don't catch you, make a L2 SR on LK and go to 860.

670
Grimtooth's Gaming Gauntlet
"Oh!" Flusho says, "You have a lucky number too? But how can we both win?" He looks nonplussed for a moment and then shrugs. "We'll worry about that later – just bet the lot, please. I can't abide conservatives – or Republicans." Write down your lucky number (the house guarantees it will appear and have as good a chance as any other number) and go to 1092.

671
Dungbeetle Scrubs
"That depends," says Barnaby gravely. When you enquire as to what it depends upon, Henry replies, "On what your favourite game is. We get bored down here and we like to play games with the prisoners." Write down the name of the game you tell them by way of answer and go to 862.

672A
Grizzly Lane
The bear backs off, not wanting anyone to throw up over him. Just as well you took bowel-evasive action – that porridge is tough going even for bears. Your ursine companion is actually grateful you did what he didn't want to have to do and is eager to skip school today and play in the woods. Do you want to go with him (1094) or tell him to buckle down because education is a serious business and he must think of his future (1096)?

672B
Grimtooth's Gaming Gauntlet
If you rolled a critical fumble you did indeed draw a shadowjack. If not, you win 100 GPS for risking your life. You can keep doing this to win 100 GPs a time. The house will even credit it to an account at the Khaboom City Bank for you. When you tire of risking your life for money, go to 1098 but if you do stake your soul and roll a CF go instead to 1100…

673
Dungbeetle Scrubs
Cannons sometimes misfire; sometimes they blow up. If you got a double 1, the cannon misfired (go to 864); if you got a 1, 3 result the cannon exploded with deadly consequences (make a L1 SR on LK and go to 866); if you got anything else, the cannon worked as intended and the unsavoury uruk becomes an ex-unsavoury uruk. There is much smoke (but no mirrors) and the guards are choking. Make a L1 SR on current CON and make a note of the result. Do you want to sit tight until you know if the guards are out of action (864) or make a run for it regardless, through the mangled metal that used to be prison bars (866)?

674
Grizzly Lane
Your greed and/or hunger is as naught to the bear: he loathes the porridge. It is laced with a drug that makes him compliant and that is exactly the state you are now in. Still it is good news for him. His parents let him skip the household chores today and join his friends instead for a picnic in Sylvan Woods. He is ecstatic! You must clean the house from top to bottom though, starting with the bathroom. Be thorough now! Make a L1 SR on LK and go to 1102.

675
Trollcough Street
Flip a coin or roll 1d6: heads or odds, Krk'dskl wins (go to 868); tails or evens, Ughbiter is top dog (go to 870).

676
Grizzly Lane
Each level the winner exceeds the loser by means he or she gets to do 1d6 damage to the loser by (e.g. – you win by two levels, roll 2d6). If you survive one round of this without hurting the bear go to 1104 but if you injure the furry fellow go to 1106. If he squeezes the pips out of you, too bad – your in'ards shoot out'ards!

677
Trollcough Street
Make a L1 SR on LK. If you get a critical fumble, you twist your ankle and crash into the now-fighting trolls (coming between two fighting trolls is a one-way ticket on an express train to death); anything better than a CF gets you out and on the streets again (go to 414).

678
Grizzly Lane
What's you ability to sound convincing as a bear like? Think of sore heads. Try a L1 SR on LK and CHR. If you make both, you're in business (go to 1108) but if not, there may be problems ahead as you sound less like a bear and more like a thing trying - with very little skill - to impersonate a bear… go to 1110.

679
Resurrection Road
“Whatever you say! Wherever you want to go! Driver! Takes us to _____ .” As the carriage stops and you start to climb out, he hands you a pouch with 50 gold pieces within and a potion that heals up to 20 points of damage. “I’m so relieved to meet a hijacker whose demands are so reasonable!” he says, glad to see the back of you. Wherever you wanted to go, you are *here*. You must go to 414 for *here.*

680
Grizzly Lane
“Oh dear, Baby Bear. You must be very poorly! I shall go to fetch Dr. Baloo – he’ll soon know what’s wrong with you.” You hear footsteps going down the stairs and then the door slams. Do you want to stay where you are (1112) or make a bolt for the front door yourself (1114)?

681
Resurrection Road
He dies with a whimper, then a bang, as his sphincter gives out. You are in control of the carriage, at least for now. Options are: searching the deceased body (872), putting on the deceased’s clothes to impersonate him (874) and ordering the driver to stop and then either running away (414) or clobbering the driver (876) to really take charge of the carriage.

682
Grizzly Lane
The bears waste no time in giving chase. Make a L1 SR on SPD. If you fail, they catch you and club you unconscious (lose 1 CON) then eat you as a nice change to porridge. If you make it, you can dive down an alley – like much of this city, something always lurks in the dark here, waiting for the chance to take hold of the unwary (go to 200).

683
Resurrection Road
You had better be quick and deft to get away with this outrageous act! Nigel gets 3d6 TARO for both of these attributes. Find out what he amounts to, and then roll DEX and SPD for both of you – note the results and go to 878.

684
Silver Springs
This really is first class stuff – most quaffable. Your companions toast its excellent vintner, an old adventurer called Fang the Delectable, now working near the estate of the fabled Count Raskuli on the Dragon continent (***ref. Mad Roy Cram for further details***), and settle in for the duration. Let’s give you all a Drinking Ability. 3d6 TARO. Then roll for everyone, one by one, anyone who fails a L1 SR is out so keep rolling until just one is still upright or until everyone is under the table. If you last longest go to 1120 but if you fail to outlast your binge drinking buddies go to 1122.

685
Resurrection Road
Unless you can sink your teeth in to a tender spot quickly you may find that it is the biter bit! Sid gets 3d6 TARO for both of these attributes. Find out what he amounts to, and then roll DEX and SPD for both of you – note the results and go to 878.

686
Silver Springs
The leprechaun grins and tells you that you have a fine head on your shoulders but it would look better on his wall with his wild game trophies. Doonican offers you a safe investment (1124), a Ponzi scheme that he will give you the inside running on (1126) or a safari holiday (1128).

687A
Resurrection Road
Mr. Filthy-Rich got to be both rich and filthy by always being open to another way to make another gold piece. “Fire away, fellow!’ I am all ears.” (His ears suddenly double in size most disconcertingly!). Make a L1 SR on CHR. If you make it go to 490 but if you fail go to 880.

687B
Quill Court
Mr. Filthy-Rich’s lawyer, a studious looking centaur introduced as Kelba, seems a straightforward fellow, judging from his insistence that matters are given due consideration and not entered into in haste. His rich client vehemently disagrees and scrawls a simple agreement on a parchment. Are you willing to sign the shortform agreement (1071) or do you want to insist that Kelba is right and have a proper memorandum to pore over (1073)?

687C
Resurrection Road
“Oooh, err! Just exactly what did you have in mind?” the salivating man enquires eagerly. If you tell him it would be best to go to his house and explore mutual interests in private go to 882 but if you tell him to put his hands on his head, close his eyes tightly and hum his favourite song while you give him a sample of your special skills go to 884.

688
Silver Springs
You see that what you are signing assigns your entire wealth, now and whatever you acquire in future times, to a corporation based in NeverNeverland called ‘Wondernit Rainbow Holdings’. You can put a stop to this fraud right now by ramming the sharp end of the quill into the eye of the manager (1116) or by spilling the inkpot all over the contract (1118).

689
Trollhalla Row
Spaspecker takes you to see this man. He is robed and hooded and looks, frankly, like a member of the *Dark Brotherhood*, a particularly venomous illegal offshoot of the Assassins’ Guild. Do you want to cut and run (1132) or talk turkey with the ominously silent figure (1134)?

690
Silver Springs
When you come round, you see Flusho and Doonican, the manager, smoking cigars and dancing a jig. They have totally fleeced you. Not wanting to have you make trouble, Doonican nods at the wizard and Flusho does a *Hold That Pose* on you. Then lackeys get rid of you. They knock you out and leave you nursing a doozy of a hangover (lose 1 CON). When you pry open your bleary eyes, you see you are lying at the feet of a bunch of dwarves. Go to 271.

691
Chaffing Way
The dwarves listen and then look startled and fierce at the same time. “But we want moss!” says Humphsnort, banging his fist on the table and cracking it. “We want it and you will get it for us now!” declares Saltlick. Do you want to tell them again that there is none (886) or go to the kitchen and get together something you might pass off as their favourite dish (888)?

692
Silver Springs
Doonican grins and says he admires the man who wants to turn a molehill of gold into a mountain of the yellow magic metal. He offers you a safe investment (1124), a Ponzi scheme that he will give you the inside running on (1126) or a small stockholding in the bank itself (1130).

693
Chaffing Way
As Jelly finishes disappointing their hopes, you see two dwarves pick him up, lick their lips and grin nastily. Do you want to rush to help him (890) or go hide in the kitchen (892)?

694A
Swattage Hill
If you lost, take 1d6 CON loss – the boy really turns the screws! If you won, he takes his medicine without complaint and then tells you they’ll give you a trial and take you to their boss. Go to 694B.

694B
Throgludite Crescent
After a while you are blindfolded. Then you are manhandled down a narrow flight of steps until a hand on your shoulder forces you to stop. The blindfold comes off and you see a toad-like young man, dressed in finely tailored tweeds, helping himself to buns from a silver salver proffered by a page boy. “So,” he says greasily, “what’s it to be? Special agent, chimney sweep, Grand Vizier, scout, concubine?” Write down your choice and go to 1136.

695
Chaffing Way
Just as you get to the door, a loud chorus of angry invective is hurled at your back – while the bottle is hurled at your head. Make a L1 SR on DEX to see if you can deftly side step and go to 894.

696
Swattage Hill
The boys have taken a disliking to you, baiting you as they march you though the streets. It would be enough to try the patience of a saint. Make a L1 SR on INT or CHR – your choice. If you make it, you bite your tongue and store up that feeling of violence (go to 694B); if you failed, you succumb to the overwhelming urge to lash out. Foolish, as you are heavily outnumbered - foolish and an unhealthy option. The boys take you into a back alley and give you a beating before dumping you (lose 1d6 +1 CON). You don’t get the chance to lie their in your sorrowful state for long because… (go to 200).

697
Chaffing Way
Is the Pope a catholic? Yes – they notice! Angry dwarves seize hold of you and carry you through the kitchen and out the back door. Then they stuff you inside the nearest garbage can and slam the lid shut. One of them has a *Lock Tight* sigil and is not slow in using it. The air inside the can, which hermetically seals when shut for hygiene reasons, quickly begins to run out. A good few Wizard-Gods have been taking an interest in your antics (there's not much else to do when you are approaching omniscience) so you might get your bacon saved if… You need to make a L2 SR on WIZ to be let out before you expire. Every round you try, you also need to make a SR on current CON, losing the difference if you fail (minimum 1) – each round the CON SR rises by one level. If you make it, you are dumped back at your pig sty (1) with any injuries fully healed.

698
Solitude Street - Percy's Picture Palace
You are about to bomb an art gallery. There are guards on the door so you need to throw accurately and do it before you get to point blank range. Buck yells out some encouragement – "Splash their blood on them canvases, boy, and you can sign 'em and make a fortune!" Make a L1 SR on DEX and go to 1138.

699
Trollhalla Row
If you just died, the Bring-out-the-Dead man is pleased to accommodate you on his cart. If you are still in the land of the living you may hobble away to one of the city's hills: Hemlock Hill (420), Fool's Hill (430), O' Vather Hill (440) or Jack and Jill's Hill (450).

700
Solitude Street - Percy's Picture Palace
"Now hold on a minute, partner!' Bucks drawls with a wide grin. "You got you some spunk. Tell you what, I'll throw the bomb and you can join the Bunk House Boys. What do you say, boy" If you want to ram the bomb down the front of Buck's leather pants go to 1140 but if you want to sign up with the Bunk House Boys go to 1142.

701
Trollhalla Row
That was popular. The first drink turns into two. Do you want to spend the evening hanging out with you new friends and getting hammered (896) or do you want to bid your fond farewells after two drinks (450).

702
Sandune Street
Holy Tornado, Batman! That's just peachy! Add in Cleo's intercessions and you have a hotline to the "Halla. Rainbow dust cascades out of nowhere all over the pair of you, followed by confetti.

You have been connubially bound with Wizard-God power. At last, after all these ages, all those bitter disappointments and almost-could-have-beens, Cleo has her Mr. Perfect (if you were female, you're not now – magic can do that!). Wedding gifts shower down – a cutlery set, a nice bedspread, a teapot, matching fluffy slippers, footstools, the works. Your attributes are raised to so that they match they identikit husband Cleo has dreamed of (STR, and CON 40, INT and CHR 50, WIZ and LK 60, DEX and SPD 30). You may now kiss the bride… Once that is thoroughly done, you must think of your future together. Do you want to go on honeymoon (967) or start a family (969)?

703
Trollhalla Row
Ilya Kurisiti reckons you could please a much bigger crowd. He offers you a three fight contract in the fabled Arena on double the normal terms. If you will accept you need to acquire the **'Arena of Khaboom' from Khaghbboommm Press**; if you decline, you may slip away before anyone else accosts you (430).

704
Sandune Street
If you made SRs at least at L2 on both attributes, you have stirred the hearts of the great and glorious. Go to 702. Anything less and read on…

A noble effort but a failure by the lofty and exalted standards of those who watch over Cleo and wait for her Mr. Right to appear. A miss is as good as a mile and suddenly you feel as if icy fingers are clutching and squeezing your heart. Go to 799.

705
Trollhalla Row
If you failed the CGR SR, Spasspecker grits it out and yours is the arm that goes down in the candle grease. Much impressed, Spaspecker buys you a drink and offers to take you to see a man who may be interested in hiring a strong right arm. If you want to follow this up, go to 689 but if you think it best to quit while you're ahead, you can part company now (420).

706
Sandune Street
You have just given Cleo the time of her life! She wants more and she does not want to ever be without you again. You have made a star burn in the heavens and drawn attention to your prowess and her happiness. She pulls you to your knees and joins you, hands entwined, raised to the skies She screams and you scream (its kismet) and… your fate is cast. Go to 702.

707
Dungbeetle Scrubs
Seems you got rather disorderly last night, fuelled up on testosterone after your epic victory. Perhaps it would have been better not to have taken the landlord's daughter dancing at that troll nightclub where the bouncers party harder than the clubbers and club the party goes pretty damned hard. Anyhow, you wake up behind bars – and not ones that serve beer (163).

708
Sandune Street
You have put in a sterling performance and Cleo's applause rings in your ears as she offers you a cigar. She decides to keep you on for a while.

Keep rolling 2d6 until you get a critical fumble. Every time you dodge this bullet, you get to stay the night and an attribute rises (add 1d6; you must choose a different attribute each time but can start over when/if all eight have been raised. When the CF comes up, she kicks you out and whistles up a new 'friend'. The sun has shone on you but it has sunk below the horizon now and you must away – go to 414.

709
Liliyliver Lane
With her hand in yours, it seems you are on a promise. Her allure tugs at your desires constantly as you walk back through the streets, others quickly shifting out of her way. With each step you become more and more fixed on the woman who is leading you through unknown city streets. Make a L2 SR on CHR. If you make it go to 898 but otherwise you eventually are shown into a dark house where you partake of a brew; you feel drowsy and very cosy in the little room she has taken you to. Go to 231.

710
Sandune Street
Never send a boy to do a man's job. You never managed to light Cleo's fuse and proved to be a damp squib. Those who watch over her take a dim view of your failure. Cleo has a soft heart and falls to her knees to beg forgiveness for you but a small thunderbolt bounces off your head… Go to 799.

711
Trollhalla Row
Black eyes flash with a bitter red fire. Her face suddenly looks 50 years older. Hatred personified stands before you. Will you yell for help - 901, knife her (even if it is just with a dinner knife from an uncleared plate) - 903 - or jump out of the window, desperate to get away - 905.

712
Swattage Hill
"Well, Muttley, I fink that sounds like the top gang in town, I fink we wanna join your gang, boss," concludes Dasterdly. Muttley just laughs inanely. If you want, you can send the two ogres off on a wild goose chase and (probably) never see them again as you saunter off to greener pastures (414) – or you can tell them to stand either side of you and parade through the city, showing off your new body guards (973).

713
O'Vather Hill
If you failed the SR, the scurrilous verse of the poet causes a serious lapse in concentration for the mortified barber and much blood flows – yours! Lose 1d6 CON and, if you still live, Pantagathus has you rushed to a doctor by litter bearers (go to 12). If you were successful, Pantagathus first laughs, then has the poet kicked out for being distracting and rude. When he finishes shaving you, you chin is as smooth as a baby's diaper. You owe the barber 5 silver pieces. If you can pay go to 907 but if you are skint go to 909.

714
Swattage Hill
“Dunno about you, Muttley, but I fink that’s a load of old codswallop!” roars Dasterdly. Muttley laughs inanely and burps nastily, perhaps in anticipation of bones to crunch on. The ogres take an arm each and march you across the city until they come to a butcher’s shop. The sign above the awning says ‘Sweeny Todd’s Pies and Off Cuts’. Sweeny soon turns out to be a four-armed uruk with big kitchen knives in each hand. An argument ensues between the two ogres as to whether you would be best in a pie or to remove your marrow would be preferable. Dasterdly thinks ‘pie’ while Muttley wants marrow. Sweeny tells you to decide. If you would like to be made into a pie, go to 975 but if you would rather have your marrow extracted, go to 977.

715
Resurrection Road
If you failed the DEX SR go to 911. If you succeeded, Dr. Crusher is delighted! “Much cheaper than paying one of Merlot’s high and mighty friends at the Guild to do a *Born Again* spell on me and then paying someone from the Dark Brotherhood to bump me off so I come back in a more youthful body. Top hole!” The doctor feels so generous that he heals all your wounds, gives you a potion that will permanently double your DEX and then pays his wizard chum Merlot to mix you an attribute potion of your choice that will add 2d6 to that attribute. After booking another appointment with you for next week (just tea and buns as payment this time), the two farewell you and you’re soon walking briskly up a hill (430).

716
Swattage Hill
Their MRs are as follows: Dasterdly 50, Muttley 45. I expect they will kill you and thoroughly enjoy it. If they don’t (somehow you kill them or you manage an improbably high saving roll – maybe L6-ish – and escape) you can go to 450.

717
Resurrection Road
Bingo! You have hit the jackpot! In a closet in his bedroom, you find a pair of *Jump Boots* (these double STR for jumping and double DEX for balancing – they do not affect combat adds). What’s more, you find in a tea caddy a pearl-studded glove. There are five pearls and each one is able to deliver, once and once only, a concussive blast to the victim of 100 (the wearer is unharmed and may elect to detonate more than one at a time). Oh happy day! Now go hill climbing (450).

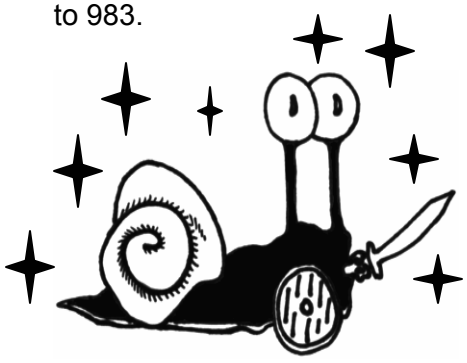
718
Swattage Hill
Roll 2d6 for each ogre (no DARO) for both INT and CHR. Make SRs for them on both, then for you, If either of them beat you on either roll, they lick their lips and attack (go to 716); if you hold your own or better, the stern rebuke you deliver puts them firmly in their place. Subdued, they look to you for instruction. If you want, you can send the two ogres off on a wild goose chase and (probably) never see them again as you saunter off to greener pastures (414) – or you can tell them to stand either side of you and parade through the city, showing off your new body guards (973).

719
Resurrection Road
Nothing too spectacular, I'm afraid. You do find a purse with coins worth 200 GPs plus a silver dagger enchanted to get 6d6 and double against were-types. Any further searching is likely to lead to trouble (913) but you can quit with what you've got and go climb a hill (440).

720
Swattage Hill
If you failed the saving roll, you are now limbless and bleeding like the Niagara Falls in flood. Make a L4 SR on WIZ and go to 979. If you made the saving roll, somehow the stretching does not kill you, nor do your arms and legs come off in the ogres' clammy paws. Instead, your body tingles with khremmatic energy and you just know that a watching Wizard-God has taken a fleeting interest in your plight. Go to 981.

721
Acorn Lane
Other citizens doff their hats or pat him on the shoulder as Celer makes his way through the city to his studio. A popular fellow, clearly, he is bright and breezy with his many acquaintances. His workshop is set back from a big house and he removes the key from under the stone head of a medusa, careless of revealing its location to you. Once inside, he quickly tells you to get undressed behind a curtain while he sets up his easel. If you do as he asks go to 915 but if you don't fancy being a nude model you can run off while he is occupied (440).

722
Acorn Lane
A chill runs down your spine and you feel a sudden surge of panic. Make a L1 SR on CHR. If you fail, you yield to the desperate urge to flee – go back to 558 and decide whether you try again or call for the gremlin (every time you try that CHR SR again and fail, you will lose 1 point of INT permanently through terror damage). If you make the CHR SR, you gird your loins, re-knot your loin cloth and plunge on into the dark, brooding nightmare world of the unknown… Go to 983.



723
Resurrection Road
You have been turned into a Snailkin. You now have a very durable, sleek and exquisitely patterned shell you can sleep in or retreat into (it takes 50 hits, no less). Your SPD is one fifth of what it so recently was. Now, that WIZ SR… If you made L2 or better, the spell wears off in two days time (let's say the end of this adventure). Otherwise, it's for keeps. Crawl away to 420.

724
Acorn Lane
The gremlin comes swiftly, gleefully even. When he assesses the situation, Gangooly laughs and takes out a coin. You sense magic, strong magic, coming from it. "Heads or Bottoms?" he asks. If you call 'Heads' go to 985, if you call 'Bottoms" go to 987 but if you simply attack the little green monster man go to 989.

725
Mortuary Lane
Unfortunately, the Pharaoh is no idiot and he wears flame-proof bandages. He makes a lunge for you, a lust for murder blazing in the sunken pits that were his eyes. Make a L1 SR on DEX. If you make it go to 933 but if you fail go to 935.

726
Acorn Lane
As you pass through the narrow door a sickle swings at you from an invisible niche in the wall to your right. The blade whistles through the air at neck height to whatever is passing by (more magical nastiness). Make a L1 SR on DEX or on SPD – your choice. Fail and your head parts company with your neck and rolls down a chute and eventually ends up in a bowling alley where you retain consciousness with no ability to act. Strike! Make either roll and you keep your head on your shoulders and proceed towards Trollgod knows what – go to 991.

727
O'Vather Hill
You find a purse with 25 gold pieces in it, a bunch of keys and a notebook. The notebook has the painter's name and the address of his studio. Do you want to head for his workshop in Acorn Lane (923) or head for somewhere you can take your bearings (440)?

728
Acorn Lane

Passing through the wide door to the 'place beyond', everything suddenly goes black and you feel dizzy. Your head spins and your mind somersaults until you don't know if you're here, there or everywhere. In a sense, you are nowhere. Nowhere transforms itself into something your eyes can comprehend: a grassy meadow, dappled with sunlight, and a crystal clear bottomless pond. The pond is covered with lillypads and in the centre, on a particularly broad pad, sits an enormous frog, its tongue sometimes shooting out to capture passing dragonflies. The frog blinks at you, its eyes without doubt sentient. There is nowhere else to go for every time you turn round, you get the giddy sensation again and your feet turn involuntarily back to the pond and the frog. You intuitively know you have but two choices – to swim to the frog (993) or to step from lillypad to lillypad to reach it (995).

729
O'Vather Hill
People are shocked by what has happened and, in the main, looking at the fallen figure gushing blood. Will anyone take an interest in the killer? Make a L2 SR on LK. If you make it, you get away (440) but if you fail, you may live to regret your actions of late (go to 925).

730
Acorn Lane
Some would quail at the prospect of investigating a vampire's lair. A passing Wizard-God gets out his *Rod of Rising Sap* and zaps you, adding 1d6 to your STR to match your inner fortitude. Life can smile too! You find several coffins, some chests and a leather bound book, sealed with an iron lock.

If you would like to open a coffin go to 997, if you would discover the contents of a chest go to 999 and if you would attempt to unlock the ancient tome, inscribed with unfamiliar runes, go to 1001.

731
Mortuary Lane
The dog-headed figure licks his lips as he looks at you and then bows low to the Pharaoh, who introduces him as ‘Agonadzeh’. The great Asharphazar sits on a deep, velvet-padded chair with a high back and the heads of asps shooting up form both sides at the top. “I have trouble with haemorrhoids,” he says, a trifle shamefacedly, seeing the quizzical look on your face as you wonder at a mummy needing a padded seat. “Now, place your hands in those manacles and put your feet in those shackles. Agonadzeh will make you, ahem, comfortable and then we shall see what can be made of you.” The torturer avariciously puts keys into locks to ensure you will not be able to move much once he begins his delicate work. The first step in his procedure is to insert a needle heated to a red hot tip into your left nipple. Make a L1 SR on CON and go to 927.

732
Acorn Lane
Fangkovic regards you with a degree of distaste mixed with curiosity. “Shall I enslave this one?” he muses, a tad petulantly. It is a matter for the whim of fate. Make a L1 SR on LK. If you fail, he simply leaves your carcass to rot. Make it and you are vampirised! Look up vampire modifiers in the guide book of your choice and modify accordingly. You are, of course, Boris’ slave. He gives you a mission: bring him back a blood sample from the Mayor of the city without killing him; do this and he promises, fingers crossed tauntingly, to free you. (This is a lie and he will never do this.) Then he ejects you with a swift boot on to the streets. Wander your way to a busy intersection and go about your business with a stiff upper lip (414).

733
Mortuary Lane
Asharphazar roars with displeasure and commands his torturer, the dog-headed Agonadzeh, to give chase. Let’s start by seeing if you get lost. Make a L1 SR on INT and go to 929.

734
Viletooth Crag
If you made the saving roll fine, if not you have no head for these heights and all saving rolls will be one level higher until (if!) you reach terra firma. The climb down requires both a firm grip and a sure touch – a steady nerve is a given. Make L1 SRs on both STR and DEX and then go to 902.

735
Viper’s Nest Caverns
Let’s begin with his shot. If you did not manage that LK SR, the bullet smacks you right between the eyes and blasts out the back of your skull, taking all matter in between with it (that’s it, dead and gone!). However, if he failed to hit you we should see what you did to him. Did you make the DEX SR? If so, go to 931; if not, return to 520 – you can both aim to do better!

736
Viletooth Crag
You might make a good kindergarten teacher. At any rate, you now have an adoring clutch of chicks ready to do your bidding. What would you like to do now? You could ask them to pick you up and fly you to the ground (904) or you could attempt to climb down (566) or you could ask them to fly you to any place they might have heard their mother speak over where there is treasure to be had (906).

737
Ghoulish Gardens
The ensuing explosion sends great globs of goop spraying out in all directions. If you want to avoid this nasty, sticky semi-organic pulp, make a L2 SR on DEX and go to 937 but if you can't be bothered or think 'bring it on!' go to 939.

738
Viletooth Crag
You fail to make the grade for *in loco parentis* status. All the chicks turn on you and savagely peck you, devouring flesh until there is none left. You are quite thoroughly dead unless you can make a L3 SR on WIZ, in which case go to 908.

739
Ghoulish Gardens
"Maybe we can come to terms," says Cyril the Zombie-Master. "My friend calls me Cyril," he adds ingratiatingly. "If you scratch my back, I can tickle your fancy," is the best he can offer. You sense zombies encircling you as you listen. If you want to grab him by the scruff of his over-inflated neck and use him as a hostage and a shield while you make your way out of this abominable hole, go to 941 but if you want your fancy tickled go to 943.

740
Blacksoot Place
Not good enough. A stony silence ensues and you realise you are on rocky ground. The gorgons all begin to move in on you, their eyes seeking to fix yours so that they may add another garden gnome to the collection. Make L1 SRs on INT, LK and SPD (you need to be smart, lucky and quick to get out of this with your mobility preserved). Fail and you look into the eyes of a fate filled with bird droppings – you are lost to yourself, forever a sentient statue. Make all three and you judge when to look away and when to seek a gap in their ranks; you are swift enough to dart past their grasping arms and you have the prerequisite luck the Trollgod demands – you get away and don't look back (414).

741
Ghoulish Gardens – Degradation Level
The zombie master tells you his name is Cyril. "Nice one," you may well think if you support Tottenham Hotspur. "This is not so much White Hart Lane as Black Demon Hell," Cyril says conversationally. "I'm in league with a demon called Molochos and I shall ask him to give you the pleasure and pain treatment. Which do you want first, by the way?" If you opt for pleasure go to 945 or to 947 if you think it best to get the pain over and done with before relaxing in a warm bath of pleasure.

742
Blacksoot Place
Before too long (and who can say how long that actually is with any degree of certainty, whatever the subject?), it is abundantly clear that you are boring the pants off the family. Some are getting restless. Others look sleepy. Do you want to monologue on (910) or shut up, take a bow and run for the door at the back with the flame emblem on it (912)?

743
Trollcough Street
Guns sometimes misfire; sometimes they blow up. Roll 2d6. If you got a double 1, the cannon misfired (go to 949); if you got a 1,3 result the gun exploded with deadly consequences- for you, that is – you are D-E-A-D. Anything else and you should go to 951.

744
Blacksoot Place
These gorgons are a highly respectable family, much decorated for services to the city (no need to feed prisoners and pay gaolers when you can just add to the fine collection of statuary in the city's many parks). You have hit the right spot and even Kissero inclines his head in respect for your oratory. The elf slips you a pair of goggles to save any embarrassment and you are invited to the wake. Go to 914.

745
Trollcough Street
Conn smirks maliciously. 'You worm! You don't have the backbone of a jellyfish." He makes to clap his two hands hard about your head. Try for a L2 SR on SPD. If you make it go to 953 but if you fail take 3d6 CON loss. If you still live go to 959.

746
Blacksoot Place
Callous but effective in that the family makes haste to save their relative (who hadn't thought to tell them that his morbidity had extended to this trial cremation run). Wouldn't you know it though! The teenage niece decides to go for you instead of her uncle, whose wandering eyes she has never trusted. If you want, you can try to slip past her (916) or you can attempt to grab her, either as a kidnap victim or to elope with (918).

747
Cauliflower Row
A brave move, exploring the sewer tunnels for hidden objects. That will take up much of your attention and there may be things down here worse than ogresses (hard to imagine, I know). How much of your focus do you want to put into searching? If you give most to this task go to 955 but if you hedge your bets and place equal importance on minding your back go to 957.

748
Blacksoot Place
Brave? Reckless? Fatal? At least one of those, I'd suspect. Uncle Stilton doesn't want to take this lying down. Luckily, male gorgons of this line don't have the stone-making power so all you have to do is wrestle him flat and shut the coffin lid. He has a wrestling MR of only 10 as he is in a strategically unwise semi-prone position. You get 1d6 plus your adds with STR adds trebled as you are on top. If you get the coffin shut in the first round (by beating his wrestling score by 10 or more) go to 920 but if you can't get him to stay down so easily go to 922.

749
Cauliflower Row
An easy climb up a stout iron ladder (most people don't just fall into the sewer but then you're certainly not most people) – unless the 'Sewer Lurker' gets you! Make a SR on LK. You get up to the street (414) with anything but the dreaded 1,2 critical fumble combination (if you roll *that* go to 759).

750
Flaggon Fields
The Watch Sergeant's footsteps can be heard, coming to see if you are making a decent fist of this work. Not anyone you have seen before, the look in her eyes tells you that Sheena the Ballbreaker is not one to suffer fools without administering physical punishment. When Sheena is some fifty paces away, a large blow fly lands on your nose. Do you want to swat it away (924) or ignore its attempts to explore your nostrils (926)?

751
Cauliflower Row
Heading north brings you to an interesting occurrence – a shadowy figure entering a secret door! Now you know where the door is and you've seen the opening mechanism, hidden cunningly in a slimy crevice. You could just climb up a ladder, raise the manhole cover and return to street level (430) or you could screw up your courage and follow the shady character (go to 961).

752
Higginbottom Gardens
After what must seem an eternity, she softly speaks. "I'm lonely. Can you understand? Other gorgons are public servants, providing a sculptural alternative to the death sentence or the expense to the taxpayer of life imprisonment. I just like to petrify for the sake of petrification. I was told that if someone agreed to gaze willingly into my eyes, I might find a mate. Will you do that for me, sweetie?" If you say "I will" willingly go to 928 but if you tell her you would rather help her find someone with better credentials than a wretch like you go to 930.

753
Cauliflower Row
Going south leads you into the teeth of doom – directly into the path of the 'Sewer Lurker'. Slow splashing sounds alert you to the presence of *something* and then a foul, rotting smell makes it clear that the something coming your way may well be wicked… Do you want to run back (963) or slip under the treacly sewer water, wait until it is close and at the last moment leap up and take it unawares (965)?

754
Higginbottom Gardens
Hope you have a big appetite. She is a trifle sluggish so a L1 SR on SPD is all you need to stop her from seizing you and twisting you until she can petrify you. Then you would need a dental dexterity L1 SR to get your gnashers anchored on her larynx. Let us suppose you failed the SPD SR or the DEX SR – you would be a lovely statue for her garden.

If you avoided that mis-happenstance though, with teeth locked on, you would need to do 10 or more biting damage before she got hold of you, ripped you from her and smashed you to a bloody pulp against the nearby statue of a munchkin she stopped finding charming some years back. You get 1d6 plus your combat adds for your oral assault on the lady. If you triumph over such adversity go to 932.

755
Cauliflower Row
You have defeated a very surly, somewhat psychotic ogress and you now have free access to the sewer system. Take a bonus 100 APs. You can head east (996), west (998) or climb out and make for the higher ground where the air smells sweeter (440).

756
Cauliflower Row
A corpse fetches just 1 gold piece. The Bring-out-the-Dead man fishes a coin out of his pocket and flips it to you and then he does a double take. Perhaps he recognises the body! Make L1 SR on LK. If you make it, he sighs, blinks and gets on with his morbid work – you can clear off (go to 420); if you fail, he looks at you with a mixture of anger and fear and whistles for the City Watch – go to 934.

757
Cauliflower Row
You have been slain by a very surly, somewhat psychotic ogress and you now have free access to the afterlife. If you can get your story back down to Trollworld you may have quite a scoop on your hands!

758
Abbey Road
Lennon takes the bomb, makes sure it's active and quickly hands it back to you. A farce ensues with the bomb going back and forth as the fuse fizzes and burns down. You need to get out of here like yesterday! Make a L2 SR on SPD and go to 936.

759
Cauliflower Row
The ogress shakes her ungainly, unlovely head, spits and tells you that there's more to life than kissing and cuddling and that you could team up with her a deal with the 'Sewer Monster' and steal his treasure. If you think this sounds your sort of caper go to 1002 but if you want to take the opportunity to run from the big, ugly bruiser before she can lay hands on you again go to 1004.

760
Pentagram Square
You arrive outside the Mayor's office with the would-be revolutionary hero. There are plenty of guards outside. Before you can ask what he has in mind, Lennon pulls from his jerkin a long, thin tube with a bulb at the end. It was well hidden, disguised as the arm he lost in his last failed coup. He sprays guards and passersby alike with oil and then jets flame from his eyes at his victims. Amidst the screams and shouted orders, you see there is a chance to run inside with the bomb. Do you want to run away in the confusion (414), slip into the Mayor's office (938) or try to help the victims (940)?

761
Cauliflower Row
An awesome choice! Take 100 bonus APs for audacity! You'd better have a strong grip (L1 SR on STR) and you'd better have a sound sense of judgement as to where and when to exert pressure (L1 SR on INT) and you'd better have more than your share of luck just because… (L1 SR on LK). If you make all those go to 1006, if not go to 1008.

762
Five Card Frank's – Razorwit Road
Lux Interior weighs you up with a practiced eye and fires out a few shrewd questions before asking you if you are willing to swallow a "*Spill No Beans*" potion – mixed with a shot of uruk brandy to take away the pleasant taste. If you drink the potion go to 942 but if you decline your choices are to leave (414) or go over to the card game on the platform (561).

763
Moonshine Parade
The ogress is very sensitive now she's arrived in this place of pulchritude and nubility. She scans her audience for signs of approval. Make L1 SRs on both CHR and LK. You need to have raw, animal appeal but, right now, you also need a good dollop of good fortune. Go to 765.

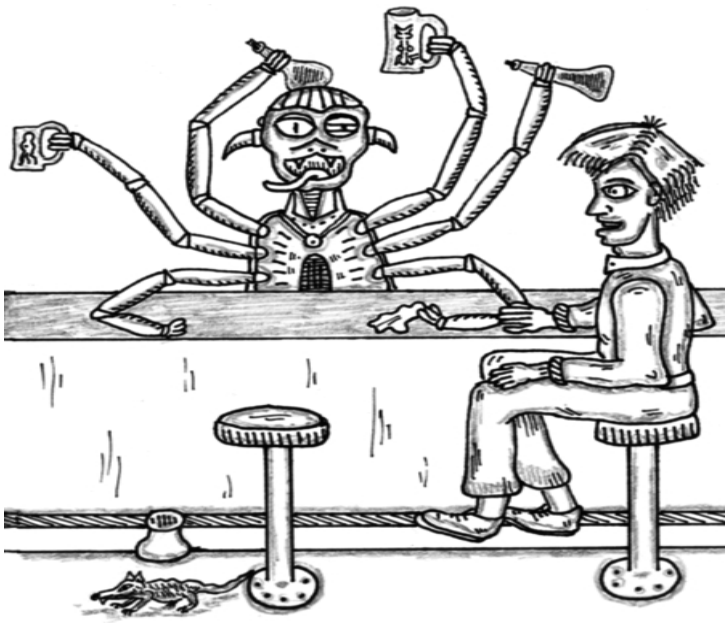
764
Five Card Frank's – Razorwit Road
As the words tumble out of your mouth, you feel something prick you in the back of the neck and you hear the flutter of tiny wings before you slip into the black void of unconsciousness. Go to 944.

765
Moonshine Parade
People are stopping and staring, gawking even. Khaboom fashions can be pretty outré but this takes the proverbial biscuit. If you did not make those two saving rolls, your ogress can tell she is being ridiculed and her feelings are more easily bruised than her body – go to 1010. If you were successful on both, she reads the lingering looks as those of admiration and envy, hears the whispered comments as approbation and acceptance – go to 1012.

766
Five Card Frank's – Razorwit Road
As you watch vigilantly, you see it happen again. There is no doubt. Do you want to accuse Frank of cheating (764), leave (414), queue up for an interview with the fairy at the bar (762) or take a just-vacated seat at the card table, put down some coin and play a hand or two with Frank (946)?

767
Curse Street
You can now eat your fill of bananas. These bananas were grown in the extreme conditions of the Jungles of Phantog (**see 'Wizard Went A-Wooing' from Khaghbboommm Press via DriveThru RPG or Lulu Publishing**). They were teleported in this morning for a very wealthy client with particular tastes (the plutocrat, Davor Pisk, if you must know). They have wondrous medicinal properties and your CON is fully restored. By the time you have snacked and healed, you are somewhere else (go to 420).

768
Five Card Frank's – Razorwit Road
The barman, who you hear called Whuppya Hyde by an inebriate at the bar, squints at you from his one good eye and asks what it is to you. If you back down go to 948 but if you tell him you just want to know how the land lies and now you're ready to take up the vacant seat at Frank's table that's just offered itself up, go to 946). You have one more option – you can grab the barman by the throat and tell him you'll spread the word about this place's dishonest ways (950).



769
Curse Street
The spider bite sends your system spinning into dizzying orbits, rocketing out of control, on a course set for the heart of the sun. Fortunately, touch down does not occur and burn up is limited to the loss of your eyebrows as the power surging through you settles into a rhythm dictated by the confines of your body. However, you soon discover you have gained spider powers! You can climb up walls and spin webs, either for you to swing on or to trap foes (the maximum length is 100', the maximum area is 20' foot; foes trapped need a L2 STR SR to bust loose immediately, L1 to rip through the webbing after one round; the webbing does not gum you up). Your STR, CON and DEX are all doubled. You are able to explore the city with fresh zeal – start at 440.

770
Ackland Street
Edna slaps you face – hard (lose 1 CON). "Some things are just not meant to be!" she storms and tells you to get out and never darken her doorstep again. Do you want to press your suit (774), cut and run (440) or apologise and ask why that upset her so much (952)?

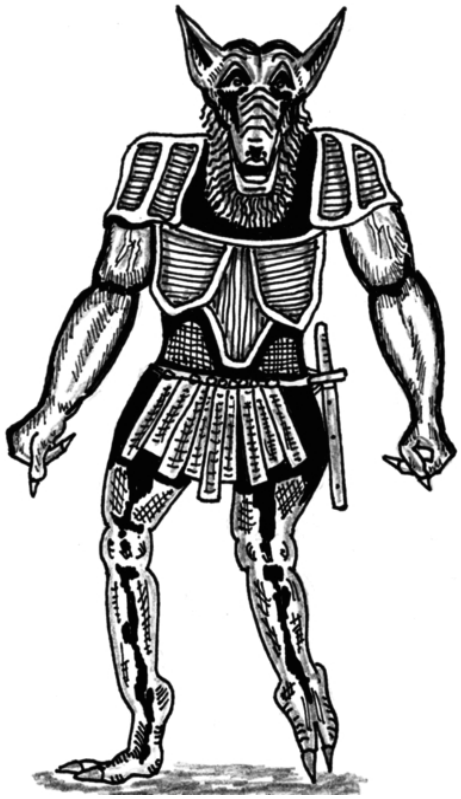
771
Curse Street
The overwhelming power of the energy the spider transmits seizes you in a giddying grip and smashes your senses relentlessly. When the tsunami of pain and distortion ends, you find your STR, CON and DEX have been halved, the price for not becoming a spiderman. You must trudge feebly to a less dangerous part of the city. Go to 420.

772
Ackland Street
Edna's face dances between joy and sorrow as she tells you that you are her long lost baby and of how she had to give you up at birth because she was so sick – those she gave you to care for were taken by slavers and murdered and she lost track of you, assuming you had been sold to some family unable to produce heirs. Then she looks lovingly at you and tells you how you have grown to be much more than she could have ever hoped for. Edna reaches up to her bookcase and brings down an ancient dragonhide tome and hands it to you.

“This is your birthright. If you can open the book, the power and wisdom of our family will flow into your mind.” The book has a brass lock with a series of five revolving numbers. Do you want to hope to get lucky (954) or focus all your being on telekinetically shifting the numbers to the sequence called for (956)?

773
Rogues’ Guild – Stealth Street
With a gruff ‘thank you’, the fellow goes off to take the scroll to a higher authority. As he leaves you, another figure approaches, this one dressed in a bright blue velvet waistcoat and voluminous white trousers, from the belt of which hangs a sword with a glowing red tip. The man eyes you speculatively and tells you to follow him. Do you want to make a bolt for the exit (1016) or do as he bids you (1018)?

774
Ackland Street
“You monster!” screams Edna. “I am your mother. Would you be a mother molester?” With a flash of her fingers, she casts you from her house. One moment you are there and the next you are falling from a great height over a park. There is a lake in the park. Make a L2 SR on LK. If you fail, you land on park railings and are impaled, taking far too much damage to even dream of living -ok, if you must believe you should survive, go teleportally back to your pig sty (1). If you make it, you hit the water instead of the railings (958).



775
Rogues’ Guild – Stealth Street
“Very well,” the gnoll acquiesces, “follow me.” He leads you down a spiral staircase, past doors marked with glowing runes, until you come to a shimmering portal, scattering white light all about so that it is impossible to see through it. Your escort turns on his heel and it is evident that this is your destination. If you want to walk through the dancing curtain of light go to 1020 but if you want to go further down the staircase go to 1022.

776
Throgludite Crescent
Not at all impressed with your demeanour, they tell you to keep out of their way if you know what’s good for you. You can rally and try to impose your authority on the gang (960) or you can do a bunk (430).

777
Netherwallop Road
Focussing with all your will, you begin to unscramble the text. It speaks of a conspiracy to insinuate wizards sympathetic to the cause of the Rogues’ Guild within the Great Council of the Wizards’ Guild. The message is bare, no details are given, far less names but its intent is plain to read now you have mastered the script. A plot! What will you do? Deliver it to the Rogues’ Guild as instructed (1024), take it to the Wizards’ Guild (1026), take it to the Mayor’s Office (1028) or eat it to destroy the evidence (1030)?

778
Epicurean Avenue
Alevak walks into the restaurant, as cool as a cauliflower, and begins emptying plates on diner's heads or down their décolletages. Naturally, grown men howl and grown ladies smile but the maitre d'omo, a large hobgoblin with unusually delicate hands, picks the unruly youth up and throws him unceremoniously through the nearest window. The coast is clear for your attempt at recovery. Even Fanny and Johnny are spellbound by the commotion so there are only kitchen hands and the sous chef in the engine room of the restaurant. As you sneak in make a L1 SR on LK. If you make it go to 962 but if you fail go to 964.

779
Netherwallop Road
For all your determination, you can make neither head nor tail of it. The letters swim before you and scramble your wits (lose 1 INT permanently). Do you want to go ahead and deliver it to the Rogues' Guild (544) or throw it away and find something better to do with your time (1032)?

780
Epicurean Avenue
The youngster waits for your alternative plan. It will need to be very cunning indeed. Make a SR on INT. If you make L2 or better go to 966; if you make L1 go to 968; if you fail the saving roll, Alevak stamps on your foot, annoyed that you are mucking him about (lose 1 CON) – you need to go with his scheme (778).

781
Mayor's Office – Pentagram Square
The servant nods sagely and asks you how you plan to do it exactly. He twists a ring on his finger. If you want to hold your ground, and patiently explain, go to 1034 but if you it's time to cut and run, go to 1036.

782
Watergate
If you made a L2 SR or better go to 970. If you did not go to 972 unless you rolled a critical fumble, in which case go to 974.

783
Mayor's Office – Pentagram Square
The servant looks flummoxed for a moment but quickly regains his composure. "Very well. You must first take the *Test of Innocence*. We can't take risks with the Mayor, oh my!" An ape-man with knuckles trailing on the thick carpets comes to escort you down some stone steps to a barred chamber wherein lies a woman with blonde hair a hard, unloving face. She has a collection of metal instruments on a tray in front of her desk. Do you want to kneel down in front of her as the ape-man suggests (1038) or make a bolt for it up the stairs (1040)?

784
Watergate
As you go to leave, you notice four City Watchmen approaching the house. If you want to go back inside go to 976 but if you want to brazenly walk away from this house of sedition go to 978 (I'm afraid the magic on the house makes all that walk away from it do so in a swaggering, attention-drawing fashion).

785
Acorn Street
The rat-creature introduces itself as ‘Rodentius’. It is not easy to understand but seems polite and sincere. You finally cotton on to the fact that Rodentius is warning you about a monster and is offering you a *Little Feets* potion so that you can fight and win (or so he hopes). Rodentius is eager to have the place to himself and get to his store of vintage cheddars. Once you have drunk the potion, a bitter concoction little better than uruk ale, he shows you the entrance to its lair – and shoves you in! Go to 355.

786
Watergate
“So, are you with us?” asks one man, wiping his beaky nose with a loud honking sound. Without waiting for an answer, they all thump their fists on your back (lose 1 CON) and lean in close to whisper something to you. Listen carefully – this is important! Make a L1 SR on INT. If you make it go to 980 but if you fail go to 982.

787
Acorn Street
You can make nothing at all of what the little creature is squeaking about. In the end, in frustration, he offers you a potion. If you want to take it and drink the clear liquid, go to 1042 but if you want to attack him or just ignore him, go to 1046.

788
Punchdrunk Arcade
You arrive at a booth filled generously by a man with dreadlocks and large pipe named Izzy Diamonsky. When he hears of your exploits, Izzy quickly offers you a contract**.** If you wish to take this up you need to acquire the **‘Arena of Khaboom’ from Khaghbboommm Press** (this contract gives you double rewards in the Arena); otherwise, despite the urgings of your comrades, when you decide against an Arena contract, you are able to leave the lads arguing about who would win a three-way fight between a wyvern, a warg and a warlock while you take to your boot heels and go wandering (414).

789
Mean Street
You are patrolling a street filled with derelict people and condemned buildings. It could easily be the other way round. Private Partz tells you that his last partner was grabbed here by a tentacled being and never seen again and the one before that was swallowed by a Lip Globe, a monster normally found deep within dungeons. “I’m beginning to think I’m a jinx,” he says mournfully. “Tell you what, you take the left hand side of the street and I’ll take the right – it always seems to go wrong on the right!” You can do as he suggests (1048), tell him you’ll take the right (1050), tell him you should both stick to the centre of the road (1052) or decide it’s all too risky and run away (1054).

790
Acorn Lane
When you regather your wits and focus your eyes, despite the protestations of your aching skull, you find you are in a farm barn. One hen is pecking at your feet while another is nestled on your lap, clucking in a way that those wise in chicken lore would know meant an egg is coming. Then a chuckle behind you captures your attention. Go to 67.

791
Liliyliver Lane
Tossing you a look of contempt, Ted storms over to the front door and knocks on it thunderously. When Ernie comes out, the baker reaches for a rock cake and makes to dash the milkman's brains out. If you want to watch go to 1056, if you want to run off for safer havens go to 414 but if you want to kick Ted's bulging butt go to 1058.

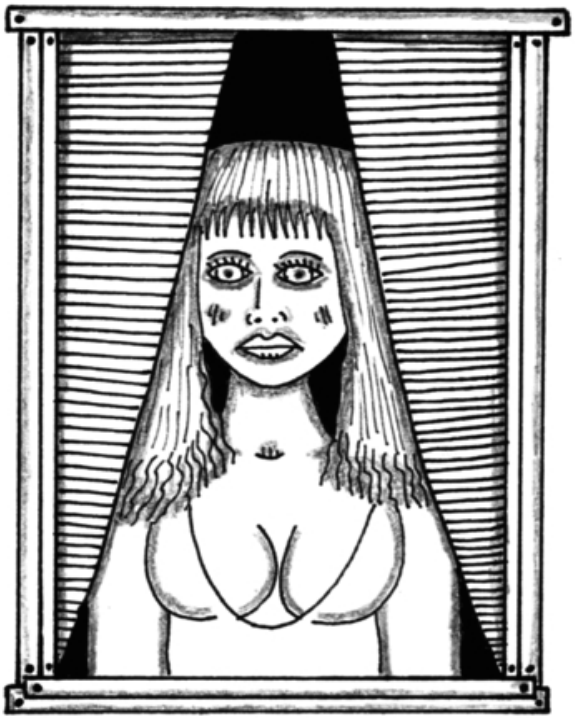
792
Higginbottom Gardens
The door swings open to reveal an amazing sight. Scores of people of a huge variety of kindreds, all shackled one to the other in a line, trudging wearily up steep slopes to a tall tower with a chimney belching black smoke from a long way up. These prisoners are being warded by tall, dark demons with long, barbed tails and elaborate, curling horns. They carry whips and you see not a few crack these lashes, bringing down the poor victim, only for a second crack of the whip to disintegrate the fallen body in a shower of fiery sparks. Surely this cannot be under the house you are in? The portal tingles with khremmatic energy and you surmise that it is a teleporter of some kind. Do you want to step through (1000) or turn tail and flee for the relatively safe city streets (414)?

793
Liliyliver Lane
"What did you say, squirt?" Ted asks incredulously. Then he reaches for your throat with malice flaming in his eyes and nostrils. He stands a good 6' 6 in his stockinged feet and today he is wearing his wyvern hide boots. If you can make a L1 SR on SPD you can bite him for 1d6 damage before he clamps down on your windpipe. Go to 1060.

794
Cauliflower Row
The sweat forms on your brow and your calluses develop on your hands. Just as you begin to lose touch with reality, a mantra of sweeping sounds dominating your mind, a hobbit speaks to you politely, begging your pardon and asking if you would be willing to sweep his chimney. If you accept go to 984 but if you either blank him out or tell him, politely or no, that you are content with your lot go to 986.

MISSING INACTION

795
Liliyliver Lane
The lonely widow, Sue, has been watching from behind her chintz curtains. Make a L2 SR on CHR. If you make it go to 1062 but if you fail go to 1064.

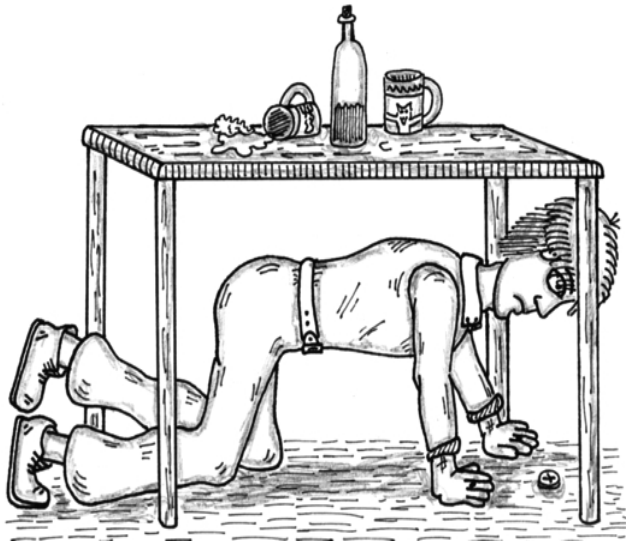


796
Cauliflower Row
Your broom breaks – sooner than your back, so there's a blessing. Do you want to go in search of another one (988) or take it as an omen and look for greener pastures (440)?

797
Liliyliver Lane
The sunlight glints from the gold tops on the bottles in Ernie's hands. He takes aim and throws with viperous venom. Then he hurls the second M-Bomb. Make a L1 SR on DEX and, if you make that, a L2 SR on DEX (don't bother if you fail the L1 roll). Go to 1066.

798
Cauliflower Row
No one is much interested in a refugee road sweeper. You leave your broom and your aches and pains behind you and don't stop until you are on higher ground, physically if not morally (450).

799
Sandune Street
Well, it's not fatal. Cleo's devout heart saves you from punitive attention but, despite her best efforts, the Wizard-Gods don't see you as a suitable match for the apple of their eye. Her lovers, once spurned, normally go one way and that way is down – and when down, they stay down. You see the look of disappointment on her lovely face. Do you want to run for the hills (430) or face down whatever is coming (971)?



800
Stilton Street
It is quite cosy under the table, albeit a little lacking in personal space.

"Very well, Nozzer, let you begin without undue tardiness."

"This I shall do, as you say good Boodle, once I have consulted my pocket dictionary as to the meaning of 'tardiness'."

“Let that pass, for you are no scholar, Nozzer, so simply tell what must be told.”

“This I now do, Boodle, this I now do… The self-styled bishop who stole the sacred relic, the *Holy Snail*, is nothing but a rogue wizard, one Les Cargot, who both Guilds wish to eliminate before he completes his works on a new form of magic he chooses to call ‘*Rhetoric’* but it simply is an excuse to belittle and bad mouth all who dare oppose him!”

“Hence and whereforth, we are on a nice little earner from a good number of the movers and shakers in this fair city, are we not, Nozzer?”

“That is once more perfectly correct, Boodle. Being masters of disguise, none of them know we work for many but are our own master!”

“I must correct you, Nozzer. You are not in any fashion my master!”

“I stand corrected, Boodle – or, to correct myself this time, I squat corrected.”

“Now it is fair to say that we, too, want this Cargot fellow and his dirty knight stopped and that is where you come in. We know that you have reasons a-plenty to end Monsieur Cargot’s salad days and so we have assembled a group of gallant knights to journey with you to regain the *Holy Snail*.”

“We have been unstinting in our labours on your behalf and have spared not one horse, have we, Boodle?”

“Well, there was the one you rode in the *Khaboom Derby*…”

“Ah, yes, Boodle… again I squat corrected. But to press on with pressing matters, you will find that the trap door upon which we squat is a portal that will take you to your *Knot of Knights* so without further ado we shall adjourn to the dessert cheeses while you avenge your family and make everyone very happy.”

The two hobbits attempt to bow to you as they leave but the impression is spoiled rather by virtue of the squatting position they are forced to make their bows from. You see their derrieres depart, leaving you to open the trapdoor and take another nausea-inducing teleportation trip (go to 900).

801
Cauliflower Row
A passing gnoll swears at you and tells you to get back to work. He doesn’t look official, just big, ugly and nasty. You can do as he says and soldier on with the broom (990), shove the broom up a part of him where the sun don’t shine (992) or run off as fast as you can, possibly raising the middle digit as you depart (994).

802
Addled Pate Tavern
There is a lamppost outside the ‘Pate’ and a rope is easily thrown over the top and the noose at the other end slipped over the wig salesman’s neck. “That’s Johnny Furriner,” one eager dispenser of justice yells at you. “He’s not from these parts and we don’t want his sort round here!” Another, a woman, cries out that Johnny sells wigs that eat your scalp and chew your brain. Soon there are many such hysterical claims, almost enough to match the xenophobic bigotry that runs rampant. Johnny looks rather anxious. He calls out for mercy just as you find the non-noose end of the rope thrust into your hands. “Pull!” demands a great fat man; “Heave hard!” hisses a greasy, spotty woman. Do you want to pull on the rope to raise Johnny skywards (1003) or flip the rope free of the lamppost and make a run for it, Johnny Furriner in tow (1005)?

803
Silver Springs - Fool’s Gold
As you step inside, a leprechaun is a shiny silver leotard rushes up to you and asks you if you have any gold. Another, dressed in emerald glitter dungarees asks if you are a fool. If you say ‘yes’ to both, go to 1146; if you say ‘no’ to one or both, go to 1148.

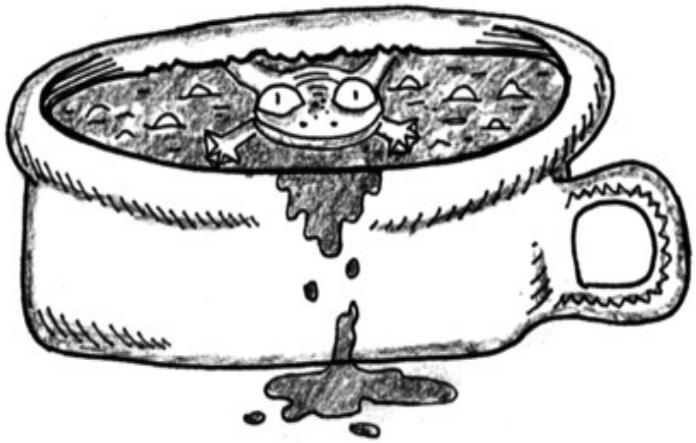
804
Dungbeetle Scrubs
The duty sergeant is yawning when you burst in and tell him of the trouble at the Addled Pate. “Not again!” he wails. “I hate cutting them down in the morning.” Just then a young watchman walks in. A gleam appears in the sergeant’s eye. “You go with Officer Dodot,” he tells you, shooing you both out. Dodot trots briskly through the streets and orders the crowd to disperse as soon as he arrives on the scene. The mob eye him dubiously and then turn their glare on you. Make a L1 SR on LK. If you make it go to 1007 but if you fail go to 1009.

805
Moneybags Place - City Bank of Khaboom
A bank clerk with a hoity-toity voice tells you that they don’t dirty their hands with copper. The woman looks down her aquiline nose at you and suggests you go visit the pawnbrokers. Do you want to ask for directions and do as she suggests (1150) or ask to see the manager (1152)?

806
Liliyliver Lane
Just in the nick of time! You have opened a window of opportunity… roll your combat total (presumably just 1d6 plus adds). Now to find out if you took her out or just put a target on your forehead (1011)…

807
Alrond Rise - Elven Treasury
As you enter the gnarled wooden doors to a building polished until the wood gleams and reflects the sunshine with interest, an elderly doorman bows low to you and rolls out a red carpet. “The manager is expecting you, sir. Step this way.” With this, he turns to escort you within the hallowed halls of the most discrete, the most clandestine of the city’s financial institutions. Unless you suspect something unpleasant and want to go some place else (choose another bank from 587 or just forget it and climb to 440), best follow the old fellow and admire the rows of portraits of past Treasury trustees (1154).

MISSING INACTION



808
Liliyliver Lane
Too slow, way to slow. The witch casts her '*Toad in the Hole*' spell, turning you into a small and helpless warty amphibian, trapped within a spongy mass of Yorkshire pudding. You are soon warming nicely in the oven, and everyone enjoys eating you with some roast potatoes and mixed vegetables.

809
Cauliflower Row
The Bring-out-the-Dead man asks if he can have this one too. "You're a pal, you are," he purrs. "Tell you what, why don't you lead me about. You find someone you fancy murdering and I'll have the body. I'll give you 10 GPs per cadaver 'cos there'll be so fresh they'll be dripping!. Can't say fairier than that, can I?" He beams in anticipation. If you accept go to 1156 but if you'd rather cosh the driver and steal his business go to 1158.

810
Liliyliver Lane
Hagnes' eyes roll back as your seize her favourite Sunday night Witching Hour broomstick. We must suspect she does not believe you can master her magical steed. Can you? Make a L1 SR on WIZ and on LK. If you make them both go to 1013 but if you fail one or both go to 1015.

811
Cauliflower Row
Enoch is mad now. The hairs in his nostrils stand up and he sneezes with indignation. Enoch gets 1d6 for his fists and has 12 combat adds. If he reduces your CON to 4 or less, he will attempt to choke you into unconsciousness. You need to make a L2 SR on STR if you try to resist this. If you kill Enoch go to 1160; if he puts you to sleep with his throttling technique go to 1162; if he kills you, you kinda had it coming so quit moaning and roll up a new character.

812
Liliyliver Lane
Hagnes stands nonplussed as you turn her beloved Sunday night Witching Hour broomstick against her. You had better hit her hard! You get 2d6 plus your combat adds. Roll away and then go to 1017.

813
Cauliflower Row
Enoch wraps his sausage fingers about your neck and squeezes until you black out. Chortling to himself, he decides to take the afternoon off work and take you to his basement for some fun. Go to 1456.

814
Liliyliver Lane
Way to go! You child clobberer extraordinaire! Do you want to skidaddle pronto (414) or stop to grab Hagnes the Witch's broomstick, which you can see propped up in a corner by her rocking chair (1019)?

815
Scabbyrag Alley
The rattle is followed by the infant's potty, something that has been (ab)used by generations of infant Hengises and is solidly constructed of brass. It hits you on the back of the head and knocks you out (lose 1 CON). When you come round, you find you must have been dumped far away from the house as you are lying in a ditch looking at beady eyed rodents, who seem even more interested in you (go to 87).

816
Liliyliver Lane
Ummm! That tastes… bad, downright disgusting, in fact. Make a L1 SR on WIZ and on CON. If you make them both go to 1021 but if you fail one or both go to 1023.

817
Scabbyrag Alley
Children scream, Mrs. Hengis flaps her arms as if she was a bird and Hengis jumps to his feet and knocks himself out on the low ceiling. Roll your dice for combat and total with your combat adds and make a L1 SR on DEX for good measure. Go to 1164.

818
Liliyliver Lane
Searching all the nooks and crannies of a practised witch takes a strong constitution; finding something useful takes luck; recognising it as something useful and knowing what to do with it takes intelligence – make L1 SRs on CON, LK and INT and go to 1025.

819
Higginbottom Gardens
She returns your passion with an equal tenderness. For each level WIZ SR you made, the khremmatic power of the doll raises an attribute of your choice by 1d6. The doll's name is Posteria. She will accompany you wherever you go now she has a protector to keep her safe from the big bad world out there. She has a CON of 3d6 and any CON loss you suffer is split between you and her (she is a protector too). However, if she dies you lose 1d6 from Id6 attributes of your choice. Look after Posteria! She shows you a secret exit from the house and gasps at the wonders of the world as she holds your arm tightly. Go to 450.

MISSING INACTION

820
Liliyliver Lane
The glass breaks with a loud crack followed by a crash followed by a splash as you land in the small pond Hagnes keeps her toads in. Do you want to hold your breath and hide under the water (1027) or grab a toad in each hand and hold them hostage (1029)?
Higginbottom Gardens

821
Posteria shrinks and struggles as you force yourself upon her. Now you have become intimate, she is compelled to take you as her protector. For each level CHR SR you made, the khremmatic power of the doll raises an attribute of your choice by 1d6. Posteria will accompany you wherever you go now she has a protector to keep her safe from the big bad world out there. She has a CON of 3d6 and any CON loss you suffer she suffers too - if she dies you lose 1d6 +1 from Id6 attributes of your choice. Look after Posteria! She shows you a secret exit from the house and gasps at the wonders of the world as she holds your arm tightly. Go to 450.

822
Liliyliver Lane
As you wrestle with Hagnes, struggling to keep her fingers from casting a deadly spell, the children fall on you from behind, biting that same very part of you with relish (lose 2 CON). Your only hope is to overpower them all with a twist and a surge of mighty thews – make a L1 SR on DEX and a L2 SR on STR then go to 1031.

823
Scabbyrag Alley
Roll up your adopted baby. The little darling gets 3d6 for all attributes – but not yet. As of now, roll 1d6 for STR, INT, CON, DEX and SPD and 3d6 for WIZ, LK and CHR. You get 1d6 more for the first 5 if and when the child reaches the age of 7 and another 1d6 at the age of 14. All attributes get 1d6 more at the age of 21. Your child is magically bonded to you by a passing Wizard-God – if she dies, you lose 1d6 from all attributes. You must take the baby everywhere until she is seven and if you get into a fight or some other perilous physical situation, you must roll a L1 SR on LK for both you and her – if you both fail, she takes whatever hits you do. You might think about hiring a nanny.

A bonus is that she is further enchanted to not feel cold, not need food or drink or to catch illnesses up to the age of 7. The Hengises wave you goodbye with tears in their eyes. Go to 420.

824
Pestilence Park
You have succeeded in carrying out a ghostly mission for the great and venerable trelf Wizard-God, Khaghtch'an. He is pleasantly surprised at your tenacity, ingenuity and 'je ne sais quoi'. With wavering hands, he gives you his benediction. "You must be apprenticed, you must be allowed to put down roots to drink deep from the earth below and to spread your branches far and wide under the sun above." He goes on to offer you a master to protect and to teach you. If you are warrior, he commends you to Grawp, a L12 human warrior, who has survived many an adventure unto the brink of death; if you are a rogue, he places you under the tutelage of Chi Chi, a L7 human rogue from Khosht, who has learn stunts and tricks to baffle even a specialist conjuror; if you are a wizard or witch, he sets you under the wing of the beautiful and beguiling Cascato, a L12 sorceress from this very city, who has survived even the dreaded liche-lord, Vasarax, and come out the better for it. In future, if your adventures take you to the place where Death stalks and his finger beckons for you, you may wind the great ***Clock of Time*** back 60 seconds and have your guru intervene for you – it takes a roll of 6 or better on 2d6 DARO for this to save you. You may take 3,000 APs and are free to wander these city streets again (414) or do as you please.

825
Scabbyrag Alley
Roll up your adopted toddler. The little fellow gets 3d6 for all attributes – but not yet. As of now, roll 1d6 for STR, INT, CON, DEX and SPD and 3d6 for WIZ, LK and CHR. You get 1d6 more for the first 5 if and when the child reaches the age of 7 and another 1d6 at the age of 14. All attributes get 1d6 more at the age of 21. Your child is magically bonded to you by a passing Wizard-God – if he dies, you lose 1d6 from all attributes. You must take the wee 'un everywhere until he is seven and if you get into a fight or some other perilous physical situation, you must roll a L1 SR on LK for both you and him – if you both fail, he takes whatever hits you do. You might think about hiring a nanny. A bonus is that he is further enchanted to not feel cold, not need food or drink or to catch illnesses up to the age of 7. Also, if he is with you, you get a bonus 2 added to your dice rolls for all WIZ, LK and CHR saving rolls because he will be devoted to you and supports you however he can (you can still roll critical fumbles and flub things though!). The Hengises wave you goodbye with tears in their eyes. Go to 430.

826
Pestilence Park
All you have to do know is find this 'certain woman' and ***I*** am certain you do not know where she lives. Do you want to strike out at random, armed only with naïve, native optimism and a wonky grin (414) or do you want to go one of the city's tourist information booths (1033)?

827
Scabbyrag Alley
Roll up your adopted child. The sparkling little person gets 3d6 for all attributes – but not yet. As of now, roll 1d6 for STR, INT, CON, DEX and SPD and 3d6 for WIZ, LK and CHR. You get 1d6 more for the first 5 if and when the child reaches the age of 7 and another 1d6 at the age of 14. All attributes get 1d6 more at the age of 21. Your child is magically bonded to you by a passing Wizard-God – if she dies, you lose 1d6 from all attributes.

You must take the baby everywhere until she is seven and if you get into a fight or some other perilous physical situation, you must roll a L1 SR on LK for both you and her – if you both fail, she takes whatever hits you do. You might think about hiring a tutor. A bonus is that she is further enchanted to not feel cold, not need food or drink or to catch illnesses up to the age of 7. Also, if she is with you, you get a bonus 2 added to your dice rolls for all WIZ, LK and CHR saving rolls because she will be devoted to you and supports you however she can (you can still roll critical fumbles and flub things though!). She will also bite and scratch anyone who wants to harm you unless you tell her not to and she gets 1d6 for this (no adds). The Hengises wave you goodbye with tears in their eyes. Go to 420.

828
Moneybags Place
This is a bank vault – like they are really going to have a secret door! OK, give it your best – L3 SRs on INT and LK are your initial targets. Go to 1035 when you have down the dice dance.

829
Scabbyrag Alley
The bracelet does nothing until you rub it when it immediately throws up a shimmering violet pentagram about you. When you pluck up the courage, you find it is quite solid. In fact, it is a 10th Level *Protective Pentagram* charm. It is immobile but it will last until you rub it again. Do you want to return to tell the Hengises what it is (1144) or thank your lucky stars, cut and run (414)?

830
Moneybags Place
Oh, so you're an advanced master of the magical arts, are you? OK, give it your best – L5 SRs on INT and WIZ are your initial targets. Go to 1037 when you have down the dice dance.

831
Piccadilly Circuit
Canzoni's Circus is world famous in Paeroa. It's very popular in Khaboom too. Tickets are on sale from a booth painted in gay red and yellow stripes, manned by a hobbit named Studger, who is presumably standing on a stool because you can see his head above the counter. There is a sign off to the left of Studger's booth advertising the need for a trapeze artist. If you would like to buy a ticket go to 1418, if you would like to apply for the vacancy go to 1420 but if you don't fancy the circus go to 430.

832
Moneybags Place
Will anyone notice your capitulation? Maybe... L3 SRs on WIZ and LK are your initial targets. Go to 1039 when you have done the dice dance.

833
Desolation Row
Brave of you, at any rate. They say the pen is mightier than the sword and, as if to prove a rather sharp point, both poets stab you with their writing implement of choice (lose 2 CON).

However, you have stopped them fighting and they soon forget their squabbles and get down to extemporary verse generation, hoping the Muse favours them with her mercurial inspiration. When they have finished, they both present you with their texts and ask you to pronounce upon the solemn question of who is the finest epic poet. You can either read their poems (1424), make a snap adjudication (1426) or tell them you are no literary critic and decline to give a verdict (1428).

834
Epicurean Avenue
Death by misadventure, I suppose. Eating something not made for you, something designed to do wonders or to cause duodenal convulsions and liver palpitations. As for your kidneys, they swell to the size of melons and then they explode in a shower of brimstone. You are sooo dead.

835
Desolation Row
Both of these literary giants have paper thin skulls and your rough justice cracks them open like Humpty Dumpty falling from his wall. There is no king in the vicinity nor are there any men with horses to put the pieces back together. Do you want to scream for any watching Wizard-God for high level help (1438) or do you want to make yourself scarce (1440)?

836
Pentagram Square – Wizards' Guild
The nice chap at the Guild listens to your story, checks your credentials and then takes your pulse. "I am Feckless Derek, the Tiny Tots Teacher. Normally, I play fizz-bang with toddlers but I'm free now so I shall see if we can't get you up and wizarding in a flash – hopefully not an explosive acidic flash," he adds doubtfully. Derek takes you down corridors and up flights of stairs and he may soon take you up a flight of fancy. Finally, he stops outside a door with a large green thunderbolt painted on it and takes a copper headband from a small cupboard outside the door. This he attaches to a yellow crystal ring on his middle finger, before asking you to put the headband on. "Let's see if you've got the necessary mental facilities," he quips jovially. Make a L1 SR on INT. If you make it go to 1041 but if you fail go to 1043.

837
Desolation Row
If you failed the LK saving roll, you see the name overleaf is none other than… you guessed it, your name (go to 1444). If you made it, you see the name is that of… Koen. You can warn him to get away quick (1446), make a citizen's arrest and call for the guards (1448) or run away yourself lest you get caught up in the proceedings (1450).

Missing Inaction

838
Dungbeetle Scrubs
The only thing in the cell that will serve to make you look pregnant is the chamberpot. Mohawk decants the contents sloppily in the corner and helps you stuff it up your front. Then he calls for the guard. “Oh my, oh help, please, someone helppp! My wife is having a baby!” By and by, a guard comes running. While City Watchmen are all fairly tough and well coordinated, not all have all the sandwiches you would want for a picnic when it comes to braincell equivalence. Roll 3d6 TARO for the guard’s INT and then have him make a L1 SR on INT. Willy Woanty gets one for level. If he makes it go to 1045 but if he fails go to 1047.

839
Desolation Row
“Now that’s the crux of it, isn’t it?” he muses. “I could tell you about quark, strangeness and charm or I could tell you of all the archangels and demons that watch over us. We could contemplate what it is that makes our navels different to those of other mammals or we could settle for ‘*cogito ergo sum*’ and leave it at that. We could – but I fancy a beer! *Sic transit gloria mundi*… You buying?” If you offer to buy Koen a beer go to 1168 but if you’ve had enough of his company and want to ditch him go to 414.

840
Dungbeetle Scrubs
Your cellmate wasn’t expecting that. You do 1d6 damage. You actually bite the ear clean (well, apart from the earwax) off if you make a L1 SR on STR.

You can double your first round roll for the advantage of surprise. Roll for your combat. Mohawk gets 1d6 for his bare hands plus 100 combat adds and his CON is 50. If you a) are not a minotaur, go to 478 or b) you kill Mohawk, go to 480.

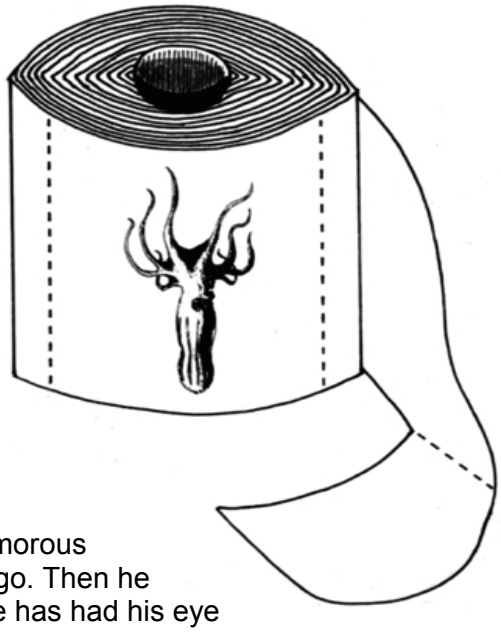
841
Pilgrim Street
Rinunculous once worked for the Wizards' Guild. He soldiered on there, meeting citizens with questions about enchantments and teaching spells up to L9 until he was designated 'expendable', an over-paid loyal servant, past his use-by date. The Council didn't even know who he was, despite nineteen years uncomplaining service and when they were 'asked' by the Mayor to send a representative to help rid the Kraken continent of Vasarax, the Liche-Lord (**see "Deep Where The Liche-Lord Lies" from Tavernmaster Games by the indispensible AR Holmes, aka Boozer of Trollhalla, available from Lulu Publishing**), they dispatched Rinunculous and gave his desk to a much lower-salaried underling. Rinunculous returned, covered in glory having kept his nerve and ably abetted the *Wise Ones*, and told them to stick their lousy job up their capacious jacksies – he went on to set up a fabulously successful flying carpet business, only using the finest weaves from the rarest of mythical beasts. Now you have the chance to select a carpet – they respond according to the relationship they develop with the owner so don't blame the manufacturer if they underperform. Rinunculous is pushing 55 now and in no hurry; he is happy to hear your stories and offers you an interview to sell to the *Chronicles*. Go to 1170 to select your 'sky wheels'.

842
Epicurean Avenue
The first wizard is taken by surprise, not thinking for one moment that anyone would dare to jab him in the nose! The second seems entranced by the patterns you weave with your finger fencing until your leading digit gets stuck in his friend's nostril. The third has seen enough and casts *Oh Go Away* on you. No one is sorry to see you leave, madly scrambling to get away from the panic the wizard makes you feel. You don't stop running until you are all the way back to you comfort zone – your pig sty, in fact (1).

843
Pilgrim Street
Ludlow is a small figure at the best of times, being a hobbit. Now he is positively microscopic. This is because you are fast approaching the outer limits of the upper atmosphere. Oxygen is in short supply. Nothing's gonna stop you now, you're on the move, in the groove. Next stop, the cosmic edge. No one ever sees you again, much less hears anything of you… (Too harsh, you say? What about those Wizard-Gods? If you insist. They do take notice of spectacular emissions and this does qualify. OK, to business – L1 SRs on WIZ, LK and CHR or you are history. If you do manage to begin rewriting those history books, the W-Gs dump you back in your pig sty (1).

844
Epicurean Avenue
The dining wizard fraternity stop to consider your pleas. Some are in favour of giving you a stern dressing down and then ejecting you via the bathroom window while others wonder if a spell locked in the cupboard with a ferret down your trousers would be the better way to teach you good manners. Make L1 SRs on LK and CHR. If you make them both go to 1049 but if you fail either or both go to 1051.

845
Champs Elysee
The munificent merchant is in a particularly benevolent mood today as he has just acquired a hoard of dungeon maps which will have delvers queuing up outside his door. He decides to make a gift to you of whatever has caught your eye. This is what you get based on that LK saving roll:



Critical fumble – roll of never ending dungeon-issue toilet paper
Failed L1 – ring for turning wine into water
L1 – 'Feather Fall' wristband
L2 – 'Dagger-Gun' (normal poniard to look at but blade fires when hilt is squeezed – hits target at up to 20' with anything other than a critical fumble; there is a second blade so that it can function as a dagger after firing; the firing part can easily be refitted and is enchanted not to shatter so it counts as a magical weapon)
L3 or better – '*Cranky's Eye*' (amulet which halves level of saving roll if a 6 is rolled on 1d6 before the saving roll is attempted)

Shoppie wishes you well when he has had one of his glamorous assistants, the *Seven Sisters*, gift-wrap your precious cargo. Then he suggests you pay a visit to an interesting watering hole he has had his eye on for a while now. It is called 'Five Card Frank's'. If you would like to go there, go to 594 or if you just want to strut your stuff go to 440.

846
Epicurean Avenue
You steam into the kitchen just as the chef is steaming his puddings and the waitresses are steaming his trousers. You can grab his uniform and try to take over (1053) or you can hurry down the ladder into the cellar (1055).

847
Champs Elysee
Zza-Zza grins wickedly at your answer. "Come with me, tiger. There is a fine selection of whips to choose from. She shows you the range stocked by Howard and smiles as you pick one out. "That is our '*Barbed Bastard*'", she sighs. "A fine choice for handing out painful lessons and painful lesions too!" The whip gets 6d6 +6 and has a 20' reach. Unless a target beats you on DEX by more than 2 levels, you will be able to lash them before they can get to you. A most unpleasant and destructive corrective instrument! Zza-Zza enquires if you would like to try it before you buy. If you say you would, go to 1464 but if you are happy to settle the tab and take the whip for a walk, go to 440.

848
Dungbeetle Scrubs
"A constipated duck farts with more power than that cannon, Nobby!" complains one guard.

"Well, we ain't got another one, Bubba," retorts the second, "so we better try again."

“Nah, let’s not bother. My missus is feeling a bit frisky and I want to get off home early.”

“You can’t do that, Bubba – the sarge will notice you’re gone and he’ll have your guts for garters!” Bubba scratches his backside and chews on what Nobby has said and then the germ of an idea sprouts.

“Say, buddy – if I let you out, will you dress up and pretend to be me?” What an offer… When you agree, they unlock the cell and Bubba takes off his uniform and puts on his civvies. Do you want to put the City Watch garb on (1057) or will try to shove them both in the cell and lock the door (1059)?

849
Champs Elysee
Zza-Zza looks at you askance and then indicates a dark doorway for you to duck through. Within, you see a broad shouldered dwarf nursing a riding crop. “I will get you ready for Ballbuster’s gentle attentions!” she says with a smirk, before pushing a rag soaked in chloroform over your mouth and nose. Go to 1470.

850
Dungbeetle Scrubs
If you failed the LK saving roll the explosion takes your head off and your body runs around for a few minutes like a headless… ok, face it – you’re dead. If you made it, you see the explosion blow the guards apart, melt the bars but miraculously it leaves you unscathed and hot to trot. You can grab a 3d6 billyclub, a riot shield (4 hits) and a scuttle helm (3 hits) from the shelves and racks in the guardhouse. You can even take Nobby and Bubba’s purses (3d6 GPs each). Do you want to go about your business (440) or patrol the streets looking for trouble to mete out rough justice to (1061)?

851
Champs Elysee
The assistant, a dashing, dapper man named ‘Dagenham Dave’, really does want to be of service but eventually leaves you to browse when the owner yells at him to come and cut his toe nails. There are a lot of lamps in an alcove at the back and several of them look distinctly magical. They are not cheap so you can only take one. Dave comes back, holding a handful of nail clippings, when you stand at the till to pay. “Oh ho!” he laughs. “You looking for a genie?” Make saving rolls on WIZ and LK, note the levels and go to 1472.

852
Epicurean Avenue
“I’m frightfully partial to our little shell-bound friends, aren’t I, Ruprick?” asks one magician. “You hold the Khaboom record for most molluscs in one cheek, Alphonse,” confirms his magical mate. Both diners look you over and want to do you a good turn. Alphonse is willing to cast *Poor Baby* and heal any wounds you might have festering while Ruprick is prepared to give you a permanent *Little Feets* potion he’s been brewing. It’s only a prototype and he’s not sure this batch actually works. You can drink it if you wish – if you do, roll 1d6: 1 or 2 means your SPD is halved, 3-6 means it is doubled. The risk is entirely your own… Eventually, the pair tire of your company and hint you should hit the road before they hit you. Go to 450.

853
Champs Elysee
Derek Wilton is pleased to show you through to the gem vault, as he shows with his servile snickering as he anticipates your big-spending and his much-needed commission. Inside the vault, it is like being in a fairy grotto filled with more sparkling points of light than exist in the firmament above. Derek turns the lights down after a few moments and you see every shape and size jewel of every shade imaginable and more besides. Dwarves would go berserk with wonder to behold this sight. Before long, Derek gets nervous and perspiration runs from his forehead, down his rather beaky nose. “Will Sir be buying today?” he asks gingerly. If you want to buy, go to 1474 but if you decide to leave him hanging, go to 1476.

854
Epicurean Avenue
If you failed the saving roll, the snails wreak havoc in your digestive tract, reforming, rejuvenating and eking a living in your bowels. All your attributes decrease by 1d6 a result (roll for each one separately). If you made the saving roll, the snails prove most enervating, providing you with a snap, crackle and pop that puts a spring in your step and tingle in your loins. All your attributes increase by 1d6 a result (roll for each one separately). Eventually, the penny drops and you must no longer outstay your welcome. Go to 420.

855
Champs Elysee
A strangely refined dwarf steps out from a secret door, introduces himself and prepares to escort you on a tour of the workshops where metal is shaped. Although LiberArchie is broad shouldered and has a granite jaw, he has no beard and wears glittering spandex robes and totters on platform boots. “I wasn’t always a dwarf,” he confides. “I never wanted to be a dwarf but this was the only job I could get and they said I had to be a dwarf. The smiths won’t tolerate anyone who isn’t spending freely - no loitering. I wear these boots to remind me I’m much more cultured than those yobs,” he says with a sniff. “Are you interested in soft metals or heavy metal?” For the former, go to 1182 but for the latter go to 1184.

856
Epicurean Avenue
If you failed the CON saving roll, you are roasted until the juices boil dry inside you – you are very painfully dead. If you made the saving roll, after suffering seemingly eternal agonies in the oven, the door is opened and the chef pronounces himself satisfied with your tenderness after inserting a roasting fork into your rump (lose 1 CON); you are taken to a table where senior Guild members are seated and the Maitre’ D gets ready to carve you up. Make a L2 SR on CHR and go to 1063.

857
Netherwallop Road
Merlot sits you down in a padded chair and fastens restraints about your arms and legs. “I’m not sure how you will react to the transformation,” he says, nodding sagaciously. “Not at all sure, actually!” This does not sound too encouraging. As he casts the enchantment, every fibre of your body twists and electric waves of agony run down and up every nerve (lose 1 CON). You sprout a dorsal fin and your head changes shape, as does your body.

Your legs and arms shorten – Merlot miscalculated and you are no longer confined. Your attributes change as follows – STR and CON x3, WIZ and CHR x2, DEX and SPD x1/2 on land and x3 in water. Nothing happens to your LK and you can breathe in water or out. And INT? Herein lies the rub: roll 1d6 – if you get an odd number go to 1186 but if it is even go to 1188.

858
Dungbeetle Scrubs
Henry and Barnaby drag you down, cuff you a bit (lose 2 CON) and lock you away in a maximum security cell (it has fur-lined bars and the fur has been soaked in a flammable skin poison). Henry brings the Charges Book and asks Barnaby what he should note down. “Hmmm,” says his colleague thoughtfully, “let’s start with breaking and entering, then we’ll have some grievous bodily harm and we may as well throw in aiding and abetting, that always goes down well with the beaks.” Flabbergasted, you sit out a good 24 hours in the cell until more guards come to take you for your day in court. Go to 1065.

859
Netherwallop Road
“Very well,” Merlot intones gravely. “I shall *Blow You To* a suitable location. You will need to be equipped.” He leads you to small room and gives you a wet suit, mask and flippers and a trident.” The trident is tipped with stunning magic,” he informs you. “If you stun a shark, twist the base of the shaft and I will teleport both you and the shark back here.” “Do make sure the shark you stun is as cute and cuddly as Chomper,” Dr. Crusher puts in, a little mournfully. With that you are zapped through time and space to another, wetter place (1190).

860
Dungbeetle Scrubs
If you failed the LK saving roll, as you hurry away from Henry and Barnaby you run into the desk sergeant, a burly dwarf named Rumplejaw. He hasn’t been in the job long, being much more used to beating up on minor league dungeon monsters. Knowing only one way, he swings a massive fist at your jaw – make a L2 SR on DEX and go to 1067A. If you made that LK saving roll, not only do you get away from Henry and his mate but you also see that the desk sergeant is occupied with paperwork, booking a curmudgeonly old troll named Khenn Arrth for drunk and disorderly behaviour at a strip club. You see the sergeant freeze as the troll catches him with a *Hold That Pose* spell. You are free to hop, skip and jump your way to the relative freedom and safety of the streets (430).

861
Netherwallop Road
Phew! Chomper gets stopped dead in his tracks and you are able to leave him dead in the water. A wail goes up from Doctor Crusher. He is not a happy man! Merlot looks severe too. Go to 613.

862
Dungbeetle Scrubs
Roll 3d6 TARO for both Henry and Barnaby for their INT. Then make SRs on INT for them and for you. If either of them beat you, go to 1067B; if neither of them beat you, go to 1069.

863
Netherwallop Road
The spell seizes hold of your will and your flesh. So does Chomper but he is less gentle and much more hungry (and angry). He devours every morsel of you, starting with your head. You are, without a head, quite dead.

864
Dungbeetle Scrubs
The guards have both had their wits jarred senseless and if you made that CON saving roll you are good to go (you can escape to 440); if you failed the saving roll, you too have jelly for brains (lose 1 CON). When you wake up, your gaolers are upon you (go to 858).

865
Donkey Pits
“Good lad,” a rough, triple-bearded dwarf says soothingly. “Row well on this trip and we’ll give you one day’s shore leave every week. Muck us about or prove feeble with the rollocks and we’ll feed you to the fishes!” He grins Evelly.

"We win either way – that's dwarves for you!" Make the best saving rolls you can on STR and CON (note them down) and go to 869 – the barge is underway and the whip is about to crack!

866
Dungbeetle Scrubs
As you force your way through the mangled metal, reradiating more heat than a dragon in heat, some of the molten metal drops on you. Did you make that CON saving roll. If you did, you get away with the loss of just 1 CON and slip away from the guard house (420) but if you failed the extra pain and damage (lose 2 CON) is too much for you and you faint. When you awaken, you find you are rather late in the revival piece and hands are upon you (858).

867
Donkey Pits
Compare the DEX and SPD SRs you both made and see below:

• You win by a total of 2 levels or better – You slip inside Klefthorn's lead and land a clean punch with pinpoint accuracy on the tip of his nose; *sanguis fluit*! The other dwarves are impressed, as is Klefthorn once the flow of blood is staunched, and they give you a job on the docks, rather than force you into the nightmare trip they are undertaking, telling you to ferret out a dwarf called Greasefleck – go to 1132.
• You win by 1 level overall – You outmanoeuvre Klefthorn and jab him repeatedly, doing little damage but tarnishing his brawling reputation; the dwarves 'insist' you join them but as one of the crew, not as one of the galley slaves; the trip is uneventful until… (go to 1490).
• You tie – After enjoying the spectacle of an even match for a few minutes, the dwarves decide they must pull out from the quay and three more move in to overpower you; Klefthorn nods in appreciation of a decent adversary and makes sure that, even as a galley slave, you get better rations than all the other prisoners (add 5 to the dice total for the next three CON SRs you have to make); another dwarf sees you chained to the oars – go to 865).

• You lose by 1 level overall – Klefthorn is too slick and lands a haymaker squarely on your jaw, knocking you into *Lullabye Land* (you are shackled up as a galley slave – go to 865).
• You lose by 2 levels or worse – Klefthorn moves to fast for a stumpy little dwarf – not fair! He cracks your chin so mightily your teeth fall out and you are no use to the dwarves; eventually you get 'claimed' by someone – lose 1d6 CON and (go to 145).

868
Trollcough Street
Krk'dskl fends off Ughbiter's attempts to have you to himself with a sledgehammer uppercut to the jaw that drives his buddy's lower teeth through his top lip. Then he bundles you into a dimly lit room and treats you very roughly (lose 1d6 +1 CON). He sometimes gives his conquests guilt money – make a L1 SR on LK or CHR: if you make it you get a nice little turquoise ferret hide purse with 5d6 GPs inside. When the dusts settles and the scabs begin to form, Krk'dskl gives you a choice – go back on to the streets (his picture of the sort of person you are) or go see Ughbiter. It's 414 for the streets or 870 for the other troll.

869
Root Canal
If you failed the CON SR, you are suffering in these harsh working conditions (lose 1 CON). If you failed the STR SR, you are underperforming and get a taste the lash (lose 1 CON). If you made L2 or better on a SR, you do not need to repeat it as you are clearly tough enough to take the strain and/or powerful enough to need no whip to urge you on; if you did not make L2 or better or a saving roll, you must repeat the roll(s) now. The barge is surging forward along the underground waterway and the dwarves are beginning to get excited. They seem keyed up, expecting action soon. Go to 1490.

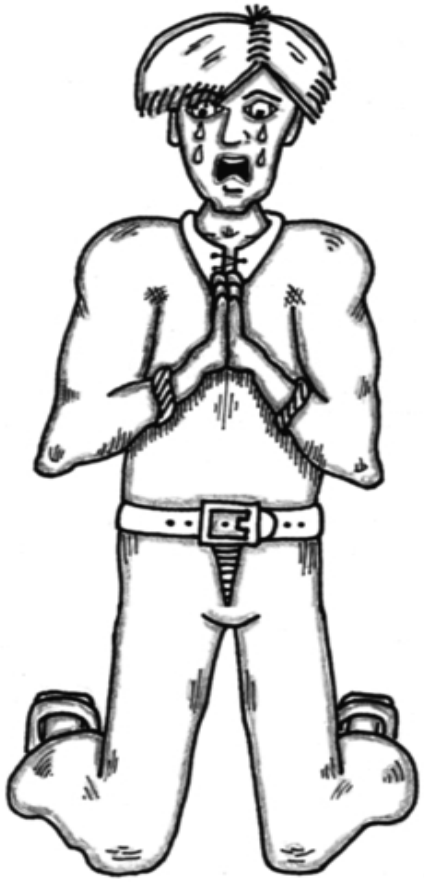
870
Trollcough Street
Ughbiter likes to think of himself as a gentle troll in his more intimate moments and so he showers you with chocolates, feeds you flowers and tickles your fancy (lose 1 CON for that last one). Then he asks you for a massage. Saying 'no' would be unwise. Make a L1 SR on DEX – if you succeed, he is so mellow he gives you 3d6 GPs and sends you off with sweet nothings in your ear (414); if you fail he sighs grimly and uses you bodily to scratch his itches (lose 1d6 CON) after which he lets you go with a flea in your ear (414).

871
O'Vather Hill
It is important to puff up the pastry so that plenty of cream can be inserted. A puff with insufficient cream is good to neither fish nor fowl. You now have a minor baking talent (plus 2 on either INT or DEX as you prefer). Make a L1 SR on this talent. If you make it, you puff up the pastry very nicely on a consistent basis and Mickey gives you a permanent job at 40 GPs per week. You only have to work 4am to 7 am each morning, six days a week so you get plenty of spare time for other activities. You can claim your pay after every 10 game paragraphs. If you failed, your puffs are pathetic all too often and Mickey kicks you out, taking his big wooden spoon to your backside (lose 1 CON). Either way, go to 440.

872
Resurrection Road
This is not a pleasant task owing to the circumstances of the deceased's shuffle from this mortal coil. However, you are entitled to put up with it if you wish and you are entitled to expect a rich man is worth searching.

MISSING INACTION

Make a SR on LK: if you fail to make L1 you get nothing but success is rewarded as follows: level times 200 GPs worth of rings, tie pins and promissory notes. There is also a healing potion that restores up to 3d6 CON. Go to 681 and make another choice.



873
O'Vather Hill
Some of Mickey's best customers are trolls so you need to apply yourself to this and make sure you put just enough rock into each batch but not so much that the trolls think they might as well just munch on the free stuff on the roadside. You now have a baking talent (plus 4 on either INT or DEX as you prefer). Make a L1 SR on this talent. If you make it, trolls think you really rock and so do your buns - Mickey gives you a permanent job at 60 GPs per week. You only have to work 4am to 7 am each morning, six days a week so you get plenty of spare time for other activities. You can claim your pay after every 10 game paragraphs. If you failed, your buns are not firm enough and Mickey kicks you out, taking his big wooden spoon to your backside (lose 1 CON). Either way, go to 440.

874
Resurrection Road
The clothes are soiled but they nonetheless will have the effect of adding 1d6 to your CHR while you wear them and you will be able to scare of any one you meet just because you look as if you are the sort to have lots of tough henchmen if you need to get rid of someone you meet **and** you make a L2 SR on CHR. Go to 681 and make another choice.

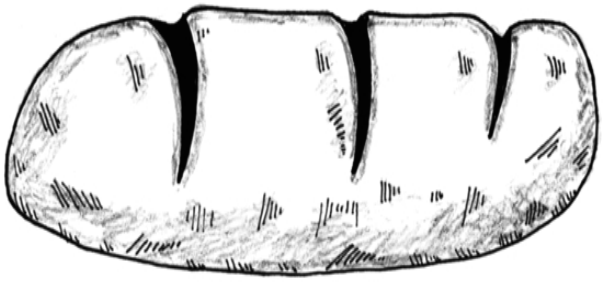
875
O'Vather Hill
There are birthdays to be celebrated every day in Khaboom but no one appreciates a cake with their name misspelled. It takes concentration or you can easily end up spelling 'Rick' with a silent 'P' without making the silent letter invisible. You now have a baking talent (plus 6 on either INT or DEX as you prefer). Make a L1 SR on this talent. If you make it, you make cakes with spelt flour and this guarantees having customers - Mickey gives you a permanent job at 80 GPs per week. You only have to work 4am to 7 am each morning, six days a week so you get plenty of spare time for other activities. You can claim your pay after every 10 game paragraphs. If you failed, you must have got mixed up and spelled 'Bob" with an extra 'o' or some such howler - Mickey kicks you out, taking his big wooden spoon to your backside (lose 1 CON). Either way, go to 440.

876
Resurrection Road
The driver is a man known as Jones the Steam. This is because when he gets steaming mad, he is a formidable brawler. It does not take much to make him irate. Trying to clobber him does this job admirably. You may be able to take him unawares though if you make a L1 SR on DEX. Go to 1075 if you succeed but to 1077 if you fail.

877
O'Vather Hill
Being the duty manager is demanding – it takes far more than just baking skills. Still, you now have a baking talent (plus 6 on either INT or DEX as you prefer). It is the multitude of orders and the peculiarities of customers' personalities you have to get to grips with now. Make L1 SRs on INT and CHR as well as on your new talent. Note the results and go to 1494.

878
Resurrection Road
If you beat your opponent on one of the saving rolls and didn't lose on the other, you are in business! Your feisty attack pays dividends and you seize control of the situation. Both body guards are out of the picture, the manic thrashings of the one you injured taking down the other, both cast down on to the street while the carriage rolls on. You soon have Mr. Filthy-Rich cowering in terror before you - but not for long as his eyes roll back and he drops down dead, as the Housemartins would have put it. Go to 681.

However, if those saving rolls did not indicate a victorious you, the bodyguards overpower you and the driver is given orders to dump you at the nearest Guard Station. With a bang on each side of the head (lose 1 CON), you are duly delivered – go to 163.



879
O'Vather Hill
Eating the bun takes a few moments – it is mouth-wateringly good! These buns restore 1 point of CON, such is the art of bakery in a magic city such as Khaboom. As you begin to explore the house for valuables to purloin, the bell on the shop door rings. Make a L1 SR on LK and go to 1101A.

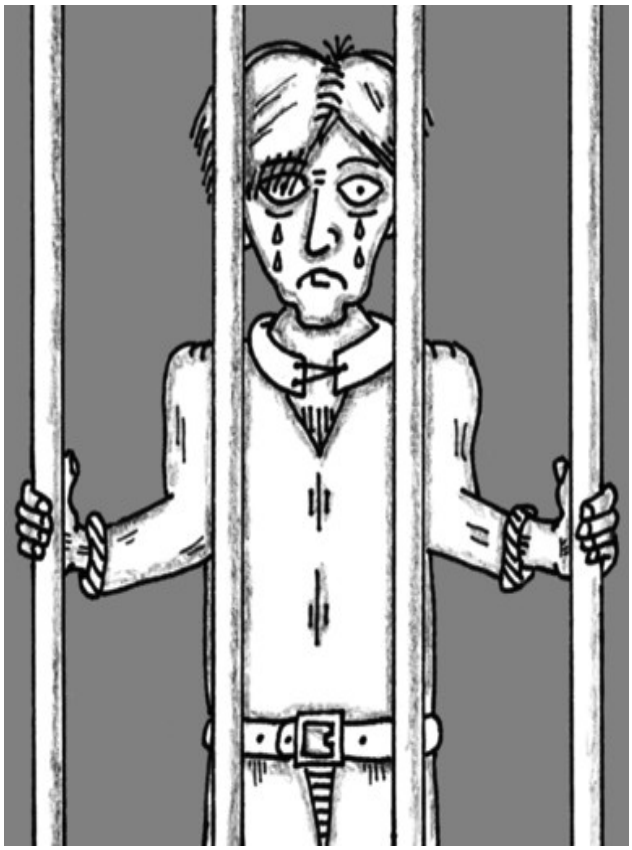
880
Resurrection Road
"What a pile of bat droppings!" he exclaims, flapping his hands in an impersonation of a swarm of bats and scratching your face with his long nails, expensively manicured to fine points (lose 1 CON). Then he has his bodyguards seize you. You manage to whack the rich knob by way of retaliation before they arrive and now you must get ready to deal with two burly thugs. Go to 488 but no more business offers.

881
O'Vather Hill
Robert Johnson Crossroads (1103), Netherwallop Road (1105A), Savage Street (1105B) or Toe Rag Square (1107) all look promising. Decide where you want to go and go hence…

882
Resurrection Road
"I can hardly wait!" he drools, his hand sliding over your knee and squeezing hard. He orders his driver to return to Higginbottom Gardens, where he has one of his several pieds a terre. On the way he enquires after your health and offers you a *panacea pill*. If you take it, make a L1 SR on LK. If you succeed, it will heal 1d6 CON. Now go to 1079.

883
O'Vather Hill
That was a close shave (you lose your whiskers if you had any to lose)! The cage trap made a Trollgod-awful racket though. If you want to run for it, go to 440 but if you want to persevere make a L1 SR on LK and go to 1101B.

884
Resurrection Road
Make a saving roll on DEX. If you make L2 or better, you relax him so much he goes to sleep (1081); if you make L1 he decides to take you home (882); if you just fail he throws you out for lack of promise (414); if you roll a critical fumble, your cackhandedness aggravates his gout and he calls for his bodyguards. You manage to whack the rich knob before they arrive and now you must get ready to deal with two burly thugs. Go to 488 but no more business offers.



885
O'Vather Hill
How sad! Your poor little face, pressed against the bars, knowing you are trapped like a treen in a disable space ship, as Thomas William Barclay Davis would put it. You don't have long to wait. An angry baker rushes in, accompanied by another man, not angry but with a dangerous look in his eyes. The second fellow carries a harpoon and a piece of blue-veined cheese. If you want to beg for mercy and promise to be Mickey's slave for life go to 1109 but if you wish to wait to see what the pair have in mind go to 1111.

886
Chaffing Way
Humphsnort and Saltlick pick you up, each grasping you firmly and with crushing force (lose 1 CON) under the armpit. They frogmarch you outside and stuff you with a rich and fruity range of expletives ringing in your ears into the back of the cart of the Bring-out-the-Dead man, who happens to be passing. Go to 145.

887
O'Vather Hill
You are much relieved to see that the flight path you are on involves a head on collision with no buildings! A happy trajectory to travel upon, all the more so because a passing Wizard-God casts a '*Feather Fall*' spell on you (he really should know better than to cast a TOG spell but, hey, who is going to argue with a Wizard-God) and you land very gently.

Let's see where you land by rolling 1d6:
1 = go to 1; 2 = go to 414; 3 = go to 420; 4 = go to 430; 5 = go to 440; 6 = go to 450.

888
Chaffing Way
Some people are able to do miracles with leftovers and can fling ingredients together, seemingly at random, to please the most demanding of palettes. Maybe you can. Make L1 SRs on INT and LK. If you make them both you can have a new talent for ‘Cuisine Creativity’ (plus 2d6 on either INT or LK) and you should go to 1083; if you can’t make both rolls, go to 1085.

889
O’Vather Hill
As flight paths go, this is a black box job. Your trajectory lines you up squarely (and firmly) with a very solid looking building. You hit it. Hard. You hurt. Badly. You lose 4d6 CON. If you die, you slide off the building stickily and get swept up (eventually). If you live, you can limp into the building where, more serendipitously, a doctor resides – go to 57.

890
Chaffing Way
The odds are overwhelmingly against you and you might take a Trollgod-awful hammering here. Make a L1 SR on WIZ. If you fail, the dwarves are free to do their worst and that is not going to be a pretty sight – roll 2d6 to see how much CON you lose before they toss you out in to the cart of the Bring-out-the-Dead man (go to 145 if you are still alive; hardly worth bothering if you are just another nameless corpse). If you make, a semi-divine intervention occurs in the shape of an ancient Wizard-God who casts *Firestorm of Protest* on the embittered dwarves and then *Blows You* to the city docks (go to 428).

891
Addled Pate Tavern
Lords are good at leaping (if there are partridges around) but it is not so wise when you are in a barber’s chair and the barber is just about to finish your shave with a cutthroat razor. Make a L1 SR on LK and go to 1113.

892
Chaffing Way
Poor Jelly – abandoned to the tender mercy of the darkly dangerous dwarves. You hear bones snapping and marrow being sucked and then the voice of Saltlick calling for ice cream to go with his jelly. Jelly does have a streak of luck and a benefactor though, so not all is lost as far as he is concerned. That same benefactor is inclined to take a dim view of you, snivelling in a broom cupboard in the kitchen, and curses you. Make a L1 SR on CHR. If you make it, you only lose 1d6 CHR; fail and you lose 2d6; roll a critical fumble and your CHR drops to 1 (oh, and you can have a negative CHR). You can sneak out the back door and scarper with your tail between your teeth (go to 414).

893
Addled Pate Tavern
Pantagathus smiles, seeing that you trust his safe hands. “Sorry about that slip, sir. Unforgivable. I can clean it up and give you a tonic that will see you right.” The brew the barber gives you tastes good and does you good, restoring your CON fully. The shave is fine, performed with an enchanted blade that adds 1 to your CHR. The barber brushes you down and takes the sheet covering your body away and farewells you breezily. You take to the streets, spick and span.

Roll 1d6 to see where your wandering feet take you: 1 = your choice of what follows; 2 = go to 414; 3 = go to 420; 4 = go to 430; 5 = go to 440; 6 = go to 450.

894
Chaffing Way
Fail and you lose 1d6 CON and get knocked senseless - the dwarves play a quick game of dwarf tossing, in which dwarves get to toss big people until they get bored (lose 1 CON) and eventually they toss you out in to the cart of the Bring-out-the-Dead man (go to 145 if you are still alive; hardly worth bothering if you are just another nameless corpse). Make the DEX SR and the bottle misses you and smashes the bridge of the nose of a hapless kitchen hand, leaving you to run out the back door and make good your getaway (414).

895
Addled Pate Tavern
With the fake hair piece perched on your skull you cause a bit of a stir. Some like the look but some are beginning to breathe fire. Perhaps you need to charm them. Make a L1 SR on CHR and go to 1115.

896
Trollhalla Row
Never easy to resist but frequently regretted the next morning, the shots flow freely and you and your throat are as well lubricated as your stomach is queasy before closing time is called. Make L1 SRs on INT and CON. If you make them both go to 1087 but if you cannot do that, go to 1089 instead.

897
Addled Pate Tavern
As knots go, it's quite big and tightly knotted. Hey ho! Try making L1 SRs on STR and SPD. If you succeed, you get out onto the street, still in possession of your pet wig (whom we shall call 'Wiggy' for want of a better name. Go to 440. If you don't manage both SRs, you are tangled up in not-best-pleased punters. Go to 1117.

898
Sandune Street
The woman tells you her name is Cleo. From her conversation she seems deeply pious but there is a hint of the seductress in her tones that hints of unmissable thrills. Go to 219.

899
Addled Pate Tavern
Easy to win over based on the promise of entertainment, the mob backs off to give you breathing space. A nice old lady opens her handbag, tosses out a few dozen used tissues and then throws you a box of matches. "Burn the bugger!" is the cry that rings round the tavern. When you go to take the wig off, you are forcibly restrained – they want you to burn it while you are still wearing it. If you do as they want, go to 1119 but if you take it off as soon as your hands are free go to 1121.

900
Distant Pastures
As the queasy sensation passes and your vision clears, you see that you are standing in a grassy meadow and the sun is shining brightly. Daisies and dandelions sway as a gentle zephyr passes over the green and pleasant land. You can almost hear the strains of 'Jerusalem' in the distance. Forest stands dark behind you and mountains hem the horizon to the left and right but ahead are set a circle of stone blocks and before the rock ring sit four mounted knights, one controlling a spare horse. You see them flick their heels against the flanks of their powerful steeds and soon thundering hooves pound the ground until the four confront you, visors rising.

"I am Sir Galivant and these are Sir Bedlum, Sir Rubin and Sir Prancealot. We are here to serve you in your quest for the *Snail*. The Bishop and the Black Knight shall perish for their perfidy and the *Snail* shall be restored to your care, my Liege. First we must go to the castle and learn what our spies have discovered. To horse!"

With that Sir Galivant hands you the reins to the spare mount and gallops off with the others in the direction of the standing stones. Unless you have a horse riding talent or attribute, roll 3d6 and add in 1 more for the level of the DEX SR you should roll. Make a L1 SR on Horsemanship to join the knights again. If you fail, go to 2419; if you succeed go to 2409.

901
Trollhalla Row
You had better have some high ranking friends. Unless you can make a L2 SR on WIZ (in which case a greater power transports you to the safekeeping of a priest (142) in the nick of time) you are struck firmly across the cheek with the back of Golgotha's hand. The crushing blow she deals out packs a megaton of power, sending your head spinning away to orbit the Trollworld, an unseen satellite in the vastness of space.

902
Viletooth Crag
If you failed either saving roll, the climb down turns into a plummet to the rocks waiting like teeth below. You would take 10d6 loss to CON… unless you manage to attract the benign attention of a Wizard – God: that would need a L2 SR on WIZ in which case your benefactor would drop you without qualms at the feet of a dwarf (271). If you plunge vertically and live or if you manage the descent safely, at the bottom, amidst a heap of very smelly guano, you find a ring. You can leave alone (1183) or you can slip it on… (1185).

903
Trollhalla Row
You have set ablaze the volcanic anger of Golgotha, a most formidable enemy, a woman unknown as a friend once she has been irked. A dinner knife is no weapon at all against such a tempestuous demoness unless… make a L2 SR on WIZ – you are torn to tiny pieces if you fail, shredded like a cabbage, but if you make it, a greater power transports you to the safekeeping of a priest (142) in the nick of time.

904
Viletooth Crag
No problemo, signor! The brood carry you down gently and, to the relief of any sane person, you are again on terra firma. You are standing in a pile of guano (the chicks are not yet house-trained). A sparkling ring catches your eye. Do you want to put it on 1185 or get a chick to pick it up (1187)?

905
Trollhalla Row
The window is close in human terms but hopelessly distant when you are within the clutches of the demoness, Golgotha, a being so malevolent that she has been known to make rock weep. Make a L2 SR on WIZ – you are rent asunder by her needle teeth, gnashed like grist in a mill if you fail, but if you make it, a greater power transports you to the safekeeping of a priest (142) in the nick of time.

906
Viletooth Crag
The chicks pick you up tenderly and fly you down until you are knee deep in guano. A glittering ring catches your attention despite the overpowering whiff of ammonia. Do you want to put it on 1185 or push it deeper into the muck with your foot (1189)?

907
O'Vather Hill
The barber pockets the coins and wishes you a good day, telling you that he hopes you will return for another close shave. You look dashing as you depart. Go to 440.

908
Viletooth Crag
Why such a mighty mage would waste time on a no-name like you is a mystery. Nonetheless, you are saved from death and deposited at a table in a fancy restaurant (233).

909
O'Vather Hill
The barber scowls with scorn in his eyes. "Why, you cheap, lousy, good for nothing! I ought to…" but before he tells you what he ought to do, he does it, dumping a bowl of soapy water all over you. There are hoots of derision from the other waiting customers. Pantagathus has his razor in his hand. Do you want to rush at him (1123) or leave while you can still walk (440)?

910
Blacksoot Place
Eventually, you wear them down and everyone falls asleep where they sit, heads nodding and droll running down every chin. You can pick their pockets and hope for family jewels (1191) or sneak through the door with the flame painted on it (912) or clear off before they wake up (430).

911
Resurrection Road
As your cackhanded touch descends on the good doctor's most tender portion, you crunch where you should have realigned. Crunching is not good – for the doctor or for you. Dr. Crusher yelps with pain giving a passable impersonation of a dog with a crossbow bolt in its rump.

The wizard Merlot reacts by hitting you with an *Oh Go Away* spell, causing you to leap through the nearest window in blind, unmitigated panic (lose 1 CON). With shards of glass liberally adhered to you, you run wildly down the street until you come to… ? Make a L1 SR on LK. If you make it, all is well and the spell wears off before you do yourself any harm – go to 440; if you fail, fate is rather less benign – go to 1125.

912
Blacksoot Place
Inside stands a fiery figure, grinning maliciously, as he sits on a tombstone. “I stole it from Ghoulish Gardens,” he admits with no sign of remorse. “It was wrong of me but I didn’t want to burn this place to the ground by sitting on something flammable – well, not just yet. My legs get tired of standing and waiting. OK, I’ll ignite the corpse now and then I’m off for a swift one at the Devil’s Horns. Fancy tagging along?” If you say you will go to 1193; if you prefer not to go, to 1195.

913
Resurrection Road
Well you were warned… If you are looking for trouble, you’ve come to the right place. A face suddenly stares out at you from behind a door, yellow eyes gleaming with pre-human intelligence. Fangs glisten in the half-light. You realise you are facing a large baboon – one of Dr. Crusher’s ‘experiments’, he now keeps on as an unpaid and over-testosteroned house-guard. The supernaturally-strong simian rips into you with claw and fang. Roll 1d6 and add in any combat adds you get – that is your defence. ‘Evell’s’ attack is 2d6 +16. Any armour has only half value at such close and malodorous quarters as Evell can target your fleshy bits. If you live after the initial round of carnage and you are losing, Evell will take you prisoner (go to 1127); if you kill or hurt Evell go to 1129; if you are slaughtered like a lamb in a wolf’s den, that’s just a little short of dandy.

914
Blacksoot Place
It is a humdinger of a party! Gorgons obviously celebrate death rather than mourn the passing of the deceased. You are offered a cocktail. By now, you are too much in the swing of things to refuse. You can choose a ‘Zombie’, a ‘Coffinbanger’ or a ‘Rocks Off’, going to 1197, 1199 and 1201 respectively.

915
Acorn Lane
The artist regards you as a jolly good sport and refrains from commenting graphically on your charms. Make a L1 SR on CHR. If you make it he pays you a 50% bonus, otherwise it's just the agreed 20. When you are ready to leave, Celer reminds you to put your clothes back on. You may go to 420, 430, 440 or 450.

916
Blacksoot Place
Not so hard – make a L1 SR on DEX and you dodge the damsel and are out and about once again (440); fail and you get grabbed and gazed on - you spend the next millennium as a pigeon's favourite statue in the crematorium gardens.

917
Arbuckle Hill
You have been admitted, albeit in somewhat strange circumstances, to the *Buffy Warren House of Financial Fluctuations*, not so much a bank really as a gambling den with a thin veneer of sophistication. Warren himself comes to greet you, always eager to make a good first impression, as you can tell from the fangs visible against his bottom lip. With a flourish of his cape, he enquires as to whether you have come here with at least 500 GPs to invest (go to 1402) or if you have come to try your hand at night trading (1404). From the glint in his red eyes, it would seem best to go along one of these paths.

918
Blacksoot Place
This is trickier than Option A (cut and run). You need to make a L1 SR on SPD to take control of the lass before she can holler or hide and then a L1 SR on STR to pin her arms behind her back. Fail either roll and you must then try to twist away and flee (916); succeed and you must decide if you intend to ransom her (1203) or carry her off as a trophy wife (1205).

919
Arbuckle Hill
With Fred and Ginger tripping the light fantastic on the floor, you get attended to by Cloghopper, a one-legged troll with a lisp and a drool. It is hard to understand what he says but it is clear he wants money. At last, he raised two fingers. If you have 2 GPs to pay him go to 1406; if you are strapped for cash or don't feel like paying go to 1408.

920
Blacksoot Place
After a frantic and heart-stopping struggle, you subdue Uncle Stilton and fasten the casket's lid – a few seconds late and the coffin disappears in a blaze of flames. A close call – it could have been you getting char-grilled. When the flames die down, you can see a passage leading to a distant patch of light. As you check this out, you see that there is a means of escape into the crematorium gardens and beyond but you also spot the management's back up plan in case of incinerator failure – a magical flame-thrower with just enough oomph to burn down a corpse. The flame thrower has fuel enough for 20 bursts of fire and does 10d6 damage. Its range is 30' and it needs to be strapped to your back. You may now go to 420.

921
Arbuckle Hill
Fred and Ginger eye your intrusion with apprehension. The lights are dimmed and the spotlight descends upon you. It is apparent that you are to be assessed. If you set about toe tapping, swirling and gyrating make a SR on DEX, note the result and go to 1410; if you want to grab a partner, make a SR on LK, note the result and go to 1412.

922
Blacksoot Place
Uncle Stilton has enough life left in him to force you down into the casket. He bangs the lid shut and locks it down. You are in the dark, moving serenely along at a sedate pace until everything goes red and – whoosh! - you get turned to a pile of ashes, destined for a very nice porcelain urn that one day sits on the mantelpiece of an eccentric wizard named Ali Bongo (**see 'Wizard Went A-Wooing' from Khaghbboommm Press via DriveThru RPG or Lulu Publishing**).

923
Acorn Lane
You are on the right street, that much you can tell from the canvases hung from every window and the murals decorating the houses. Unfortunately, there are two house with the name 'Celer' on the mailboxes: the one shaped as a clock reads "Celer Eteel?' while the other which has a man fighting a lion painted on it displays the name "Celer Pinget'. For Eteel go to 1414; for Pinget go to 1416.

924
Flaggon Fields
Getting rid of the fly is simple – even a guard about to get a bollocking for slack sentry duty could do that. You are a slack guard guilty of shoddy sentry duty and Sheena balls you out, her tonsils bouncing bare inches before you, the hurricane that is her scorn blasting your flat on your scalp. Do you want to salute her (1207) or stick your tongue out at the enraged sergeant (1209)?

925
O'Vather Hill
If you failed the LK SR, go to 1422A. If you made it, read on. A man and his wife, clearly wealthy from their attire, approach you and ask if you would be willing to step inside the tea shop you are now outside. If you agree, go to 1422B but if you want to draw breathe and make good your getaway go to 440.

926
Flaggon Fields
Well, it could be an ordinary fly but this is a magic city with a magic mayor (**see 'Magic City Mayor', the Donkey Brothers comic from Khaghbboommm Press via DriveThru RPG or Lulu Publishing**). Let's see if it's a magic city bug..,. Make a L1 SR on WIZ and on LK – if you fail both go to 1211 but if you make even one of them go to 1213.

927
Mortuary Lane
Lose 1 CON. Few would enjoy this experience and those who would tend to stick together and keep it quiet. If you failed the CON SR you did not manage to keep it or yourself quiet. The scream you yodel into the face of your tormentor sends him into a sadistic fury – go to 1430. If you made the SR, you stifled your anguish and made your punisher smile (a dangerous sign that the few who have lived through his attentions would doubtless recognise and flinch from); he opens a case and gets out a glass tube with a spider inside which he holds to your left nostril – make L2 SR on LK and go to 1432.

928
Higginbottom Gardens
"My hero!" she gushes slushily. "As you lower your eyes she looks deeply into the lambent pools that are your pupils, seeking to lose herself within the limpid waters of your soul… Enough! Make a L1 SR on WIZ and go to 1215 if you make it or to 1217 if you flub…

929
Mortuary Lane
If you failed the SR, too bad – you quickly come to a dead end (go to 1434). If you succeeded, you are certain you are making your way back out to the safety of the street but are you fast enough? Try a L1 SR on SPD and go to 1436.

930
Higginbottom Gardens
"What a shame! I rather fancied you were the dark, handsome stranger of my girlish dreams… Oh well… There's a marriage bureau on Watermelon Street. I'll get my lackey, Sparticles, to take you there. I've been banned you see, so you'll have to arrange a good match for me." Now off you go to Watermelon Street with the worthy Sparticles (1219).

931
Viper's Nest Caverns
Montyzuma the Mole Man has CON 22. The bullet does 6d6 damage. Roll for the devastation to Monty's velvety body that your shot has wrought then go to 1442A if you killed Monty but to 1442B if he is still avoiding pushing up daisies as his major occupation.

932
Higginbottom Gardens
You now have a dead medusa on your hands. Naturally, you are careful not to look in her eyes, even if they are now unseeing but you cannot miss the satchel filled with jewellery that lays at her feet. Seems like she set out on a burglary raid long before you arrived on the scene. They must be worth more than 2,000 GPs – who would have thought the house owner would have had such a taste for necklaces and bracelets. Do you want to hand them in to the City Watch (1221) or fence them at 'Captain Pugwash's Pawn Shop' (1223)?

933
Mortuary Lane
As you slip past the outstretched arms of the mummy, you see a narrow passageway that would put you out of the immediate reach of the undead fiend. There really is no choice to make. The dim light fades fast as you hurry on into the unknown. Heavy footsteps behind you tell the terrifying tale of murderous pursuit. By now you are more feeling your way forward than using sight. Your hands tell you that you have come to a junction and you know you have no time to consider your options – a fifty/fifty, left or right, future in the balance choice must be made. For left, go 1452; for right, go to 1454.

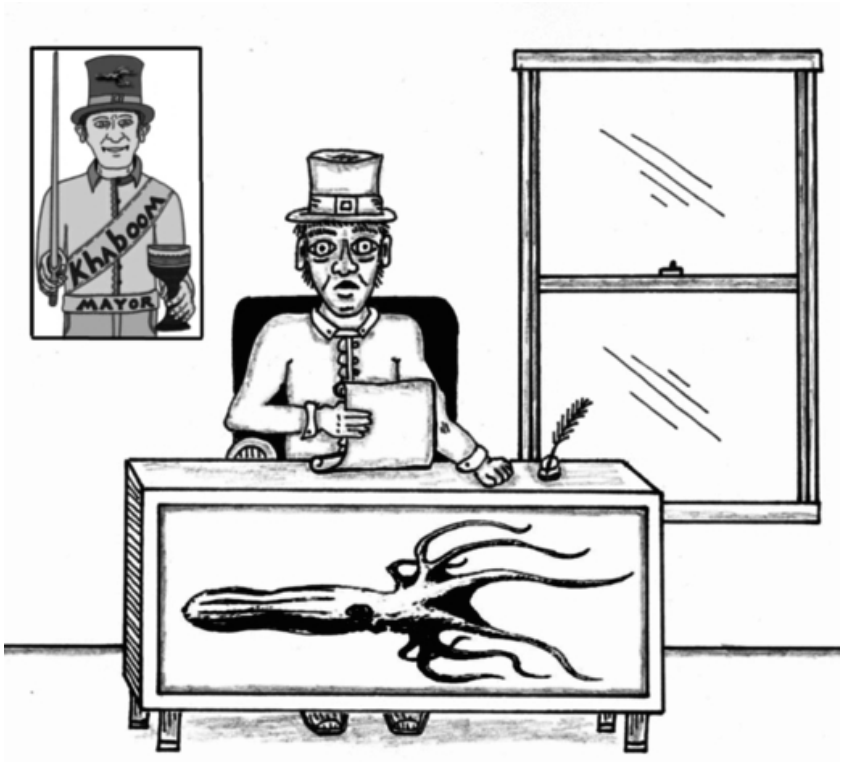
934
Cauliflower Row
The Watch are specially trained in aural alertness so the whistle brings a squad of wolf-trolls at the double. Wolf-trolls are nasty, whether they are in a wolfish mood or if their troll ancestry is to the fore. You need to get away quick! Make a L1 SR on SPD – if you make it, go to 1225 but if you fail, go to 1227.

935
Mortuary Lane
Oh woe is you! Maybe you slipped, perhaps you misjudged the pharaoh's agility. Whatever, the angry bandage-bandit grabs you by the neck and lifts you off the ground before shaking you like a doberman with a ferret (lose 1 CON). He tucks you under one mouldering arm and lugs you off into the depths of darkness and despair. It smells as if many things have died down here and it seems as if you may be destined to join them. Go to 514.

936
Abbey Road
If you made the saving roll, you beat the fuse and beat a date with death (go to 440). If your reaction time was not sufficient, a mini-holocaust shatters your ear drums, liquefies your flesh and makes your bones catch alight. There is not much left to bury so no one bothers.

937
Ghoulish Gardens
If you failed the saving roll, go to 939. If you made it, read on. As the Zombie-Master spreads his influence squitterishly in all directions, you twist & turn and shimmy & shake with such attention to detail that you emerge unscathed.

The kerfuffle is enough to bring a score of zombies to the scene and soon you are surrounded. They look blankly at you, indecision gripping them. You could charge through them or at least try to pull that off (1458) or assert your authority with an imperious gesture and a word of command (1460).



938
Pentagram Square
Inside the Opal Office, the Mayor is sitting at his desk reviewing the lonely hearts column (he knows it is important to show a caring side in politics). He looks shocked at your intrusion, then horrified as he sees murder in the making and then a wry smile creases his face. Do you want to dump the bomb and make a flying leap out through the window (1229) or throw the explosive out of the window instead (1231)?

939
Ghoulish Gardens
The mess of mucous and unnatural body juices coats you from tip to toe. You feel your skin vibrating and then melting. Your survival is imperilled! Lose 1d6 CON for starters and then make L1 SRs on your reduced CON and on STR. Go to 1166.

940
Pentagram Square
If you have a healing talent, now would be a good time to use it. For every level of a saving roll against such a talent, you get to add 1d6 to the roll you must now make on LK. Even though your care for the maimed is not unappreciated, there are voices pointing the finger of suspicion your way. You need to make a L2 SR on LK - if you make it, go to 1233 but if you fail, go to 1235.

941
Ghoulish Gardens
Cyril was once upon a time a formidable wrestler but years of relying on zombie muscle have made his arms flaccid from lack of exertion and he has developed somewhat of a paunch. You need to make a L1 SR on STR to overpower him. Make your roll and go to 1462.

942
Five Card Frank's
Once the quaffing has been done, Lux tells you to go through a door out the back a minion escorts you to and to wait in line. You feel kinda woosy as you queue up before a shimmering portal. The others ahead of you are all wearing full length saffron robes and are chanting in a plainsong monotone. More minions come and strip your clothes off and pull the priestly uniform over your head. When you get to the gateway and step through, you see worlds spinning before your eyes and blood running relentlessly from the ruined blade of a knife. Go to 1237.

943
Ghoulish Gardens
"We shall get to know each other very intimately," sniggers Cyril, leading you into a small chamber suggestively-lit with red, heart-shaped glowstones. There are twin padded tables in the centre and Cyril asks you which one you would like to repose upon. One has wrist and ankle restraints attached to it while the other is, he informs, you filled with 'love liquid', designed to adapt to caress every contour of your body. For the former, go to 1466 and for the latter to 1468.

944
Five Card Frank's
When consciousness once again delivers its bitter-sweet kiss on your brow, you find yourself in a pen with about 30 other people, mainly human but by no means all. The bars are closely set and look very strong. An urukin pressed against you in the packed cage tells you that this is the fate of those who accuse Frank of cheating – sold to priests for human sacrifice. No one comes to the rescue of a big mouth in Frank's house. After an hour or so, a priest appears and sprays you all with a fine mist, smelling of camphor. You feel groggy immediately. Make a L1 SR on CON and go to 1239.

945
Ghoulish Gardens – Degradation Level
The Path to Pleasure Pure is one that descends slowly in a spiralling passage that grows warmer the further you go. The increasing temperature is soothing and your muscles soon begin to unwind, the knots smoothing away with each step. Any wounds you may have heal visibly as you go on. Then your fondest dreams begin to glow warmly in your mind's eye, each one seeming more vivid than ever, more within reach than has seemed possible. The path begins to descend for rapidly and angelic harmonies summon you on. Do you want to press on (1176) or turn back and face the pain (1178)?

946
Five Card Frank's
Frank smiles as you sit down and settle in, the warm light gleaming off his teeth and his bald spot. After a few minutes, you catch him in the act of cheating again, this time at your expense. Do you want to show him up and take umbrage (764) or play on, matching his smile with a cheesy grin of your own (1241)?

947
Ghoulish Gardens – Degradation Level
The Path to Agony Infinite rises upwards before you in a spiral. There is no end in sight. The first step you take causes needles of hurt to arc along your neural pathways at lightening speed. Your brain registers a frightening degree of pain and your body aches (lose 1 CON). Will you go further (1180A) or cry out for release (1180B)?

948
Five Card Frank's
Mr. Hyde sneers and sloshes you another drink. "This one's one the house," he says with a leer to match his sneer as he pours another beer to a man who says, "Cheers." Oh dear… Will you skull it down in one (1243) or casually tip it over Hyde's hairy head (1245)?

949
Trollcough Street
A barely audible 'click' is the only retort from the gunne – no percussive explosion suggesting the termination of a troll. Conn licks his lips and smiles. Then he sweeps you up with one mighty arm and raises you to his lips before biting your legs off. Lose 2d6 CON. If you are still alive make a L2 SR on STR and go to 1478.

950
Five Card Frank's
Hyde looks at you askance. Then he clenches his fist and yells, "Behind you!). Do you look behind you (1247) or look him squarely in the eye (the only one he has left) -764?

951
Trollcough Street
The gunne is in good working order and fires flawlessly. A rod with a flag bursts forth from the barrel. The flag bears the word '**Surprise!**' Conn is not surprised at this but you may well be. The troll grins again and raises his fists above his leering head. Do you want to kick him in the scrotum (1480) or grovel for forgiveness (1482)?

952
Ackland Street
She seems distant now. There was a certain frisson but the moment is gone. Can you recapture it? No doubt you try to smooth things over. Make a L1 SR on CHR. If you fail, it is beyond hope – Edna gives you a packet of biscuits, the ones with the little jammy hearts, and sends you on your way (450); if you make it you turn the tide and the light shine sin her eyes again – go to 772.

953
Trollcough Street
The thunderous clap detonates above your head rather than on it. You have a moment of choice – jump out the window (1484) or snatch the contract and the gunne and take control of the situation (1486). Choose well!

954
Ackland Street
Make a L5 SR on LK (by the laws of probability, that is rather generous). If you make it, you sort out the sequence and are about to open the pages on your fate (1249). If you aren't so lucky, you can try using your mental powers (956) or you can tell Edna to get knotted with her fruitloopily-dingus ideas (1251).

955
Cauliflower Row
As you search you cannot help but hear odd, disquieting sounds indicating something or someone else is moving about in the sewers. Make a L1 SR on LK and go to 1194.

956
Ackland Street
Because there is something genetic involved, all this actually takes is a L1 SR on WIZ and another on INT. Easy? Good, go to 1253. Dismal failure? Oh woe! Edna shakes her head sadly and tuts to herself. "Perhaps it is nurture more than nature that maketh the man," she sighs. "Maybe in the next lifetime… Here, take this packet of custard puffs as token of what might have been and farewell." With that, she ushers you out on to the harsh city streets again (430).

957
Cauliflower Row
Just as well you divided your attention. Maybe you missed something of interest or value but you didn't miss the approach of the lurker… Something hisses and sloshes as it draws nearer.

There is an alcove you could fit in and either ambush it (1196) or just hide and hope it squelches its way past (1198).

958
Pestilence Park
You are in a pond in Pestilence Park. The park keeper, a two-headed man called Peevley, takes exception to you scaring the ducks and takes aim at you with his blunderbuss. This is a frightening, if inaccurate, weapon. You need to make a L1 SR on LK for Peevley to miss with his potshot. If he hits, you take 6d6 CON loss and go into the pot if you are dead. If he misses or you live after being struck by the high velocity musket ball you can escape through a hole in the park fence – go to 414.

959
Trollcough Street
Your head rings like a bell in a gale and is now somewhat narrower than before but you are also a good few inches taller. Conn surveys you critically. “I don’t suppose I’ll get much but Syphax will probably take you.” He has you taken down to the docks where you are sold to a bearded slave-trader for a handful of coppers. Soon you are on the auction block, facing the jeers and catcalls of the underwhelmed shoppers. Make L2 SRs on LK and CHR and go to 1192.

960
Throgludite Crescent
Your personality let you down just a moment ago so we must assume you mean to rely on your virility. Do you want to beat your chest like a gorilla (1255) or wade into the skeleton who has just strayed into your path (1257)?

961
Cauliflower Row
A soon as you open the portal and push your nose inside, you smell a sweet, cloying scent and hear footsteps moving away from you. Then you feel a swathe of nausea sweep over you and you realise you have breathed in some kind of gas. Make a L1 SR on CON and either go inside (1200) or step back outside into the sewer (1131).

962
Epicurean Avenue
There! On the table, in open view beside a joint of steaming mastodon, lays the knife Alevak described to you. Easy to snaffle as everyone is busy working to feed the fat faced patrons. Do you want to rush out the back door, past the privies, and look for Alevak (1259) or do you want to hide in a dunny and keep the knife for yourself (1261)?

963
Cauliflower Row
Horror of horrors! The creature is faster than you! You can smell hot, fetid breath, smell rancid body odour, feel the splashes of sewer water hitting the back of your neck as it strains to get at you. A thing of nightmares, surely, it comes out of the darkness, fear washing forward ahead of it. Will you turn and fight (1133) or try to use your rising panic to redouble your speed (1135)?

964
Epicurean Avenue
Just as you slip inside and set eyes on the knife, lying ready by a sizzling hunk of meat, a kitchen girl jabs an accusing finger at you. “You’re not meant to be here!” she cries. Do you want to make a grab for the knife and hold her hostage (1263) or give this caper up and run for the back door past the lavies (1265)?

965
Cauliflower Row
Hands (claws?) reach down into the inky, foul water you are now soaked with, seeking out their owner’s prey. But you are no callow victim, waiting for death to scythe you down. Your muscles bunch and you spring up at the lurker, a cloud of water thrown up into its face. Roll your combat dice and make L1 SRs for STR, DEX and SPD – add 50% to your combat total for each one you make. The lurker fights back savagely – its MR is 36 in this, its home environment. If you die here, you do not want to know what it does to your corpse or what happens to your bones; if you are triumphant, go to 1137.

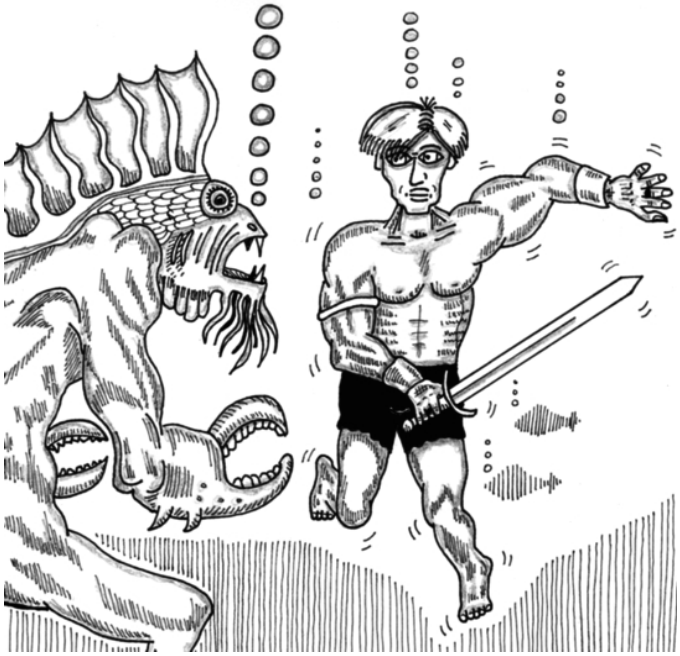
966
Epicurean Avenue
You have come up with a peach of a plan. It is so complicated yet intuitively feasible that it goes like clockwork and soon you are slipping past the privies, knife in hand, with no one having seen you enter and snatch it. Do you want to blend into the shadows and look for Alevak (1259) or do you want to hide in a dunny and keep the knife for yourself (1261)?

967
Sandune Street
Where would you like to go to? Actually, Cleo has a friend who is a travel agent. Her name is Anna Gram. She recommends one of these three hot destinations: *Folletship* (1139), *Chalkbole* (1141) or *Rapsadie* (1143). Your frisky wife wants you to make the decision and looks on eagerly.

968
Epicurean Avenue
You have come up with a turnip of a plan. It involves stealing patrons' clothes and impersonating a very important guest and then insisting on inspecting the kitchen for cleanliness. It might just work… You are flanked by waiters as you see the knife lying next to a slab of mastodon – you didn't think of that. Do you want to grab the knife and fight everyone off (1267) or give this up as a dead loss and just enjoy a fabulous dinner (1269)?

969
Sandune Street
Let's see if you are up to it. Make L1 SRs on STR, CON and DEX. If you make them all go to 1145 but if you are struggling go to 1147. Sometimes these things take time and persistence, other times you only have to dock once to multiply.

970
Watergate
Whether they really had set a password or not is a moot question. At any rate, a grill is slid back and a face peers out at you before the door is opened just wide enough to admit you. Go to 575.



Art dedicated to Robert E. Howard

971
Sandune Street
The thing coming is the half-brother of Thaug, a monster who once haunted the mind of the great Robert E. Howard. The other side of the family isn't much better, having done for Belit and her pirate crew on the Black Coast. If you are a Cimmerian you may double your combat total when you roll it, adds included. Thaug's little brother has a MR of 200. If you die here, it will be very quick and involve indelicate butchery. If you win through, you get 500 APs and a Wizard-God dumps you in the Jungles of Phantog (**see 'Wizard Went A-Wooing' from Khaghbboommm Press via DriveThru RPG or Lulu Publishing**).

972
Watergate
The door remains stubbornly shut. Eventually Brian takes a key out of his pocket and turns it in the lock. “Dunno what all that fuss was about,” he grumbles, “but I don’t think you’re the sort that is going to be able to walk on water.” Go to 575.

973
Swattage Hill
With the disastrous duo flanking you, you swank through the city streets. Before long, the City Watch start tailing you. Do you want to ditch the ogre bodyguards and slip away before they pounce (420), make a run for it with Dastardly and Muttley in tow (1149) or call out to the Watch to put up or shut up (1151)?

974
Watergate
A grill slides back and a spear jabs out at you viciously. Make a L2 SR on DEX or SPD to avoid it or lose 2d6 CON. If you are unharmed or at least not pushing up daisies, a voice says, “Sorry! Thought you were a tax collector!” and a packet of bandages is thrust into your hand as the door opens. Go to 575.

975
Swattage Hill
Once you have been marinated in thick onion gravy by Mr. Todd, a singular man with a monocle in his eye and a meat cleaver in his head, you are liberally salted and peppered before being wrapped in a heavy blanket of suet pastry. Then it’s into the oven and on with the gas! As your juices begin to sizzle inside, a voice sounds in your head. “Would you like to escape from this predicament?” it asks. Not a strictly necessary question and the voice goes on… “Let’s see, I think I remember the words and gestures…” Make a L2 SR on LK. If you are successful your fat may yet be pulled out of the fire – go to 1153; if not, you cook until you are quite tender and very nearly dead before Dastardly and Muttley decide to tuck in and share you.

976
Watergate
The door opens briefly and you are yanked inside before the door is slammed shut and stoutly barred. Almost at once, a pounding resounds from the outside and an angry voice demands that the door be opened without delay. “Open up or, by the hairs on my chin, these wolf-trolls will blow your house in!” the Watchman yells. Do you want to run after the occupants as they rush down a trapdoor (1271) or will you obey the officer’s command and unbar the door (1273)?

977
Swattage Hill
Marrow extraction is not at all a pain-free experience. The shock would be enough to kill an ox. And you? Well, you lose 1d6 +1 CON and then must make a L2 SR on STR to **Stay Alive!** Death would mean that you went into a pie anyway while emerging from marrow extraction still breathing would put you in need of urgent medical care. Dastardly and Muttley would do right by an old pal so if you live on, go to 12 where the professional help will be immediate.

978
Watergate
The Watchmen eye you suspiciously. Make a L1 SR on CHR – if you make it, you are free to go (440) but if you fail, they yell after you to stop and run to intercept you. Choice: run (make a L1 SR on SPD and go to 1275) or surrender (go to 1277).

979
Swattage Hill
For some obscure reason we shall call ‘Jude’, you have been saved. You are, sadly, little more than a stump. Still, the Wizard-God who has sought further amusement at your expense has seen fit to equip you, befittingly, with stumpy little arms and legs, about one quarter the length they used, so recently, to be. Your STR, CON, DEX and CHR are all halved and you find yourself back in your pig sty (1) 1,000 APs the better off.

980
Watergate
The would-be revolutionaries have a secret device that they plan to use to take over the city and overthrow the government. It was invented by a blind and deaf man called Spasmodicus who has kept it safe these past few months while the insurgents have been looking to recruit the right agent, someone full of guile, incisive and, on the Trollgod’s advice, exceedingly lucky. You now have the directions through the maze of alleys in the seamy side of town to get to Spasmodicus’ hovel. Go to 1279.

981
Swattage Hill
The great khremmatic power of the Wizard-God sees to it that you are levitated out of the paws of the now truculent pair. Your limbs are now 50% longer than before, giving your 50% greater STR and DEX. Pleased with his work, the Wizard-God gives you the chance to make some new friends by teleporting you to a lofty place (367) where you can perhaps feather your nest and feed the birds…

982
Watergate
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983
Acorn Lane
Dripping with anxiety juice, you wriggle through a tight, moist opening until you break through into a nest filled with little squirming monsters. They don’t look at all attractive but they look pretty harmless at this age and size. Do you want to massacre them, either with your bare hands or with a blade (1155) or spare their innocent lives and go on further into the gloom beyond them (1157)?

984
Cauliflower Row
His hole is close by, an artificial mound built up out of fill so that a round door could be prominently placed with a large but narrow chimney perched on top. He tells you his name is Brickass and he feels the cold very badly at night – he can no longer light fires because his chimney is blocked. Inside, you see his house has many valuable ornaments. He shows you the chimney and stands back to watch you begin your work. Do you jab your broom up to dislodge soot (1283) or ask for a bucket of water (1285)?

985
Acorn Lane
Roll 1d6 – if you get odds it comes up 'Bottoms' and you lose (1159) but if you roll evens it comes up 'Heads' and you win (1161).

986
Cauliflower Row
Your back is aching chronically now form the hard labour – lose 1 CON. The City Watch is keeping an eye on you, marking you down as a shirker. Do you want to sweep an alley that smells horribly of fish (1287) or do you want to pack up and go for lunch (1289)?

987
Acorn Lane
Make a L1 SR on LK - if you make it, you call correctly (1161) but if you fail you get it wrong, horribly wrong (1159).

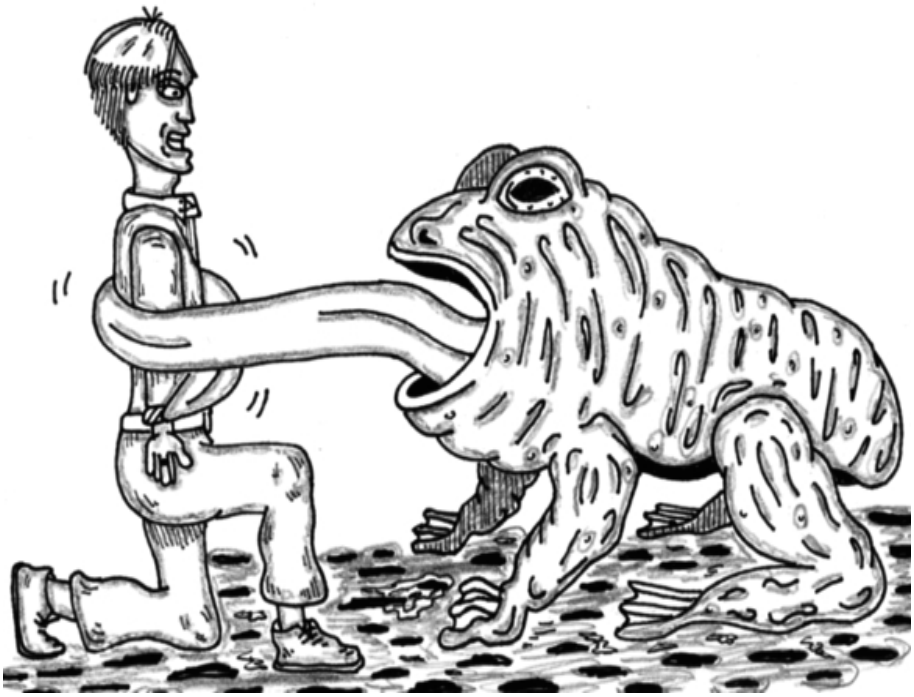
988
Junket Road
A City Watchman tells you that you get new brooms from the Municipal Miscellaneous Manifold Office and points you in the right direction. When you get there, the man at the desk takes out a stack of forms with a joyous smile lighting his face. "Welcome!" he beams. "I am Mr. Parker and I issue miscellaneous objects. Please fill in Form A, detailing the item you require, Form B, setting out how you come to need a replacement and Form C, describing your worst nightmares. They need to be filled out in triplicate, you will be happy to hear." He shuffles some more papers and waits expectantly. Do you want to start the form filling (1291) or tell him he can stuff it and just grab a broom from the open storeroom behind Mr. Parker (1293)?

989
Acorn Lane
The gremlin's friends call him 'Ripyabalzov' but Gangooly's last friend died when he savagely attacked him two years ago after an argument about which edition of the rules to a fantasy role playing game was superior (he can move on and let go so his choice is 7.5). No one has used that name since – just as well, because it has always tended to unbalance him. He never expects to get attacked so he only gets half his combat total in the first round. If he wounds you, the smell of blood excites him so much it trebles his MR, which starts at 10. If you kill Ripya go to 1163; if you die, you must accept that your corpse was not treated with respect.

990
Cauliflower Row
The gnoll nods and walks on. You can take the opportunity to down tools and make a break for freedom (994) or find a stiff upper lip and grind out some more cleaning (986).

991
Acorn Lane
You didn't dodge a bullet but who wants to quibble? After that close shave, you find yourself in front of a mahogany chest with a silver lock etched with the emblem of a rising serpent. There is a barred window behind the chest. As you survey the scene, a portcullis slams down behind you, barring your retreat. You can see it is way too heavy to lift and there is no mechanism you can find to open it. You can try to open the chest regardless (1165) or break the bars to the window (1167).

992
Cauliflower Row
The gnoll draws out a truncheon and wades into you with a gleeful look in his eyes. Skavjar gets 2d6 for his billyclub and has STR, LK, DEX and SPD of 15, 8, 12 and 10 respectively, giving him adds of +2. His CON is 16, as is his WIZ, and he wears a leather vest taking 2 hits. He will fight to the death but has a bad habit of gloating before he gives the death stroke so if you are going down but have a CON still positive you will get the chance to beat him on a DEX SR to do something unpleasant to him and get a free attack. If you kill Skavjar, you can have a 50 APs bonus and take his purse with 5d6 gold coins – then go to 414. If you are killed, it may be of some comfort to know that the City Watch take him and he swings on the gallows.



993
Acorn Lane
Aristophanes is a nice enough frog on his good days but he is a hungry frog and you seem like food to Aristophanes. He shoots his thick, sticky tongue out at you – it looks deadly and well aimed (he is practised at this). Being in the water slows you and makes dodging all the harder: make a L2 SR on DEX and a L1 SR on SPD. If you succeed, go to 1169 but if you fail you are wrapped about by Aristophanes' tongue and reeled into his mouth, whereupon he chews you out a bit and then swallows you down to his stomach where you are broken down into mush he can take nutrients from by his amphibian digestive juices.

994
Cauliflower Row
Skavjar's SPD is 10. If you can beat him on a SPD SR, you get away (414). If you do not exceed the level saving roll he makes, you are in for a beating (992).

995
Acorn Lane
The frog watches you as you advance, perplexed that his 'food' should come to him in this dainty and entertaining fashion. Aristophanes blinks and ribbets in anticipation… Make a L1 SR on DEX – don't want to slip, now! Go to 1171.

996
Cauliflower Row
Heading east in the foul smelling dark tunnel underneath the city streets, you soon hear the sound of chattering teeth and then see four eyes staring at you. You have stumbled across a pair of skeevers (MR 8 each). There is no time to get away, you must fight! If you die, they feast; if they die, you may feast but you may also climb down the ladder set at the back of an alcove just beyond them (1295) or press on into the gloom (1297).

997
Acorn Lane
Boris' coffin is quite empty (although it is padded with luxurious red velvet). Would you like to get in and shut the lid (1173) or rip out the lining in a fit of pique and anti-velvet rage (1175)?

998
Cauliflower Row
Heading west in the foul smelling dark tunnel underneath the city streets, you soon hear the sound of slurping and crunching. Something is eating something and relishing every bite. You can turn back east (996) or cautiously proceed, hoping to surprise the unknown beastie somewhere out there in the half-light (1299).

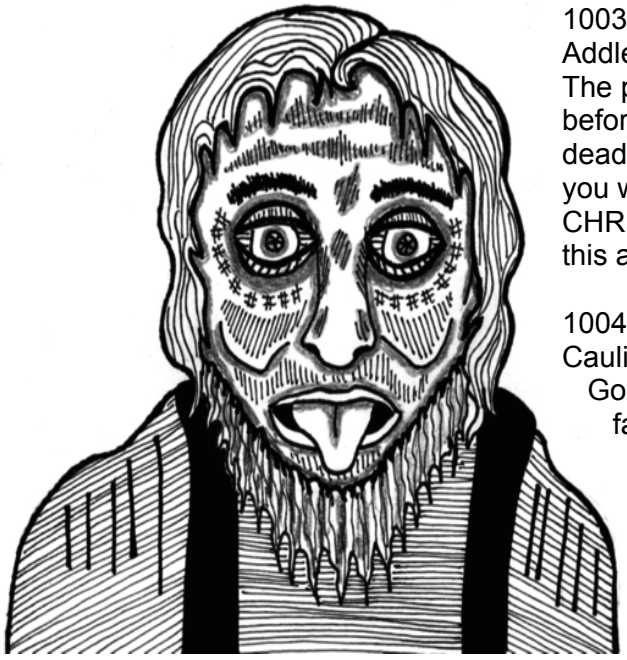
999
Acorn Lane
Rummaging through Boris' chests, you find a collection of exotic underwear in one, test tubes filled with blood in another, his diary in a third and a key nestled in a bed of a griffin feathers in another. You are free to try the lingerie on of course but, that apart, you could try the key in the lock of the book (1177), drink some blood (1179) or read the private thoughts of Boris the Vampire (1181). You should also feel free to stick feathers in your hair, or anywhere else, but it won't do you any favours.

1000
Higginbottom Gardens
It looks as if Mr. Wilton has been dealing with devils! Maybe his demise was not so undeserved. Of course, there might me a gap in the pecking order now… Well, you've gone through and as you can see that the portal has closed, there is no turning back. A devil some 5' in stature materialises right by you and grips your throat, starting to choke the life out of you. You need to put up a fight! Make a SR on STR, note the level and roll for unarmed combat (1d6 plus adds). Go to 1202.

MISSING INACTION

1001
Acorn Lane
Do you have some sort of lock picking talent or perhaps you know the *Knock-Knock* spell? If you do have such a talent you need a L2 SR to pick the lock so that you can read the diary (1181) – you can go to 1181 if you successfully cast this spell too. Otherwise, you must return to 730 and make another choice.

1002
Cauliflower Row
"Good decision, Bucky!" she cries enthusiastically. "Let's go smash someone's head, buddy boy!" Kardasia is certainly eager to do some double-damage with you. Soon enough, she leads you to the den of a Slithery Muckwrangler, a nasty beastie with a propensity for consuming sewer workers, protective clothing and all (a bit like salt and pepper to a Muckwrangler). Kardasia is not far short of being able to hold her own with the malodorous, salivating brute and her combat total is just 15 short of the monster's. Roll for your attack. If you are losing, you can split hits equally with the ogress – her CON is 36. If you die here, perhaps Kardasia will win through and save you from being devoured (I doubt she'd haul your (carc)ass out though); if you win, you can help her search the foul fiend's den (1204). You must fight to the death of your or the monster – for each subsequent round, you can roll 1d6 each for Kardasia and the Muckwrangler, adjusting the 15 discrepancy accordingly.



1003
Addled Pate Tavern
The poor man's eyes roll and his tongue protrudes before swelling up as his eyes bulge. He is soon dead. You are part of a gang of vigilantes now. Do you want to try to take command (make a L2 SR on CHR and go to 1341) or follow along and see where this all leads to (1343)?

1004
Cauliflower Row
Good news! She doesn't bother to chase you – fast, that is (she's clearly confident because she strides steadily after you, her long legs displacing much water, squashing things much better squished than left whole, and forcing you to rush blindly ahead. You come to an intersection in the tunnel. To go west, go to 998 or to go east, go to 996.

1005
Addled Pate Tavern
"Hey, bro, I owe you, like, massive!" Johnny gasps as you leggit. The crowd is disorganised and drunk so you and Johnny just need L1 SRs on SPD or LK to get away Scot free (Johnny has LK of 7 – that's why they picked on him – and CHR of 13 – they objected to his pretty boy looks because they thought he'd steal their women (like they had any – not) and run down the pure blood of Khaboom – a non-existent commodity). No sluggard, his SPD is 12. If you get away, Johnny leads you to his hideout (1345); if Johnny is caught go to 1347A but if you are collared go to 1347B; if you both are captured go to 1347C.

1006
Cauliflower Row
You are now riding the tiger! Well, ogress but that's even more impressive. Once you get her going, she's a sight to behold, splashing along, creating waves in her bow and troughs in her wake. Actually, Kardasia seems to enjoy being ridden so best to keep dominating her. Suddenly, up ahead, you see a large Mushgrinder, a slimy creature with tentacles and a tongue covered with suckers and barbs. Normally, Kardasia would shy away from such a beastie but now her dander is up (not a pretty sight!). Kardasia is not that far short of being able to hold her own with the gurning, flatulent brute and her combat total is just 15 short of the monster's. Roll for your attack. If you are losing, you can split hits equally with the ogress – her CON is 36. If you die here, perhaps Kardasia will win through and save you from being devoured (I doubt she'd haul your (car)ass out though); if you win, you can help her search the foul fiend's den (1204). You must fight to the death of your or the monster – for each subsequent round, you can roll 1d6 each for Kardasia and the Mushgrinder, adjusting the 15 discrepancy accordingly.

1007
Dungbeetle Scrubs
As the mob begins to inch its way towards you and Dodot, jeering and throwing the finger, a squad of Wizard Control mercenaries comes flooding into the street. These soldiers of fortune are the Wizard Guilds' contribution to day to day civil order, Wizard Control being their authoritarian strong right arm. The well-drilled soldiers, seemingly drawn from every 'friendly' kindred on Khaghtch'an soon drives the crowd like sheep before the wolf. You can join in the round up (1349) or decide it's time to desert and run off, discarding your uniform in some dingy back alley (139) where there's a tunnel mouth you can hide in.

1008
Cauliflower Row
For years to come, sewer workers look up and wonder what it is smeared on the tunnel ceiling. It has a thick, crinkly texture and is a myriad of bloody hues. It (you) helps them while away the long hours… You really are very dead.

1009
Dungbeetle Scrubs
The mob is not easily cowed and your uniforms just don't cut it. Dodot strides forward and bellows at them – and promptly goes down under a flail of blows and kicks. Do you want to fight to save him (1351) or convince the bruiser in your face that you were press ganged into service and ask him to let you go (make a L2 SR on CHR and go to 1353)?

1010
Moonshine Parade
The ogress rips the hat from her head, throws it on the ground and makes to trample it. You need to make a L1 SR on SPD to get out of the way of a very large foot. If you fail, you take 4d6 CON loss but if you make it you can tumble out of Kardasia's way and leave her to the catcalls of her social betters. You can either leap into a passing carriage (177) or you can slip inside a milliner's shop (1206).

1011
Liliyliver Lane
Her CON is just 8 but she does have a sigil that absorbs 4 hits. If you reduce her CON to 4 or less, you can attack freely again otherwise she retaliates with nails and teeth (very dirty, never seen a dental hygienist) – she gets 1d6 +2. If you kill Hagnes, you can search her body (1355); if she kills you, she stuffs your body and puts you outside her door as a warning to others and as something for the rats to chew on.

1012
Moonshine Parade
Kardasia pats you, making sure you a firmly wedged on to her head (lose 1 CON). She decides to go into a milliner's shop to have a second hat made in case you get damaged. The milliner takes on look and screams in apoplexy, "Darling, that hat is divine. I will be honoured to make you another. Think! My rivals will die of envy when they hear what I have crafted – sit still please while I take measurements." The elf has several pairs of scissors hanging from his belt. You can take a pair if you can make a L1 SR on DEX while he measures you and feels your fixtures and fittings. The scissors get 2d6 in a fight. Go to 1208.

1013
Liliyliver Lane
Woot! You soar off skywards, mastering the stick and feeling the wind at your back (no, it's not a stomach ailment). Hagnes is left fuming in your wake (better than **at** your wake). Now, you might think the world (or at least the city) is your oyster now that you have the freedom of the airwaves. To an extent, yes, but by and large, no. Why? Because Hagnes has spies and henchwomen and it would not be safe to be seen abroad on her favourite broomstick. If you do cart it about with you, you must make a L1 SR on LK every time you use it to escape from a situation – fail and you are spotted by one of her assassins and taken out, period (if you make the LK SR you may go to 414, 420, 430, 440 or 450). You might as well go to one of these city hotspots right away.

1014
Netherwallop Road
No point in monkeying around now! You can take a trip to the nearby zoo (1210) or you can look for some bananas to satisfy and sudden craving (1212).

1015
Liliyliver Lane
The broomstick bucks and bridles and dumps you in Hagnes' bathtub where her smalls are soaking (not that she's washed them), Make a L1 SR on your current CON. Fail and the reek of stale urine is too much for you – you pass out and Hagnes is free to cook you, which she does at a bbq she invites all her cronies to). Succeed and all you now have to do is fend the angry witch off – she starts by pointing her wand at you at muttering imprecations. You could a) splash her and throw her underwear at her (1357) or b) leap out at her and attempt to throttle her scrawny neck (1359).

1016
Rogues' Guild – Stealth Street
You make it as far as the main door, with heads turning you way in mild curiosity, when you collide heavily with a force shield. It flashes blue and zaps you. Make a L2 SR on current CON and go to 1214.

1017
Liliyliver Lane
Her CON is just 8 but she does have a sigil that absorbs 4 hits. If you reduce her CON to 4 or less, you can attack freely again otherwise she retaliates with nails and teeth (very dirty, never seen a dental hygienist) – she gets 1d6 +2. If you kill Hagnes, you can search her body (1355) or try to make the broom fly for you now it has no mistress to give its loyalty to (1361); if she kills you, she stuffs your body and puts you outside her door as a warning to others.

1018
Rogues' Guild – Stealth Street
The man takes out a key and opens up a small office with a desk and two comfortable chairs. An open fire blazes in the hearth and steaming mugs of hot chocolate have been laid out on a tray. On a perch in one corner sits a macaw, preening itself and squawking, "Who's in a pretty pickle then?" The rogue indicates you should sit and help yourself to a drink. The nourishing liquid is delicious and restores your CON fully. Thee man introduces himself as Percy and the parrot as Delver. "I have a job for you. It's not dangerous, will take two weeks and you'll get paid 500 GPs." He is unwilling to reveal more until you will take an oath to the cause. If you agree, go to 1216 but if you decline, you are escorted promptly from the building with a bag containing 200 GPs in uncut diamonds as your 'thank you' reward for bringing the scroll here (go to 414).

1019
Liliyliver Lane
O woe (is you)! You can hear the rasping breathing of Hagnes the Witch. She probably smells something tasty or maybe she knows someone is about to steal Mig, her faithful broomstick. If you can make a L2 SR on SPD you can escape without any bother from the vengeful crone (1363A) but if you fail you have a big problem… Mig snaps free from you and then zooms between your legs, raising you aloft and making for… go to 1015.

1020
Rogues' Guild – Stealth Street
The magical light sends tiny pulses tingling along your nervepaths and you feel someone probing into your mind. For a while, you stand dazed on the other side, in a small chamber in which a grey-bearded gnome sits cross-legged on a stool staring into a crystal ball. If you have read the scroll, go to 1218 but if you have not intruded upon matters not concerning you, go to 1220.

1021
Liliyliver Lane
Well, it might taste disgusting but, by golly, it does you good! Your WIZ has just doubled and your LK is 50% higher – I'm not sure all hags have this effect but it goes to show you never can tell, as Chuck Berry once said. Now – do you want to search her secret places (818) or try to master her potent broomstick (1361)?

1022
Rogues' Guild – Stealth Street
You see an opening to a vast hall filled with lifelike statues of men and women upon pedestals some 3' off the marble floor. They are all engaged in swordplay, spellcasting, locking picking, climbing or other roguish pursuits. You can hear overtone chanting coming from the far end of this shrine to the great history of roguery. Do you want to sneak forward, hide behind a statue and see who is singing (1222) or will you explore the chamber thoroughly, aiming not to be observed (1224)?

1023
Liliyliver Lane
Hubble bubble, toil and trouble… that's what would be going through your stomach's mind if it had one and had read the Bard's *Scottish Play*. MacBeth's witches have nothing on what this baby is doing to your system. Epsom Salts? Do me a favour, this is like a bodaciously radical enema. Your lower intestine knots itself wildly about its larger cousin and the resulting tangle causes you 2d6 CON loss and 1d6 INT loss. If you are still alive after all that, a kindly disposed Wizard-God dumps you back in your pig sty to recover (1). You can stay in the sty and recover 1d6 CON before you must move on.

1024
Rogues' Guild – Stealth Street
You are soon admitted to see the Senior Duty Rogue, after a quick mindscan by the greybeard in the foyer. The SDR is a rather glamorous middle aged woman named Lola Montez. She takes the script and expresses gratitude on behalf of her Guild.

She tells you she must wipe this from your mind to keep you safe in the city and casts a quick yet effective cantrip (make a L1 SR on INT – if you fail, lose 1 INT permanently). When this is done, and she sincerely apologizes if you were harmed during the casting, she hands you a finely crafted box, some 6" by 4" and 3" deep. She encourages you to look inside. The box itself, Lola says, is worth 100 GPs, but inside is an opal and silver ring which allows the wearer to cast *TTYFs* at half normal WIZ cost with no INT check, nor INT or DEX requirement. When she is satisfied you understand the reward, she escorts you to the building's rear exit and teleports you away unseen into the heart of the city (420).

1025
Liliyliver Lane
How's the searching going? Can you stand the stale urine stench that pervades Hagnes' house? If you failed the CON SR you faint – when you come to you find that a mob has broken in, sensing the downfall of the witch and looting the place. Ransacked, there is nothing here to take now. Even your clothes (and all possessions) are gone. You can wear the rain butt outside by attaching straps (it does take 2 hits – thanks due to Stefan Jones) and toddle off to 430. If you failed the LK SR you found nothing; if you failed the INT SR whatever you stumbled across did not strike you are worth taking – in either case, go to 430 empty handed. If you made all 3 saving rolls, you hit gold – you find a small box with a piece of blue-green coral inside it. Inscribed on the lid of the wooden box are the words "*This precious artefact belongs to Grandmother Mosiken, Seamists – generous reward upon safe return*." If you would like to take this box and enquire as to where Seamists might be, go to 1363B; if you just want to hit the streets go to 430 but anytime you want you can go to 1363B to follow up on this treasure.

1026
Wizards' Guild – Pentagram Square
A gimlet-eyed wizard named Ratzpewk sniffs you carefully, not missing an inch, before having you taken by an heavily armed guard of warrior-wizards to a door with a smoking '17' etched into its wood. You are urged inside when stands an ebony skinned tall man, who introduces himself as Ennui Tgaddhu. This senior wizard is close to the Guild Supreme Witch, Napolitana, and he looks as if he does not care what he has to do to stay at the top of the heap in this magic city. Tgaddhu asks you if you want a reward for the information you have brought. If you do, go to 1232; if you say nothing is necessary for this act of duty, go to 1234.

1027
Liliyliver Lane
Not smart! It's quite obvious where you have gone – the broken window, the disturbance on the pond, the unhappy toads – and Hagnes is quick to freeze the water in the pond with you inside. It would be rather a moot point as to whether you die of hypothermia or simply suffocate through lack of oxygen - except that a passing Wizard-God takes pity on you because you are more amusing than the average low-life expendable so she drops you back at your pig sty, having restored any lost CON (go to 1).

1028
Mayor's Office – Pentagram Square
The flunkey at the Appointments Desk gets quite flustered as the Mayor has an unexpected and important visitor. He senses your message is urgent though so he risks his job and his pension by showing you in. The man with the Mayor is a L17 wizard from the Guild, Midchazzar Ydazid, someone known to be ruthless in his quest to become Supreme Wizard at the next *Changing of the Guard*. Given what you have to say, this could be awkward…

Do you want to blab it out (1236), pretend you've come to inspect the plumbing (1238) or ask if you could have a private word with the Mayor (1240)?

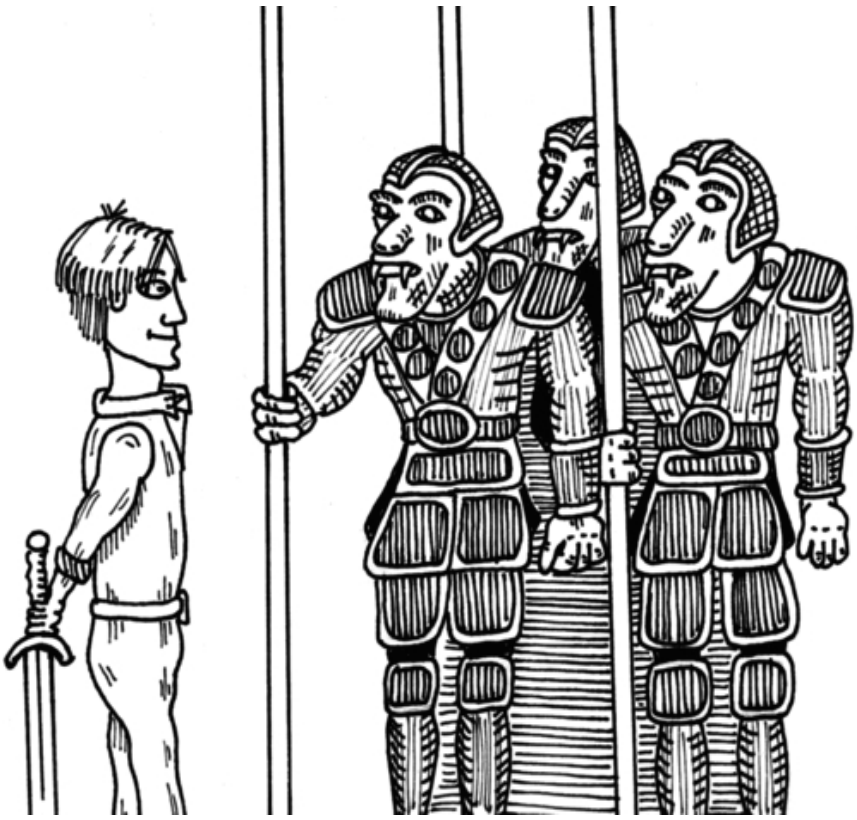
1029
Liliyliver Lane
Hagnes screams in rage and frustration as she surveys the scene. Her precious warty toads – at your mercy! "What do you want?" she wails. "Don't hurt them, they've done nothing to you!" Do you want to demand money (1365), demand that she becomes your slave (1367), demand safe passage out of here (1369) or crush her toads in your bare hands (1371)?

1030
Netherwallop Road
No harm is done to you physically by eating this message yet something feels strange inside… You may go about your business as normal (440) but, depending on who you come across first, if you meet a wizard go to 1226, a rogue 1228 or someone from the Mayor's Office to 1230 before returning to the paragraph where you encountered this illustrious personage (if fate allows).

1031
Liliyliver Lane
If you did not make both saving rolls, the fight is short lived – through clumsiness, lack of skill, weakness or a mess up on all fronts, the witchy gang wrestle you to the ground and eat you alive until death doth you part from this mortal coil. But if you made the rolls then it is you that conquer all before you, banging heads together until they are witless and crushing windpipes until they breathe no more… Naturally, you search Hagnes' house and you find something very curious indeed. You find a small box with a piece of blue-green coral inside it. Inscribed on the lid of the wooden box are the words "*This precious artefact belongs to Grandmother Mosiken, Seamists – generous reward upon safe return.*" If you would like to take this box and enquire as to where Seamists might be, go to 1363B; if you just want to hit the streets go to 430 but anytime you want you can go to 1363B to follow up on this treasure.

1032
Netherwallop Road
How un-public spirited of you! A passing Wizard-God frowns and ire grows in his breast. In fact, it is the eponymous father of the city, Khaghbboommm (to give him his birth-spelling). He drops a minor curse on you – roll 1d8 if you have one or find another random mechanism if you don't and then roll 1d6: this will enable you to know which attribute has been reduced and by how much. Not willing to see you escape so lightly, Khagh transports you to the sewers where you find yourself pressed lips to lips with an ogress – go to 534.

1033
Pestilence Park
Which way do you want to head? North (501 - Carbunkle Lane), south (502 - Sourgum Street), east (503 - Razorwit Road) or west (504 - Netherwallop Road)?



1034
Mayor's Office – Pentagram Square
With a loud clatter of pikes and greaves against stone floor and wooden panelling, six hobgoblin guards charge to Jeeves' aid. You could put up resistance and engage the first one in combat (1242) or you could accept arrest and go with them peacefully (1244).

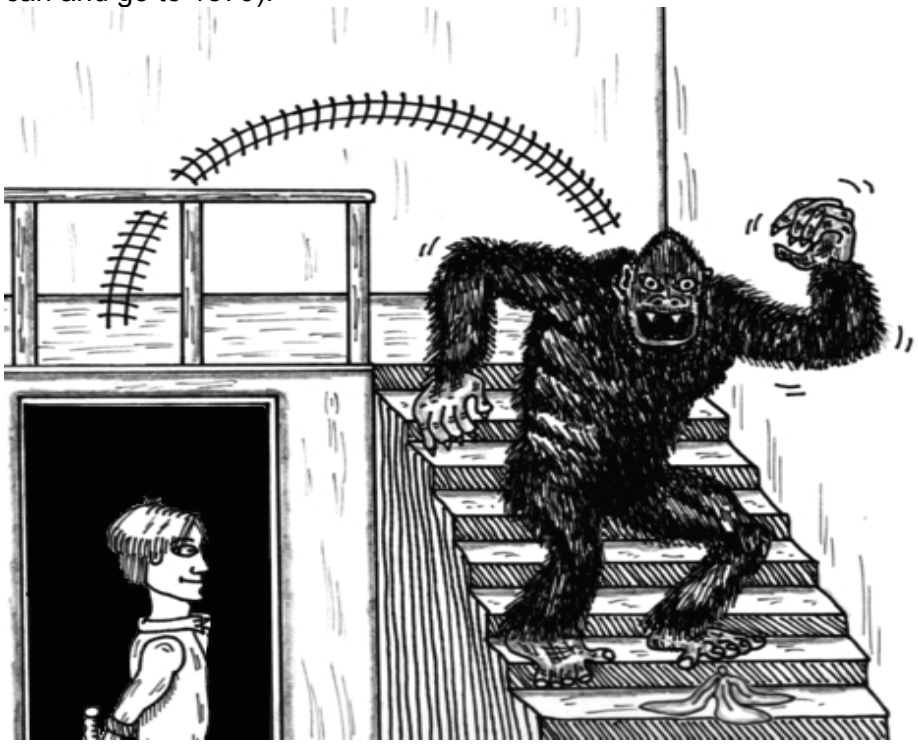
1035
Moneybags Place
Make them both? Good, stupendously good! OK, you get rescued by a watching Wizard-God – you get gifted a bag of gold (500 GPs) and delivered to the Tourist Information Office of your choice - north (501 - Carbunkle Lane), south (502 - Sourgum Street), east (503 - Razorwit Road) or west (504 - Netherwallop Road). If you failed, well… could I be so harsh as to starve you of oxygen unto the precipice which to plunge from would deposit you in the Pits of Death? Well, yes I could … but – have a crack at those saving rolls at L2 and go to 1373.

1036
Mayor's Office – Pentagram Square
A jelly skeleton attempts to cut you off – at the knees, with his kukri. You can either try to leap over his scything blade (1246) or meet him with your own weapon or bare fists (1248).

1037
Moneybags Place
If you failed those challengingly high rolls, you can look for secret doors (828) or wave a white *something* in surrender (832). If you made them, you have a new spell! It is less potent than *Blow Me To* as it only takes you home (in your case go to 1, your familiar pig sty) – it costs 15 WIZ to cast and its range is limitless.

1038
Mayor's Office – Pentagram Square
"I am Pandora," she tells you in a voice like maple syrup. "I shall open your mind and discover the truth of your motives." She places a hand on your head an you feel a surge of magical power. "Let it all out, poppet," she coaxes, "resistance is futile." You feel like putty in a window frame as she pummels your synapses. Make a L1 SR on CHR. If you make it, go to 1250 but if you fail, go to 1252.

1039
Moneybags Place
Made those rolls? OK, you're still in the game! Go to 1375. Failed one or both? No one notices. Perky gets despondent and then looks hungry – he is staring in your direction, drool spilling down his chin. He springs at you, trotters raised to pound your skull. You can meet him in battle (1377) or use your agility to sidestep and gain a decisive (or not) advantage (make the best SR on DEX you can and go to 1379).



1040
Mayor's Office – Pentagram Square
The ape-man is after you like a shot, bounding up the stairs as if he were on a trampoline on a planet of very low gravity. Arctic not only looks good on the dance floor at civic functions, being a very handsome ape, but he is swift in the pursuit of justice. Make a L2 SR on SPD - if you make it, go to 1254 but if you fail, go to 1256.

1041
Pentagram Square – Wizards' Guild
"Excellent!" proclaims Derek, his ring crystal glowing with approval. "That's the first step seen to. Now let's try your finger movements. No, it's more than the middle digit so practising *that* move won't help you." He smiles benignly as he takes you over to a strange metal contraption consisting of a stout base and a twisted wire running in a mazy path from one end of the base to the other. There is a small rod with a loop at one end resting by the base, the loop wit the wire passing through it. "Pick it up," Feckless Derek instructs, with an unnecessary flourish of his robes. As you do just that, the wire pulses with energy. "All you have to do," he asserts breezily, his eyebrows raised like vultures taking flight, "is get the loop from the start to the finish without touching the wire. And, yes, it **does** hurt if you botch it!" He watches with grim satisfaction as you tackle the task. Make a L1 SR on DEX and go to 1381A if you make it and to 1381B if not.

1042
Acorn Street
The liquid fizzes a little as it washes over your vocal chords and down your gullet. When it hits the pit of your stomach, it positively jives alongside the various foodstuffs in their different states of digestion. It is, in fact, a *Little Feets* potion. Do you want to run away at lightning speed (1258) now that you are juiced up so or will you take a look in the direction the rat is pointing (1260)?

1043
Pentagram Square – Wizards' Guild
"Oh, shucks," Derek says caustically. "Not cut out for wizard work, were you? Not cut out for much more than sweeping really. Say, there's an idea!" With that, he waves his hand at you and his ring crystal pulses. You are whirled through the aether until you arrive, a little bilious, on the road side. Go to 326.

1044
Liliyliver Lane
Enraged that you have not only attempted to cuckold him but have also thwarted his intention to crack your cranium, Ernie rushes up to give you a seeing to. You are in combat with the fastest milkman in the west! Roll your combat totals – Ernie gets 2d6 + 4 for the bottles and has 4 personal adds. His CON is 12. If you die, he sells you to the Bring-out-the-Dead man but if you end Ernie's earthly endeavours go to 1282.

1045
Dungbeetle Scrubs
"You don't fool me that easily, Missus!" he scoffs. Willie scratches his head and snorts in derision. "You think I'm an imbecile, don't you. I'll show you, see if I don't. Sarge!" The guard bellows and the sergeant comes to see what the bother is. "These two buffoons need a spot of hard labour – let's put them on that detachment that's going to help rebuild Glassstones' wall." The sarge readily agrees and before long you and Mohawk are shackled to bench legs on an open wagon, filled with a dozen other convicts, leaving Khaboom at night. Make a L1 SR on LK. If you make it, go to 1383 but if you fail go to 1385.

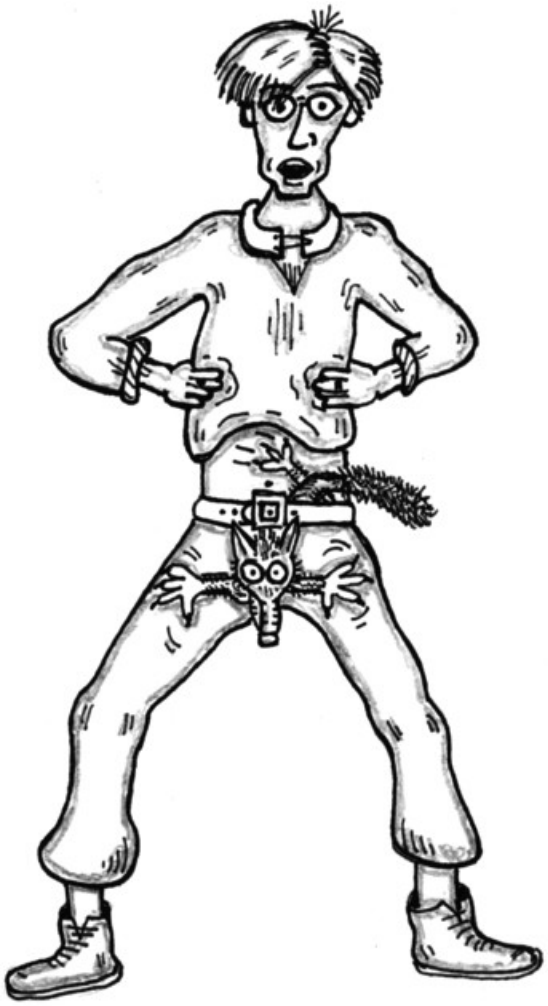
1046
Acorn Street
The rat is not a fighter. Not that he's much of a lover, either. Roll for battle – Rodentius has MR 6 so he gets 1d6 +3. If he kills you, frankly, you are no great loss to the mighty armies of Trollworld; if you conquer the weak creature you can take his potion. If you decide to drink it, record that decision. Now go to 1262.

MISSING INACTION

1047
Dungbeetle Scrubs
“Oh, you poor thing,” croons Willie. “You look nearly due. Are your waters about to break?” He opens the door to the cell and tells you to follow him to the prison hospital. After a couple of turns, you pass by the doorway to the street. If you want to follow Willie, go to 1387 but if you want to make a break for it try a L1 SR on LK and go to 1389.

1048
Mean Street
A noble gesture! Partz was right - danger does always come form this side. Tentacles, muscular rather than rubbery, snap out from behind a bank of garbage bins. The private is fast, suspecting trouble, but even so he can only dodge two and another pair fastens round him, one about the chest, pinning his arms, the other about his knees, hobbling him. Do you want to run away (1266A) or wade in to the rescue of your fellow law-enforcer (1268A)?

1049
Epicurean Avenue.
Well enough! It’s the bathroom window for you – it’s on the ground floor so no hurt is inflicted upon you save for a slight to your name. As you get to your feet, a wagon is passing by, laden with shackled prisoners. It is the midnight chain gang, bound for who knows where. You could sneak aboard if you are feeling like a change of scenery (1385) or you could just slog on through the city that never catnaps (414).



1050
Mean Street
Perhaps you were being brave, maybe you suspected trickery. Anyway, you are patrolling the danger side. When it strikes, danger hits hard, low and fast. Make a L1 SR on DEX and another on SPD as four powerful tentacles rocket out at you from behind a line of dustbins, sending the metal cans clattering across the street at Private Partz. Go to 1270A.

1051
Epicurean Avenue
Now is the worrying time! A ferret down the trousers is not a recipe for keeping the doctor away. An apple works fine, unless it is apple bobbing season. I wonder how savage and frenzied that ferret is. If you can make a L1 SR on LK, you only have to suffer the depredations of a half-crazed ferret but if you fail, you are hosting a party in your pants for a wild stallion of a small furry mammal. For the former, 1d3 CON, for the latter, make it 2d3. Once the torment is over and the ferret has sated its rage and the spectators are once more thinking of the plum duff, you can hobble away to 430.

1052
Mean Street
The pair of you cautiously advance along the street, looking this way and that for hidden dangers. You are glad for the close connection with Private Partz in this grimy, godforsaken backwater. Each timorous step takes a mountain of minutes to complete as every shadow demands your full vigilance. Every garbage can holds the potential for something monstrous hidden within… Make a L1 SR on INT and one on LK and go o 1272A.

1053
Epicurean Avenue
Dressing as a chef was the easy part. Now you have an enraged gourmet brandishing an egg whisk hurling himself at you. He gets 1d6 +1 for the whisk and has combat adds of +1. His CON is 10. If you need any other attributes, roll 3d6 (no TARO). If you kill Big Jules in one round, go to 1391 but if the fighting is still going strong after one round, go to 1393. If Big Jules slays you with the egg whisk, well, you took one helluva beating and you get turned into a soufflé.

1054
Mean Street
Your act of dereliction shocks Partz to the core, so much so that he is slow to chase after you. Let's see if he catches you! Roll 3d6 for his SPD and then roll his saving roll. If he makes a higher level than you, he catches you and rugby tackles you to the ground. If Partz snags you, go to 1264 but if you elude his grasp, you get clean away (420).

1055
Epicurean Avenue
The cellar steps are an easy climb, designed to promote kitchen efficiency. However, the chef is very organised and knows that he has all he needs for this evening's culinary masterpieces up here at hand now. The door on the landing some twenty steps down is securely locked. Unless you want to go back up into the kitchen and grab the chef's spare uniform (1053), all you can do is go further down into the unknown. Past the landing, the steps become rougher, narrower and slimy. Soon, you reach a tunnel at the foot of the stairs and can go left or right. You could swear you hear and faint thrumming to the left (1397) and to the right you can make out the muffled sound of voices and the occasional splash of water (1395). You essentially have three choices…

1056
Liliyliver Lane
The concrete hardened crust of a stale pork pie catches Ernie just below the eye. The gold top milk bottle falls from his hand and milk runs all about Ernie's fallen boy, mingling with his blood. Ted sniggers and pushes Sue inside the house, takes one look at you and the goes inside himself, slamming the door shut. You can search Ernie's body (1266B), take his horse and cart (1268B), sneak round the back of Sue's house looking for a way in (1270B) or just clear off (430).

1057
Dungbeetle Scrubs
These uniforms are enchanted by Wizard Control so that one size really does fit all. Out on the street, ready to pound your beat, you are immediately accosted by a young officer, needing back up to deal with a lynch mob. Will you go inside and ask the duty sergeant for reinforcements (804) or do you want to tell the young officer that you're on the scent of a master criminal and time is of the essence (1399)?

1058
Liliyliver Lane
Ted is so intent on dodging another flavoured yoghurt hurled by the enflamed milkman than he is unaware of your assault on his rear end. Make a SR on STR then roll 1d6, multiplying by the level of the saving roll you made (or didn't). Ted's arse has a CON of 10. If you 'kill' it, go to 1272B but if the butt lives on, go to 1274.

1059
Dungbeetle Scrubs
A bold move. There are two of them but if you can make a L1 SR on SPD, you will enjoy the element of surprise. You can push Bubba inside with a L1 SR on DEX (L2 if you do not have surprise on your side) and you can wrestle Nobby in with a L1 SR on STR L2 if you do not have surprise on your side). If this all goes well, a L1 SR on LK will permit you to lock them in (L2 if you do not have surprise on your side). If you succeed in imprisoning the pair, go to 1302 but if failure greets you startlingly presumptuous assault on the officers, you are overpowered and locked away yourself. Bubba bellows and the sergeant comes to see what the bother is. "This clown need a spot of hard labour – let's put him on that detachment that's going to help rebuild Glassstones' wall." The sarge readily agrees and before long you are shackled to bench legs on an open wagon, filled with a dozen other convicts, leaving Khaboom at night. Make a L1 SR on LK. If you make it, go to 1383 but if you fail go to 1385.

1060
Liliyliver Lane
You are now in a fight with Two Ton Ted from Teddington. His CON is 12 and if you bit him, you will have reduced it. If you did manage to sink your pearly whites into his crinkly neck you also have the advantage in the brawl. No one has the time or room for weapons, this is a wrestle. Id6 each plus adds – Ted's are +6. If you hold the advantage through dental destruction you get an extra d6 and continue to do so just so long as you are winning the fight. Remember spite damage – this is most certainly a spiteful tussle. If you die here, Ted runs your corpse over with his baker's van and then ties you to the rear axle before hauling your sorry (and dead) ass all over the city. If you take Ted down, go to 1276.

1061
Dungbeetle Scrubs
These uniforms are enchanted by Wizard Control so that one size really does fit all. Out on the street, ready to pound your beat, you are immediately accosted by a young officer, needing back up to deal with a suspected break in. He appeals to your sense of duty and soon you are sprinting along after him (789).
Liliyliver Lane

1062
The lonely widow takes quite a shine to you! “Shin up the drainpipe and come see the splendours of my boudoir, honeypie,” she croons. The aforementioned drainpipe looks a bit shonky but its only 15’ to climb to her open window. Up you go! The bitterly jealous milkman throws a bottle of full cream milk at you once you reach the 10’ mark. If you want to twist and dodge, go to 1278 – if you want to just keep climbing, go to 1280.

1063
Epicurean Avenue
If you failed the SR, you are finely sliced then diced and served on a crisp bed of lettuce. Not everyone’s favourite dish but it takes all sorts. If you succeeded, a large wizard with a potbelly that could double as a basketball demands a reprieve for you. His companions are indifferent – they have plenty of other fine delicacies to tempt their taste buds. Succulent Simon has you glad-wrapped and put in a doggy bag for him to take home later. After five stupendously high cholesterol courses, Simon wends his weary way home, staggering from the brandy he has consumed, concerned not to breath on a naked flame and so avoiding the streets patrolled by the City Watch. Go to 1310.

1064
Liliyliver Lane
“Oooh, you are rather emasculated, aren’t you, sonny?” the wary widow remarks. “Ernie, you’re my man and you always will be!” Cheered by Sue’s declaration of devotion, the milkman rushes at you, holding the neck of a pint bottle in each hand. He smashes the tops off the bottles on the widow’s garden wall and comes at you with jagged broken glass threatening to emasculate you even more. You are in combat with the fastest milkman in the west! Roll your combat totals – Ernie gets 2d6 + 4 for the bottles and has 4 personal adds. His CON is 12. If you die, he sells you to the Bring-out-the-Dead man but if you end Ernie’s earthly endeavours go to 1282.

1065
Dungbeetle Scrubs
You are standing in the court before Judge Ann Dury. She bangs her gavel and asks you what sentence you deserve. Make a L2 SR on CHR and choose from the sentences on offer at the courthouse today: a) hard labour b) very hard labour c) stoning or d) a suicide mission for the good of the city. Go to 1308.

1066
Liliyliver Lane
If you made the L1 and L2 SRs on DEX, you pitch and roll and both bottles miss you (go to 1044); if you missed the L2 saving roll but made L1, one bottle smashes against a wall but the other hits you – take 1d6 CON loss; if you made failed the L1 roll, both bottles hit you and you take 2d6 CON loss; if you rolled a critical fumble, both bottles fly from Ernie’s hands with uncanny accuracy and strike you on the back of the head – take 4d6 CON loss.

If you are dead, It takes the mortician a lot of time to pick the broken glass from your corpse; if you are merely injured, Ernie boots your butt down the street (lose 1 more CON) and then returns for some nookie with Sue while you make your way the worse for wear to Robert Johnsons's Crossroads (414).

1067A
Dungbeetle Scrubs
If you failed the DEX SR, even though he is more often compared to a rhinoceros than a panther, Rumplejaw's fist connects with your jaw. Roll 4d6 and double for his STR. If he makes a better SR on STR than you do on current CON, the lights go out for you (go to 1304). If you survived the haymaker without seeing stars, you now need to fight him off. At least he is fighting with his fists. Rumplejaw gets 1d6 +20. If he beats you, it is only stun damage (go to 1304). If you survive the one round and are on top, make a L1 CHR SR and go to 1306.

1067B
Dungbeetle Scrubs
The gormless pair of loveable tykes are happy to play any game you like. They are slow learners and quick losers. Soon their pay is gone form their purses and you are 60 GPs better off. "Come back next week," says Henry, "we'll have another crack at this tricky little game!" "Barnaby agrees, adding the hopelessly inaccurate assessment that they 'nearly had you'. You can clink away to 450.

1068
Hickory Docks
Once the nauseous feeling that comes with teleportation dissipates, you see that you are in a ballroom with huge cut-glass chandeliers suspended from the ceiling and lush velvet drapes hung from the walls. There must be over one hundred people dancing and drinking, all wearing masks and lavish and gaudy costumes. There are pirates, vamps, highwaymen and cave women, to name but a few. Do you want to join in the dancing (1284) or stick close to Khaghtch'an (1286)?

1069
Dungbeetle Scrubs
The pair insists on playing their preferred gambling game, '*Pin the Tail on the Mayor*'. You can roll 3d6 TARO for their LK and make saving rolls for all three of you, noting the results. Go to 1312.

1070
Netherwallop Road
If you made the saving roll, you expertly trap the imp between your hands – you can crush it (1288) or demand that it serves you if it wants to be spared (1290). If you failed the roll, the imp eludes you and tramples all over the doctor's lower intestines before leaping up at your nose – do you want to swat it aside (1292) or attempt to bite it in two (1294)?

1071
Quill Court
The rich don't get that way by playing soft ball. The agreement is rather one-sided, giving the tycoon 90% of all profits, leaving you with a distinctly smaller 10%. It's no use in turning to Kelba now; the ink is already dry – a special brand, imported at great expenses but well worth the initial outlay at times like this. You can cut and run, welching on the deal (1314) or grin and bear it, determined to make this setback a minor one (1316).

1072
Netherwallop Road
If you made the saving roll, you quell the doctor's spirit's initial urge to insinuate itself in your body and seek to take possession of you – instead the ghost asks if you would like to go to the doctor's bank and take his money from the vault as it is no use to the ghost. If you want to accompany the spirit to the bank go to 1296; if you want to flee the scene go to 1298. If you failed the CHR saving roll, the ghost laughs unpleasantly and floats intangibly into your body. Make a L1 SR on WIZ and go to 1300.

1073
Quill Court
Your new friend tells you that time is money and huffs and puffs somewhat as he taps the face of his diamond-studded pocket watch but he hangs around to put pen to paper as soon as Kelba is finished with his legal beavering and you have signed on the dotted line. "Now – to business!" he declares, pompously and portentously. He whisks you away in a tandem rickshaw to the wharf where all the luxury barges are moored down at the docks. Go to 1318.

1074
Sullied Trouser Inn
Mucuss is a big drinker and two bartenders bring him a stupendous bucket of ale. Fortunately, he only drinks the sour dregs so the ten gallons it takes to fill the bucket only cost you 1 GP. As he swills it down, he tells you that he knows where a nifty magic item is buried but it has anti-troll magic on it so he needs someone to dig it up and take it for assessment for him. He offers you 50% of the price it fetches if you want to go with him to unearth it. He keeps drinking while he talks so both you and he gets fairly wet (this happens all too frequently). If you accept his offer go to 1301 but if you distrust trolls and magic items almost as much as Greeks bearing gifts, you can slip out the door while he licks out the last few drops of his beer (440).

1075
Resurrection Road
This is not a good moment for Jones the Steam. You can begin your clobbering now: roll your combat total, deciding in advance if you are intent on dealing death or merely administering brain damage. Go to 1320.

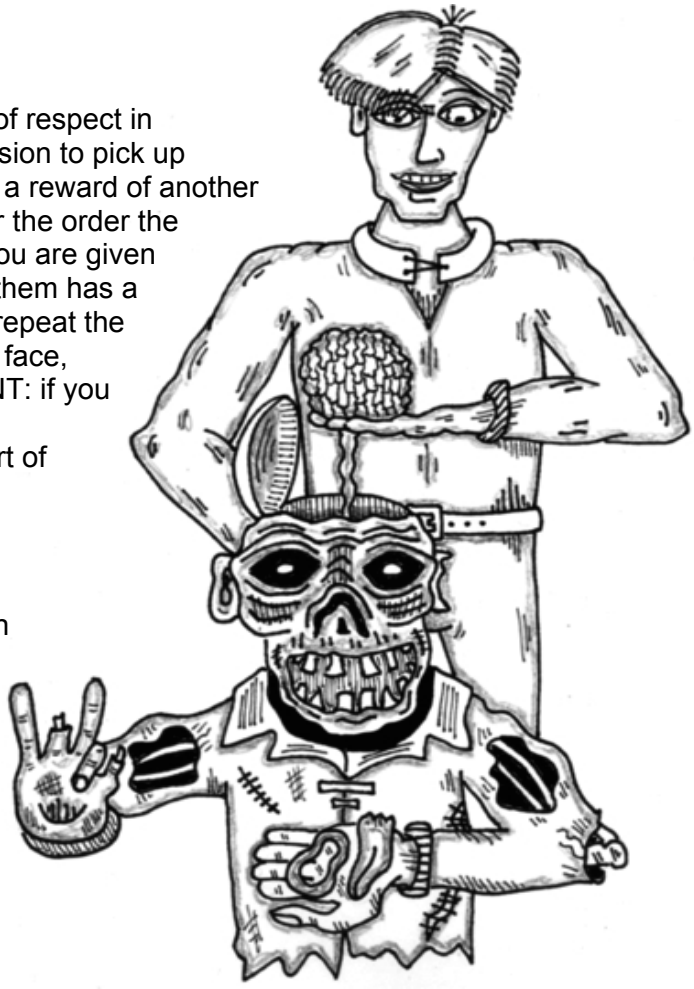
1076
Ghoulish Gardens
In for a penny, in for a pound of flesh, eh Shylock? I suppose if you're in a deep hole, you might as well keep digging… The maggot tastes both bitter and rancid but it is a lot more appetising than the brains. Can you keep them down? Make a L1 SR on current CON – if you make it, go to 1303 but if you muff it, go to 1305.

1077
Resurrection Road
Your attempt at stealth is pitiable – but Jones the Steam knows no mercy. He clobbers you, not the other way round. He gets 1d6 plus 14 for his clobbering and you get no defence. If his neanderthal haymakers lay you out (that would be if your CON falls to less than 3 – yes, only stun damage, I know!) then go to 1322A. If you are still able to defend yourself, go to 1324.

1078
Ghoulish Gardens
The maggot has a relieved look on its cute little face. It winks at you and then disappears through some rotting flesh. The brains are more than enough to make any normal person puke but perhaps you have a paranormal digestive system. Make a L1 SR on current CON – if you make it, go to 1307 but if you muff it, go to 1305.

1079
Higginbottom Gardens
Although he is rich, the poor man is lonely and he has taken a shine to you. His home is palatial and everything in it is worth a small fortune. You have earned his trust but will you keep it? He answers a call of nature, leaving you free to roam as you will. Do you want to relax and glance at the book lying on the coffee table (1326) or grab something valuable and make yourself scarce (1328)?

1080
Ghoulish Gardens
You find that you have gained a measure of respect in Zombieland and you are sent out on a mission to pick up brains from a butcher's. You are promised a reward of another CON boost if you bring back the brains per the order the butcher has agreed to fill. The directions you are given are not very clear and the zombie issuing them has a problem that means he will not be able to repeat the instructions – his lips split and fall from his face, along with his tongue. Make a L1 SR on INT: if you make it, go to 1309 but if you fail, you get hopelessly lost and end up in a familiar part of the city (414).



1081
Resurrection Road
His gentle snoring is reassuring rather than aggravating, as it surely would be if you had to wake up beside him every morning. It would be easy to pick his pockets and drop down from the carriage where the foot traffic is thick if you were so inclined… You can do just that (1330) or get some shut eye yourself and let the carriage take the strain as it wends its way to his bijoux residence (1079).

1082
Forest of Hemnin
The journey takes eight days. The road is good and fellow travellers are friendly enough. Once you get beyond the great wall of Khaboom, the population quickly thins out but your new friend knows this country like the back of his head. No need to pay for rooms in inns – the elf knows the great trees with sleeping bowers prepared by his people for wayfarers. Garnet finds sleeping on tree branches second nature but it is not something for everyone. Make a L1 SR on LK – if you fail, you fall out one night and take the amount you missed the SR by from CON (minimum loss 1). The following morning, Garnet finds tracks that worry him; he won't tell you what it is but eventually instructs you to climb a tall tree while he hunts his quarry. The tree is not easy to climb. You can stay in the lower branches (1311) or climb higher up (make a SR on DEX and go to 1313).

1083
Chaffing Way
The dwarves are most impressed and feel kindly towards you. While this does not extend to buying you a drink, as they are not quick to splash the cash, they do give you a tip that you might get a better job down at the docks if you tell another dwarf named Greasefleck that Humphsnort and Saltlick will vouch for you. They seem eager that you clear off now and give you a shove to set you on the way. You can either make your way down to the docks (1332) or toddle off to some place more to your liking (440).

1084
Ghoulish Gardens
It was a good job with lots of fringe benefits and a pension, a gold watch on retirement… oh well, not everyone wants to be gainfully employed. Make a L1 SR on LK. If you succeed, you get a way without being noticed and climb up into the city's fresh air (420); if you fail, a zombie guard spots you and sets a pack of over forty zombies on you – no one would survive that and although you are soon to be no one you are not quite there yet… Now you are! RIP (*Rest In Pieces*).

1085
Chaffing Way
When Humphsnort and Saltlick sample your dish, it does not take long for the look of disgust on their faces to turn to rather more sinister looks hinting at dire consequences for you. It is as plain as the noses on their pickaxe-beaten faces that you need to get out of here pronto. Make a L1 SR on SPD. If you make it, you are too quick for the leadenfooted plodders (go to 440) but if you fail, they catch you by your tender parts and give you the sort of shaking normally associated with earthquakes. Lose 1d6 CON. If you survive that, you can lick your wounds as you crawl away to 414.

1086
Ghoulish Gardens
A sound choice. Now you have a steady job and a pay check. Every time you move from one location to another, you get the chance to earn 30 GPs. All you have to do is avoid rolling 7 on 2d6. If that happens, you are fingered for body-snatching and you either need to make a L1 SR on LK or DEX to break free and continue on your merry way or you may elect to fight a Wandering Person (see the **Wandering Persons** section a the back of the book). If you fail the SR or have your CON reduced to 3 or less, you go to gaol for 3d6 years. If you escape from a Wandering Person, kill them or get released from prison, start again at 414.

1087
Trollhalla Row
A chemical reaction is almost certain to take place within the dark recesses of your bowels before long but, for now at any rate, you find yourself the last man standing. One of your buddies, drool spilling from his open mouth as he snores semi-comatose, has a key hanging on a cord round his neck. Do you want to take it (1334) or do you want to just crawl away to nurse your hangover (1336)?

1088
Grimtooth's Gaming Gauntlet
The wheel spins and so do your hopes of fabulous riches. Make a L2 SR on LK. If you make it, you win! You double your stake and men and women pushes in wheelbarrows laden with silver, asking where you want it to be taken to. You can have a second go if you want (a third turn is out of the question) but a house rule is that you must bet on black this time (1090) or you can say goodbye to Flusho and have the money taken to a bank (1315) or you can throw a party in the penthouse suite (1317). Oh yes – if you lost, you get kicked out and Flusho casts *Oh Go Away* on you to make sure you don't stop until you get to Robert Johnson's Crossroads (414).

1089
Trollhalla Row
The landlord does not take exception to drunks – just as well because you are stone cold drunk. The tavern wenches (yes, a sexist world) have to clear up in the morning and your body is deftly placed along with a good many others (many in a far worse state than you) on a wagon – go to 145.

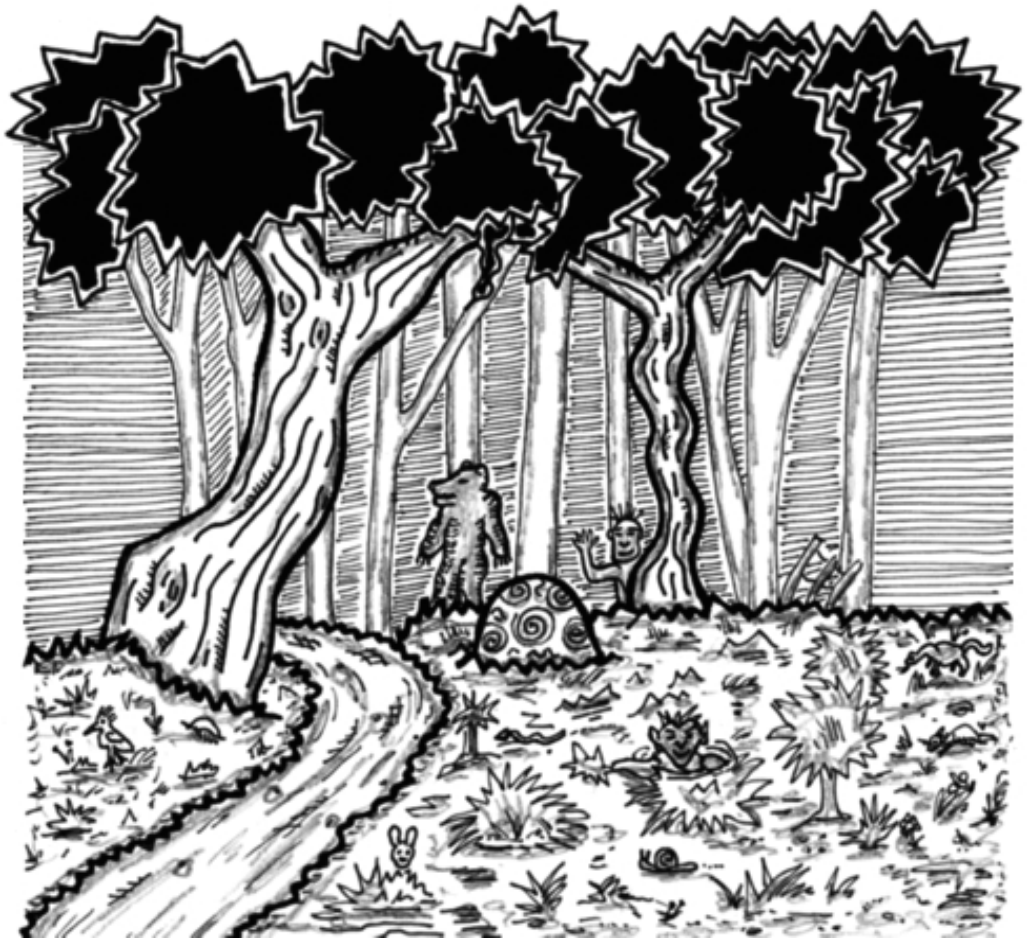
1090
Grimtooth's Gaming Gauntlet
The ball whirls round and round and you feel dizzy watching your hopes of early retirement in the lap of luxury whirling with it. Make a L3 SR on LK. If you make it, you win! You double your stake and men and women pushes in wheelbarrows laden with silver, asking where you want it to be taken to. You can have a second go if you want (a third turn is out of the question) but a house rule is that you must bet on red this time (1090) or you can say goodbye to Flusho and have the money taken to a bank (1315) or you can throw a party in the penthouse suite (1317). Oh yes – if you lost, you get kicked out and Flusho casts *Oh Go Away* on you to make sure you don't stop until you get to Robert Johnson's Crossroads (414).

1091
Root Canal
You cunningly call attention to yourself. A large uruk with a wickedly curved scimitar takes a sniff at you and then whacks you on the head with the hilt of his weapon. Lose 1 CON. You are quite oblivious to the piracy exploding about you. Go to 1338.

1092
Grimtooth's Gaming Gauntlet
The wheel of fortune does what only round things do. It revolves hypnotically until finally the ball stops in a numerical bed. Is it your number? Make a L5 SR on LK. If you make it, you win! You get twenty times your stake and men and women pushes in wheelbarrows laden with silver, asking where you want it to be taken to.

You cannot have a second as the house cannot afford it. Flusho also won and you have to share the monty haul with the foaming and frothingly ecstatic wizard. You can say goodbye to Flusho and have the money taken to a bank (1315) or you can throw a party in the penthouse suite (1317). Oh yes – if you lost, you get kicked out and Flusho casts *Oh Go Away* on you to make sure you don't stop until you get to Robert Johnson's Crossroads (414).

1093
Root Canal
It is not until quite some time after the pirates seize control of the barge that you are discovered. After some serious sniffing, the uruk who has identified you as something other than a flesh golem asks you what the Trollhalla you are doing here. If you tell him you are a prisoner and he should untie you without delay, make a L1 SR on CHR and go to 1340; if you tell him you are just doing your job, make a L1 SR on LK and go to 1342.



1094
Grizzly Lane
Urticus is thrilled to have a playmate. He skips down the garden path and shows you the family's portstone, set to the co-ordinates for the centre of the woods frequented by bears and very popular with the Bear Cult, which sprang up in Khosht but has crossed the oceans in recent years. Urticus is keen on a game of hide and seek. You can hide first (1319) or you can choose to hunt your new friend out (1321).

1095
Wizards' Guild – Pentagram Square
Once you have gotten inside the imposing portals of this most iconic building, you are signed in and sent for assessment. After your physical dimensions are carefully measured and recorded, you are shown into a cosy parlour where a friendly-looking man is keen to hear your back story before he puts you through your paces. No time to be reticent! Spill your guts and go to 836.

1096
Grizzly Lane
Urticus listens to your do-gooder lecture and then growls at you menacingly. However, he is a forgiving soul and you can change your tune and bunk off with him (1094) or you can wag your finger at him and insist that he applies himself to some particularly challenging trigonometry questions lying on his desk (1323).

1097
Netherwallop Road
Now you're just gambling with your mental health – this stuff is potent. OK, double or quits. Roll 2d6 (DARO). If you can beat 7, your INT doubles again but if you do not succeed, the demon drink reduces your INT to 25% of its boosted condition. You can repeat the process just once more, same rules. When you're done, it's time to go your separate ways. After fond farewells, you find an alley to sober up in. It may take quite some time. Alleys are not always safe… Make a L1 SR on LK. If you make it, you may go unhindered to 420 but if you fail you must go to 1344.

1098
Grimtooth's Gaming Gauntlet
Flusho is mightily impressed with the favour the *Higher Powers* shower upon you and proposes that you and he start up a 'Wizards' Finishing School' for those who have just graded as Level One wizards at the Guild School but might want a keener edge as they contemplate dungeon delving. He doesn't mind if you know no magic yourself – he points out there is much more than magic a mage needs to avoid traps and monsters when treasure hunting. If you accept his offer go to 1325 but, as he is a little worse for wear and can scarcely walk in a straight line now, you can just leave while he is 'seeing a man about a dog' (440).

1099
Netherwallop Road
"I hope this is a better vintage," Al slurs dubiously. We must share that hope too… Go to 1097.

1100
Grimtooth's Gaming Gauntlet
Ah, the cruel knife of fate has a way of inserting itself into the stoutest of hearts, twisting as it leaches life from its victims… Well, you're not dead… It's worse than that really. Your soul has been forfeited to the care of the Arch-Demon, Ashgoleth, and adds to the stockpile he is building so that he can break free of the hyper-dimensional prison he has been sentenced to by a jury of his peers (**seek out 'Obscured By Clouds' a frolicsome novel of Trollworld adventures for both the simple and the galactic from Khaghbboommm Press, available form Lulu Publishing**). You do soooo not get out of this pit.

1101A
O'Vather Hill
If you made it, you can go on to 1101B, if not… The dulcet tones of Wincy Willis ring out: "Yoohoo! Is anybody there? I'll find you, you know I will, don't you? And if you keep me waiting, I shall have to be very strict with you, very strict indeed. I know how to discipline a miscreant, you know that too, don't you?" Wincy is the city's top *Punisher*; no one quite knows who she works for but she clearly enjoys her job. Do you want to hide from Wincy (1346), run out the back door (1348) or go down and tell her you work here (1350)?

1101B
O'Vather Hill
Whoever it was doesn't have time to wait and goes elsewhere with their custom (the shop bell just rang if you missed because you were busy avoiding traps). Free to search, you quickly ascertain that Mickey doesn't have much worth stealing. But there is his famous, oversized mixing spoon. If you would like to take that, go to 1352; if you have loftier aspirations for getting rich quick, you can leave and go to 440.

1102
Grizzly Lane
If you made the saving roll, there is good news – Mother Bear cleaned the bathroom yesterday; if you blew it, the bad news is that these bears have been suffering from upset stomachs for the past few days and the task ahead of you is Herculean (**see 'The Labours of Hercules', a GM adventure from Khaghbboommm Press, available form Lulu Publishing and DriveThru RPG**) – make L1 SRs on both STR and CON to see if you are up to it and go to 1327 if it transpires that you are not). All being good with the cleaning of the bathroom, you can try to persuade Urticus to help you with the rest of the house, now that the effect of the drug is wearing off, so that he gets to play earlier (1329) or you can slip out of a bedroom window while you restock his underwear drawer (make a L1 SR on INT and go to 1331).

1103
Robert Johnson's Crossroads
A queue immediately forms when you offer the buns for sale. The delicious smell wafting out attracts a raft of eager punters. Roll 2d6 to find out how much you make and then go to 414.

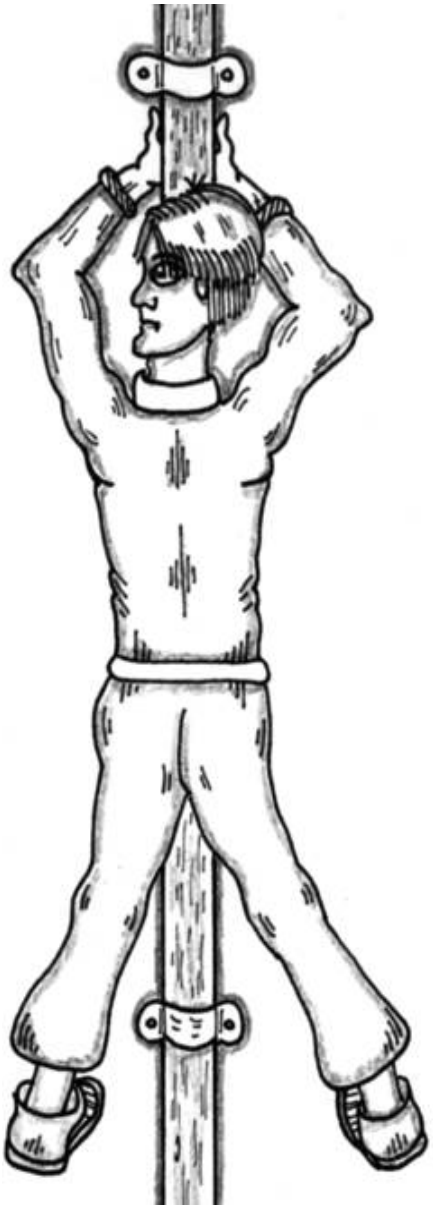
1104
Grizzly Lane
Urticus lets go and is most solicitous, anxious to see that you are ok. If he has hurt you he will give your Manukan honey – its medicinal properties will restore your CON fully (**see 'Wizard Went A-Wooing', from Khaghbboommm Press, available form Lulu Publishing and DriveThru RPG**). Then he wants to play! If you are up for this, go to 1094. If you think it best to point him in the direction of his school work, go to 1096.

1105A
Netherwallop Road
One of Mickey's friends recognises the smell of his buns! Go to the **Wandering Persons** section to find out who you have to deal with.

Unless you can make a higher saving roll on CHR than the WP does on INT, the WP will seek to make a citizen's arrest and deposit you at 163. You may be in a scrap(e). If you are arrested, go to 163; if you get away or convince the WP you are working for Mickey you can 'earn' 2d6 GPS and go to 504.

1105B
Savage Street
The people here don't like to pay for what they can steal – make a L1 SR on INT to look after your ill-gotten gains. If you make it, you can sell the buns for 2d6 GPS and then go to 505.

1106
Grizzly Lane
Urticus squeals like a stuck pig! He falls to the floor, rolling in agony as if he were an Argentinian footballer. You hear the concern cries of his parents and then their heavy pawfall… Do you want to jump out of a window (make a L1 SR on SPD and another on LK and go to 1333) or would you prefer to attend to the poor little darling and explain yourself to his doting parents (1335)?



1107
Toe Rag Square
Toe Rag Square is as rough as guts and you will do well to get out of here without a beating. Make a L1 SR on the average of your STR and SPD to get away. If you fail, you lose 1d6 +1 CON from the kicking as well as losing your buns; if you succeed, you can sell the buns later for 2d6 GPS. Go to 506.

1108
Grizzly Lane
Passing yourself off as a bear is quite noteworthy – you now have a new talent for sounding like a bear (roll 1d6 – you can base the talent on LK or CHR as you please). You have a few moments to explore or get out down the drainpipe. If you want to open the closet go to 1337 but if you want to climb down the pipe make a L1 SR on DEX and go to 1339.

1109
O'Vather Hill
The men seem taken aback, perplexed even. The dithering does not last long and soon they have summoned the baker. "You varlet!" he exclaims, rather too theatrically for his companions tastes evidently, as they mutter under their breath about ham and Mickey sticking to baking rather than butchering dramatic scenes with overacting. Reining himself in, Mickey decides he would like to have you be his slave for life, however long that may be. Things like this need to be done properly, legally, in a law-abiding city like Khaboom so Mickey has his minions take you over to his lawyer to sign the contract. Go to 1354.

1110
Grizzly Lane
You managed to sound more like a pregnant wildebeest than a bear. You hear heavy pawsteps coming up the stairs. Do you want to jump out of the window (make a L2 SR on DEX and go to 1339) or stay to explain yourself to the house's lawful owners (1335)?

1111
O'Vather Hill
"Well, well, what have we here?" sniggers the man with the harpoon. "I'd say we have something better than cheese for bait, Gaston," the fellow with the stilton replies. "I'd rather carry a body that's still than one that wriggles so let's do a bit of battering." "OK, Guy! This should be fun!" Gaston Pompidou agrees eagerly. A bashing ensues, something Guy Le Puy is no slouch at. Lose 1 CON (they are quite restrained really). You get carted somewhere unsafe and move slowly towards reawakening (1356).

1112
Grizzly Lane
More heavy footsteps can be heard after about twenty minutes uneasy waiting. Light pours forth all over you when a large old bear pulls back the covers to reveal not a baby bear but a *You*! The doctor gasps and takes a step back, knocking into what must be the worried Mrs. Bear. Do you want to hurl yourself at the startled doctor to put them both on the seats of their pants so you can escape more easily or do you want to wail mournfully, "I don't feel myself at all, doctor!" For the former, go to 1382; for the latter to 1384.

1113
Addled Pate Tavern
If you made the saving roll, well and good. Pantagathus has a steady hand and no damage is down where it should not be done. The haircut continues in a pedestrian fashion but you are distantly aware that you are now the only person in the tavern. All of a sudden, the barber presses a cloth to your face. Some barbers do that just before shaving a customer's cheeks. This barber has done it for another reason and the cloth has been smeared in chloroform. You go out like a light (or a candle in the wind if you are more romantically inclined). When you come to, your circumstances are rather changed. You find you have been 'hired out' to serve as the figurehead, tied to the prow, on one of the barges that runs along the underground rivers, allowing the city access to more distant communities for trading. Go to 254.

1114
Grizzly Lane
The doctor is just getting ready to attend to a young bear cub when a *You* shoots out past him. Mrs. Bear, standing behind him with a concerned look on her face, jumps back to. As you charge down the stairs, you see Mr. Bear blocking your way. He too is taken unawares. Make a L1 SR on STR. If you make it, go to 1386 but if you fail go to 1388.

1115
Addled Pate Tavern
Multus sanguis fluit. *Tuus sanguis*. The gaping wound in your neck is roughly the size of your mouth. This happens from time to time when people distract barbers working with cutthroat razors and so barbers' shops are popular viewing locations for scrying Wizard-Gods. Perhaps one will save you… Make a L1 SR on WIZ. If you fail, you bleed out and are given to the Bring-out-your-Dead man; if you make it, a spectator thinks you are amusing enough to save and dump back in your pig sty with a full CON (1).

1116
Silver Springs
The leprechaun is rather corpulent man so he reacts sluggishly. You need a L1 SR on DEX or SPD to ram the quill through Doonican's bloodshot eyeball. If you make it, go to 1390 but if you fail go to 1392.

1117
Addled Pate Tavern
Calling this a citizens' arrest would make it sound more legal than it is. What 'it' is, is that you are tarred and feathered (much better than being hung, drawn and quartered) and drummed down the street, with a shower of rotten tomatoes flying through the air after you. All in all, losing 1d6 +1 CON is fairly mild (the tar is scalding). Assuming you survive, you end up bowling '*A over T*' down the street towards the sewers where you might be able to wash the tar off. Go to 324.

1118
Silver Springs
As the ink spreads like an oil spill on a beach over the wicked web of words, the manager, who is rather arrogant and corpulent, gives you a stony look. "How childish," he observes dryly. "Let's start over, shall we?" This is a rhetorical question and, to keep you in check, Flusho casts a *Hold That Pose* on you. When the spell wears off, you have the quill in your hand and Flusho is poised for another spell. Clearly, you must sign now. Do you write your own name (1394) or do you scrawl the words, 'Mickey Mouse' (1396)?

1119
Addled Pate Tavern
Your head is now severely burnt because there is an inferno ablaze on top of it. Take 2d6 loss of CON – if this kills you, at least there are no burial costs as you have been thoroughly cremated. If you live through that, there is a grudging respect for your teak-like toughness and a fear that you are a) really hard or b) totally insane or c) out for vengeance or d) all of the foregoing. With some trepidation, a timid lad with a limp (the only one not able to run away fast enough) leads you off to get medical attention at the house of an experimental doctor (57).

1120
Silver Springs
With the rotund and oily manager, Doonican, and Flusho snoring in their cups, you can now amend the contract to give all the money to you! If you would like to embezzle in this fashion, go to 1398; if you just want to get out before they stir, go to 450 – you have avoided being cheated so take a bonus 50 APs.

1121
Addled Pate Tavern
You now have a deadly weapon in your hands. Unfortunately, said weapon is very painful to hold – lose 1 CON. Even a fool would get rid of this lethal hairpiece tout suite and panic sets in amongst the mob as you lob the flaming toupee at the now cowering vigilantes. Let's see if you drive them off… Make a L1 SR on LK. If you succeed you can double the 2d6 you otherwise get to roll. You need a score of 9 or better to drive a wedge of terror into the cringing saps. If you make it, you are free to go (430) but if you fail you will need a L1 SR on SPD to make good your getaway (430 if you make it or torn to pieces by blood-crazed crazies if you don't).

1122
Silver Springs
You succumb to the demon drink (much better than succumbing to a drinking demon). Flusho and the manager, the rotund and oily manager, Doonican, alter the contract to leave you with zilch then they have you dumped where you will struggle to cause them trouble if you have revenge or legal proceedings in mind. When you wipe your bleary eyes clear of crust and take in your surroundings, you see you are outside a drinking club and a rather unruly fellow is speaking to you. Go to 592.

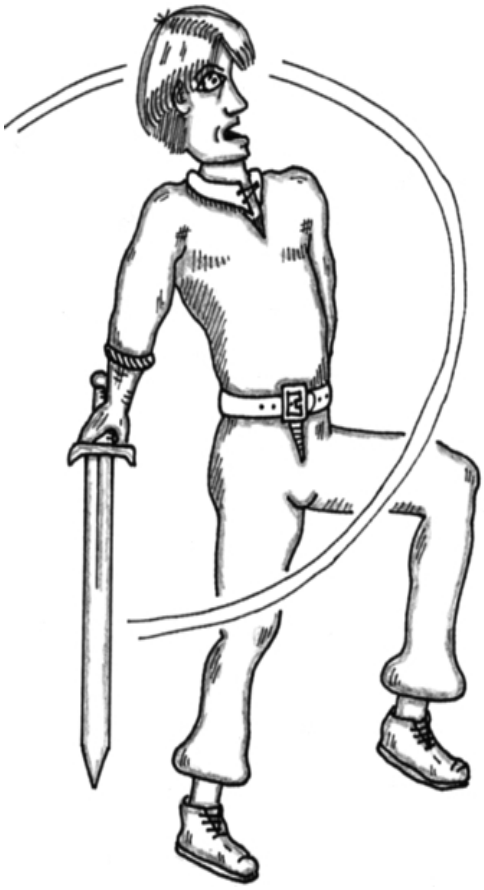
1123
O'Vather Hill
So – the fight is on! You, the customer, armed with goodness only knows what, against the enraged, yet canny Pantagathus, cutthroat in hand, a weapon he is deftly skilled with. Roll your combat attack; the barber gets 2d6 +3 for his razor plus 6 personal adds while using it. He will kill you if he can! If you get your throat sliced wide open, black pudding is in the offing. If you win, you have a choice: run for the hills (420, 430, 440 or 450) or hide the body, clear up the mess and set up as a barber yourself (1358).

1124
Silver Springs
The bricks and mortar investment you sign up for gives you a return of 30 GPs every 20 paragraphs. Not a lot, truth to be told, but it may be a lifesaver one not so fine day. The Silver Springs Bank even teleports it to you when it falls due. You can skip off to find new playmates now. Go to 440.

1125
Resurrection Road
With total disregard for the health of both yourself and for passersby, you dash blindly and mindlessly through the streets until you run smack into a large tub being carried slowly and carefully to the public baths by four men wearing thick leather protective clothing. The tub contained acid to be applied to a stone golem in need of a thorough cleansing after getting scorched by a dragon. Now the tub contains acid and you. The four men stagger under the extra weight but not for long as the acid reduces you to precisely nothing in mere seconds...

1126
Silver Springs
The company you are investing in makes Trollgod mugs – his face is rather artlessly sculpted but nonetheless is unmistakable as the semi-Supreme Being of both Tunnels *and* Trolls, neither of which are particularly religiously inclined.

The CEO, a feisty, fat and flatulent fellow named PJ Gorgon is summoned and he tells you of his plan to export these treasures to the Jungles of Phantog and to Apys, the fabled city of the Manukan people (see the epic **'Wizard Went A-Wooing' from Khaghbboommm Press via DriveThru RPG or Lulu Publishing**). The chances of this ever bring you money are remote but you can have a shot at a L7 SR on LK every 20 paragraphs for a total of 10 times. If you never succeed, you eventually hear that the company has been liquidated and PJG has filed for bankruptcy; if you make that gargantuan saving roll (and you only get APs once for the attempts), Gorgon pulls off the improbable and you scoop 3d6 x 10,000 GPs. (The Silver Springs Bank will open its doors to you at any time and treat you like a prince if you ever get that rich.) Now leave the bank and go to 420.

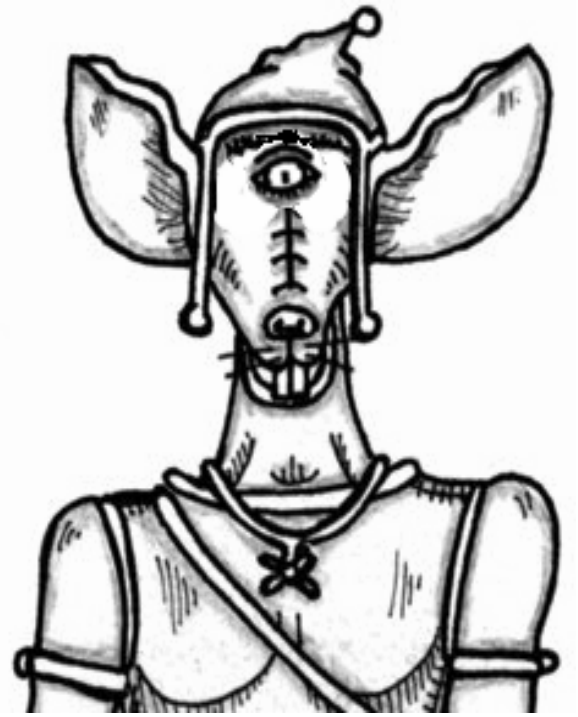


1127
Resurrection Road
You are now in the hands of Evell. He has been somewhat blue lately – living on your own can do that to an ape-fiend. This has disturbed his sleep and he is so in need of sleep now that he takes you to bed. Make a L2 SR on LK. If you make it, you can get the heck out of there while Evell slumbers (go to 440). If you fail, Evell does not quickly succumb to sleep but while he is trying, you succumb to his not-so-tender mercies and are ripped to shreds in his bed.

1128
Silver Springs
Because there is such a hefty commission in it for the bank, Doonican agrees to teleport you to the headquarters of 'Grawp's Monster Safaris', a company staking a claim in virgin territory on one of the tentacles that form part of the Kraken that gives the common name to the continent of Khaghtch'an. You are relieved to see that a significant life assurance policy is filled out and signed off before you go – or perhaps it alarms you rather than offers solace. Doonican waves cheerily and Flusho rubs his hands together gleefully as you disappear. Once the nauseating spinning sensation of teleportation ceases, you see yourself standing before a veteran warrior in impressive, gleaming armour, bearing a grand shamsheer in one mailed fist and a tower shield, embossed with arcane runes in the other. "Best be prepared," he tells you with a wink, "no telling what's out there…" It soon emerges that as a new partner in the venture, you too are expected to map out the terrain and record the flora and fauna. "I'm pretty sure there are *Lerotrah'r Man Traps* growing out there," he adds, "and I think I saw the tracks of snooks." All your questions are answered good naturedly but vaguely. Grawp (for he is the founder of the safari corporation) kits you out in lightweight chain armour with an enchanted air-conditioning unit (takes 8 hits – or 16 for warriors – or 2 more than your armour's base value, if higher). "Better safe than sorry," he laughs disarmingly, "although I think the shift of the odds is only marginal." Then he hands you a very badly drawn map and a bunch of crayons, a *never-empty water canteen* and makes sure you head off in the direction he doesn't care to go in. "I suppose weaponry is customary," he says unenthusiastically. Go to 1400.

1129
Resurrection Road
You have overcome Evell. Even Evell can do little if he is deceased and once Evell gets hurt he folds like an unlucky poker player who knows he is bad at bluffing and everyone else knows it too. You can now make Evell show you about the secret recesses of the Doctor's abode and you discover his bank book, showing he has 20,000 GPs at the Khaboom City Bank (there is even a *teleport token* to get you to the vault). You can either use the token (1360) or decide it's time to hit the road (440).

1130
Silver Springs
You are ushered reverently into the hallowed *Rainbow Boardroom* (the bank maybe new but the boardroom is not), where rests the legendary *Pot of Gold*, the fount of all the wealth of Khaboom's immigrant leprechaun population. Old leprechauns sit drinking Guinness and smoking exploding cigars and the room is hazy with their fumes and the emissions of the occupants. You are marched round to shake hands with them all, one by one, with an equal mixture of solemnity and frivolity, and your name is inscribed on the great wooden sheet which bears the names of the stockholders (yours may well be the only one that is not 'O'something"). The Bank pays an annual dividend (you get yours when you finish this solo and must decide thereafter when another year has lapsed), equally the roll of 3d6 x 1000 x %dice GPs. As the new chap in this exclusive club, the 'chauns insist that you follow up on a corporation that has caught their eye. You have the details explained to you by the stalwart Doonican, while Flusho departs for new pastures. Go to 1128.

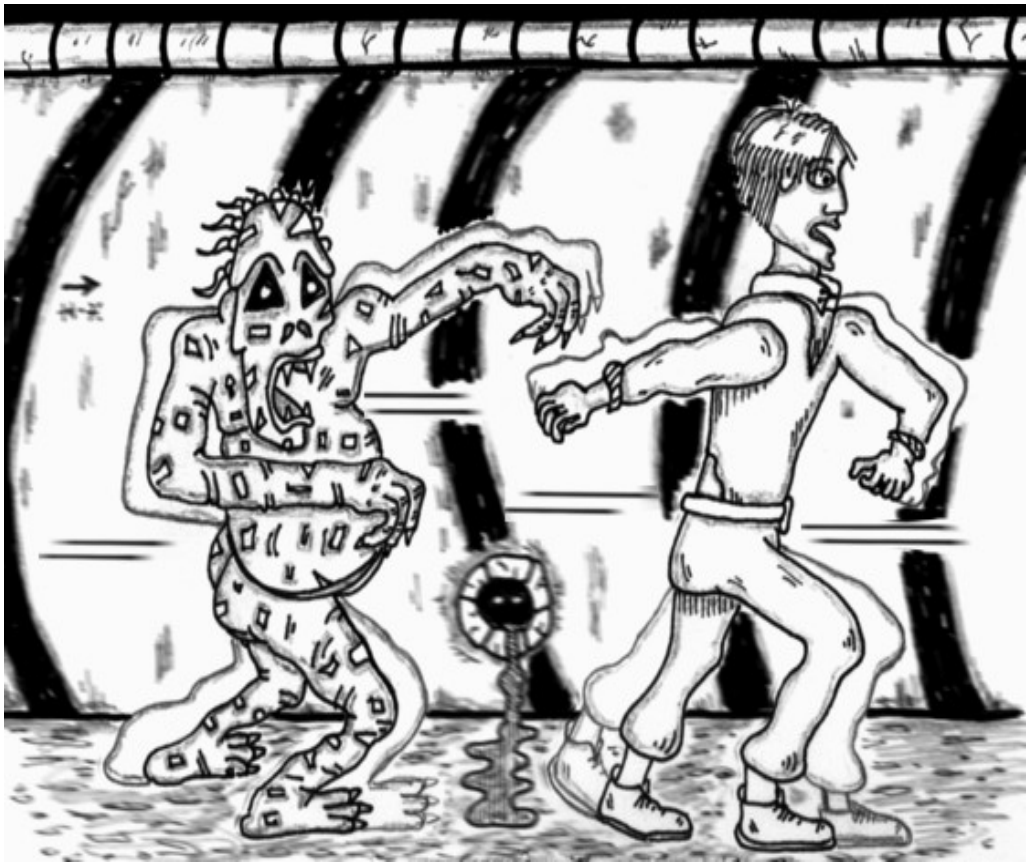


1131
Cauliflower Row
Down in the sewer, you find that something has been watching you and that something decides you are fair game. You are leapt at. If you failed the CON SR, you are feeling woozy and all your attributes bar LK and CHR are halved right now. The thing is a ratling cyclops! It stands about 8' tall, its ears grazing the roof of the sewer tunnel and its single red eye fixes on you as it licks its scabrous lips. Even a ratling this big is not that tough, frankly. It has MR 18. Good luck, let the fighting begin! If you die, it is a day you are not destined to remember; if you win, go to 1362.

1132
Trollhalla Row
Your mate Spaspecker is a bit surprised. He thought you'd be glad to earn coin and would do a good job. Maybe not though – now he thinks you're a chicken and are headed home to roost. The assassin makes a note of your features and shrugs – it matters little to him as there are plenty of others happy to earn well for an hour's easy work. You can make your way to 430.

1133
Cauliflower Row
The Sewer Lurker looks disgusting – it is vaguely humanoid but its head and its rump look as if they have been mixed up and its flesh is a grey-green hue, covered with bursting boils, erupting with pus. It smells worse than it looks. However, it is not a great fighter, much better at lurking and jumping out at the unwary. In combat, it relies on making enemies faint from nausea. Make a L1 SR on CHR. If you fail, all your attributes bar LK and CHR are halved for this combat. The Lurker has MR12. You may attempt the CHR SR each round and if you make it, all attributes are un-halved. If you fall to the Sewer Lurker, you die having a good idea what not to hope for in the next life; if you win through, the open manhole you now see ahead is too good to resist – go to 430.

1134
Trollhalla Row
The assassin gives his name as Knack-Knock. Whether it is his real name or note is a matter of no importance. Spaspecker is dismissed with a curt nod and the toss of a few gold coins, which he palms with impressive desperation. The work offered to you is easy. All you have to do is stand watch outside a merchant's house while the deed is done by Knack-Knock. You have to turn away any visitors to the house – no witnesses are wanted and Knack-Knock prefers only to kill those he is paid to eliminate. You will receive 100 GPs and the work should be over and done with in an hour. You could tell him that you're not interested or that you want more money (1496) or you can go with him to the scene of the crime (1498).



1135
Cauliflower Row
The Sewer Lurker is at first surprised to see you put on a turn of speed but it enjoys the chase. Make a L2 SR on SPD – if you make it, you get away (1364); if you fail, you are struck from behind and then are in a fight. First take 2d6 +6 hits and if you live through that go to 1133 and continue the scrap in the sewer.

1136
Throgludite Crescent
“I don’t want a porcupine!” roars the King. Maybe he’s a little deaf, maybe you mumbled. “What I need is a ladies’ maid. With a bit of mascara and some strong lipstick, you’ll be swell!” Two boys hold you down while cosmetics are applied, none too artistically. Then a range of frocks are brought out for Podgy to cast his eyes over. “That one,” he declaims theatrically. “That one with the bows and frills. The yellow one with the pink stars on it. Now you !“ He jabs a finger at you viciously. “Listen carefully. I need you to nab an emerald and sapphire necklace from the Mayor’s wife’s jewellery box. I promised it for my beloved.” His eyes glaze over for a moment and his tongue pops out. “She always gets what she wants. Don’t fail me now or I’ll cut your ears off!” The same two boys escort you out onto the street and go with you to the part of town with the highly desirable residences where the Mayor lives. “He’s hiring now,” the boy with the ginger hair and the prominent mole tells you. With that said, they push you towards the imposing front door where the two uruk guards immediately reach out to you and the door opens. Go to 1401.

1137
Cauliflower Row
You are standing knee deep in slimy, stinking water and waste in a sewer beneath the streets of Khaboom, feeling triumphant, having defeated (or escaped detection by) a Sewer Lurker. That good feeling is worth a bonus 30 APs. If you can make a L1 SR on LK, you will find an open manhole cover before anything else finds you (go to 440); if you fail the roll or you do not want to leave yet (ever?), go to 1366.

1138
Solitude Street - Percy's Picture Palace
If you made the DEX SR, so far so good. You hear a very loud bang and clouds of dust and smoke block out your vision (go to 1403); if you failed, the bomb lands tear-jerkingly close to your feet, fizzes and then explodes with bone-splintering force. Go to 1405.

1139
Folletship
Anna looks a tad surprised – mostly, it's only her demonic clients who go here – but arranges everything with assiduous efficiency and so has you and your beloved teleporting swiftly to your destination. Go to 1368.

1140
Solitude Street - Percy's Picture Palace
Buck's eye bulge and then his face turns red with rage as you turn on him. "You're dog meat, son!" he roars as he tries to fend you off. Buck gets 5d6 for both STR and DEX. To pull this off, you must make SRs on those two attributes for him and for you – if the levels made are higher when added for you, the bomb is stuffed firmly down the front of Buck's underpants (go to 1407); if you lose, Buck wrestles the bomb from you, knocks you down, rolls you over and rams the bomb down the back of your trousers (cutting through leather or even plate with his enchanted knife, if necessary) – go to 1409.

1141
Chalkbole
Anna gives you a slightly strange look and whispers, "So, you lean to the dark side, do you?" She is nothing but efficient and soon has you and your beloved teleporting swiftly to your destination. Go to 1370.

1142
The High Mackerel Ranch
Buck brings you at to his brother's ranch. Everything smells fishy here but there is also the prevailing whiff of illegal substances. Buck's brother, Big Littlejohn, is out rattling snakes with his lovely wife Queenie Victoria when you arrive, so Buck shows you straight to the Bunk House. "There are no spare beds, I'm afraid," he tells you with a grin, "so you'll have to wrestle with Alligator Sam for his spot. He's the softest of us boys so I'm going easy on you, greenhorn." Soon, all the Bunk House Boys are ringed around you, eager to bet on the fight. Alligator Sam steps into the ring. He has an alligator head, alligator skin and a big tail. "Now this will be a fair fight," Buck tells you and Sam. "No biting allowed. At that, Sam puts his head down and charges at you. You can meet his charge head on (1411) or try to side step him and strike at his flank, which looks less scaly (1413).

1143
Rapsadie
“Oh, you romantic!” Anna smiles, clearly delighted. “You’re all heart!” Anna knows her job like the inside of her bottom drawer (she is, sadly a long term spinster of this parish) and soon she has you and your beloved teleporting with giddying abruptness to your destination. Go to 1372.

1144
Scabbyrag Alley
Not many on Trollworld would be so honest. Nor should they – it is a cutthroat place where every advantage you can get staves off the day when the dreaded 1-2 repeat does for you. Nevertheless… the Hengises are very grateful and are overwhelmed with the thought that you will sell the treasure and the days of poverty will come to end for their family, that their children can have an education and maybe even go to Wizards’ School. When you leave them to their celebrations, sharing the turnip they had been saving for a birthday present, a passing Wizard-God tells you that as you have been so charitable, you can keep the charm and that he will provide for the family’s financial future. He sends you on your way with a boost of 1d6 to your CHR (go to 414).

1145
Sandune Street
Trollworld is destined to know the fruit of your loins. Your spouse is tickled pink. Her powerful and observant relatives reward you with a nifty bonus of 2d6 CHR – you are no a prize in the collection. Using even more exotic powers, they take a peek into the future to see what Destiny has in store for the stork’s now scheduled delivery. Roll up a new character: 3d6 (TARO) for all attributes, in the normal order, no switching. Now go to 1376A.

1146
Silver Springs - Fool’s Gold
“To be sure, you’ve come to the right place, laddie,” cries the one in the silver outfit, genially slapping you on the thigh. “’Tis true, for sure, Dougal,” his colleague replies. “You have what it takes to invest with us. I’m your man, Ted Crilly, and all those stories you’ve heard about me eating other people’s gold is just a lot of jealous tosh, is that not so, Dougal?” Dougal nods with a conspicuously inane grin from ear to ear. Ted elaborates on the way the bank will make you rich. “You slide your gold down our rainbow, so you do, and if you land it in our *Pot of Gold*, we’ll double you’re money, so we will.” And it’s true! You can roll as many or as few gold coins down the rainbow they take you to the top of and if you roll 7 or better on 2d6 they will pay you back double. What’s more, now you are a valued customer, they give you a *teleport card* – this will let you travel instantaneously to the Bank and then back to where you were before whenever you want to invest more gold. Ted and Dougal rub their bellies with delight at the prospect of all the gold you will make (for them). When you are done speculating, go to 420.

1147
Sandune Street
Some saving rolls are worse to fail than others. This just means you have to practise harder. This time try L2 SRs on STR, CON and DEX and go to 1374.

1148
Silver Springs - Fool's Gold
The fellow wearing the leotard looks taken aback but his colleague in the dungarees takes charge. "You need to have gold and to be a fool to invest here. You don't have what it takes so be off with you before we box your bollocks off!" "You tell him, Ted!" cries the one in silver. "I just did, Dougal. Your ears must need syringing again, so they must!" The leprechauns chase you away from the Bank and you end up back on the city streets (420).

1149
Swattage Hill
Roll up SPD for D&M – 3d6 each (TARO). Now make L1 SRs on SPD for all of you. If everyone makes it, go to 1376B but if anyone fails go to 1378.

1150
Moneybags Place - City Bank of Khaboom
As you are leaving, you have the misfortune to pass by Nick deLot, the infamous pickpocket, who also happens to be a master of disguise, which is why he can sit outside the bank without getting collared. He sees your pockets bulging and assumes it's not because you're pleased to see him. Nick gets 10d6 for DEX and has a talent for picking pockets that you don't want to know about. That means he gets all your loot and you don't know about it at all until much, much later unless he rolls the 1-2 sucker punch on 2d6. If he filches your bankroll, you only realise when you find climbing a hill more easily than you would have imagined (450); if he does botch the attempt, you understand that he will come at you again, this time with his stiletto (he has another astronomic talent as a throat-slitter), and that you need to put the pedal to the metal and not stop until you hold the higher ground (420).

1151
Swattage Hill
The Watch certainly are up for it and come at you, billyclubs at the ready. Roll 1d6 +1 to find out how many of them are coming. Each one gets 3d6 for the club, has a shield and armour absorbing 8 hits and get 2d6 combat adds each. Go to 1380.

1152
Moneybags Place - City Bank of Khaboom
The woman listens with her tongue sticking out at you. Miranda is not a woman who cares about the feelings of others. When you have finished stating your case, she weighs up the choices of either letting you see the manager or taking you home for the night. Make a L2 SR on LK. If you fail, you go with Miranda (she has a talent for compulsion that is almost unstoppable) for a nocturnal romp (1415); if you get lucky, Miranda won't as she decides it's best to do the job that pays most of her bills – she shows you in to see Mrs. Thatcher, the manager (1417).

1153
Swattage Hill
An old… man…elf… ? stands before you, inspecting you. “Hmmnn… not bad, not bad at all. Yes, you’ll do nicely, at a pinch!” He pinches you with long, bong fingers, not hurting but probing. “Yes – a jolly interesting prospect. Far too good for pies! What you like to do me a favour? Of course, you would! I suppose I should introduce myself. Manners are so important, I find. But first! Take this anti-sickness pill – I’m going to *Blow* us somewhere more conducive to business.” Go to 428.

1154
Alrond Rise - Elven Treasury
You are taken in to a beautifully appointed office, quite splendid without speaking of money. Full of natural pastel shades, the furniture and drapes hint at the forest. A woman sits cross-legged by a small ornamental fountain. “This is the *Fount of the Possibilities*,” she tells you. “My name is Morena. We value new clients here – please sit with me. Tell me – are you hurt?” (If so, she heals you with a cool, gentle caress of her long fingers.) “All our clients give their money to replant forests lost to men. Will you help restore this land to its former glories? If you will commit your funds to this most worthy of causes, you may drink from the *Fount of Possibilities*.” With that, she looks at length into your eyes. If you want to go to another bank which may have more conventional ethics, go to 587 but if you want to support the trees and drink from the Fount go to 1419.

1155
Acorn Lane
Roll for combat. You need to generate 20 hits to slay them all without them making a noise, a cry for help… Go to 1485.

1156
Cauliflower Row
“Nice, one,” says Micah. “Take this whistle. It doesn’t make a sound but I’ll ‘hear’ its vibration. Blow it whenever you have a corpse for me and I’ll be straight there. Happy hunting!” With that, the cart rolls off with Micah calling out more cadavers as he trundles along, a cheery soul. You can claim your price from Micah whenever you have a body. Now go to 414.

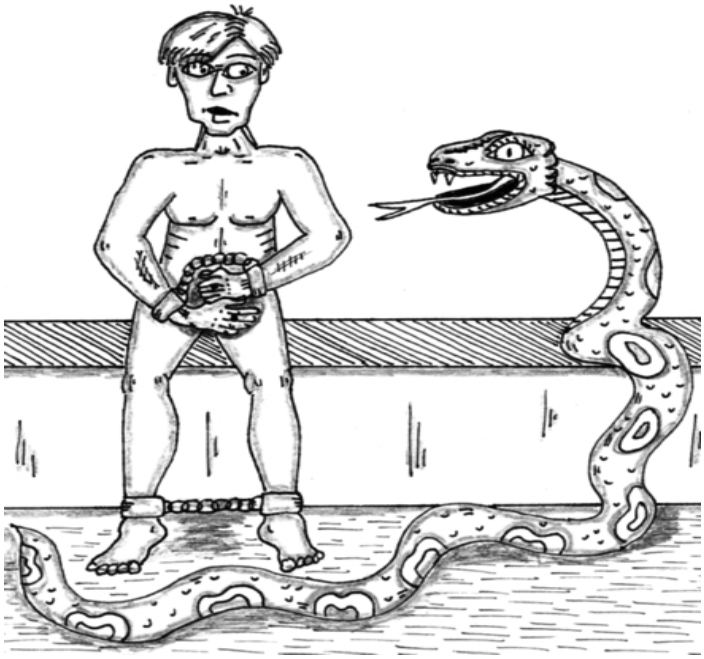
1157
Acorn Lane
Just a little further, a little deeper into the *fear zo*ne, past the helpless baby-forms of tomorrow’s fully blown nightmares, until you reach the sleeping form of a large spider… but no, not a spider! It has wings and a serpent’s head, tucked under one wing. There are human, dwarven, elven, who knows what else’s bones littered about its dark, hairy form. The monster is the size of a pitbull. You can turn and flee (1487) but one eye has just peeped open and is staring at you; option 2 is to go in hard – if you do this, make a L1 SR on SPD and go to 1489.

1158
Cauliflower Row
How brutal! Poor old Micah gets 2d6 for his cudgel but has only one add. He's a nasty bugger in a fight though, and won't quit so long as he breathes, his fingers ever clutching for a windpipe to crush. If you die, you have the life choked out of you; if you win, you can sling Micah on his own cart and take possession of one of the steadiest businesses in the city. Your cart is full now. Make a L1 SR on STR to be able to pull it. If you fail, you must abandon it (go to 414); if you have the muscle to pull the cart, you need to on-sell your goods before you can get any more. You can stop people and ask them if they either want to buy or if they know someone who does. Make a SR on LK, note the result, and go to 1421.

1159
Acorn Lane
The venomous little creep titters and spits a gas ball at you. There is no chance to evade it and it seizes hold of its victims by contact and by inhalation. You are now subdued and Gangooly casts a *Spirit Mastery* spell on you, embedding just one irresistible command in your brain – go destroy the *Monster That Lurks Within*. Unmindful of personal welfare now, you crawl into tight, malodorous passages the gremlin shows you to and you penetrate the recesses of the *fear zone* until… go to 1157.

1160
Cauliflower Row
Although not a popular man, Enoch is not on the 'Wanted' list and his violent death may soon attract attention. You need to get away. Make a L1 SR on LK. If you make it, you can go to 414 but if you fail, the long arm of the law is reaching out for you already. Go to 1423.

1161
Acorn Lane
"OK, enough already," the maladjusted gremlin sighs. "If you want a job done… come on then." You both crawl into tight, malodorous passages (you first) and you penetrate the recesses of the *fear zone* until… "OK, I will help you when it comes to the swordy stuff," Ganguly concedes with no obvious enthusiasm. "I'll just transform myself into an axe." And so he does. You now have a green axe, edged with malice aforethought, to fight the darkness with. As an axe, Ganguly gets 6d6 +6 and his wielder needs a STR of 6 or loses 1 STR point per combat round. All sixes get rolled again and do 1 point of spite damage regardless of who is winning the combat. Suitably armed, you can go to 1157.



1162
Cauliflower Row
When you come to, you quickly discover that Enoch has sold you into slavery. Your arms and legs are shackled and you can see that you are seated in a cabin, empty apart from the large python regarding you menacingly. Go to 1425.

1163
Acorn Lane
As he gurgles his last curse (ineffective, you will be pleased to know), he turns into a green axe, edged with spite. As an axe, he gets 6d6 +6 and his wielder needs a STR of 6 or loses 1 STR point per combat round. All sixes get rolled again and do 1 point of spite damage regardless of who is winning the combat. Next, a wind arises and blows you end over end into a passage that appears out of nowhere. Go to 983.

1164
Scabbyrag Alley
You are now in a fight with Hengis the Roadsweeper. Mrs. Hengis thrusts his war-broom into his knotted fists and Hengis rips the false bottom from the broom, revealing a nasty point. He gets 2d6 +3 for the broom and has 2 combat adds. His CON is 10. He leaps out of the front window onto the street so your fighting won't endanger his family. If you kill Hengis go to 553 but if you are still fighting after two rounds go to 555. If he kills you, he sweeps you into a tidy pile until the Bring-out-the-Dead man arrives.

1165
Acorn Lane
You either need a talent for lock picking, in which a L2 SR will suffice, or you need to make L3 SRs on INT and DEX to work it out and execute the fiddly bits. There is only one chance. If you open the chest, go to 1491 but if you fail you had better try to bend the bars (1167).

1166
Ghoulish Gardens
If you failed either saving roll, the caustic goop melts your flesh and dissolves your bones. Without flesh and bone, life would be hard but fortunately life has evacuated itself from your body via your bowels with a cheery squeak of departure. If you made both saving rolls, your skin coped admirably and you now have a talent based on either STR or CON for resisting acids and contact poisons (+6). You also have the ability to command any zombie within less than 100' of you with a MR of 40 or less or adds of 25 or less. To do so, you must make a L1 SR on WIZ and CHR and the control lasts 1d6 hours. Try those saving rolls now and go to 1427.

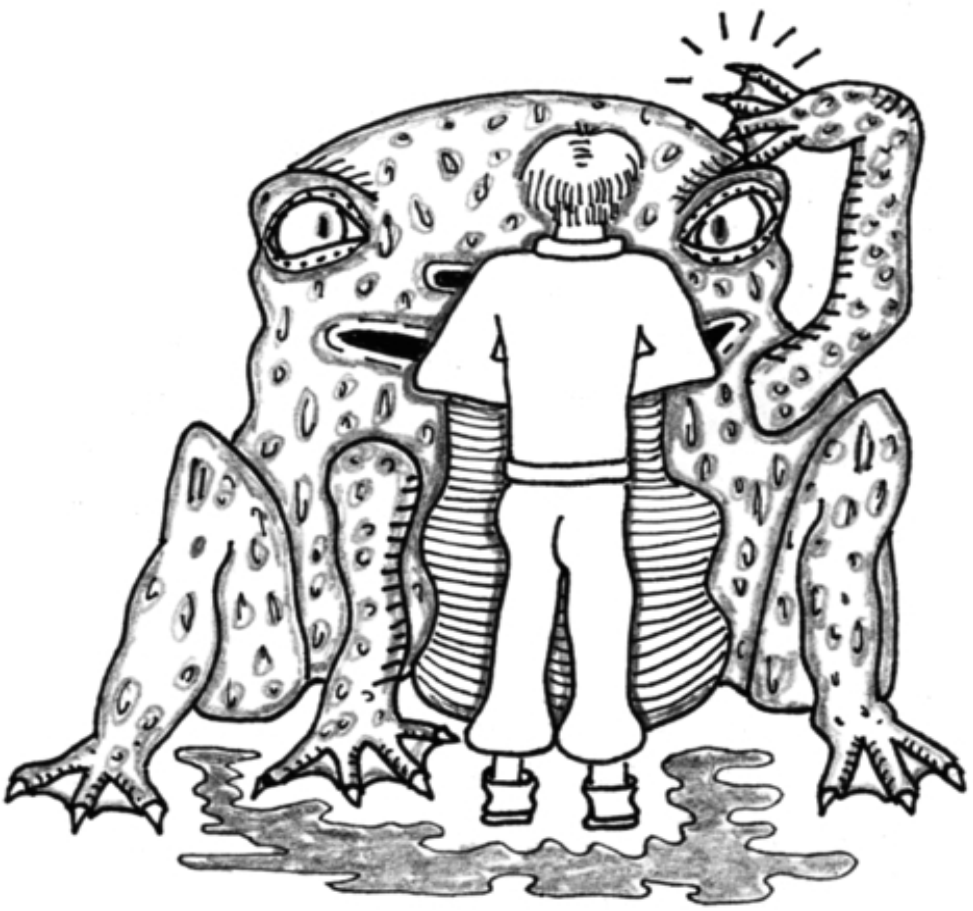
1167
Acorn Lane
The street beckons below but it seems a distant friend indeed. You are in need of a surge of berserker strength. You need to make a L3 SR on STR to get out but you can roll 3d6 and sixes roll again. If you fail, you can try again but you will lose 2 CON every time you make the attempt after the first time. If you bend the bars back, you can escape to 440. If you give up, you may search for a secret passage (1493). If you die trying to bend the bars back, at least know that the bars feel like they were in a tough fight.

1168
Desolation Row
"I know two good taverns," Koen tells you. "Well, they're not that good but they'll let you in and I haven't been barred there. I can't seem to stop myself from getting up and singing once I've had a glass or two and I have a tendency to make others cry into their beer… It's bad for business – people's glasses are always full and they don't spend enough coin. Oh well… What do you fancy then, the Addled Pated Tavern (1431) or the Sullied Trouser Inn (1433)?

MISSING INACTION

1169
Acorn Lane
With wondrous agility and fleetness of reaction, you avoid the sticky tongue that has spelled death for countless insects, birds and not so small mammals over the long course of the frog's life. Do you want to attack the frog or what? Talk to it? Beg it to save you? Kiss it? If you want to seek to hew it to pieces, go to 1495; if you want to attempt mammal to amphibian communication, go to 1497.

1170
Pilgrim Street
You have a choice of carpets: you can have the 'Axeminster', the 'Bayeux' or the 'Shag'. Rinunculous does not have a favourite and can heartily recommend them all. The Axeminster comes in with built-in offensive capabilities, while the Bayeux is endowed with arrow deflectors; the Shag is the one with all the style and virility, the one that turns the heads of the ladies. For the Axeminster, go to 1435, for the Bayeux go to 1437 and for the Shag go to 1439.



1171
Acorn Lane
Ok, you have made it up close to the enormous amphibian. What's next on your 'to do' list – attack the frog (1495) or assume it will be nice to you if you use honeyed words and start giving it your best chat up lines (1497)?

1172
Hickory Docks
The ‘Lump of Lead’ looks to be little short of unsinkable – but how it floats is another question entirely. Cap’n Clughlas is a gruff urukin with a tricorn hat and a pronounced limp. He greets you with an earthy epithet and tells the crew to look lively and cast off. Once underway, the Cap’n grows restless and has his bosun whipped for ‘looking fidgety’. Within in an hour, he looks bored and turns your way. “Want to go the safe way or the quick way.” He asks with a squint and a curse. “Don’t take all day, you useless lubber!” If you like the idea of safety, go to 1441 but if you’re up for high adventure go to 1443.

1173
Acorn Lane
The coffin feels quite cosy. In fact, it is very hard not to feel very drowsy. Make a L2 SR on CON. If you fail, you do fall asleep, deeply asleep (go to 1499). If you make it, you can just about rouse yourself from the slumber taking a grip on your will and climb out (go to 730 and make another choice).

1174
Hickory Docks
The ‘Skullduggery’ is a heavily armoured vessel, awash with harpoons and bristling with cannon. “I’m expecting trouble, me hearty!” roars the barnacle-bearded Captain Bunty, a rosy cheeked lass with a formidable bosom and a petite, waif-like bosun at her side. When the boat is underway and the crew are settled into their work, Captain Bunty asks if you would like her to run a ‘shoot on sight’ policy or if you want her to take prisoners if possible. The bonny matron declines to explain why the question is necessary, winking saucily at you. If you want her to blast away with total freedom, go to 1445 but if you think it best she pursue a less violent passage go to 1447.

1175
Acorn Lane
Such wanton vandalism! Oh well, some would say that vampires deserve it, ask for it even. Your destruction of private property leads you to discover some papers hidden in the coffin, out of sight of prying eyes but not so hands, it seems. The papers set out how to replicate certain vampiric powers and a covering letter makes it clear that Boris was planning to sell this knowledge to the Wizards’ Guild. There is even an incantation set out, to be read by someone wanting to gain powers of regeneration and vampire strength. And now these papers are in your possession! What will you do? Utter the incantation (1500) or take the papers to the Wizards’ Guild assuming you can get out of this place (1502)?

1176
Ghoulish Gardens – Degradation Level
You soon find yourself in a bounteous garden, filled with large blooms with heads drooping and swaying as a gentle zephyr plays about them. Amidst the tall grasses swathed about the flowers, you see people of all kith and kin seated, humming melodically with eyes closed. There is at atmosphere of complete tranquillity about this haven from the world. A voice in your head whispers that you should join these people and say goodbye to all your cares. The voice is gentle yet insistent. Make a L1 SR on CHR. If you make it, go to 1449 but if you fail go to 1451.

MISSING INACTION

1177
Acorn Lane
The key, of course, fits perfectly and you hear the lock click. Boris would have known to take a step back but you just don't and so you have to rely on speed of reaction (make a L1 SR on SPD – if you fail, you get hit by a tiny tranquilliser dart (go to 1499) but if you make it you jump out of harm's way and see a glittering text reading… (go to 1504).

1178
Ghoulish Gardens – Degradation Level
A voice speaks sternly in your head. "If you turn back you must endure pain before you reach *True Pain*. Decide and be it on your own head." The voice stops and your head resounds with silence. If you wish to continue on the return journey go to 1453 but if you will pivot and resume your first course go to 1176.

1179
Acorn Lane
If you are a vampire or even partly vampire, the blood is most beneficial and your STR and CON rise by 1d6; if you are not such a creature, the blood is far from being a tonic to you – lose 1d6 from both STR and CON permanently. You can go to 730 or to 999 to choose another option.

1180A
Ghoulish Gardens – Degradation Level
The pain level increases to screaming agony (lose 1 CON). You see ahead of you people of all kith and kin being roasted over fires or shut in nail-filled coffins by hooded figures whose robes are decorated with a black letter 'A' enclosed in a circle of blood red. Two such figures glide up to you and take your arms, ready to escort you to the killing fields. You realise that if you are to survive, you must shake them off this very moment or the die will be cast! You may employ either physical or mental strength to save your body and your mind and your soul. You may attempt a L2 SR on either STR or INT and go to 1459A.

1180B
Ghoulish Gardens – Degradation Level
A voice speaks scornfully in your head. 'You chose this path! Choose more wisely in future, if you have a future. If you wish to go back you must give up something dear. Decide, foolish mortal!" The voice falls silent but the words echo through your consciousness, chilling your marrow. If you will pay the price go to 1455 but if you prefer to grit your teeth and trudge on despite the pain, lose 1 more CON and go to 1457.

1181
Acorn Lane
The diary is very sad reading. It seems that Boris' childhood mirrored that of a certain Severus Snape. He had no friends and he was disappointed in love. He did not bathe often enough either. You can take the diary if you want – it will fetch 30 GPs as a curiosity or you can use it as a bargaining chip if you meet Boris. Now go to 730 or 999 and choose another path to follow.

MISSING INACTION

1182
Champs Elysee
The glitziest dwarf in Khaboom leads you on towards a percussive rhythm of dull thudding. A few steps later and you see the hammers falling in gold and the like as objects d'art are fashioned wit rare skill. "You want to buy something?" asks LiberArchie as the smiths beat on, eyes down, oblivious of your presence. "Maybe something to pass on through the generations… an heirloom? Or a gift most dazzling for your true love? Or maybe a mother's love calls to you down the years and you want to repay the milk of human kindness – it works for all kinds!" he ends with a laugh. Just as you are deciding what to purchase, you hear a hissing sound and see all the craftsmen keel over. "Gas!" gasps LiberArchie as he too succumbs. Then you hear thundering feet and urgent shouts. A gang of villains are raiding the store! Will you go under from the effects of the gas too? Make a L1 SR on current CON. If you make it, go to 1459B but if you fail go to 1461.

1183
Viletooth Crag
How frightfully prudent you like to be, do you not? The owner of the ring is watching and decides you are not worth watching any longer. With a casual arch of her exquisitely plucked eyebrows, she teleports you back to your pig sty (1).

1184
Champs Elysee
LiberArchie sparkles insouciantly as he shimmies his way down a short corridor, which ends with a door marked '**Shut This Door Very Quickly**'. "Are you ready," he asks with one hand on the side of his head as his other hand begins to turn the handle. Make a L1 SR on SPD and go to 1463.

1185
Viletooth Crag
The ring is a *Ring of Confidence*. It reduces SRs for the wearer by one level, with L1 SRs reduced to the need to avoid a critical fumble. The owner raises an expensively manicured finger as she regards you and decides that you may keep it as you are better to watch than most of the plebs in these parts. She teleports you away for some spicy action (go to 67).

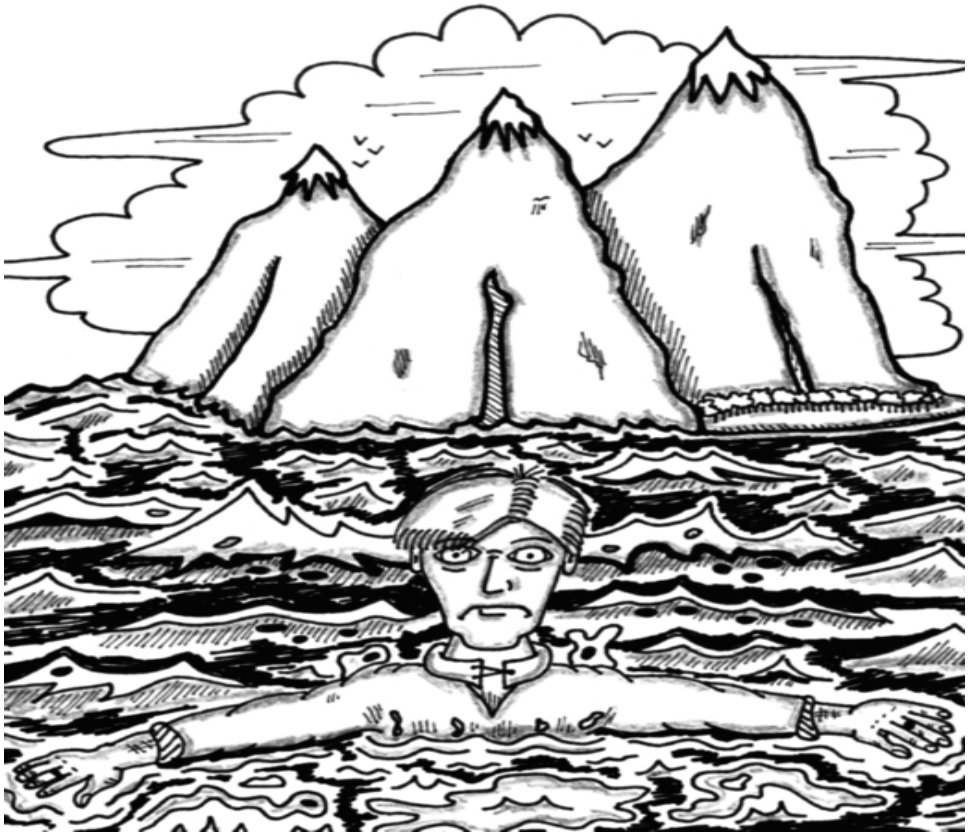
1186
Netherwallop Road
You get 3d6 for INT. Any time you see or smell blood, you must attempt a L1 SR on INT or you go into a feeding frenzy, unable to do anything other than go in for the kill. The frenzy will not stop until you wipe out CON or MR equal to your own CON. Of course, in Khaboom, the City Watch will quickly deal with such murderous mayhem (if you go into frenzy mode on the streets, you need a L2 SR on LK for the Watch not to appear in sufficient number to take you away for '*termination*'). Merlot looks at you with shrewd interest. "Do you want a job or do you want to plough your own furrow. No time to explain. Out with it, Fish-head!" If you want to take the job, go to 1465, if you want to attack him, go to 1467A but if you want to get out of the house go to 420.

1187
Viletooth Crag
The chick instantly expands to the size of an ostrich. It looks confused and then regards you with a malicious sparkle in its eyes. It tries to peck you with its beak, now the size of a ham hock. You need to make a L1 SR on DEX to stay out of its way. Each time you dodge, you can try a L1 SR on SPD to get an attack on the chick, which has an MR of 30. If it pecks you, it generates 4d6 +30 hits. If you survive this, you can either put the enchanted ring on (1185) or ignore the cursed thing (1183).

1188
Netherwallop Road
You get just 1d6 for INT. Any time you see or smell blood, you must attempt a L1 SR on INT or you go into a feeding frenzy, unable to do anything other than go in for the kill. The frenzy will not stop until you wipe out CON or MR equal to your own CON. Of course, in Khaboom, the City Watch will quickly deal with such murderous mayhem (if you go into frenzy mode on the streets, you need a L2 SR on LK for the Watch not to appear in sufficient numbers to take you away for '*termination*'). Merlot looks at you in horror and casts you out on to the streets with a cry of distaste (go to 420).

1189
Viletooth Crag
The observer (also the owner of the ring) of this charade is not best pleased but what you have just down. She languidly raises an invisible but nonetheless dainty hand and begins hurling thunderbolts at you. Best flee, I'd say. It will take you the equivalent of 30 L1 SRs on SPD to get back to town (414) – but if you roll, for example, a L3 SR on SPD that would knock 3 off the total needed. You need to make a L1 SR on DEX to avoid these bolts from above; if one hits you, it does 6d6 damage. If you do get fried, try not to scorch the rocks here – they're considered a tourist attraction.

MISSING INACTION



1190
Dead Man's Cove
You are bobbing in a bay, out in open water, ringed by jagged-topped mountains with clouds banding the slopes beneath the peaks. The ocean is starting to get up a head of steam. You can see a beach some half a mile away. There are no fins in sight. Do you want to nick your wrist to let out a little blood to attract sharks (1467B) or dive below the surface to see what you can see at sea (1469) or would you like to swim for the distant shore (1471)?

1191
Blacksoot Place
Make L1 SRs on LK and DEX - because that's what you need to get away with daylight robbery. Succeed and you get away with jewellery with a street value of 3d6 x 700 GPs - you can spend it via the rulebook of your choice if you like and then skip off happily to 440; fail and you get nabbed in the act of larceny and the angry congregation narrowly decide to hand you over to a nearby lynch mob, after buying a fancy toupee to glue to your head, to whom they give the pledge that you will dance for them all night long (go to 899).

1192
Hickory Docks – Slave Auction Block
If you made both SRs, you are acquired by an elegant man in a top hat and tails who tells you he is the philanthropist, Isaac Cadillac. Go to 1473. If you did not do so well with the dice, you do not do so well with your new master, a surly looking bull of a man, sweating like a pig in a sauna, who is referred to deferentially by the slave trader, Syphax, as 'Wicked Mister Simon'. Simon eyes you greedily and prods and pokes every part of you sharply and intrusively. Go to 1475.

1193
The Devil's Horns
You find yourself transported through vast tracts of interstellar space until you come to a small asteroid which is home to a funky little bar which is the timelessly honoured haunt of the demonic in-crowd. Your new mate orders a round of flaming sambuccas for all the cloven-hoofed devils sitting at the bar and they all turn round to appraise you. Do you want to try roaring at them to intimidate them (1506) or look to your horned buddy to put in a good word for you (1508)?

1194
Cauliflower Row
If you made the saving roll, you are indeed fortunate. Something about your phemerones, perhaps, masks your scent sufficiently for the creature that comes for you not to recognise where you are immediately. Its eyesight is poor because it does not need to have 20/20 vision. You gain an advantage that may prove crucial in the combat that is to come. The Sewer Lurker is almost upon you and a life or death struggle cannot be avoided but you will get one free strike at the monster before it can get to you. A nasty pace to fight though, hard to stay upright… Go to 965. Go there too if you failed the LK SR but you get no free attack.

1195
Blacksoot Place
"Suit yourself," the demonic one says, yawning, "I need something to set me up for a date I've got with a real angel. I suppose I should immolate you but I don't know if I can be bothered. Tell you what – we'll flip a coin. Heads you lose your head because I set it on fire and tails I give you a barbed tail to remember me by and we call it quits." Toss a coin. If it's heads, your head spontaneously combusts, tails and you get a nice 3d6 barbed tail to get you bragging rights in the less salubrious parts of town and you go to 414.

1196
Cauliflower Row
From the apparent haven of the cubbyhole, you see a shambling creature barely humanoid, dripping with slime and armed with razor-like teeth and claws. You can let it go if you wish (1477) or try to deal it a death blow from behind, either seeking to throttle it (1479) or pierce some vital organ with a blade (1481).

1197
Blacksoot Place
A *zombie* is a cocktail made principally with embalming fluid: it will either make you or break you. Make L! SRs on STR and CON. If you succeed, the *zombie* boosts your immune system to such an extent that you are now immune to all poisons and your skin is fireproof; fail and it froths up your digestive juices until they eat you from within. Staying alive here means you get to enjoy the party and get away safely (420).

1198
Cauliflower Row
It might not detect you. There must be that chance, surely there must! It turns, questing for its next victim (you!) but it can't really see in front of its own nose (misshapen as it is). You can keep very still and pray (1483) or you can screw up your courage and try to deal it a death blow from behind, either seeking to throttle it (1479) or pierce some vital organ with a blade (1481).

1199
Blacksoot Place
A *coffinbanger* is a cocktail principally made from dragon blood. It is not for the fainthearted. Only the lucky and the hardy can live after necking this one. Make L1 SRs on LK and CON. If you succeed, the *coffinbanger* boosts your virility to such an extent that you get a 1d6 boost to both STR and CHR; fail and it burns your internal organs to a crisp. Staying alive here means you get to enjoy the party and get away safely (420).

1200
Cauliflower Row
If you failed the saving roll, your lungs fill with the toxin mixed with the gas and your knees give way; when you come to you are a prisoner (go to 1598); if you made the saving roll, you manage to ride out the first wave of dizziness and hold your breath; you take a few more steps forward when suddenly you are dazzled by a very bright burst of light – make a L1 SR on LK and go to 1501.

1201
Blacksoot Place
A *rocks off* is a cocktail principally made from distilling pebbles. It does tend to dry drinkers out rather. Only the khremmsome and the hardy can live after necking this one. Make L1 SRs on WIZ and CON. If you succeed, the *rocks off* boosts your structural integrity and gives you feet and hands of stone (you get armour-like protection from your skin equal to your CON and your feet and hands count as 4d6 weapons; fail and it turns you into a desiccated husk. Staying alive here means you get to enjoy the party and get away safely (420).

1202
Brimstone Pits
Horned fingers lock onto your throat. The devil has a MR of 50. You may multiply your combat total by the level of the STR SR you made and subtract that from the MR. The devil does 1d6 choking damage to your CON each round until you reduce its MR to zero or lower. If you die, your spirit is forfeited and you feed the devil's master and this leads to many bad things you will never know of. If, however, you survive then you are able to take in your surroundings: bubbling pits of hot mud, geysers sprouting magma and metal rods from which jagged bolts of lightning spark intermittently. You see more devils, lots of them, coming towards you from every direction. It looks rather bleak. Desperately so. Then something stirs in the mud. Two hands emerge, one red, one black. You can take one of the hands (1503) or you can wait to see what happens next… (go to 1505).

1203
Blacksoot Place
As your intentions become clear, an angry murmur goes round the perplexed relatives which then is replaced by chortles of merriment. "We'll pay you!" is the general tenor. They seem rather glad to get rid of her and allow you to leave, sliding a purse containing 200 GPs as a further inducement. Go to 1512.

1204
Cauliflower Row
The den's interior is putrid even when compared with the most disgusting decomposing corpse found in the burial pit of the *Malodorous Ogre tribe of Auldreekieshire*. Even Kardasia decides to give it a miss. If you are determined however, you may search through the sloppy gloop that swills two inches deep on the floor. Make a L2 SR on CHR. If you fail, you have to give up and get some fresh air fast (1507); if you make it, you are able to make the thorough examination needed to find… go to 1509.

1205
Blacksoot Place
The struggles abruptly stop. She seems elated at the prospect and breathes excitedly, "Your place or mine, darling!" Her family leave you free to go and even go so far as to usher you out with thinly veiled threats of violence should you stay rather than go. Go to 1512.

1206
Moonshine Parade
Hats, bonnets and caps of all colours and sizes are displayed proudly inside this paeon to headgear. There are no helmets for military usage. No, these hats are designed with a 100% emphasis on style. The proprietor sits in the corner holding a large teapot from which he is pouring with loving care, into a particularly fanciful peacock feather bonnet turned upside down to receive the steaming brew. He looks up at you and asks very civilly, "One lump or two?" If you answer his question according to the sweetness of your tooth, go to 1511 but if you tell him he must be mad to ruin an expensive hat like that, go to 1513.

1207
Flaggon Fields
After fixing you with a withering eye, Sheena accepts your salute and tells you to stand staunch at all times. A citizen with a story about a leaky bladder interrupts the officer to complain about the fairy she holds responsible for her perforations. Sheena listens but does not appear to be about to act on this accusation when another fly, this one bigger and buzzier, settles on your ear. Make a L1 SR on CHR. If you fail, you have not recourse but to swat it away (go to 1514); if you succeed, you stand there unflinching and Sheena turns and commends your fortitude. "Look," she says, pointing. "Here comes the change guard. You can come with me for a libation. My throat's as dry as a sterile camel's scrotum." She has a way with words and a way with subordinates and she may have her way with you. She carries you along to her preferred drinking den. Go to 1516.

1208
Moonshine Parade
If you do not choose to attack with the scissors but prefer to be measured, go to 1515. If you have launched an assault on the milliner, best drive home your point quick! The queer fellow is aghast and helpless to do more than stick his tongue out at you. His CON is 12. If you murder him instantly, go to 1517 but if he lingers in life (or his death throes) after your pin cushioning of him, go to 1519.

1209
Flaggon Fields
Sheena is not used to such impudent insubordination but she takes stock of the situation quickly and brings her knee up hard in to your groin and punches you savagely in the throat. Her SPD is 20 and she gets 2 for her level. You need to beat her on a SPD SR or she does 5d6 damage to you. If you survive unhurt, you are arrested by guards who rapidly come to her call (go to 1518); if you are hurt, go to 1520; if you are killed, you become just another money earning opportunity for the Bring-out-the-Dead man.

1210
Menagarie Street
You arrive at the turnstiles of the Khaboom Municipal Zoo when a chesty lady in a safari hat shrieks in delight and rushes at you with a large net raised aloft. It is clear she works for the zoo. If you allow yourself to be captured, go to 1521 but if you leap over the turnstiles and dash into the zoo, go to 1523.

1211
Flaggon Fields
It is a mama magic fly and it lays an egg in your nasal passage. The egg hatches almost instantly and is no fly. Rather, it is the deadly and rightly-feared Beetlebrain Bug. It gets to work instantly, needing no schooling, eating its way to your brain. There may not be much by human standards but it is a good first meal for the bug and it consumes your hopes, your dreams and your cerebellum. You fall over, quite dead.

1212
Greenfingers Market
All about you, you see stalls and barrows filled with nature's bounty, the finest produce in the land. The melons are enormous and the raspberries are the loudest ever heard but it is the banana you seek to the exclusion of all others, no matter how luscious. There are two banana stalls at the end of the immense market, *Yellow Peril* to the left and *Bananaskins* to the right. Decide who will draw your custom, the yellow skinned man to the left (1525) or the slippery looking salesman to the right (1527).

1213
Flaggon Fields
The magic fly is a mama fly and it lays an egg. This egg would normally grow instantly into the deadly and rightly-feared Beetlebrain Bug but a combination of khremmatic inner strength and good old luck interrupts Supernature and instead causes it to nestle happily and eternally sleepily in your nose, transferring its WIZ and its LK to you. It only has 2d6 of each but then it's only a bug. If you ever sneeze, you dislodge the bug and lose 1d6 WIZ and LK. Your increased LK acts even now and the duty office, Sheena, has you relieved and takes you with her for a drink. Go to 1516.

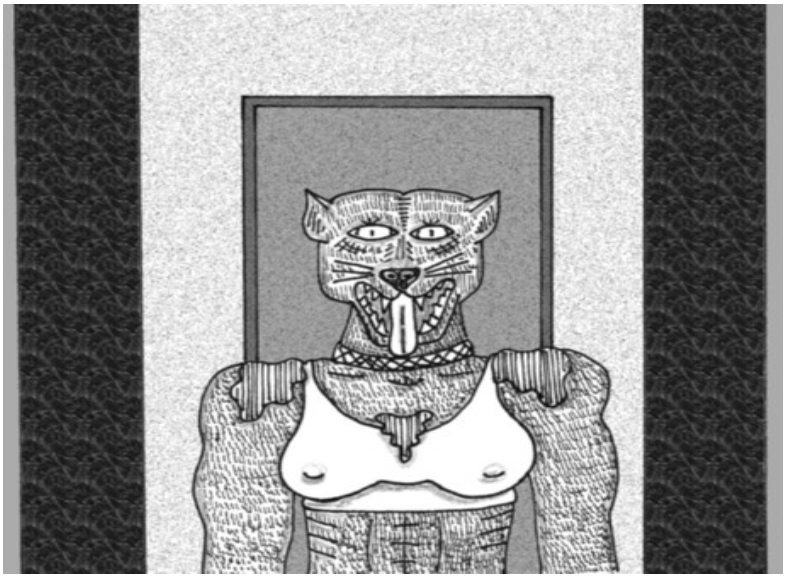
1214
Rogues' Guild – Stealth Street
If you failed the SR, you are knocked unconscious and teleported out of the Guild building and into the unknown. Don't worry – you will know it all too well soon. You are on a high elevation and a man in rich robes is approaching you. Go to 223. If you survived the jolt, a pleasantly manned man escort solicitously away from the force shield. Go to 1018.

1215
Higginbottom Gardens
Everything seems normal. You can see the gorgon, you can hear her talking to you. The world smells the same but… you cannot move, you cannot feel anything (so when flies land on your nose or birds settle on your brow you take it all in good part). You are later moved to a nice hill to act as a traffic aid and a tourist attraction – ah, immortality!

1216
Rogues' Guild – Stealth Street
It is the parrot that speaks the oath for you to repeat. "I hereby solemnly promise on my mother's uncle's gallstones that I, being proven to be myself and of not entirely unstable mental health, that I will deliver this locket into the hands of the person whose name Percy of the Khaboom Rogues' Guild shall whisper into my ear or I shall never be a pretty boy again, so help me Trollgod." Once you have repeated the oath pronounced so precisely by Delver, Percy tells you the name in a hushed tone. "*Johnny Dogfood*," is all he mouths. Business duly transacted, he gives you a silver locket with a tooth etched on one side and a claw on the other and bids you adieu at the Guild entrance to the sewers. "We don't want anyone watching you leave with the locket," he says smoothly. "Take this rat-zapper with you – it should keep you safe below ground. Just head north and look for manhole cover #666." He gives you a compass before you shin down the ladder into the dimly lit sewer system beneath the unsuspecting city on Sandune Street. Go to 1529.

1217
Higginbottom Gardens
The stony silence that prevails for a good minute leaves your heart racing… but all is well, you have survived this possibility of petrification and you too are now a gorgon. Your girl loves you and has a nice home you can recuperate at whenever you get to O'Vather Hill. You have the power to petrify anyone you look fully in the eyes who fails a L1 SR on WIZ. Use your power wisely! Go to 440.

1218
Rogues' Guild – Stealth Street
Under the most piercing of scrutinies, it is difficult not to betray a hint of guilt. "Inquisitive to the point of intrusive, if not downright rude!" the gnome snorts with indignation. "Well, things are further advanced than we thought. Clearly, you have no inkling of what is afoot. Stocks and shares – pshaw! Very well, I curse you! *Olfalcus hebe extrapinoccius*!" To you horror, you feel your nose throb and when the gnome holds up a mirror you see that you now have a foot long nose. Your CHR is halved! "You must go to Percy and tell him that I, Metrocity, have sent you. If you do as he bids you and deposit any payment in the first wishing well you find, I will reverse the curse." He ushers you out and points you to a man with a ragged patch on one shoulder of his otherwise immaculate jacket waiting outside a door. Go to 1018 – if you ever complete the task specified by Percy, go to 1531.



1219
Watermelon Street
Sparticles soon has you at the steps of *Cupid's Marital Bliss*, a columned building with pink confetti permanently cascading down from a canopy above the door. 'Cupid's' is run by an elegant and distinctly feline lady who introduces herself as Madame Xharharh. "My! Aren't you the perfect couple!" she purrs as she raises her *Nuptial Wand*. Sparticles is nonplussed at the mistake. You need to make a L1 SR on SPD to spit out your true intentions before she weaves a web of wedding bells about you and the gorgon's servant. If you make it, go to 1522 but if you fail go to 1524.

1220
Rogues' Guild – Stealth Street
The gnome looks you full in the face for a good two minutes before speaking a word. The silence is heavy. "Good day to you, honest sir. I am Metrocity, the *Curse Rogue* of this city. I find you innocent of the suspected crime and shall refrain from cursing you. In honour of your decent heart and steadfast character, I hereby bless you." Metrocity waves his fingers airily and sprinkles a perfume about you. It has the scent of the crimson lotus. Your face aches momentarily and seems to reshape itself. When the gnome holds up a mirror, you see that your features are more pleasing than before. You have gained 1d6 CHR. The gnome speaks again. "You must go to Percy and tell him that I, Metrocity, have sent you. If you do as he bids you and deposit any payment in the first wishing well you find, you will be blessed a second time." He ushers you out and points you to a man with a ragged patch on one shoulder of his otherwise immaculate jacket waiting outside a door. Go to 1018 – if you ever complete the task specified by Percy, go to 1531.

1221
Dungbeetle Scrubs
The duty office, Sergeant Meatchops, immediately gets up and fills in a form, tearing the bottom section off and handing it to you. He stows the loot away in a tough-looking safe. "Thanks, pal!" Meatchops says, evincing genuine appreciation of your public-spiritedness. "That chitty is a *Get-out-of-Jail* pass. We appreciate your donation to the Watch R&R Fund. Maybe see you at the Sullied Trousers tonight!" Then he has to attend to other business, leaving you to go back on to the streets and ponder your good deed. Go to 420.

MISSING INACTION

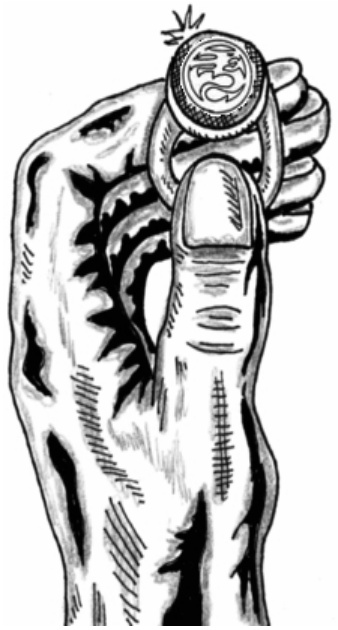
1222
Rogues' Guild – Stealth Street
This place is the heart of roguery in Khaboom. Rogues of high magical ability who have turned their backs on the Wizards' Guild or who were never given the opportunity to be members of that snooty establishment along with rogues who are ultimate masters of espionage have developed the protections and wards that are located throughout these exalted chambers. Not being detected is a long shot at best. Make L3 SRs on WIZ, INT, LK and DEX. If you make them all, go to 1533, if not go to 1535.

1223
Captain Pugwash's Pawn Shop – Execrable Alley
The Captain is a jolly fellow, a retired sea dog and very salty in his humour. He appraises the valuables greedily and then turns his gimlet eye on you. This eye has magical powers of persuasion and he wishes to drive as hard a bargain as possible. His enhanced CHR is 40. Make CHR SRs for him and for you. For every level he beats you by, the purchase price drops by 20%' if you actually beat him, you get 20% more. Once business has been transacted, you can either stop for tea and crumpets with Pugwash (1526) or hit the high road (420).

1224
Rogues' Guild – Stealth Street
This place is the heart of roguery in Khaboom. Rogues of high magical ability who have turned their backs on the Wizards' Guild or who were never given the opportunity to be members of that snooty establishment along with rogues who are ultimate masters of espionage have developed the protections and wards that are located throughout these exalted chambers. Not being detected is a long shot at best. Make L3 SRs on WIZ, INT, LK and DEX. If you make them all, go to 1537, if not go to 1535.

1225
Cauliflower Row
It's not a good look, running from the Watch, even if you are outpacing them. It is essential to get out of sight *asap*. A gaggle of small, unruly boys beckon you to them and it seems a better bet than waiting to run into the next patrol. Go to 80.

1226
Wizard Meeting
"Oh drat! Something I was meant to tell you… Let me see… What was it? Don't eat scrolls? Don't eat rolls? Oh well, never mind. Wait! That's it! Give, not tell! Here it is!" The wizard hands you a small onyx ring with your family crest inscribed on the inside. [Return to the paragraph that sent you here.]



1227
Cauliflower Row
The wolf-trolls catch you and give you a beating. They do not know their own strength and, what's more, they don't care. Lose 2d6 CON. If you survive, you find yourself carted off to Watch hospital, a nasty place of nearly always no return, where the Watch have criminals to unfit to await trial attended to by wannabe physicians. It is a haunt beloved by body snatchers, Go to 1528.

1228
Rogue Meeting
“Quick! Listen well – I’ll only say this once. Take this and keep it safe. You’ll need it by all accounts.” The rogue hands you a small garnet ring with your family crest inscribed on the inside. [Return to the paragraph that sent you here.]

1229
Pentagram Square
The Mayor has been on the receiving end of countless assassination attempts and reads the runes, reaching for a button underneath his desk. His SPD is 10 but his level is also 10. The button throws a *Protective Pentagram* around his Worship and seals the window to save his potted plants, positioned on the ledge to soak up the sun. If you can match the Mayor’s SR on SPD, you get out through the window and escape (430); if he beats you, then you get blown to smithereens, a truly dreadful place to go to (1530). Take a bonus 100 APs whatever the outcome.

1230
Mayor’s Office Meeting
“There is something else I need to deal with now if I can have your attention. It is rather important so look lively – I must be brief and I must be discreet. Here! Take it while no one is looking.” The official hands you a small jade ring with your family crest inscribed on the inside. [Return to the paragraph that sent you here.]

1231
Pentagram Square
The Mayor looks weary and shocked at the same time as he reaches for a button beneath his cherrywood desk. He has been on the receiving end of countless assassination attempts and shoots from the hip when threatened. His SPD is 10 but his level is also 10. The button throws a *Protective Pentagram* around his Worship and seals the window to save his potted plants, positioned on the ledge to soak up the sun. If you can make a L1 SR on LK, you are inside the protected zone when the bomb goes off (1532); if not, then you get blown to smithereens, a truly dreadful place to go to (1530). Take a bonus 100 APs whatever the outcome.

1232
Wizards’ Guild – Pentagram Square
“That is fair,” he says with a lofty laugh. “I would expect something too. Cone with me!” Ennui Tgaddhu flounces out and crosses an atrium before opening a door to a small room containing nothing but a large rock with fist-sized holes in it. “Stick your arm in,” he orders you with imperium that comes naturally to the man. “You will probably survive the experience.” A compulsion to do as he says weighs heavily on your will. Resistance is futile. One rock tube in six has a deadly scorpion at the end. To touch it brings instant extinction. Five out of six have a button at the end which if pushed adds 1d6 to LK. Let us see if you are to die here in the Wizards’ Guild. Roll 1d6: 1 is fatal, anything else brings fortune. If you live, a flunkey shows you out (go to 430).

1233
Pentagram Square
Your Florence Nightingale work draws much appreciation and inspires others to good deeds. Your are considered a hero and have saved the lives of 1d6 worthy and good people. Take a bonus 100 APs for each life you saved.

When the dust settles, a party is held in your honour and you are given a *Hero's Medal*, a promissory note for 1,000 GPs and a '*Get-out-of-Jail*' pass. The medal provides 5d6 worth of protection against physical and magical attack and boosts your CHR by 2d6. You may now go to any of 414, 42, 430, 440 or 450.

1234
Wizards' Guild – Pentagram Square
"Very noble, I'm sure!" he laughs. "Are you always so ingratiating? I have never been one to judge books by covers but in your case… Very well. Never let it be said that the Guild does not favour its friends. Flip this three-sided coin from the palace of Lerotra'hh herself! If it comes up heads, I will permanently double your constitution; if it comes up tails, you can leave here naked and penniless as a match to your professed humility; if it comes up 'guts', I shall test your resolve by sending you on a journey." Thus speaks Ennui Tgaddhu. Roll 1d6: 1 or 2 = heads and your CON is duly doubled when you leave (420); 3 or 4 = tails and you are despatched without clothes and possessions out onto the streets (450); 5 or 6 = guts and you are instantly transported to a noisy, crowded shack where men are waiting for something to be uncovered (go to 218).

1235
Pentagram Square
There is no getting away from the calumny that sits on your shoulders. A despised and reviled figure, wolf-troll guards take you and strap you to a wooden pole on top of Gutsplatter Hill. Go to 1534.

1236
Wizards' Guild – Pentagram Square
The two illustrious men study you with a mixture of alarm, concern and incredulity. First impressions are always important – make a L1 SR on INT and another on CHR. If you make them both, go to 1539; if not, go to 1541.

1237
Shiloh
You are being held tight by two strong priest-guards who are leading you up a spiral pathway, along with a long line of fellow prisoners, similarly secured. Your destination is clear – a smoking altar tended by a group of saffron – clad priests, where the victims of this cult are being bled dry, their blood then boiled on the ebony block with the silver crescent moon set atop its hulking form.

It is plain that these zealots are too strong for you to break free from; it as if they were selected to fully account for your own strength; from the desperate cries of those about you, it is equally clear that magic is not going to save anyone. As the inevitable horror of this moment dawns on you, you find that you too have reached the knot of sacrificial priests. Your captors hand you over as the knife is raised high to take your life and add it to all the others that have been wasted here. As you are given this fraction of freedom, the one chance of eluding fate opens. Blood is slick on the floor – you could grab a priest and wrestle the blade from him (1536) or you could try some sort of cartwheel or somersault stunt if you are confident of such abilities (1538).

1238
Mayor's Office – Pentagram Square
"Plumbing! Preposterous!" The wizard takes the lead but the Mayor is quick to weigh in. "I know I did ask for my bidet to have the pressure increased – I can't believe my secretary didn't check my schedule. Be quick then! Through there." He gestures to a door behind him. Go to 1543.

1239
Shiloh
If you failed the SR, your STR, INT, DEX and SPD are all at 75% for the next 5 paragraphs. When you come to, you see that you are having guards assigned to you. You cannot see their faces for they are hooded but even in the voluminous robes they wear, you can tell they are strong. The odds look horribly long against you. As they come to take your arms, you can either accept this without struggle (1237) or you can throw every ounce of energy into fighting them off, no matter how many more may come to the aid of the first two (1540).

1240
Mayor's Office – Pentagram Square
The Mayor weighs up the situation quickly; he has long learned when to rely on intuition. The wizard however is not willing to have their deliberations disrupted regardless of the Mayor's firm tone. They both look at you grimly – make a L1 SR on LK and another on CHR. If you make them both, go to 1545; if not, go to 1541.

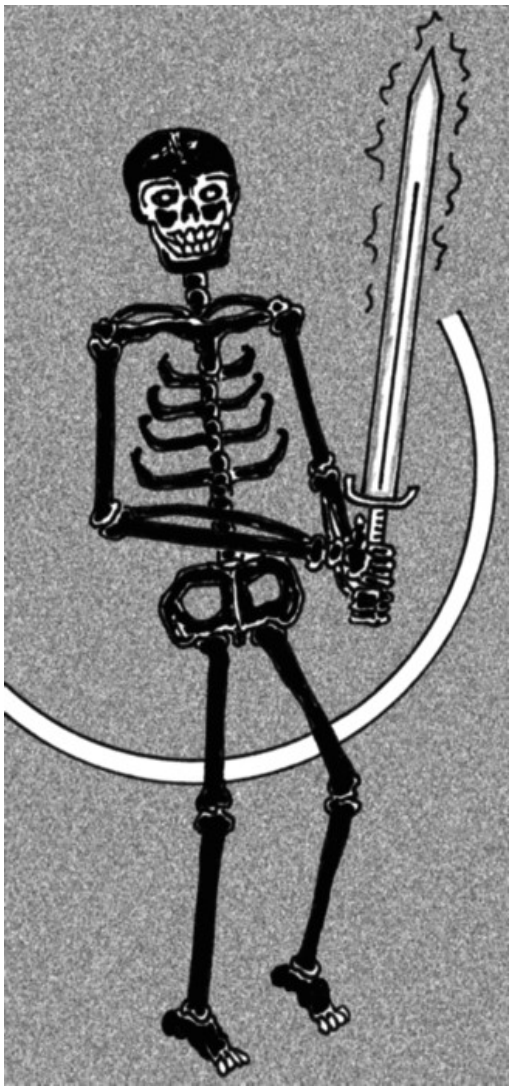
1241
Five Card Frank's
Frank carries on cheating shamelessly and egregiously. The look he gives you is one of dismissive contempt. He takes your money without compunction until it is all gone. You can protest and call him for what he is (764) or you can pack up and go, now you have nothing less. You do not even have enough money for another drink, borasic lint as Cockneys would put it. Unless you are calling Frank a cheat, you must leave and make a L1 SR on LK as you leave – make it and you can go to 440, fail and you must go to 1542.

1242
Mayor's Office – Pentagram Square
The hobgoblin warrior has MR60. He does not fight with kid gloves (he has a spiked mace and a kukri). If you die now, you kinda asked for it. If you survive the first round, the others join in. All six get 42 d6 + 180 combined. Oh yes, they have enchanted armour that takes 15 hits each. They do not take prisoners. If you die now, frankly you were pulped. If you beat all six, go to 1547.

1243
Five Card Frank's
"That's it," says Hyde, "drink or get ejected. It is clear he expects you to keep drinking until you are paralytic. If you are prepared to drink yourself stupid, go to 1544 but if you have had it with Hyde and tell him to stick it, go to 1546.

1244
Mayor's Office – Pentagram Square
The warrior enforcers take you to a pentagram prison down three flights of stairs. Thumbscrews are attached by a tall, thin woman and you are strapped to a large chair. She approaches you a beaker containing a viscous yellow syrup. "Swallow," she commands softly. If you resist, go to 1549; if you chug it down, go to 1551.

1245
Five Card Frank's
That's done it! Hyde shakes his head vigorously, drink showering everyone nearby. "Right, you!" he roars, leaping over the bar and aiming a chop at your throat. You can avoid it with a L1 SR on SPD but if you fail, the fight starts with you suffering 2d6 CON loss. If that killed you, you get fed to the dogs. If you live, you are now in a bar fight and Hyde has a broken bottle in his hand now. Go to 1546.



1246
Mayor's Office – Pentagram Square
The jelleton swings hard and fast. That blade can cut bone or shear a leg off at the thigh, bespelled as it is. Make a L1 SR on DEX and another on SPD. If you make it, go to 1553; if you fail, your leg is severed along with an artery and you all too swiftly bleed to death.

1247
Five Card Frank's
As you turn, he belts you on the head with the sock filled with billiard balls he keeps behind the bar. If you make a L1 SR on INT, you will have been expecting such villainy; if you make a L1 SR on SPD, you will have evaded the deadly sock. If you failed either roll, your brawl with Hyde starts with you losing 2d6 CON to this thuggery. If that killed you, you get fed to the dogs. If you live, you are now in a bar fight and Hyde has a broken bottle in his hand now. Go to 1546.

1248
Mayor's Office – Pentagram Square
The blade of the jelleton is bespelled and deadly. If your combat total is 150 or less, you are salami'ed; if you total is better than 151, you are *Blow You To'd* home – you can take 200 more APs and never darken this doorstep again ☺

1249
Ackland Street
You lucky, lucky, lucky so and so. They say Fortune favours the brave but I think it far more probable that Fortune favours the lucky. They also say luck sticks. Roll 1d6 and add it to your luck and then go to 1253.

1250
Mayor's Office – Pentagram Square
The *Test of Truth* is painless for you. Pandora smiles and soothes your temples. "You pass! I hope you are always so true. Nobility is a rare commodity. Do not give it away lightly." She looks a little embarrassed and then blurts out, "Would you like to go on a date after you've finished your business with the Mayor? This is a lonely job and most people shy away from someone who can read their innermost thoughts." She has a definite allure and is most comely. If you would like to go on a date with Pandora you will be reminded of the opportunity post-mayoral matters. Go to 1555.

1251
Ackland Street
Have you ever heard the sound of a breaking a heart? You do now. It is pitifully sad. Edna is distraught and can be considered unlikely to recover. She sees you out with decorum and closes the door on her long-cherished dreams. Go to any of 414, 42, 430, 440 or 450 and hang your head in shame.

1252
Mayor's Office – Pentagram Square
Your head begins to throb alarmingly and your tongue starts to swell to epic proportions. Your guts rumble ominously. "The *Test of Truth* has found you out!" shrieks Pandora as she runs for the hills. Seconds later, you explode. The mess takes many minions many moons to remove from the walls and ceiling. **Au revoir**.

1253
Ackland Street
The book is arcane and esoteric, its pages blurring as you turn them, making reading very difficult. With perseverance and perspiration the phrases begin to clarify and you see that the family spells are very… domestic. There are spells for cleaning curtains, doing laundry, sweeping floors, ironing, polishing glassware, airing linen – if you want to save time and effort about the house or maybe get a job as a maid these spells are great. They are all L1, meaning only a L1 SR on INT to cast them, and the WIZ cost of each spell is just one. Tucked away at the very back though is one final spell, a very different spell, a very much more valuable spell. It is a L3 spell and so it is harder to cast and its WIZ cost is 10 but that signifies nothing compared to what it will do. It is called '*Alchemist's Dream*' and it turns silver into gold. It will convert one solid piece or up to 100 coins or the like at one casting. Edna warns you not to be too free with it lest you bring the value of gold crashing down just as it did 50 years ago when Ogruth the Unsettled, an ogre with dodgy bowels, began vomiting gold and did not stop for a whole year. Edna tells you with evident fondness that you may return to her house (where your CON will be fully restored) whenever you like (and you can get back here whenever you get to any of the hills found at 420, 430 440 and 450. You should go to one of them now in fact.

1254
Mayor's Office – Pentagram Square
It is hard to stay cool with an ape like Arctic after your guts for garters but your legs do not fail you and you whizz away from the hairy hands questing for you. You see an open door to a courtyard and then an open gate to the streets and you're away, losing yourself in the busy traffic around Pentagram Square. You can go to 420, 430, 440 or 450.

1255
Throgludite Crescent
The ape routine does not impress anyone watching. The gang decide you should stick to monkey business and that you're just not worth the risk to their freedom. Not wanting you to remember, which part of the city they inhabit, one bright spark throws a dart at you, tipped with a sleeping serum. Several others follow suit and there are just too many for you to dodge. They sell you to a Bring-out-the-Dead man, who isn't too fussy about how dead his corpses are. It takes you a while to come round (go to 147).

1256
Mayor's Office – Pentagram Square
The hot pursuit of Arctic is too high speed for you. The ape grabs you and holds you tightly until a group of hobgoblin guards come at the double and carry you bodily to meet one of the Mayor's special advisors. You are made captive and bundled into a special treatment room where a glamorous lady addresses you. Go to 1038.

1257
Throgludite Crescent
The skeleton used to be a sumo wrestler but got to obese and too slow. The crash diet he was sold was certainly effective but the state he is in now does not qualify him for sumo wrestling. The long and the short of it is that he is a skilled fighter - but not very strong now. He gets 1d6 as he is unarmed and has just 4 adds. His CON is 11. If you can take him down in 2 rounds, the gang may consider admitting you to their hideout (80); if not, they leave you to be picked up by the City Watch who are adept at locking up street fighters (163).

1258
Acorn Street
Gosh, you're moving fast! You get away from whatever there was to get away from and can make it to the top of one of the main city hills before the potion wears off. You can go to 420, 430, 440 or 450.

1259
Epicurean Avenue
Outside on the street, there are shadows aplenty. Anyone looking from the restaurant would soon lose you. Then you hear a click of teeth. It must be Alevak. He takes the knife from you, urgent and excited. Suddenly, you feel a prick – the blade is against your throat! Do you keep stock still (1548) or try to knock the blade away (1550)?

1260
Acorn Street
It is hard to make anything out at first so Rodentius nervously takes you forward to a gloomy, nerve-jangling spot. When you get to a door, he opens it just wide enough for you to peer in and see a bad thing... He gives you an encouraging squeeze on the arm and then deserts you like a rat leaving a sinking delver! Go to 355.

1261
Epicurean Avenue
You are sitting on a top quality privy, in the dark, listening for anyone who might be coming for you. It is tense and nervous – you just can't relax (there may even be psycho-killers about!). You hear someone getting into the stall next to you then someone tries the handle of your lock cubicle. It goes quiet again. Do you want to stay here until past closing time, until everyone has left for the night (1552) or will you make a break for the streets (1554)?

1262
Acorn Street
You can go down a gloomy passage to a door at the end and open the door (1557) or you can decide it's time to head for open spaces (1559).

1263
Epicurean Avenue
You soon have the girl hostage but worried people encircle you both. They hear your demands and then look at each other. Roll 3d6 for the Rosa Samosa's LK then do the same for her CHR. Let's find out how lucky and how popular this kitchen maid is. If she can make L1 for both rolls, go to 1556 but if she fails, go to 1558.

1264
Mean Street
Private Partz grabs you by the short and curlies. He wastes no time in giving you a slap (lose 1 CON) and dobbing you in at the nearest *Watch Correctional Office*. WCO's can make you or break you. Go to 1561.

1265
Epicurean Avenue
The girl gets 2d6 for STR and for SPD. Make SRs for both of you. Unless she beats you on one of the rolls, you now have your prisoner (go to 1363C); if she is no much for you, her struggles allow others in the kitchen to overpower you and soon the City Watch is here to march you off for detention (163).

1266A
Mean Street
You maybe wise or you may be unmittigatingly cowardly or you may even be a bit of both. You hear Partz croak his last words, trailing off as his windpipe is crushed. "You utter, utter bast…" Make a L1 SR on LK and go to 1563.

1266B
Liliyliver Lane
Ernie's corpse is still warm and as you search through his pockets, something stirs… His ghost rises up from his body. It has some serious haunting to do. Being this close to a ghost leaving its body can be most prejudicial to health. Make a L1 SR on INT. If you fail the shock is such that you take the difference from your INT permanently as your brain jellifies at this astral projection's touch. That aside, you find six gold tops in Ernie's right trouser pocket. These aluminium foil caps for milk bottles will stick to targets if thrown accurately. Being lightweight and not at all aerodynamic, they require a SR one above the normal level to hit but if they do hit they cling tenaciously and explode after 30 seconds, doing 6d6 damage. It takes a L2 SR on STR and a L1 SR on SPD to remove them quickly enough to dispose of them safely (or unsafely if you throw them at someone else). You can either take Ernie's horse and cart (1268B), go round the back of the house (1270B) or just leave (440).

1267
Epicurean Avenue
You have the element of surprise. Only two diners leap to thwart your intentions. You get 2d6 for the knife and these two gentlemen, Oscar Milde and Bosie Queensberry, are rather the worse for wear after hitting the port hard tonight. They get just 1d6 plus 1 each. If you can beat them back you can escape out in the shadows (1259) but if you fail to knock them down in two rounds, the other diners will join in and hold you for the long arm of the law to collar (163).

1268A
Mean Street
Partz grunts in pain but manages a cry of courage as he sees you wade in. The tentacles come for you too. Can you avoid them and get to the 'whoever/whatever' lurking behind the garbage bins? Make a L1 SR on DEX and go to 1565 if you make it. If you fail, two tentacles grab you. Roll your combat total; the tentacles get 2d6 each. If you die, your body is deposited in one of the bins and eventually goes to the city dump; if you survive the first attack, go to 1567.

1268B
Liliyliver Lane
As you climb about the cart and sit up top, Ernie's horse (whose name is Trigger) senses that Ernie has been replaced and then looks about until he sees the dead milkman on the ground. Make a L1 SR on CHR. If you make it, Trigger decides you're cool and awaits your prompting; if you fail, Trigger gets dreadfully put out and you are now on a runaway milk cart (go to 1569). If you are in control of the cart, you now need a horse and cart talent. Roll 4d6 and make any related saving roll called for from that base. Trigger is very loyal and pretty smart in a homing pigeon sort of way.

Wherever you leave him, he will attempt to ward of thieves and attackers (his MR is 30); if you emerge somewhere else, he may well find you (he can teleport to find you, which is why Ernie was such a successful milkman). So, if you need him to come to you or you just want him still to be there when your business is finished, you need to make a L1 SR on this new talent. Fail and Trigger and the cart are gone. You may return to 1056 and choose another option.

1269
Epicurean Avenue
The dinner is so good, so beyond any gastronomic experience you have ever had before – yum! Make a L1 SR on CON. If you fail, the food was too rich and heavy and you fall into a slumber. When you awake, the knife is gone and you have been carted away for not paying (all your money is gone too) and you mind yourself incarcerated (163). If you make the SR, you enjoy the best dinner of your life and slip out when the staff are busy. There, waiting for you, is Alevak. Do you want to tell him to clear off, brandishing the knife threateningly (1560) or hand it over with a sheepish grin on your face (1562).

1270A
Mean Street
Looks like you drew the short straw! Roll your combat total; the tentacles get 2d6 each. If you can make a L2 SR on LK, the tentacles impede each other and you can half their combat total. If you die, your body is deposited in one of the bins and eventually goes to the city dump; if you survive the first attack, go to 1567.

1270B
Liliyliver Lane
Make a L1 SR on DEX. If you make it, your sneaking is up to scratch. Make a L1 SR on LK. If you make it, the curtains are drawn and the back door is unlocked. Make both SRs and you can go in (1571); fail one or both and Ted spots you and is very angry at having this nookie moment with Sue put on ice (1573).

1271
Watergate
Just in time! You scuttle down after the insurgents and Reg slots in place the sturdy bolts as Stan paws away at loose earth to reveal a tunnel. “Now they’re for it!” Reg declares with stentorian voice, pride gleaming in his eyes. “The Khaboom Freedom Front will unleash its Suicide Squad! That’s you, you, you, you and you!” The last he points at is you. The other four members of the squad have tears of joy shining in their eyes as Stan sets you all on your way crawling along the damp tunnel until you reach a dead end, which Gideon scrapes away at until you see moonlight. Go to 1564.

1272A
Mean Street
Suddenly, four muscly tentacles shoot out at you. If you made the SR on INT, you had your wits about you and were prepared; if you made the SR on LK, three tentacles strike at Partz and just one at you. The tentacles get 2d6 each for combat. If you were not taken by surprise, you can fight as normal but if you failed your total is halved for the first round of combat. Partz gets 3d6 for INT – you need to see if he remained alert too. He gets 3d6 +5 in combat. If you die here, at least you did not die alone; if you survive, go to 1567.

1272B
Liliyliver Lane
With his arse well and truly kicked, Ted is easy meat for Ernie and the milkman finally puts paid to his rival's ambitions by stamping down hard on his family jewels. Ernie is very grateful to you and gives you a bottle of full cream milk, some goat's cheese, a pat of butter fresh from the cow, an acidophilus yoghurt to keep your immune system up to par and a miniature cow trinket on a golden chain. The trinket is made of gold too and has a value of 10 GPs but it also boosts your WIZ tenfold for the purpose of resisting magic cast at you (not for casting spells yourself or for saving rolls though). Ernie is quick to say goodbye as he is keen to get it on with Sue. Leave Ernie to what he's good at and go to 440.

1273
Watergate
The wolf-trolls of the Watch seize you very roughly and throw you to the floor. Most bundle into the house but two drag you away by your ankles (lose 1 CON). The haul you to Pentagram Square, where the Mayor and senior wizards from the Guild are addressing a large crowd. You are hustled into the middle and stood before these *Very Important People*. Go to 1566.

1274
Liliyliver Lane
Ted's arse retaliates explosively (and khrematically) with a blast that sends you all the way to Dunleavin Street where you land on a man's head. Lose 2 CON and go to 27.

1275
Watergate
Two urukin spring out and intercept you regardless of your SPD – they had the place surrounded. One knocks you very roughly to the floor (lose 1d6 CON). Then you are thrown to a bunch of Special Branch officers. Go to 1273.

1276
Liliyliver Lane
As she peers out from her window, Sue sees what you have done to Ted and soon Ernie is peering through the glass. Next moment, there is a crash as he leaps straight through it to applaud your triumph. Ernie is very grateful to you and gives you a bottle of full cream milk, some goat's cheese, a pat of butter fresh from the cow, an acidophilus yoghurt to keep your immune system up to par and a miniature cow trinket on a golden chain. The trinket is made of gold too and has a value of 10 GPs but it also boosts your WIZ tenfold for the purpose of resisting magic cast at you (not for casting spells yourself or for making saving rolls though). Ernie is quick to say goodbye as he is keen to get it on with Sue. Leave Ernie to what he's good at and go to 440.

1277
Watergate
Two urukin grab you and shake you vigorously until your teeth rattle. They ask you a series of questions that all culminate in “are you guilty?” Whatever you say, they just shake you some more until they get bored and hand you over to Special Branch. Go to 1273.

1278
Liliyliver Lane
Make a L1 SR on DEX. Fail and you can go to 1280. If you manage to avoid being hit by the bottle, you make it hastily into Sue’s bedroom. Ernie is so enraged that he breaks down the front door and rushes up the stairs. Do you want to hide in Sue’s lingerie closet (1575) or charge to the top of the stairs to intercept Ernie and fight it out with him (1577)?

1279
Watergate
You soon realise that you are on your own and there is no necessity to see this through to the bitter end. You can continue to Spasmodicus’ hovel as you have got the directions off pat (1281) or you can check the coast is clear (L1 SR on LK and go to 1568).

1280
Liliyliver Lane
The heavy bottle hits you hard (lose 1d6 CON). The thick cream at the top of the bottle sticks to you and the milk soaks you to the skin. The milk strips your flesh (lose 5d6 CON) and the cream explodes (lose 6d6). If you survive that, Ernie and Sue panic and complete an impromptu suicide pact. Trigger rushes away with the milk cart. Eventually you will get bored being here (go to 440).

1281
Execrable Alley
You find the hovel in one of the most run-down, vagrant-infested streets in the city. Spasmodicus’ place does not have a door, much less a window, There is a smell of ammonia and sulphur coming form within, a *Trollgodsend* really, after the odours of the alley you have just been breathing in. A tramp approaches you for a coin. You can either speak with him (1570) or ignore him and step over the threshold (1572).

1282
Liliyliver Lane
Poor Ernie! He didn’t want to die. Now he’s gone to make deliveries in that milk round in the sky where the customers are angels and ferocious dogs are banned and a milkman’s life is full of fun in that fairy dairy land. But a woman’s needs are manifold and Sue… go to 1579.

1283
Cauliflower Row
A thick cloud of soot falls down on you along with something much heavier – a brick! Make a L2 SR on SPD to jump back in time and go to 1574.

1284
Hickory Docks
You dance your way deep into the maddening crowd and soon lose sight of your companion. The music is loud and a heady aroma of sandalwood pervades the ball.

The dancers are becoming ecstatic, losing themselves in the anonymity of Alfie Catflat's masked ball. Someone hands you a pipe. It has a short burnished stem and a broad bowl filled with slowly burning embers. If you take it and smoke the pipe, go to 1581 but if you pass on the offer, go to 1583.

1285
Cauliflower Row
While Brickass goes to fetch the water, you have two obvious choices: to grab as many precious objects as you can and scarper (go to 1576) or wait for the hobbit to return with the water and then get on with the cleaning. If you wait for Brickass to give you the water, you can soak your brush and then start cleaning (1578) when he returns with what is plainly his under-bed po, ready to be turned to useful purpose.

1286
Hickory Docks
The elderly wizard seems to be on passing acquaintance with many of the dancers, nodding as he passes by in the whirl of the dance. Before long, he takes a partner, a large, gaudy woman with a laugh like a camel. Another lady, equally raucous and no less broad about the beam, comes to couple with you. If you accept her hand, go to 1585A; if you decline, go to 1585B.

1287
Piranha Alley
The Watch leave you to it. There are fish bones strewn all over this alley and trash cans lined against the walls on both sides with their lids scattered all over the street. At the end of the alley, some tagger has painted brightly a large fish head as a mural. It looks carnivorous, its teeth gleaming with glo-paint silver. As you look on, the mouth opens and the air between you and the head grows hot. A powerful suction force draws you towards the ghastly fish. Do you want to dig your heels in (make a SR on STR and go to 1580) or do you want to allow yourself to be pulled forward and make a DEX SR to twist towards the trash cans, either to the left (1582) or the right (1584)? (Record the level of any SR made here.)

1288
Netherwallop Road
Crushing the imp releases a squit of gaseous ichor which needs a new host – you're the very chap, handily placed as you are! This stuff merges with the host's bloodstream and has one of two effects: it either adds 1d6 to WIZ or it reduces the hosts WIZ by 1d6. If you can make a L1 SR on current CON, you get the beneficial effect, fail and you suffer the hurtful side of the same coin. What are you going to do to Dr. Crusher now? You can sew him up and wait for him to revive and ask for a reward (1587) or you can leave him as he is and search his house for valuables (1589).

1289
Cauliflower Row
The Watch immediately grab you and take you lunch. “You lazy bugger!” roars the corporal, an ogre with the name ‘Corporal Punishment’ emblazoned across his broad chest. “You either go and clean out that alley and do your job or you clean my house from top to bottom!” He pats his rump meatily to emphasis the last word. Either go back to the alley (1287) or go to the *House of Punishment* (1586).

1290
Netherwallop Road
The imp regards you quizzically. “You don’t look much like a boss dude. What’s in it for me, squire?” It goes on to say that if you can pull a face that shows you mean business then it will give you it’s name so that you can bind it and prevent any demon dragging it back to the *Pits of Despair*. To pull the hideous yet commanding face the imp will respond to, you need to make L1 SRs on both WIZ and CHR. Go to 1591.

1291
Junket Road
The forms are verbose and the print is tiny. Make a L1 SR on INT and record the result. When you get halfway, the tedium of the process is numbing, despite Mr. Parker’s cheery encouragement. “A dull lad makes a dull doorknob,” “Spare the pen and spoil the paper” and “A form filled well is a form filled with gold” are just some of his annoying aphorisms. Make a L1 SR on CHR and record the result. As you near the end, you have callouses that are opening up and weeping. Make a L1 SR on CON and note the result. “Finished now?” asks Mr. P with gleeful expectation. Go to 1588.

1292
Netherwallop Road
The imp is hard to hit but you probably have a reasonably good sense of where the end of your own nose is. Make a L1 SR on DEX. If you make it, you knock the imp senseless and can squish it (1288) or revive it and attempt to make it serve you (1290). If you fail, it gets right up your nose (go to 1593).

1293
Junket Road
Mr. Parker is given this job to do just to prevent such arrogant disregard for the law. As you open the cupboard, he turns into Spiderman. Is he tough? Listen, bud – he’s got radioactive blood! He spins a web, just your size and, given half a chance, he catch thieves just like flies. Make a L1 SR on DEX to dodge it and if you do get caught you must try a L1 SR on STR to break free (oh, how you’’ want to break free!). Then Mr. Parker is at you, fists raised in fury at your bucking of the system. He gets 3d6 +20. Roll for your combat and his and go to 1590.

1294
Netherwallop Road
This option really is ridiculously hard. What right minded person would even think of trying this? Mind you, what right minded person would be in this situation, having cut a drunken doctor open? Make a L4 SR on DEX. If you fail, it gets right up your nose (go to 1593); if you succeed, you now have a mouthful of imp, oozing ichor all over your tongue and gums. Make a L2 SRs on both WIZ and CON and go to 1595.

MISSING INACTION

1295
Cauliflower Row
If you are an experienced dungeon delver, you will know that oft times such ladders come away from the wall or have rungs that break. Let us see. Make a L1 SR on LK. If you fail, the whole thing comes away from the wall and you must go to 1297 because you fall, make a big splash and attract lots of (unwanted) attention. If you succeed, however, you find a small crawlway and a manhole cover. You may (unless you are bigger than an uruk) explore this passage to Trollgod knows where (1592) or you may climb out into the streets (420).

1296
Netherwallop Road
Dr. Crusher's spirit guides you to the bank where it commands in an aetherial voice an audience with a senior manager. The meeting does not go well for the bank has a clause in the small print whereby a client may forfeit all assets held by the bank if the death is not registered with a lawyer within three hours. There is one hour left according to the *Deathometer* of the manager, Bertie Mee. The doctor's lawyer is a centaur named Kelba who has offices in Quill Court. There is no time to lose! The race is on and the clock is counting down! Make the best SR on SPD you can and go to 1597.

1297
Cauliflower Row
You are here either because you have fallen from a weak, rusty ladder or because you have chosen to be. Here, there are six skeevers (MR 8 each) swimming hard to get to you. There is no turning back. If you make a L2 SR on DEX, you may hit 1d6 of them freely, distributing your combat total as you see fit, before you must fight the pack. Lucky these sewers are dimly lit! If you die, they feast, if they die, you may feast and/or go on further into the gloom (1594). You don't want to even think about *going the other way* because from the noise you hear either *something very big* or *somethings very numerous* are on to your presence here beneath the city.

1298
Netherwallop Road
Dr. Crusher's ghost reacts angrily and gives chase. It is not yet used to its incorporeal form and cannot use its full powers. You must race through the streets trying to shake off the vengeful spirit. You need to be fast, smart and agile, Make L1 SRs on INT, DEX and SPD and go to 1599.

1299
Cauliflower Row
You see a snook munching on the remains of an ogre. A snook is no larger than a leprechaun but it has a lion's head, four arms ending in razor talons and kangaroo feet.

You can turn back (996) or attack while it is engaged in gorging its greedy little self (make a L1 SR on any two out of INT, LK, DEX and SPD and go to 1596).

1300
Netherwallop Road
If you failed the saving roll, the ghost destroys your spirit and renders you are a soulless husk, wandering the streets aimlessly. Such automata are rare but cherished in Khaboom. Tourists are impressed and they are rather like sacred cows on other worlds. You end your days as a sacred cow, mooing plaintively. If you made the saving roll however, you ward off Dr. Crusher's ghost, leaving it reeling from the superior khremmatic core your brain is endowed with. You draw a portion of its khremm too. Roll 1d6 and add it to your WIZ. Now get out of here – go t0 414.

1301
Sullied Trouser Inn
Mucuss grins and licks his lips (which have more beer on them than there is in most people's tankards). "Come on!" he grunts and leads you through a maze of streets until at long last he points to a spot in a graveyard. "It's buried under that tomb there," he tells you dismissively, as he points out the grave of someone who must have been very wealthy to afford the lavish masonry and much loved for there to be so many fresh flowers on what is clearly an old tomb. To make matters worse, the fence surrounding it is 6' tall and made of spears with barbed wire loped about the barrier. "I can throw you over or you can dig a tunnel. I'd do that for you but for the anti-troll magic. For being thrown, go to 1600; for excavating, go to 1602.

1302
Dungbeetle Scrubs
"Let us out, you dumb lummox!" Bubba says, bristling with fury barely restrained; "You'd better do what he says or else," Nobby adds, his own anger more like an ice cold needle aimed at your head. "Or what?" you might be thinking. Soon you find out – they start shrieking at the top of their lungs. You can leave immediately without passing 'Go' (414) or you can threaten them both with a pike leaning up against a wall (make a L1 SR on LK and go to 1694.

1303
Ghoulish Gardens
Your stomach churns so much that if it was full of milk it would turn to butter. However, you manage to keep it down and its potency is evident when the Zombie-Master has his crew sort out your zombified body parts. 1) You feel no pain! 2) When you apply the zombie modifiers from the rulebook you get double the modifiers for STR and CON. You are a super-zombie! The Zombie-Master is exceptionally pleased with this work and he tells you that your first job is to go and beat up a mummy that's been annoying some of his zombie friends. He tells you that if you do that for him, you can be his Special Free-ranging Zombie Agent. Clearly, it is best to accept the assignment as an SFZA because to say 'no' would provoke his wrath and in any case you can quit as soon as you're out of here. He pats you on the shoulder just to make sure your zombie arms are attached well enough before you part company. If you just make a break for freedom, go to 414; if you want to give the mummy a seeing to, go to 1604.

1304
Jherri Quarry
When you wake up, apart from a sickeningly aching jaw, what you mist notice is the fact that your ankles are chained together and that there is a repeating banging sound. You have been joined to the end of a chain gang.

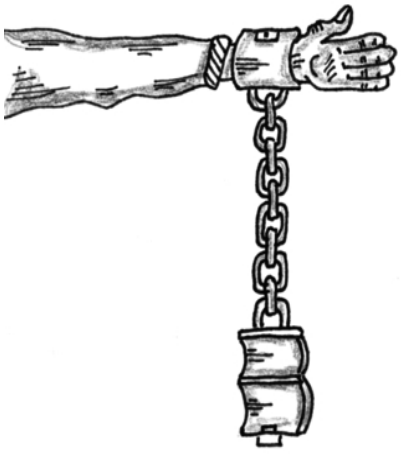
Then your rump burns with fire – a gaoler's boot is doing its best to bring you to your feet to start work (lose 1 CON). The labour is hard, Herculean almost. Try a L3 SR on STR – that's what it takes to do a day's work here. If you fail, take the difference (minimum 1) from CON. If you die here, they just drop a big rock on you. If you live through Day 1, you must repeat the roll every day until you either die of exhaustion or get a lucky break (you can attempt a L3 SR on LK once per day and if you make it, you attract the attention of a passing Wizard-God who, in a rare good humour, deposits you *sans* chain back in your pig sty (1).

1305
Ghoulish Gardens
The maggot makes you guts rumble and quake and the resulting explosion is messy and copious. The Zombie-Master shrugs and gets on with the body parts fit but as you are separated from your own appendages and new (well, quite old, truthfully) parts are added, the maggot's effects are clear. 1) The pain factor is extreme and you lose 1d6 INT in the process; 2) when you apply the zombie modifiers from the rulebook, your STR and CON modifiers are both 0.5. The Zombie-Master is so distressed at the results that he runs off for a good cry. An unlovely assistant tells you that you can make it up to him by beating up a mummy that's been annoying some of his zombie friends. Clearly, it is best to accept the assignment because to say 'no' would leave you stuck in this dump for the foreseeable future and in any case you can quit as soon as you're out of here. She pats you on the butt just to make sure your zombie legs are attached well enough before you part company. If you just make a break for freedom, go to 414; if you want to give the mummy a seeing to, go to 1604.

1306
Dungbeetle Scrubs
Your fortitude does you credit in Rumplejaw's eyes. He breaks off, salutes you and offers you a job on the force. "I like your balls, sonny! You can go over to Lardass Street and sign on with my mate, Sergeant Furry" he grins. If you accept, go to 554. The only other option open to you is to try to take him down while he is smiling (1696).

1307
Ghoulish Gardens
The brains are enough to 'prep' you for the various amputations that precede the limb grafting that is a pre-requisite to zombiedom proper. Apply modifiers per the rulebook. The Zombie-Master is satisfied with his work and sends you out on a mission to give a kicking to a mummy that has been picking on some of his mates. He gives you the address and sets you on your way. You can go (1604), you can quit once out of sight (414) but you cannot stay.

1308
Back Passage
If you made the SR, you loosened the shackles of repression and are free! Go to 1698. If not, you lose the difference (minimum 1) from your CON. You can keep trying the L3 SR on DEX with the same risk until you either die and get eaten by Simon or wriggle your way to freedom (1698).

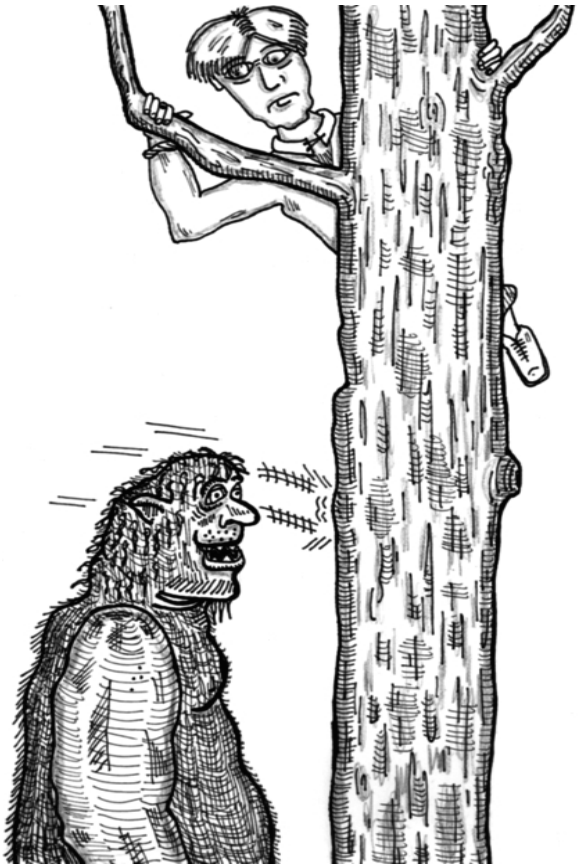


1309
Ghoulish Gardens
The brains make you puke your guts up. "You are not fit to be a zombie!" the enraged Zombie-Master cries, cold fury lacing his tones.

“After him, boys! Let’s feed his brains to the poor and needy!” He’s not normally a big charity giver but you seem to have inspired him. If you want to get out of this place alive, you need to outpace his admittedly snail-like zombie crew. Make a L1 SR on SPD. If you make it, you get away (414) but if you fail, they rip you to shreds, add pre-shredded cabbage and offer you as slaw to the zombies to poor to afford their own limbs (they will be very grateful while you will be very dead and eaten).

1310
Back Passage
Simon *Upsidaisy’s* you through his front door, straight into his refrigerator. “Don’t want you going off… didn’t see a ‘use by’ date,” he slurs to himself. You are now very cold, trussed up like a turnip and it is very dark because you are in a box. For your health, nay, for your very existence, it is imperative that you perform a Houdini act without further ado. Make a L3 SR on DEX and go to 1308.

1311
Forest of Hemnin
The creature that spooked Garnet has come for you. Resembling a large shaggy bear, it departs from this stereotype by virtue of the four coiled, tentacle-like whips sprouting from its shoulders. It is not heavy to climb trees such as the one that shelters you, breaking down saplings and smaller varieties. Baulked by the bulk of the tree, it seeks to whip you out of your safe place. Make a L2 SR on DEX to avoid all the whips or L1 to avoid all bar one. If you fail at L1 you must take 2d6 CON loss - but only 1d6 if you accomplish that but not L2. If you get struck, you must make a L1 SR on STR to stay in the tree. If you fall, go to 1606; if you stay put, go to 1608.



1312
Dungbeetle Scrubs
It takes a L2 SR on LK to pin the tail on the Mayor; if more than one person succeeds, both try again with the person eliminated turning the others until they are quite giddy so the SR gets harder and harder until there is a winner; if no one made it first time, just try again – **such fun!** If one of them wins, Henry and Barnaby will let you go (414) but if you are the champion they insist – with all due compulsion – that you inscribe your name on the list of champions, a wooden board with the names of all the past champions on it (go to 1601).

1313
Forest of Hemnin
If you failed the DEX SR, you are on the ground when the monster comes (go to 1606); if you made it, you are high up in the tree when a shambling, shaggy creature comes lumbering past. It sniffs the tree concealing you and crashes into it but the tree is too sturdy for it to bring down. Before long, it goes off in search of more reachable prey (go to 1610).

1314
Quill Court
Kelba employs a 'heavy' to deal with unwanted incidents such as this one; he certainly doesn't intend to dirty his own hooves. As you rocket off, you see a bulky gharg blocking your path. To his almost eternal shame, Greasie is prone to going to sleep on the job, sometimes in mid-stride. Kelba keeps him on because he is cheap, eating only gravel, and because his fists can turn basalt into putty.

If you can make a L1 SR on LK right now, Greasie will nod off, just as he gets set to swing his granite fists your way, and you will escape (430) and so you will miss out on the 100d6 punch that would otherwise hit you (not to mention his +500 combat adds). Not being lucky generally means being dead where Greasie is concerned.

1315
Moneybags Place - City Bank of Khaboom
You are shown without delay into the opulent office of the bank's CEO, Norman Rockertroll the Third (the first two fell foul of a mad wizard called Midas, who turned them into golden statues that now stand proudly outside the bank – you would have noticed them when you came in). Norman offers you ogre cigars and pours you a stiff *Medusa Molotov* cocktail. "Now, to business, my newly rich friend," he smiles greedily. "You are a *Mithril Class* client and we will let you in on some valuable inside information. Will you sign the *Death-Vow of Confidentiality*?" If you agree, go to 1612 but if you decline, go to 1614.

1316
Quill Court
With the contract in the bag, Mr. Filthy-Rich bids Kelba good day and takes you off to another centaur lawyer, this one to take you on as a client. "I want you to impersonate the heir of the recently deceased Baron of Vulgaria. I shall advance you enough funds to carry the charade off, don't you worry. When you are alone in the Baron's bedroom, have his crystal balls sent back to me." If you ever get your hands on the Baron's balls, go to 1603 but for now go to 609.

1317
Grimtooth's Gaming Gauntlet
Holy moley! Are you popular! Grimtooth's staff give you the red carpet treatment and everyone whom is someone comes to press the flesh with you and chew the carpet. Drink flows freely and tongues wag; secrets are spilled and propositions are made. Some people are sincere but there are also those who seek to take advantage and others who are, frankly, perennial victims. We should find out which category you fall into in respect to this celebratory bash that will live on in the memories for a looooong time of those who stay sober enough. Roll 2d6:

2 – You get dead drunk (that is, you expire from an excess of alcohol)
3 – You lose all your money in a bad bet
4-6 – You spend one quarter of all your money and lose an equal amount to reckless wagers

7 – A good time is had by all and it costs you a quarter of your wealth
8-10 – A grateful wizard gives you a potion that adds 1d6 to the attribute of your choice and pays for the party
11 – A smitten dowager doubles your money and gives you her pearl earrings which provide 20 points of protection against magical and physical attacks
12 – Grimtooth's declare that the party is on the house and a very generous and friendly fellow from the Rogues' Guild presents you with a ring of flight which also serves to double SPD
Once the party is over, take 200 APs and go to 420, 430, 440 or 450 as you please.

1318
Hickory Docks – Reserved Section
You are shown into a cabin big enough for a family of ten – it has a king-sized bed, a dining area and a scrying stone showing current contests in the Arena of Khaboom (**seek out the 'Arena of Khaboom' from Khaghbboommm Press so you can be part of the show – Drive Thru and Lulu are the go-to places**). You are left to rest as the boat pushes off. Later, a plain woman with a bag of cosmetics accompanied by another woman, who might well be her sister, who is wearing robes with the lightning strike emblem of the Wizards' Guild. The plain woman gives her name as Maxine and introduces her sister as Warp; Maxine tells you that you are to impersonate the heir of the recently deceased Baron of Vulgaria. "You will be given enough gold to carry the charade off, don't you worry. My sister will alter your features and I will apply the finishing touches. When you are alone in the Baron's bedroom, have his crystal balls sent back to our client, Mr. Filthy-Rich." The Factor sisters get to work and when they finish and hold up a mirror, the change is both startling and convincing – you no longer would be recognised by your own brother. If you ever get your hands on the Baron's balls, go to 1607 but for now go to 609.

1319
Friday Woods
The bears are very excited and start the game with great enthusiasm. Make a L1 SR on CHR. If you fail, they sniff you out and it's Urticus to hide now (go to 1616); if you make the CHR SR, they don't catch your scent on the whispering breeze so make a L1 SR on LK to see if they stumble across your hiding place – if you fail, it is Urticus' turn to hide (go to 1616) but if you made it, they end up having to call for you so you win (go to 1618).

1320
Resurrection Road
As Jones could not defend himself, your full attack descends upon his beetled brow. His CON is 25 (he works out every morning at *Grummie's Gymnasium* and his breakfast consists of a whole box of *Shredded Wheat*). If you bring his CON down to 5 or less, you are in charge of the situation; otherwise, Jones the Steam recovers and comes back at you with interest (go to 1322B). If you took him down, you can finish him off (death or unconsciousness for Jones, the choice is yours). The horses are spooked by this violence and charge off… Can you bring them under control? Let's see… Make L1 SRs on LK, DEX and CHR and go to 1605.

1321
Friday Woods
Going second is a distinct advantage as the bears have attention spans just as short for this game as for their school work. If you can make a L1 SR on LK, you don't get found and they have to give up (go to 1618); if you fail, they find you easily and it is now the turn of Urticus (go to 1616).

1322A
Resurrection Road
There are two possibilities here: 1) Jones the Steam kills you and throws your body out for the Bring-out-the-Dead man or 2) He drops you in at the nearest City Watch station. Make a L1 SR on LK – this is a life or death roll so concentrate! **Fail and you get terminated**, make it and it's off to 163.

1322B
Resurrection Road
Jones the Steam has his whip in hand – not much of a weapon but it still gets him 2d6. His personal adds are +14. The man has a temper problem and once he loses it, he rarely finds it. You are in a fight to the death. You can go now to 1320 (just ignore the first sentence and get it on!).

1323
Grizzly Lane
Throwing his text book down in disgust and frustration, a nasty combination, Urticus demands that you tell him the secrets of the *Three Opaque Wizards* (Sine, Cosine and Tangent). He looks at you with blazing eyes, searching your eyes for this arcane knowledge. Clearly, you have to say something from the unhinged look on his face: either he will attack or call for Mummy and Daddy if you don't deliver the pedagogical goodies. Make a L1 SR on INT. If you make it, he falls for you verbiage (1620) but if you fail, you're in for a brawl one way or another (1622).

1324
Resurrection Road
You have earned the respect of Jones the Steam! Wiping his brow and feeling for bumps, he tells you that a drink after work is in order. You can carry on fighting (1322B), meet him for that drink (1609) or accept the offer but just not show up (414).

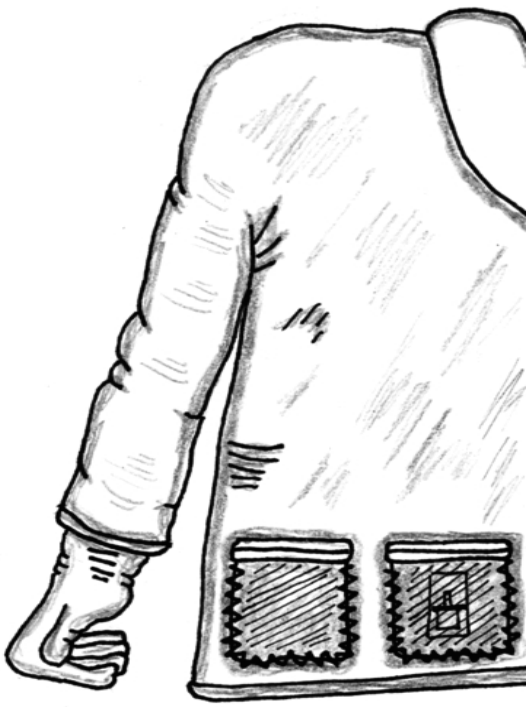
1325
Glassstones
This is no future in such a school within the city of Khaboom – the Wizards' Guild would not tolerate a competitor. They do things the way they do for a reason: money and power and they do not tolerate 'little people' upsetting their applecart, particularly when it is piled high with rosy, glossy apples. No, Flusho takes you on a journey in a very well appointed carriage, taking you beyond the great outer wall of Khaboom, first west and then north to a small, undistinguished town called Glassstones. There is a tavern, the Nag's Rump, run by old Betty Turpentine and an apocathery's but not much else apart from a few outlying farms. It is not hard for Flusho to purchase a suitable building and before 6 months has passed, the *Wondernit Wonder Wizards School* is ready to receive its first students. Business is slow at first; Flusho chooses to rely on word of mouth so it is your task to travel abroad and drum up business (and gives you one to bang).

Each time you journey abroad, you can make a L1 SR on LK – if you make it, you recruit a new student; if you fail, you meet a nasty. The MR of any nasty is 2d6 DARO times 7. If the nasty slays you, it is unlikely that your body will be found out here in the boonies before the carrion birds devour you; if you recruit a student, you may add 1d6 times 50 GPs to your wealth (Flusho gets the other half – there are no fixed fees, it's just what you can haggle for with your mark). Whenever you like, you may return to Khaboom (414) and at the end of any encounter you may return to Glassstones, attempting a L1 SR on LK to avoid meeting a nasty on each journey to and from the great metropolis.

1326
Higginbottom Gardens
As you thumb through the pages, you first notice that the book has a personal dedication on the inside front page in which the author thanks Mr. Filthy-Rich for being the inspiration behind so many of the incidents he has been able to describe; after no more than a few pages, it is clear that the book focuses on the pleasures to be gained from the practice of cannibalism. Do you want to leave now (414) or wait for the return of your host (1611)?

1327
Grizzly Lane
The bears' water closet is more than you can contend with. Possibly the hard labour has broken you for the stubborn dried out detritus is not easy to scrub away or perhaps the odour of ursine excrement is unbearable to a non-bear. At any rate, you collapse and are in need of medical treatment. If you can make a L1 SR on LK, the bears will take you to a doctor who lives on Netherwallop Road (go to 12) but if you fail they decide it is much quicker (and tastier) to eat you.

1328
Higginbottom Gardens
Make a L1 SR on LK. If you make it, the valuable item you snatch up has a street value of 300 GPs; if you fail, it is worth just 100. As you move to go out of the front door, a magical detection system attempts to hold you for examination and interrogation. Make a L2 SR on WIZ. If you make it, you evade the system and are free (420); if you fail you find yourself victim of an automated *Hold That Pose* spell (1613).



1329
Grizzly Lane
How he loves his games! Would you like to go to play hide and seek in the woods with Urticus (1094) or would you prefer to play his other favourite game, 'Caves' (1624)?

1330
Resurrection Road
One of his pockets is lined with a rather nasty mousetrap. Which pocket will you choose to pick? Left – 1615; right – 1617.

1331
Grizzly Lane
If you made the INT SR, you hear footsteps coming up the stairs and you have just enough time to shin down the ivy draping the exterior of *Chez Saunders* and make off for higher parts of the city (you can go to 420, 430, 440 or 450). If you failed, your attention has been such with regard to the sock work that you fail to hear the entrance of Father Bear, who catches you in the act of climbing through the window. Make a SR on STR and roll your unarmed combat attack: you can multiply the two together. Go to 1626 to find out if your attempt to fend the powerful parent off is sufficient for you to get away, preferably unharmed.

1332
Hickory Docks
It is not hard to find Greasefleck – everyone seems to know him. You get the feeling that they are not necessarily glad about this. When you find him, the dwarf is busy shoving a rhinoceros on board a large but rickety barge. Greasefleck is stocky even by dwarven standards and has a yellow beard down to his shins. It has odd pieces of discarded food stuck in it. Neither the rhino nor the dwarf seem happy. The latter spots you and asks for a hand stowing the cargo. Since you are here looking for a job, we will assume that you will help. Make a L1 SR on STR and go to 1619.

1333
Grizzly Lane
Take a look at 1331 – but ignore the stuff about INT: for you, it's a matter of those LK and SPD SRs. You will see where to go and what to do if you failed one or both and you will see where you can escape to if you made both.

1334
Trollhalla Row
It is one thing to take the key, quite another to locate what it might unlock. Fortune is on your side, it would seem, for you see a piece of paper inside a breast pocket and the paper has the name and address of a priest on it. If you want to go see the priest, go to 142; if you're not keen on looking into gift horses' mouths, you can slip away into the streets (440).

1335
Grizzly Lane
There are two frayed parents on the brink of meltdown and they are looking at you are the location for venting their ire. Make a L2 SR on CHR. If you succeed, you calm them down and they send you out on a play date with their darling boy-cub (1329) but if you fail Papa Saunders makes an angry beeline for you. You might conceivably make it out of the door if you can fend off his initial attempt to maim you. Make a SR on STR to find your level and roll your unarmed combat attack: you can multiply the two together. Go to 1626 to find out if your attempt to fend the powerful parent off is sufficient for you to get away, preferably unharmed.

1336
Trollhalla Row
Leaving a tavern on your hands and knees, groaning like a minor league banshee, just makes you look like a victim. Outside is a bloke named Alf Veederzane who likes to hang about outside pubs, just waiting for someone worse for wear – Alf spots you. Make a L1 SR on INT and also on CON.

If you fail, you are too sick and too gormless to either notice Alf or to prevent him from kicking you in the ribs kung fu-style (lose 1 CON) and taking all your valuables (weapons included); if you succeed, you are awake enough to see him coming and hardy enough to look threatening and so Alf looks for easier pickings. Either way you can carry on crawling your way up hill to 450.

1337
Grizzly Lane
Inside the closet you find a large supply of honey. Bears love honey and this honey is marked as being 'Manukan Honey' very rare indeed and very expensive – it is made by the bee people of Apys, the city at the heart of the fabled Jungles of Phantog (**see the epic 'Wizard Went A-Wooing' from Khaghbboommm Press via DriveThru RPG or Lulu Publishing**). You can take a jar of honey (they are too large to carry more than one at a time safely) or you can just start eating here and now. If you want to make off with the honey-money, go to 1628; if you want to start eating where you stand, go to 1630.

1338
Root Canal
When you come round and your headache subsides enough for you to open your eyes, you see that the pirates have taken control of the barge. Cap'n Salty is being roasted on a spit and looking none too good. He smells good though… An uruk whacks you across the chops (lose 1 CON) and asks you if you want to be next on the spit or if you want to taking over the cooking as the last chef burnt the meat and is now being salted down himself. Hard to say no in the circumstances... The uruk, Rugged Robin, shows you down to the galley where you can put on a chef's hat and apron. He leaves you to change in private, being an oddly sensitive soul. Do you want to spruce up, wash your hands and go up to start work (1621) or grab a couple of meat cleavers and fight to save the old cap'n (1623)?

1339
Grizzly Lane
If you failed your SR, you fall to the ground and knock yourself out (better than having a bear knock you out). The bears are a curious bunch and come out to examine your supine and broken (lose 2 CON) form. They can see that you are in need of medical treatment. If you can make a L1 SR on LK, the bears will take you to a doctor who lives on Netherwallop Road (go to 12) but if you fail they decide it is much quicker (and tastier) to eat you.

1340
Root Canal
If you failed, the saving roll, the uruk does not believe you; he doesn't take prisoners either so he breaks your neck. If you made it, he grins and unties you. "There's a job for you to do – there!" He points and when you look, he smacks you hard enough to knock you senseless (go to 1342).

1341
Addled Pate Tavern
The gang looks to you for leadership – where to next? A dwarf reckons you should go and smash up the elven bank and loot the place (1648) while an elf is of the opinion that you should head up an assault on the docks that the dwarves run (1650). The mob is evenly split, enthusiastic for both – the prospect of more blood and coin has whipped them up to fever pitch. Which will it be?

1342
Root Canal
If you failed, the saving roll, the uruk does not believe you; he doesn't take prisoners either so he breaks your neck (fatally). If you made it, he grins and tells you that he thinks you're doing splendid work and then sticks a copper piece in your mouth. Grinning, he calls out to the helmsman to steer a course straight into the rock wall. "There's a bug here we need to squash!" The boat lurches to the starboard side and any cries you make go unheeded by the pirates (go to 1625).

1343
Krisstrasse
The mob, puffed up with success and enflamed by the scent of blood, make off towards a street which ends with a show ground. The current attraction is *Canzoni's Amazing Circus*. As you come within sight of the big top, an uruk with a mouthful of broken yellow teeth hands you a bow and arrow while he flints up an oily rag to be attached to the arrow. If you want to shoot the flaming shaft at the circus tent, go to 1652 but if you want to deliberately miss, go to 1654 (refusing the bow would be unwise, given the avid attention of other angry, lunatic thugs at your back).

1344
Life's End
Slinking down the alley towards you comes a cat. It looks thin and unkempt. Its yellow eyes fix on you and it licks its lips. Behind you, another cat appears. It too has a straggly, malnourished appearance and it too stares at you intently and walks towards you. To your left and to your right, you see more cats, all fixed in you, all with a hungry eagerness in their eyes. There is reason to fear these *meat cats*. So called because of their determination to find and consume flesh. There is no time to run, there is nowhere to hide. Each cat has MR2; there are four of them so in total these meat-loving cats get 4d6 +4. If you die here, they eat every scrap of you and lick your bones clean; if you win through, seek higher ground! (You can go to 420, 430, 440 or 450).

1345
Peaswasse Street
Johnny slips through the streets unnoticed until he comes to a tall, thin building, some seven stories high. "I'm up top," he tells you and you begin a long climb up endless flights of stairs. The building is in a bad state of repair with rickety steps and peeling wallpaper. When Johnny finally reaches his door, he knocks quickly five times and it swings open to reveal a small room packed with at least 20 people. "My family," Johnny smiles proudly. "We all came down from the mountains when the goblins migrated." Just as he is about to introduce you to them all, there is a loud shout of "Fire!" from below and you can smell smoke. Do you want to help Johnny get his family out safely (1656) or do you want to run for it to avoid the stampede (1658)?

1346
O'Vather Hill
Wincey is very good at sniffing out fear – she is attracted by both pheromones and body odour. Make a L2 SR on INT and L1 SRs on LK and CHR – make all of them and you avoid detection and eventually can come out when you hear her leave (go to 1627). If you fail any of those rolls, you are in big trouble. Wincey finds you and binds you and 'unkinds' you and unwinds you… You are easily overpowered by this fiendish woman and she begins her punishment routine, starting by removing teeth and ending by breaking toes, with lots of unpleasantness, which she revels in, in between. Make a L3 SR on current CON and go to 1629.

1347A
Addled Pate Tavern
It is certain doom for Johnny unless… you intervene, heedless of the risk to your own skin. If you leave Johnny to their tender mercies, go to 414; if you pitch in to the fray in a desperate and, frankly, improbable attempt to save his neck you should roll your combat total and go to 1660.

1347B
Addled Pate Tavern
"Yeeee Harrrr!" Johnny comes flying in with teeth bared and fists flailing to save you. You can roll a LK SR for him again (his LK is 7). He needs a L2 SR to create a diversion so that you can get away (414) or you get hung, drawn and quartered but at least not tarred and feathered.

1347C
Addled Pate Tavern
Dying is a lonely time of life but you have the solace of Johnny to keep you company as you swing high on the end of a rope. You feel his hand slip into yours as you breathe your last.

1348
O'Vather Hill
You need to be fast to get away from Wincey! Make a L3 SR on SPD. If you make it, good luck to you – keep going until you're far away on high ground (go to 420, 430, 440 or 450); if you fail, Wincey catches you and begins a game of hide and seek in which, having stopped you with a high level *Hold That Pose*, she hides you somewhere in the house, counts to 200 and comes after you very slowly… (go to 1346).

1349
Dungbeetle Scrubs
Arm in arm with Officer Dodot, you find yourself marching forward, trampling on the rioters unable to turn and run because of the mass of flesh behind them. Wizard Control sends gouts of flame ahead of you to 'soften up' the 'other side', their *Blasting Powers* wreaking havoc.

You can make SRs on STR, DEX and SPD to see how many you grind under your heel. Add the levels together to find your victims. With blood on your conscience, maybe it is not too much of a disappointment to you when Wizard Control strip you of your job so that 'officialdom' will not carry the blame for this savage repression. Go to 414.

1350
O'Vather Hill
Wincey looks at you witheringly. "As if!" she sniffs. "OK, prove it. Make a pavlova." Wincey flexes her fingers and you see not just long, sharp diamond-studded nails but a degree of wizarding ability rarely witnessed – she plants a thought in your head that flatly states that resistance would be futile. She forces you into the kitchen and folds her elegant yet steely-muscled arms as she watches your work hawkishly. Try making a pavlova – L2 SRs on INT and DEX will get you there. If you succeed, Wincey leaves, turning on a high heel and blowing you a kiss over her shoulder (it raises your CHR by 1d6!); if you fail… She tells you that she will count to 10 and you had better run like the wind! (Go to 1348.)

1351
Dungbeetle Scrubs
You need to be quick and agile – and you need a great deal of brute force to go alongside the subtly. Make a L1 SRs on DEX and SPD and roll your combat total. If you make both rolls AND your attack generates more than 12, you save Dodot (take 50 APs bonus) but have to flee the angry mob tout suite (go to 1662); if you do not manage that, Dodot falls in this senseless slaughter of thee innocents and you are helpless to turn back the tide – you will fall here too unless you can make a L1 SR on LK for the crowd to ignore you meaning that you can run, run as fast as you can (go to 414). If you both perish, know that your bodies are recovered and you lay as comrades for eternity in adjacent graves.

1352
O'Vather Hill
The mixing spoon exudes magic – anyone could tell that. If you would like to have it examined, go to a Tourist Information Office and they can advise you on who to see – you can walk to the north (501 - Carbunkle Lane), south (502 - Sourgum Street), east (503 - Razorwit Road) or west (504 - Netherwallop Road); you can go to a TIO anytime you end an episode in this solo so note the paragraph references. If you want to get on with your life, fine: you can go to 420, 430, 440 or 450.

1353
Dungbeetle Scrubs
If you failed to convince the nice chap with the gap between his teeth, and between his ears, that you are with the mob, his concrete fist ploughs into your nose – make a L2 SR on CON to stay conscious – if you fail, you get a kicking and lose a total of 3d6 CON; if you stayed alert you lose just 1d6 CON and can crawl away to 414.

If you succeeded in establishing brotherhood with the big bruiser, after much violence perpetrated principally on those smaller than himself, Krikmaw the half-ogre takes you to a tavern for a swift jar. “That was great,” he tells you with absolute sincerity, “let’s go and put a brick through someone’s window!” He has no interest in your profession, just in mindless destruction. You can tell him you won’t do it but that would mean a fight and he has a MR of 30 (he’d kill you if he could, without a moment of remorse) – or you can go along with his thuggery (go to 1664).

1354
Quill Court
Mickey’s lawyer is a learned centaur named Kelba. He is extremely diligent and professional; if he writes the contract, you are stuck as Mickey’s slave and your adventuring days end here. However, he is very busy and has recently been having trouble recruiting trainees. Make a L1 SR on LK – if you fail, your contract is written up by Kelba himself; if you make it, an unqualified assistant, Panticles the Satyr, does the work and there is a dreadful loophole in the contract. If you make a L1 SR on DEX, you can squirm through the loophole and escape back to your pig sty (1), taking a 100 APs bonus for your close shave with slavery.

1355
Liliyliver Lane
As well as her sigil, you can take her cat broach. This gives the owner the power to *mind control* domestic cats. Telepathic feline communication is enabled with this emerald set in silver. What’s it worth? Whatever you can get someone to pay, that’s what. A skull on a bookcase suddenly speaks: “This house will be purified in exactly one minute. Flames shall cleanse this place. Sixty, fifty-nine…” Best get out really – go to 430.

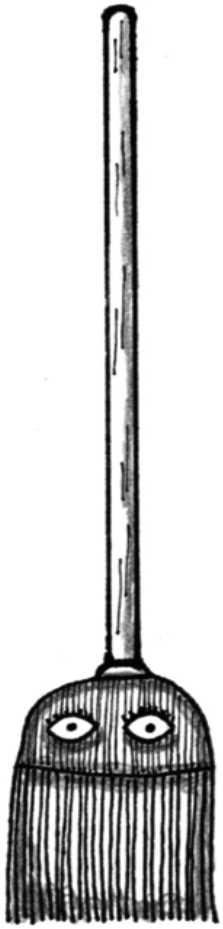
1356
Back Passage
Guy and Gaston have the strange idea that adding you to their garlic snail fricassee would produce a culinary masterpiece. There is but one chance of survival now: the intervention of a meddling Wizard-God. Make a L1 SR on WIZ: fail and there is no interest and you drown in the marinade; succeed and you are transported, healed, back to your pig sty (1).

1357
Liliyliver Lane
Good call! The water begins to melt her and the undies wrap themselves about her unlovely neck and gradually choke the life out of her. With the witch dead (ding, dong!), you can search her body and take her sigil that absorbs 4 hits. Go to 1355.

1358
O’Vather Hill
Barbering brings in a steady income – 20 GPs per day. You can work at the shop and claim it whenever you want or you can hire a temp but then you make no money. If you work yourself, you never quite know when you may slice a customer from ear to ear. Every day you earn, you run this risk – you must make a L1 SR on DEX. Fail and you then need a L1 SR on SPD to recover. Fail that and you are guilty of negligence and get fined 100 GPs. If you cannot pay this you get carted off to the Watch Station (163). You can come back here whenever you like as long as you own the shop and you can go out via 450 whenever you choose.

1359
Liliyliver Lane
Brave, certainly, stupid, assuredly. Hagnes gets 4d6 for her SPD. If she can make a L1 SR on SPD, she gets to cast a *TTYF* at you. True, she needs to make a L1 SR on INT but her level is 4 and her INT is 44; also true, she has to have greater WIZ than you but this is 38. If she kills you, she calls a taxidermist and has you stuffed and mounted; if you are not fried by her spell, you can fight to the death – she gets just 1d6 +15. If you are slain by her dirty fingernails, you know your fate; if you arise from the pool of blood victorious, you can splash your way to 1355, taking her sigil that absorbs 4 hits.

1360
Moneybags Place – Khaboom City Bank
Regrettably, the token is old for its owner was a bit of a Luddite and never bothered to upgrade when the bank changed systems. The token teleports you near the vaults… but only onto an emergency slide where you soon are forced into making the acquaintance of a were-pig named Perky (go to 474).



1361
Liliyliver Lane
The broomstick is one of the few sentient beings to hold Hagnes dear. It has WIZ of 50 stored within. To master it, you must make L3 SRs on both INT and CHR. To even try you must mount it so the attempt will succeed or fail in the air. If you do fail, the broomstick (whose demonic name is Basil regardless of what she or you may choose to call it) will throw you up, aiming your fall as nastily as it can (you take 4d6 CON loss if you fall); it also zaps anyone it defeats with a jolt of raw energy doing 3d6 damage. If you fail to tame Basil and live, you had better flee pronto (go to 414) but if you wrestle control of the ‘stick, you now have a loyal flying steed. You can take her sigil too and then search her body (1355).

1362
Cauliflower Row
No oversized rat is going to take you down! Well done, Now, do you want to try get out of the sewers (749) or do you want to grub around in the hope you might find something worthwhile down here in the slime (747)?

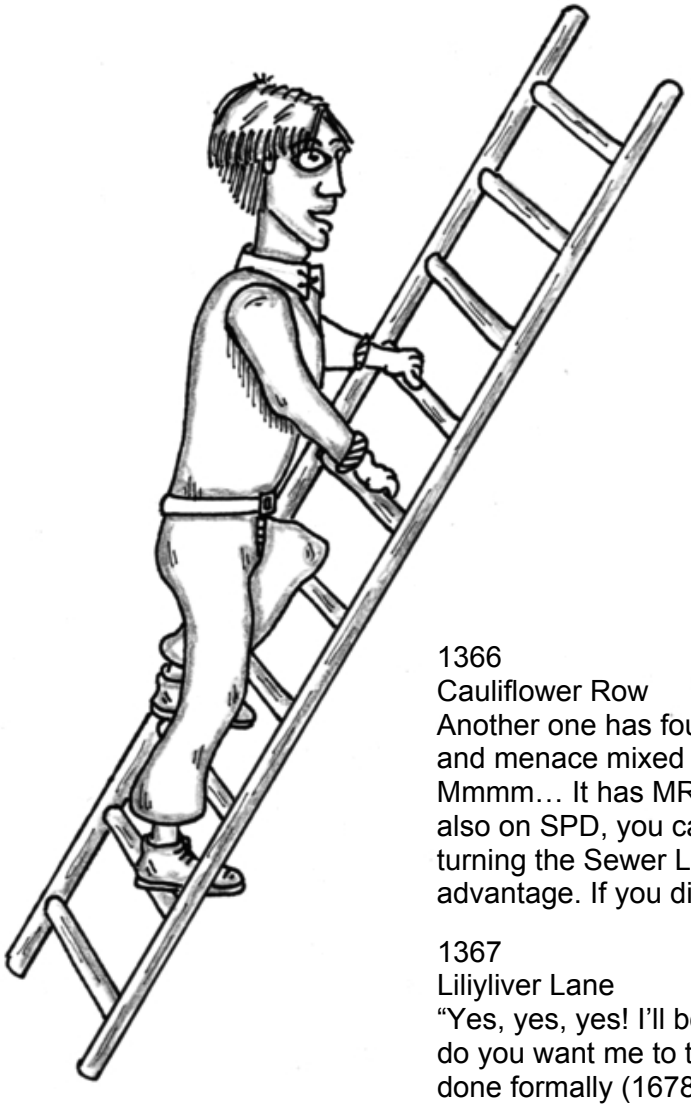
1363A
Liliyliver Lane
As you burst out from Hagnes’ hovel, a howl of hilarity greets you. A large ogress grabs you and plonks you down on her head! Go to 538.

1363B
Tourist Information Office – Razorwit Road
The lady at the office is extremely efficient, bright and informative. Su tells you that Seamists is a good four days away, not too far east of Goblin Mountain on the south coast of the Kraken continent. She can arrange a carriage to take you there for an all-in fee of 50 GPs. Ms Perb tells you that you will not find a better ride or a better price in all of the city. If you are ready to pay up, go to 1666; you can come back here whenever you want and reacquaint yourself with the wonderful Su Perb and have her hire your transport (so make a note of this paragraph). If you don’t want to visit Seamists or you can’t afford it, go to 414.

MISSING INACTION

Su confides in you that Seamists is a strange place and not many people go there, or for that matter come to Khaboom from the small coastal town, but of late the Mayor's advisors, House Elf and Souza Fortescue, are known to have made a number of trips. "If those two wizards are interested in Seamists then there must be something going on down there that we're going to find out about eventually. Wouldn't it be great if a hotshot reporter got a scoop! By the way, that box – there's something odd about it… I don't know… just be careful."

1363C
Epicurean Avenue
Now you can make your demands. The knife is passed very carefully to you. "Please, please don't harm Pearl. She's a good girl and she has a lovely voice. What do you want – money?" The hobgoblin hands you a pouch. "There's about 200 gold in there. Now, you just release her." Of course, you don't because you need her as a shield to get safely away. Out on the streets, you draw a bit of attention but people are used to minding their own business and there is no sign of the City Watch. Then the hobgoblin rings the alarm bell and Alevak tugs you away, anxious not to be caught now that the knife is nearly his again. As he leads you away, you could stab him in the back (1668) or just go to the 'safe house' he is headed for (1670).



1364
Cauliflower Row
You can here noises again… there must be more of them! Do you want to climb up a ladder to get out of here as soon as you can (749)? Or hope they leave you alone and search for something that would make you travails down here worthwhile (747)?

1365
Liliyliver Lane
"Yes, yes, yes! I'll give you money! I can give you my piggy bank if you like (1672) or teleport you to the cave where I keep the good stuff (1674)." Decide which you want…

1366
Cauliflower Row
Another one has found you and throws itself at you, malice and menace mixed in equal measure in its merciless eyes! Mmmm… It has MR 36. If you can make a L1 SR on DEX and also on SPD, you can get 50% free hits in the first round, turning the Sewer Lurker's mindless rush at you to your advantage. If you die, it eats you; if you win out, go to 1364.

1367
Liliyliver Lane
"Yes, yes, yes! I'll be your slave! Will you trust me (1676) or do you want me to teleport us both to a lawyer to get the thing done formally (1678)?

1368
Folletship
You have arrived at a place frequented by uncouth demons taking their millennial holiday from torture duty. Cleo takes one look and shudders – she has a phobia about demons and teleports home in a panic, quite forgetting you. These demons get set in their ways and revert to type with the slightest provocation. Your arrival is more than a slight provocation and a pack of about twenty leap up from their lilos and leave their lava pool, clearly intent on doing unspeakably nasty things to you that will kill you very slowly. You can fall to your knees and beg for mercy (1631) or you can scream as loudly as you can that you want a Wizard-God to rescue you (1633).

1369
Liliyliver Lane
“Yes, yes, yes! Go, go! Now!” With great relief, she sees you depart, in raptures that her precious toads are safe. You can go to 414, 420, 430, 440 or 450.

1370
Chalkbole
Your destination is… quite probably your final destination. All is black, so black that it as if no other colour has ever been dreamt of. In the darkness, you can hear sounds and smell vile smells. You can detect sulphur and ammonia and rotting meat. Cleo is not at all happy and storms off in a strop – she can do that easily. Then you here the voices… “Welcome to the *Blackhole*. Welcome to your death – or at least the first of a never ending stream of deaths in agonies of torment. Welcome – we are the *Demons of the Nether Gloom*!” You can fall to your knees and beg for mercy (1631) or you can scream as loudly as you can that you want a Wizard-God to rescue you (1633).

1371
Liliyliver Lane
“Noooooooooooo! You…. Will…. Pay…. For…. That!” Hagnes lines you up and does the finger flicking and lip ripples that will lead to the unleashing of a *TTYF*. However… (go to 1680).

1372
Rapsadie
You have selected the most lush, dramatic and tranquil holiday island in all the oceans of Trollworld. There is an enchantment on this island which means that only two people can be here at one time and which also slows time down so that you can really get to know each other and explore all the subtle nuances of each other’s personality. Truly, this is bliss. Take 200 APs for an experience of heights few lovers ever know. Cleo is so thrilled that she has her personal physician, Mekonatah, attend to your body, fine tuning it to its zenith. When Mekonatah is through, Cleo is thrilled with the ‘new you’, a *you* that has fully flowered to its utmost potential. Your STR and Con are trebled as is your CHR. You may return to Cleo at Sandune Street whenever you end an encounter in Khaboom: there you will be fully healed, fed and watered. Time to return to earth – Cleo stays home and you can choose to go to 414, 420, 430, 440 or 450.

1373
Moneybags Place
You find a secret panel which you manage by good fortune to open. Inside is a scroll with some words written in what must be a code. Ah! But it is a childlike code and you realise you need to shout out ‘Khaghbboommm!’ for salvation. When you do, you instantly find yourself whirling through time and space, with a rich voice in your head telling you to stay out of trouble!

When the spinning sensation stops, you see you are standing before a serene fellow in shaggy robes. Go to 142.

1374
Sandune Street
If you made them all, things progress as nature intended. Cleo is so delighted that she wants that intimate honeymoon experience now. She leaves it to you to make the choice of destination and the arrangements (go to 967).

1375
Moneybags Place
You are very popular for your antics, it seems, A gaggle of Wizard-Gods have been having a party round at Gristlegrim's place (you know, the giant floating stone cube) and they've had enough to drink to have laughed their socks off and got their rocks off watching you these past few hours. They agree to send you on to even more fun (theirs not yours). Spinning and whirling through time and space, clutching your aching guts, you are sent to have tea with an old lady (596).

1376A
Sandune Street
Roll 1d6: odds the offspring takes after you more than Cleo, evens the other way. If the child is chip off Cleo's block, the family are even happier still and 'bless' you with an increase of 1d6 to LK. You may return to Cleo at Sandune Street whenever you end an encounter in Khaboom: there you will be fully healed, fed and watered. Remember to set a good example as role model to tomorrow's Trollworld and save enough stamina for horseplay and T&T when you come home at night. Cleo is a natural mom and will do most of the child raising. You can choose to go to 414, 420, 430, 440 or 450.

1376B
Nosebleed Lane
The dundering duo trust you now and take you back to their bolthole, a derelict shack on a rundown street. About to show you in, they step back in dismay as they see luminous green skull-shaped prints leading up the steps. The door is hanging at an obtuse angle, almost off its hinges. "It's found us!" Dastardly shivers. "Shttrnnrttnnrt," Muttley mutters incomprehensibly. "You go in and deal with it," Dastardly implores. Then he faints and Muttley curls up in a whimpering ball. You can go inside (1635) or clear off while you can (450).

1377
Moneybags Place
Perky gets 2d6 +2 in a brawl. His CON is 14 and his WIZ is 10. He's gone way past the edge of reason and will battle on to the death and then devour you, bones and all if he vanquishes you. If you take the piggy guy down, you're still in trouble, stuck here. However… go to 1373.

1378
Swattage Hill
If you failed, too bad – you get marched off to the nearest City Watch station (163); if it's one of your new mates, you can either slip away unseen (420) or go to speak up for the arrested unfortunate (1637).

1379
Moneybags Place
Perky is quite nimble and gets 4d6 for DEX. Make a SR for him too. If he makes a lower roll than you did, you can get a 50% bonus in the first round of fighting; conversely, if he beats you, that's the advantage he has. Go to 1377 for the dust up.

1381A
Pentagram Square – Wizards' Guild
"Scintillating! Well, maybe that's a little OTT but you're showing real promise and great resolve. I'm ready to start teaching you now." Derek smiles benevolently and sits you down at a desk where he works you hard until your head aches and your fingers are numb. To learn a spell, you must make L1 SRs on both INT and DEX. These are the spells he endeavours to cement into your repertoire:

- *Take That You Fiend*
- *Knock-Knock*
- *Lock Tight*
- *Will-o-Wisp*
- *Oh There It Is*
- *Vorpal Blade*
- *Hold That Pose*
- *Oh Go Away*
- *Dem Bones Gonna Rise*
- *Call Flame*
- *Call Water*

Try to absorb them all, working through them in order. When you are done, Derek congratulates you or commiserates. "Now, out you go and you be careful – spells are powerful and can get you into trouble so use them wisely!" You can go to 414, 420, 430, 440 or 450 as you wish.

1381B
Pentagram Square – Wizards' Guild
"Oh my! Butterfingers," Derek says wistfully. "And there was me thinking you were cut out for wizard work. Not cut out for much more than sweeping. Say, there's an idea!" With that, he waves his hand at you and his ring crystal pulses. You are whirled through the aether until you arrive, a little bilious, on the road side. Go to 326.

1382
Grizzly Lane
Make L1 SRs on both STR and SPD. If you succeed you burst through the startled pair and can get outside and escape. Phew! Go to 430. If you failed to make both rolls, you find yourself helpless in their arms. “Ho-ho!” gasps the doctor, in a passable impersonation of Santa Claus. “I’ll soon sort this one out!” grumps Mrs. Bear, in a passable impersonation of an executioner. They put a hood over your head and you find yourself slung over a shoulder, bumped down some stairs, after which follows a long, uncomfortable journey until the hood is snatched from your head. Go to 1639.

1383
The Great Wall of Khaboom
On your first night outside the great wall surrounding the great city and its forests, your camp is attacked in the wee hours before dawn. The skirmishing is fierce but the raiders are driven off and when you rise to see what is happening, you are only in time to see a score of corpses and hear horses’ hoofbeats rapidly receding into the darkness. The sergeant commanding this platoon is quick to take stock of his losses and has his medic tend to the wounds of the injured. “Hey, you!” he stabs in your ear. “You and your mate – I need you as guards now. You get your freedom and a pardon if you toe the line. Any sign of treachery and I’ll make you sorry your mother ever laid eyes on your father. And yes, you do still have to do the labour but you get paid a fair wage. Do you accept?” Mohawk certainly leaps at it. If you do too, go to 1682 but if you decline, go to 1684.

1384
Grizzly Lane
Make L1 SRs on LK and CHR. If you succeed, the doctor listens sympathetically before reaching into his bag. “Roll over,” he demands. When you do a large, hypodermic needle is rammed into your gluteus maximus (lose 1 CON and go to 1641). If you didn’t make both rolls, the doctor looks sternly at you before striking you sharply on the temple with a little nut hammer (lose 1 CON and go to 1639).

1385
The Great Wall of Khaboom
Things start out well enough but all too soon turn to custard. On the first night outside the great wall that rings Khaboom and its forests, marauders attack your camp in the dark of the night and slay all the guards. You are taken captive by slavers. They haul you day after day, night after night, on meagre rations away to the east to sell you to the uruks. One day, a rich and well protected merchant inspects the cargo of slaves. You and three others are selected for possible purchase. You can roll 3d6 for each of your fellow slaves to find their CHR and then keep rolling until someone makes a winning saving roll. If it is you, you are taken in much greater style and comfort back to Khaboom; if it is not you, you end your days as an uruk slave in appalling conditions – no one would last long in such squalor and misery. If you get back to the city, the merchant, a hobbit known simply as the ‘Big Man’, releases you – no reason given, he just does and so you can go to 414.

1386
Grizzly Lane
You manage to catch Mr. Bear off balance and knock him onto the seat of his pants. When you look, you see that they need washing and have holes in them. His discomfort lets you escape from the house (go to 440).

1387
Dungbeetle Scrubs
Across the way, the guards make for Willie as he leads you in through beds filled with malingerers and hypochondriacs on one side and the gangrenous and the festering on the other. “We don’t have much call for gynaecologists or obstetricians in these parts,” Willie apologises, “so you’ll have to decide which side you prefer. The Euthanasior will be along soon and so will the Sawbones.” He leaves you in the incapable yet brutal hands of the hobgoblin porters as he trundles off for some sentry box duty (and if you like the sound of that, you might dig out **‘Constant Vigil’ from Khaghbboommm Press via DriveThru RPG**). So, which is it to be, the grumblers on the left (1686) or the hospice cases on the right (1688)?

1388
Grizzly Lane
The big daddy bear rebuffs your feeble attempt, puts you in a headlock and squeezes until you blackout (lose 1 CON and go to 1639).

1389
Dungbeetle Scrubs
If you made that saving roll, you are too quick, too smart and too *not Willie* for Willie. You get away at a stroll and find yourself high up on a hill (440).

1390
Silver Springs
Doonican screams so shrilly that the windows break. He dances a maniacal jog, trying to rip the quill from his eyeball but only succeeding in pushing it in deeper. You have the chance to escape before the guards come running and you can also take the gold rimmed box from his desk. When you are a safe distance away from the bank and you open the lid of the box, you see that it is filled with a dozen *Blowpipe Cigars*. These cigars look harmless enough but you can blow them instead of puffing on them and an explosive dart will shoot from the tip. These darts do 5d6 damage if they hit a target. You can go to 414.

1391
Epicurean Avenue
With the chef dead at your feet and everyone in the kitchen stunned, it’s a simple matter to seize someone as a hostage while they are all suffering from shock and stunned by your viciousness. With a good hold on a frightened girl, you have the upper hand and can make free. Go to 1363C.

1392
Silver Springs
Doonican evades you attack and surprises you with a karate chop to your windpipe (lose 1d6 CON). Guards pour into his office and seize you. A hood goes over your head and then you pass out. Go to 1643.

1393
Epicurean Avenue
Seeing how you're not so tough, the rest of the cooking crew pile in to rescue their boss. You couldn't take Jules out and there's no way you can hold off so many. "Boil him for glue," shouts one bloodthirsty woman pounding a pumpkin with a kettle. "Ah but he's cute – let him off with a warning. Everyone deserves a chance," argues a simpering pastry chef. Make a L1 SR on LK and a L1 SR on CHR. If you make them both, Pastry Guy gets his way (go to 450) but if you can't do both, Kettle Lady pounds you and throws you into the pot along with the mashed pumpkin (you don't get out alive).

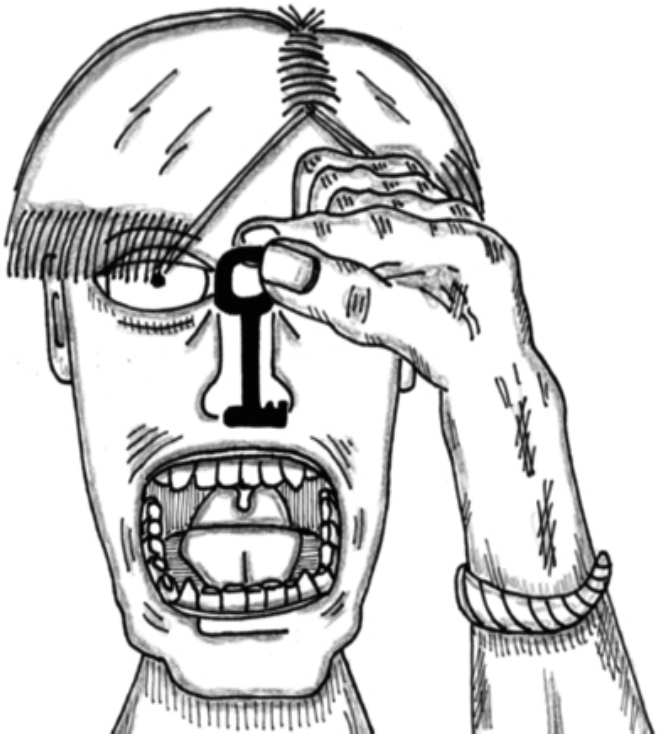
1394
Silver Springs
"Now that's good chap," cries Doonican, clearly delighted. Flusho grins and holds out his hand to show you there are no hard feelings. You can shake it (1645) or just leave, showing them your contempt (440).

1395
Epicurean Avenue
As you press on, you see a few rats splashing their way through puddles but when you show up they soon shoot off into the gloom. The tunnel has an end – a dead end, in fact. You hear a door shutting behind you and a lock clicks. You would be stuck here but there is a manhole cover that can easily be pried up to reveal a ladder down into a sewer tunnel. Really, you have no choice but to descend. You can head off north (751) or south (753).

1396
Silver Springs
"Very funny," Doonican scowls, turning to Flusho. "Will you do the honours?" "Why certainly!" the Wonder Nit brightly replies and he flicks his fingers to cast a *Rock-a-Bye* on you. When you awaken, you see that you are in a room with a sink in one corner. Go to 1647.

1397
Epicurean Avenue
The sound increases as you push on into the dark. Behind you, you hear a door shut and a lock click – it would seem there is no turning back. After a few minutes, you find an open box with a green glowstone inside. It is this stone that is making the thrumming sound. You see that there is a dial on the stone marked "Volume" and when you test it, you discover that it can be made to thrum like approaching thunder. Shutting the box completely muffles both sound and light, even at maximum volume. It is not that exciting but you can take if you want - you never know when it will come in handy. The tunnel ends abruptly with a door that in turn takes you out to a street where people are engaged in a pastime (go to 220).

1398
Silver Springs
If you can make a L1 SR on INT, you can file the contract and shut and lock the cabinet drawer. After that, it is a simple matter to swallow the key. When the cabinet is eventually opened, the deception will go unnoticed and you will be very rich, so rich in fact that you can afford to buy a house on Paladian Plaza and employ a dozen servants. You will be able to have whatever you want, within in reason.



However, being so rich would make you a target for kidnappers and bounty hunters – every year, you would have to make a L1 SR on LK not to lose everything, your life included. If you can't make the INT SR, your fraud is easily detected and you lose your fortune. Either way, go to 414 when you leave the bank.

1399
Dungbeetle Scrubs
The officer, a fellow called Lemmie, immediately offers to accompany you so off you set with no particular place to go. Lemmie has a large mole on his chin and people often turn to stare at him. He talks mainly about cosmetic surgery as you walk along but he has neither the bottle nor the money for it. As you turn into a new street, you see a wizard (well, the tall conical hat is a giveaway) levitating goods from the open window of a second floor room. "That's him!" yells Lemmie urgently, "Let's scrag 'im!" With that he puts his head down and charges at the sorcerer. Do you want to join him (1690) or stand back and see what happens next (1692).

1400
Wildebeast Plains
Grawp arms you with a large, expanding net (it is very strong), a *lumpenschtik* and a box containing six stun grenades. "Try not kill anything and try not to die yourself. We do have insurance but it's not good for publicity. Tally ho!" He's gone, disappeared – magic, no doubt. The map is not easy to understand but the best bet looks to be heading north-east along a stream in the direction of a ravine. Although you hear some startling roars from the trees surrounding you, you are left alone as you follow the babbling brook until you get to the ravine. It has sheer wall to the west. You can begin to pick your way down a rough stairway cut in the rock on the north-eastern side (1651) or you or you can follow the lip on that same side, close to the looming forest (1653).

MISSING INACTION

1401
Heights of Decadence – Mayor's Residence
The Mayor's wife is a small, dumpy woman with sharp, beady eyes and a pronounced taste in saris. The home is palatial, the atrium alone being capacious enough to stage an opera. A secretary shows you in to Her Ladyship, who is seated at a desk, wearing rhinoceros horn rimmed glasses. She looks up and appraises you through blinking, squinting eyes. "What kindred are you? Bovine? Marsupial? Oh well, let's see if you can sew sequins on my camisole." She points to a basket in the corner by a table and chair. The work is not easy, that much is clear. Make a L1 SR on the average of your INT and DEX and go to 1751.

1402
Arbuckle Hill
Mr. Warren is impeccably dressed in long coat and crimson waistcoat. He smiles, looks you over and tells you he is happy to recommend a tailor. "Focus," he tells you, hypnotically. "See the numbers on the prospectus, see them swim as you watch. Some swim upstream, some swim downstream, some make it to the rapids, some get lost in the falls. Find the pattern! Don't let the odds confuse you, find an even distribution and the secret of unearned wealth will be yours too. Choose! Choose a number – be quick, before the factors and their products rise exponentially!" You see the number '7' in sharp focus. If you declare seven is your number, go to 1655 but if you plump for something different, go to 1657.

1403
Solitude Street - Percy's Picture Palace
"Holy cow dung, you did it!" Buck slaps you on the rump (lose 1 CON) and dances a wild prairie jig. "Mano's gonna be so happy, he'll likely kiss you! That fraudster has been forging and faking his paintings for years now and getting away with it" Suddenly, a siren goes off and you can hear the sound of heavy boots running this way. Buck clicks his tongue a summons Thunderclap, his invisible horse. Without a second thought, he leaps into what must be the saddle, strangely positioned in mid-air. "Climb on board and we'll ride like the wind!" he cries berserkly. Make a L1 SR on LK and another on DEX. If you succeed, you hold on to Buck's hips as he gallops away (go to 1753); if you fail, you fall embarrassingly and painfully (lose 1 CON) in his dust as he disappears and the rough hands of guards seize you and dump you unceremoniously at the nearest City Watch station (163).

1404
Arbuckle Hill
“I fear your eyes will soon be bleary,” Mr. Warren sighs lugubriously as he leads you into a small, dark room where people of various kindreds line the walls, sat in front of abacuses whose coloured beads are in constant self-propelled motion. They all wear a solid silver helmet with leads extending to a rose on the ceiling. Buffy points to a vacant chair, indicating that you should take a seat and put on the adjacent helmet. If you do, go to 1659 but if you want an explanation go to 1661.

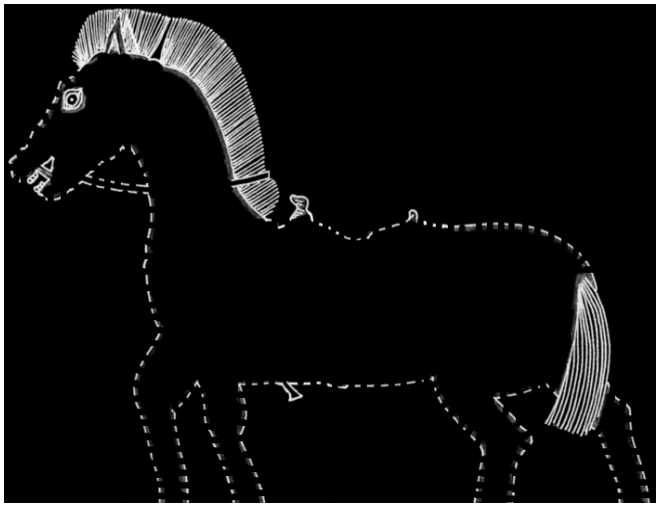
1405
Solitude Street - Percy’s Picture Palace
This is not at all nice… you have blown up the gallery and blown your legs off in the process. Fortunately (every cloud, don’t you know?) Buck has troll potion with him and he splashes you with it as he rides off into the sunset on his invisible horse. Old Buck is even more well disposed to you than you know for blowing up the gallery and he whistles up a troll friend of his to hustle you away before the guards come. The drooling troll smiles wetly at you. Go to 1478.

1406
Arbuckle Hill
“Hey! Spenders!” The troll seems happy with what you have given. He eats one coin and puts the other in a drawer under his desk before he points you into the room with dancers. Go 921.

1407
Solitude Street - Percy’s Picture Palace
Old Buck’s eyes roll skywards as he realises his plight – his end is nigh, fate settling on scattering his seed to the four winds. Only the whites of his eyes are showing, red veins dominant, as he separates into sub-atomic particles and disperses out across the Multiverse. A highly amused Wizard-God protects you from the blast and the fallout with a *Protective Pentagram* spell, grateful to you for the entertainment. You can take a bonus 100 APs for surviving. Your saviour sees more fun in store through your theatrics and whisks you off for more high jinks. You find yourself, improbably, in a flimsy chair on wheels going at breakneck speed down a hill – go to 229.

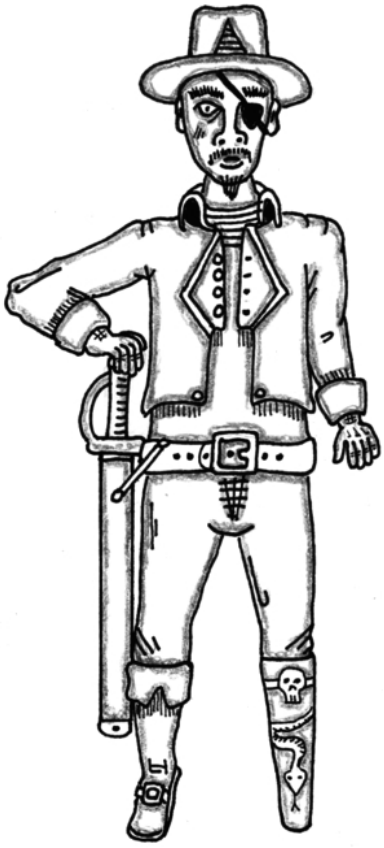
1408
Arbuckle Hill
As you move to go past him, Cloghopper rakes out a meaty paw to sweep you off your feet. If you can make a L1 SR on SPD, you easily elude his clumsy embrace (go to 921). If you he gets you in his clutches, he begins a most unforgiving squeeze and opens his enormous mouth wide (he accepts very low wages as he gets to eat gatecrashers). You need a L2 SR on STR to break free or you go straight down his gullet and are dissolved in his digestive juices after a very thorough and painful chewing. If you forced your way out from his embrace, you can either run inside (921) or outside (414).

1409
Solitude Street - Percy’s Picture Palace
Buck grins and summons his ‘instantly there’ invisible horse to get him gone before all hell break loose inside your pants. Your only hope is that a watching Wizard-God thinks you are worth saving…



For that to happen, you need to make a L3 SR on WIZ, in which case you are teleported back to your pig sty (1). The explosion is more than enough to turn you to far-flung jelly if you fail…

1410
Arbuckle Hill
This is a *School of Excellence* and the entrance level is set a L2. If you failed to show your credentials match Fred and Ginger's expectations, you will not be able to move your feet nimbly enough to avoid the electric energy that crackles through the dance floor as an incentive to high standards. You take the difference from your CON (minimum loss 1). You have to keep dancing until you reach the standard or die and become just another statistic for the Bring-out-the-Dead man. So, basically, you either reach the qualification standard or die trying. If you get a pass mark go to 1663.



1411
The High Mackerel Ranch
Are you going to pull a blade or rely on what nature gave you? For a blade, go to 1480A, for fists, go to 1482A.

1412
Arbuckle Hill
Partners come in all shapes and sizes. Let's find yours. Roll 1d6:

1 – An overweight elephantkin lady – DEX 14
2 – A wooden legged pirate – DEX 15
3 – A drunken sailor – DEX 16
4 – An extremely anxious jelly skeleton – DEX 17
5 – A sneering fop with a dandy moustache and pointy shoes with bells at the end – DEX 18
6 – A frail, delicate matchstick girl, complete with flammable head –DEX 19

Both you and your partner must attempt L2 SRs on DEX: this is the entrance exam standard for Fred and Ginger's *Light Fantastic School of Ancient Break Dancing*. Go to 1665.

1413
The High Mackerel Ranch
Are you going to pull a blade or rely on what nature gave you? For a blade, go to 1480B, for fists, go to 1482B.

1414
Acorn Lane
As you step over the threshold, you see a house full of paintings of clocks, watches, hour glasses and sundials; it seems as if the painter who lives her is fixated on time. Suddenly, he springs out from behind a large easel. He is dressed in a beret and a blue and white striped shirt and has a cord of garlic round his neck. He is brandishing a paintbrush dripping with red paint. “Mais oui!” he exclaims with a flourish that spatters you with red paint. “Zut alors! You are an adonis! I must paint you! Stand still!” His eyes and hands dart to his palette where he begins mixing furiously. If you pose for the painting, go to 1667 but if you want to tell him that you are here to return his money, go to 1669.

1415
Tythe Hole
It is best not to write anything much about this experience. Make a L2 SR on CON – if you fail, you lose the difference permanently (and it is possible for Miranda to inadvertently kill). However, if you live through her demands, you deserve the bonus of 500 APs coming your way. You can come here again (and again) but each time the CON SR required goes up by two levels and the AP bonus doubles. You can go to 414 when she’s done with you.

1416
Acorn Lane
Inside this Celer’s house, all is quiet but steps down to a cellar give up a low growling sound. When you go down the stairs, you find the artist’s studio, where the flamboyant painter is flinging paint about him with exuberance as he attempts to capture the likeness of a large, heroic fellow standing by a rather mangy lion, brandishing a heavy club over the beast’s head. Crouched behind a sofa, is a wizard with what is surely a *Hold That Pose* spell at the ready. Do you want to tell the painter what you have brought to return to him (1671) or do you want to avoid the risk of unsettling the lion (1673)?

1417
Moneybags Place - City Bank of Khaboom
Copper bracelet in hand, you step into a spartan office, more like a detention centre than a place for a bank to host clients. Apart from the manager’s large steel desk, there is nothing but a urinal in the room. “Sit,” the intimidating woman with the corrugated hairstyle barks as you enter. She points stiffly at the urinal. If you tell her where to get off, go to 1484 but if you do as she commands, go to 1486.

1418
Piccadilly Circuit
Studger grins. “Come to see the spectacle? You won’t be sorry!” As he takes your gold, he knocks his reel of tickets by your feet and rushes out to pick them up. “Clumsy me!” he exclaims! You can either help him pick them up (1675A) or wait for him to finish to get your free programme (1675B).

1419
Alrond Rise - Elven Treasury
“Oh, you’re so noble – and so wise!” Morena claps her hands in delight, seeming quite girlish. “Now, what have you got to give?” When she takes the copper bracelet, she weighs it in her palm and then frowns, before indicating to you that you should drink. When you have drunk deep of the icy, crystal water, she smiles and thanks for your donation. “This bracelet was lost to the elves generations ago. It is the *Coming of Age* gift for the next *Seeress of the Dales*. Our powers of prophecy have been poor indeed since this was lost to us. My people will have reason to be grateful to you in fathomless measure. Do you feel any effect of the Fount’s water?” Make a L1 SR on LK. If you make it, you do feel different – go to 1755. If you feel just as you did before you drank (i.e. you failed the SR), Morena grasps your hand in hers and kisses it before calling for a support worker to request the presence of the *Huntress of the Dales*. Go to 1757.

1420
Piccadilly Circuit
The hobbit looks you over and then points to a narrow beam placed on two stools over a bath of foul-looking water. “Try that to start with.” he beams. “You never, know, you may have star quality!” As Studger watches, hands on hips, you must do your best to balance. Make a L1 SR on DEX and go to 1677B.

1421
Cauliflower Row
Sooner or later someone is going to tumble your game and be after you for stealing the livelihood and the life too of one of the city’s best known figures. Here’s how it works:

Fail L1 – you get spotted immediately and the City Guard cart you off to a Watch station (163)
Make L1 – you flourish as a body disposal expert for a few days and make 50GPs before you get fingered; you need to make a L1 SR on INT to get away in time (414) or you get trundled off to the Watch station (163)
Make L2 or better – Micah is soon forgotten and you make 20 GPs every time you change location until you fail a L1 SR on CON (which you must attempt every second street change); if you fail the CON roll, you catch a fatal disease unless you make a L1 SR on STR to fight sickness off (which requires you to abandon the cart and see healthier climes at 440)

1422A
O’Vather Hill
The City Watch arrive at the double, ogres flanked by grizzled veteran human warriors. They quickly overpower you and bear you aloft to the nearest station where they dunk you in a water trough, hold you under for two minutes in a gratuitous act of bullying (lose 1 CON unless you make a L1 SR on your current CON) before they bundle you, dripping, into a cell. Go to 163.

1422B
O'Vather Hill
Mr. and Mrs. Marionette sit down with you and order a Devonshire Tea. The pot is large and covered with a cosy with the Kraken emblem boldly displayed while the scones are overshone by the twin mountains of strawberry jam and clotted cream. The tea comes from Tyree, from the Jasmin Dragon Tea Rooms, and it completely rejuvenates you, restoring your CON fully. The Marionettes are pushing the boat out to treat you, no expense spared. When you are replete, the wife whispers to you, "My name is Judy, my husband is Punch. There's a control freak called Stalin who's pulling our strings and we'll give you a treasure map if you will agree to take him out for us. The treasure is real valuable, isn't it Punch?" Punch nods and punches the air with his little balled fists. "Sure, is baby doll. Will you do it, dude? You sure got a killer's touch so use it for us, guy!" If you will accept the 'hit' go to 1679 but if you ask for more information on Stalin, make a SR on CHR and go to 1681.

1423
Cauliflower Row
Richard Tweeds is a good officer. He started out on the beat 20 years ago when he turned 15 and has arrested more than 10,000 criminals since that long ago first day as a callow youth. He has never missed a day's work and has not become so proud or self-important that he refuses to retrieve old ladies' cats from the tallest of trees. He has never taken a bribe and never wanted promotion, content to be the community bobby that everyone smiles when they see helping a blind child across the street. He has a heart condition, he knows, but Richard is not one to shirk duty for such a flimsy reason. He treats everyone equally regardless of race, religion, dress or trousers. He has very long arms and that is why no officer currently serving on the city streets has nabbed more villains. Now his long arms are reaching out for you… Go to 1759.

1424
Desolation Row
The verse goes on and on, for better and for worse. Hexameters ending with assonance, pentameters where metre eludes rhythm, descriptions so dense and obtuse that only a lumberjack could cut through; the verbiage flows like an outpouring from an open sewer, spilling over to distort every view the uneducated reader might hold dear. Make a L2 SR on INT and go to 1683.

1425
Root Canal
The serpent coils itself about you and begins to squeeze, slowly increasing the pressure on you. A door opens and a muscular, scarred man of about 60 enters the room. "Krusha, stop that," he says evenly. The snake continues its crushing attentions nonetheless and the grizzled warrior takes hold of bunched coils and wrenches powerfully. He is L2 and gets 6d6 for his STR; he needs to make a L3 SR on STR to force the snake to release you before your ribs break and puncture your lungs. Let's hope he can do it! If you survive this close encounter of the reptilian kind, go to 1761.

1426
Desolation Row
Who do you favour? Who will wear the Muses' laurel wreath on his lofty brow? If you prefer "Totally Wasted Land" by TS Irriot, go to 1685A but if you select Ezra Goldpiece's "Gloom and Doom in the Dungeon" as the more noble effort, go to 1685B.

1427
Ghoulish Gardens
A zombie comes to you, as it must. She (for we can interchange the personal with the impersonal for such creatures) is quite large and solid, rotting proceeding at a nice sedate pace, and was in life known as Jilly Peppers, or Red Hot to her many friends. If you failed either or both of those SRs, Jilly launches a red hot and steaming attack on you without hesitation and you have no chance to do anything but fight for your life as you recover from your attempt at zombie mastery. Her MR is 36. If Jilly killies you, she eats you brains and your organs and uses your femurs to play the bongos, a favourite zombie pastime. If you win through, you can leave (there are no more zombies to summon) and so you should as the roof is now falling in (go to 1763); if your zombie summoning saving rolls were successful, Red Hot Jilly will leave with you (1763).

1428
Desolation Row
In frustration and loathing, both Irriot and Goldpiece close in on you, bring their pens down in vicious, stabbing motions. You need to make a L1 SR on DEX to avoid the first one and a L2 SR on SPD to get out of the way of the second enraged author. If you are unscathed, go to 1687 but if not go to 1689.

1429A
Ghoulish Gardens – Degradation Level
You have lost your courage. Your face takes on a leonine appearance and your CHR is halved. Now go to 1765.

1429B
Ghoulish Gardens – Degradation Level
You have lost your wits. Your hair is now straw and your INT is halved. Now go to 1765.

1429C
Ghoulish Gardens – Degradation Level
You have lost your guardian angel. Your face takes on a demonic look and your LK is halved. Now go to 1765.

1430
Mortuary Lane
Pulling himself together with practised control – well, he tightens his bandages and that seems to do the trick), Agonadzeh goes for the subtle approach – as in flying mallets and freefalling pachyderms. He reaches for a thick volume, well thumbed, with its title plain to see: the '*Song Book of Torturing Bastards*'. Go to 1691.

1431
Addled Pated Tavern
Koen suddenly darts inside, leaving you on the street. Did he have something important to attend to or was it your digestive system? Go to 297.

1432
Mortuary Lane
If you failed the SR, Agonadzeh watches with glee as the spider crawls up your nostril and quickly spins a web; then it retreats but only to repeat the process in the darkness of your other nostril. Now you can't breathe properly. This ancient punishment is known to induce fatal heart attacks in the weak – make a L1 SR on STR: if you fail, your heart seizes up and you perish in the torture chair. If you made that LK SR. you sneeze! The spider is blasted by nose waste and drowns in a blob of bogey. Take 100 APs bonus for this extraordinary feat. Agonadzeh turns next to the '*Song Book of Torturing Bastards*' he always keeps handy. Go to 1691.

1433
Sullied Trouser Inn
The bouncer on the door, Big Burly Burt, lets Koen in but looks dubiously at you and then shakes his head. A few seconds later, when the synaptic nerves have done their job, he shakes his fist too and tries to take hold of you. Go to 20.

1434
Mortuary Lane
Agonadzeh comes at you with red eyes blazing and sharp, ragged panting breaths (it's hard to give chase at his age). A beetle appears in one bandaged hand while a wickedly curving crescent moon of silvery steel on the end of an ebony shaft is held in the other. He staggers towards you with malice aforethought. You can drop to your knees and beg for mercy (make a L2 SR on LK and go to 1693) or give it your all and charge him (make a L2 SR on LK and go to 1695).

1435
Pilgrim Street
Rinunculous explains that the Axeminster can materialise and drop mini-*Hell Bomb Bursts*, doing 1d6 d6 damage each. The carpet can only make and carry one bomb at a time and it takes 10 minutes for it to manufacture a new explosive. The carpet has a 'CON' of 30. You can resume your rambling from either 420, 430, 440 or 450 once you shake hands and say your fare-thee-wells to the wizard.

1436
Mortuary Lane
If you made the saving roll, Agonadzeh wheezes to a halt and gives up the chase – you are free of him, the Pharaoh and this place (go to 414). If you failed, you are too slow, even for this ultra-geriatric and he corners you, not twenty paces from the exit. Go to 1434.

1437
Pilgrim Street
Rinunculous explains that the Bayeux can turn aside any arrows coming at it in a 30 second period provided that you make a L1 SR on WIZ. The carpet has a 'CON' of 50. You can resume your rambling from either 420, 430, 440 or 450 once you shake hands and say your fare-thee-wells to the wizard

1438
Desolation Row
Make a L2 SR on WIZ. If you make it, help comes in the form of a beautiful mature woman, riding on a horse with a coat as white as the purest snow, with a hobbit with a crazed look seated in front of her (go to 1697A); if you failed, you are on your own in a fine mess of your own making. You have brought to the end the careers of two literary titans. Their agents, an odd couple, one wan and slight favouring a bowtie, the other rotund with a habit of flapping his hands uselessly under his chin sporting a bowler hat, flicker into being not more than 5 paces from you. The fat man tries to grab you while his buddy starts jumping and kicking at you. You could attack them both (1697B) or say how sorry you are (1699).

1439
Pilgrim Street
Rinunculous explains that the Shag can entrance any female with a CON less than 200 or a MR less than 600 provided that the said female cannot make a SR on CHR at least 3 levels higher than you can. Once the Shag exerts its allure, a female passenger will slip into a stupor, unable to think cogently or even defend herself. The carpet has a ‘CON’ of 20. You can resume your rambling from either 420, 430, 440 or 450 once you shake hands and say your fare-thee-wells to the wizard.

1440
Desolation Row
A stream of ghostly characters begin to pour from the remains of the titans of literature. They are fixed on you and come straight at you. If you can make a L2 SR on SPD you escape them (430); if not, they flow icily into your body and dance in your skull, shrieking imprecations (make L2 SRs on both INT and CHR and go to 1701).

1441
Hickory Docks
The Lump of Lead begins a sedate voyage through echoing tunnels, well lit by glowstones. “No scurvy dogs to beset us on this stretch of the canal,” Captain Cluhglas reassures you, “so how about you take a turn at the tiller while I wet my whistle and relax my rod?” It isn’t really a question and so, while Clughlas adds to the volume of water in the canal before sinking a few jars with the lads, you find yourself at the helm of a seriously monstrous amount of boat. It’s easy enough to steer so you find it stress free… until… You see another barge, more or less the same size and weight as the Lump, coming straight at you as you round a bend. There is no reverse gear and Clughlas is nowhere to be seen, nor are his crew. It’s just you, the river and fate. The other skipper bellows for you to clear his bows and shakes a large, orgre-ish fist at you. Will you veer to the left (1632) or to the right (1634)?

1442A
Viper’s Nest Caverns
There is a power vacuum in the Caverns. Monty’s minions are a fickle bunch and they soon move on (perhaps they are just very efficient grievers). They give you a choice: come meet the Viper and let her decide if you are the new ruler of the Caverns (1703) or join Monty on his funeral pyre (1705A).

1442B
Viper’s Nest Caverns
The fallen moleman moans and mumbles, mutilated mortally. Monty begs for first aid but none of his people move. Perhaps they fear you, perhaps they are glad he is bleeding out. If you want to do your best to be an *Angel of Mercy*, go to 1705B but if you turn your back on the dying monarch, go to 1442A.

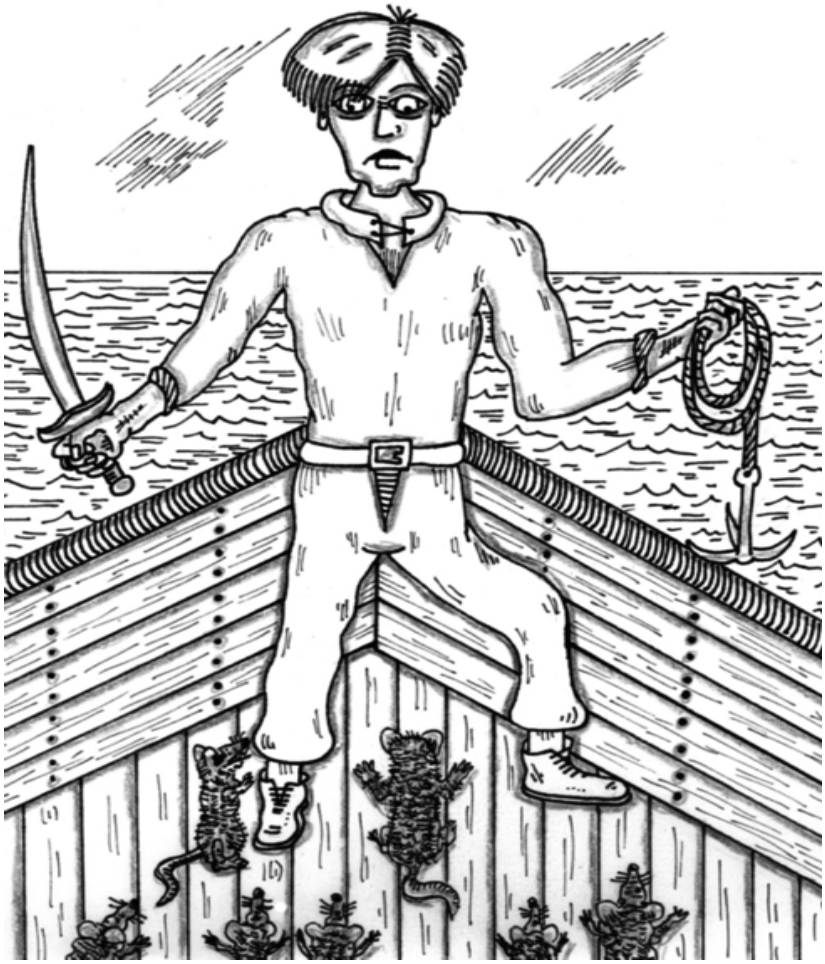
1443
Root Canal
Captain Clughlas laughs heartily and claps you on the back. “You’re a man after my own heart – but you can’t have it, you scurvy dog!” He laughs uproariously at his own joke and chats excessively to you about his adventures on the rivers until he veers off to port after three hours down a tunnel you see is marked by a sign reading ‘**Extreme Danger – Enter at your own Peril!**”. A glowing yellow skull laughs as you pass underneath it and Clughlas matches his guffaws. Do you want to beg Clughlas to turn back (1636) or take a firm grip of the gunwales and hang in for the ride, to the accompaniment of the roaring of what must without doubt be the mother of all waterfalls ahead (1638)?

1444
Desolation Row
As the awful reality of this grim and grisly situation sinks in, two burly men in executioner hoods step forward and seize and arm each before dragging your towards a scaffold. Half of the crowd yell, “You hang the varmint, Cain!” while the remainder shout out for the other brute, Abel, to slip the noose about your neck and pull the lever. All too soon, you are underneath the death-contraption with a growing argument going on. Do you want to take sides (1707 for Cain or 1709 for Abel), randomly shout out to confuse the issue (1711) or stamp on the feet of both of them (1713A)?

1445
Hickory Docks
“Cool!” Bunty grins, happy at your answer. “The main tunnel is well patrolled but we’ll go down to the Minor Quay and get a ticket for the Lonely Canal. The Skullduggery has taken a few broadsides in her time and we’ll be fine!” She tugs a barnacle from her beard and crunches down on it. Before too long, you’re relaxed sipping on a potent pina colada with Bunty, ticket in hand, as her first mate steers the ‘Duggery down the Lonely Canal. Glowstones are very few and far between and you see no other shipping. Then the bosun yells out that he can feel swells against the hull and that means another boat is heading down the canal in your direction. Bunty barks out to the crew to prime Long John Thomas, her favoured canon. “It packs quite a punch,” she gloats, rubbing her hands together in anticipation of a big bang. “Let’s see what they’ve got!” Go to 1640.

1446
Desolation Row
The warning is futile in the dire circumstances. Koen looks even more glum than ever, his worry lines growing anxious. Two meaty executioners, hooded and grasping, step up to take hold of him. Half of the crowd yell, “You hang the varmint, Cain!” while the remainder shout out for the other brute, Abel, to slip the noose about your neck and pull the lever. All too soon, you are underneath the death-contraption with a growing argument going on. Do you want to take sides (1707 for Cain or 1709 for Abel), randomly shout out to confuse the issue (1715) or stamp on the feet of both of them
(1713A)?

1447
Hickory Docks
“Aw! No fun!” Bunty sighs. “Ok, slaves are valuable so we’ll run down the Lonely Canal – the City Watch don’t send patrol boats down there.” Soon enough, you reach a side tunnel and Bunty has the Skullduggery ticketed for its trip into the gloomy, ill-lit tunnel. For a good three hours, all is quiet and no other craft hovers into sight but suddenly you hear the bosun crying out that something’s ahead and Bunty has the crew take up arms and coil grappling hooks. “Prepare to board the lubbers!” she roars and her crew howl back in anticipation. You find a cutlass and a grappling hook in your hands and you are carried along to the bow by the ravening pack of river rats. Go to 1642.



1448
Desolation Row
Koen grimaces (hard to notice on that lined and weary face) and gives up without a struggle. Two thickset executioners march up eagerly to take him to the scaffold. Half of the crowd yell, “You hang the varmint, Cain!” while the remainder shout out for the other brute, Abel, to slip the noose about your neck and pull the lever. All too soon, you are underneath the death-contraption with a growing argument going on. Do you want to take sides (1707 for Cain or 1709 for Abel), bide your time and pull the lever yourself when Koen is strung up (1717) or stab the condemned man here and now to end this travesty of justice (1719)?

1449
Ghoulish Gardens – Degradation Level
Pushing the insistent voice aside is a terrific feat. Take 200 APs. Now someone comes to you – an angel bathed in rainbow light, smiling benignly and beckoning you to be enfolded within soft, gentle wings. Pure blue light radiates out from pure blue eyes. Do you want to step forward into that inviting embrace (1644) or do you want to skirt round the glowing figure towards a door shaped as a skull that stands alone behind it (1646)?

1450
Desolation Row
It would be best if no one noticed and if anyone does spot you, it would be best not to look guilty… Make a L1 SR on the average of your INT and DEX for the slipping away and then a L1 SR on CHR for the ‘not guilty’ part and go to 1721.

1451
Ghoulish Gardens – Degradation Level
Sleep closes your eyes. Sleep closes your airways and switches off your brain. You shut down and die. The sleep is a hungry sleep and takes your soul to be added to those consigned to endless torment, existence without existence, knowing what has been lost and what is being endured without hope of change.

1452
Mortuary Lane
Aaaagghhhh! You find yourself falling and a light flashes on – not powerful enough to blind you, just bright enough to show you that you are falling down, down, down… towards a bed of iron spikes! There are iron rings on the walls with skeletons dangling from them. Your only chance is to grab one and hang on… make a L1 SR on SPD and then one on STR and go to 1723.

1453
Ghoulish Gardens – Degradation Level
As you turn, your gums begin to throb and electric agonies shred the enamel from you teeth. This is intensely, insanely nasty. Make a L2 SR on CHR or lose 1d6 INT permanently from the mental torture this feeling induces. Go to 947.

1454
Mortuary Lane
You turn and creep forward until you see the way ahead blocked by thick cobwebs. Caught between a rock and a hard place! You can either turn to fight the monster coming to get you (1725) or do your best to force your way though the webbing without becoming prey for the creature that cast the sticky strands (1727).

1455
Ghoulish Gardens – Degradation Level
“Very well! Decide – you must give up your courage, your wits or your guardian angel. Decide now, fool!” Which you will forfeit? For courage, go to 1429A, for wits, go to 1429B and for your angel, go to 1429C.

1456
Gutsplatter Hill
The house Enoch lives in is tall and crumbling. The tenement is owned by the Rackman Brothers and although the rents are low here, the health and safety standards really plumb the depths. Enoch easily drags you down to his basement which doubles as the boiler room. It is very noisy, with iron banging constantly against iron – not likely that screams would be heard. The heat is fierce; it is sent to rich peoples’ houses, not to the rooms of the scavengers who abide here, and the heat is stoked up in this building so that the well heeled don’t have to put up with the noise and can enjoy their chamberpot music in peace. The beady eyed man whose mercy you depend on secures you to some rusty, hot pipes (lose 1 CON). “I don’t get out much these days and I gets lonely, I do. You can be my entertainment. Tell me a story. If you can tell me 101 nice stories without boring me, I’ll let you go because I’ve got a soft heart and I don’t like disposing of bodies. Well, I’m all ears… I like it if you begin with “Once upon a time.” Go to 1729.

1457
Ghoulish Gardens – Degradation Level
The voice screams at you with derision. ‘You still walk this path! Choose more wisely in future, if you have a future. If you wish to go back you must give up something dear. Decide, foolish mortal!” The voice falls silent but the words echo through your consciousness, chilling your marrow. If you will pay the price go to 1455 but if you prefer to grit your teeth and trudge on despite the pain, lose 10 more CON and go to 1767.

1458
Ghoulish Gardens
Well, I did say they were confused and zombies are not known for their rapid strategic thinking. If you can generate a combat total of 15 or better, you can crash through the milling zombies and escape from this awful place (420) unless you want to follow a sign for the *Degradation Level*. A strangely lucid zombie called, quaintly enough, Lucy, speaks to you in slurred, earthy tones. “We are in league with a demon called Molochos and he offers either pleasure or pain. Which do you want first, by the way?” If you opt for pleasure go to 945 or to 947 if you think it best to get the pain over and done with before relaxing in a warm bath of pleasure.

1459A
Ghoulish Gardens – Degradation Level
If you did not break free of these demonic tormentors with physical effort (the STR SR) or mental fortitude (the INT SR), you are helpless in their dread grip as they haul you away, cackling inanely in an alien tongue. You are fastened with burning chains (lose 1 CON) above a sizzling bed of glowing coals (lose 1 CON) – go to 1769A. If you summoned the vigour, by dint of intellect or muscle, to toss these robed fiends aside, you have very few choices as you can see no exits and there is nowhere to hide. You can take one hostage (1769B) or you can seize a two-handed great sword from a block of pure ruby and go put an end to the suffering of those unfortunate souls writhing in agony and fear (1771).

1459B
Champs Elysee
The gang comprises five men, a troll and a leprechaun. They are all wearing masks except for the troll who is wearing a supercilious grin. They have assumed that you are in the process of conking out like everyone else here. To assume makes asses of them not you. Do you want to play possum (1773), join in the looting (1775) or fight them bravely in the name of property ownership and consumer spending rights (1777)?

1460
Ghoulish Gardens
The zombies are dazed and confused (it's been a long time…) and begin fighting with each other. There are twelve of them. Roll 2d6 to see how many will follow your commands and you can add to that number the level of a CHR SR you should try now. Each zombie has a MR of 20. If your guys lose (and you can fight too), your limbs and head join the mess on the ground. If you win, you are now the head honcho of this ghastly set up – go to 1731.

1461
Champs Elysee
The thieves do not bother harming your prostrate body but when you come round, you find that they have not only cleaned out the store but they have stripped you of all valuables bar any dagger you may have. LiberArchie is standing before the City Watch, answering questions about providing inside information and it is not long until he is handcuffed and taken away, screaming and kicking. There's nothing left for you here so go to 414 and sample more city life.

1462
Ghoulish Gardens
Cyril does not forgive easily. He is the sort to be rather spiteful and, if he out-fought you, he starts ripping pieces off you – ears, nose, fingers, toes, that sort of thing (you lose 2d6 CON and, if you still live after all that, Cyril patches you up with zombie parts and has you put back in your pig sty (1) with CON and CHR now half value after this special treatment. If you are top dog rather than Cyril, his pride causes him to deflate and he whizzes off in to the great grey beyond and is never seen again. That gives you a clear shot at being the new zombie master. Except that not all the zombies are that keen on the smell of you. They are rather clueless without Cyril's charismatic leadership so all is not lost (go to 1458).

1463
Champs Elysee
He quickly bundles you into the room, using his knees so that he keep his hands firmly clasped to his ears to save his eardrums from bursting as a sonic boom hits them. A group of dwarven musicians are playing an assortment of instruments as loudly as they can, shaping a large lump of incandescent metal with nothing more than sound waves. The drumming is elephantine in proportions and the tuba players sound like a very large herd of walruses in the pangs of labour. If you failed the SPD SR, you didn't get your ears covered in time and you are now deaf. LiberArchie's communication skills are not up to the task of surmounting this sound barrier and so he kicks you out onto the street in frustration and without an apology (441). If you made the SR and saved your hearing, you get the chance to buy a dagger (2d6) made from this metal – if you rub it in the right way, the sound waves it emits, at a frequency beyond your ears' hearing capabilities, will knock out anyone within 5' who fails a L1 SR on CON. The dagger costs 500 GPs but can easily be sold for twice that as they are rare and the store is quite exclusive, rejecting most potential customers. The dagger can be rubbed the wrong way though – fail a L1 SR on DEX and you lose a finger (losing 1 CON and 1 DEX, the latter permanently). When you have finished here you can go out to 420, 430, 440 or 450.

1464
Champs Elysee
A door lights up in the far wall and Zza-Zza guides you through. As you wait, a door in this room opens and four emaciated men in chains are brought in to the room by an expressly ugly hunchback ogre. He bows to Zza-Zza who simply purrs, "Fasten them to the wall, Edgar." Once Edgar has done her bidding, she nods to you, indicating that you can begin the lashing. If you don't have the heart to go through with this massacre go to 1733 but if you set at it with relish go to 1735.

1465
Netherwallop Road
"Look," the wizard says sheepishly. "I got banned from *Triffidys* on the Champs Elysee – it's a long story and quite horribly embarrassing, and it simply is the finest store for expensive gifts. My girlfriend is insisting on something special for her birthday and I don't want to let her down. You go there and find her something nice, something exquisite, and I'll pay you 200 GPs." When you agree, Merlot clasps your hand and looks you in the eye – it is the Wizards' Guild *Contract with Early Termination Clause* handshake. You had better get the job done… or you die of heart failure. You can go to 1779 if you find a suitable gift but for now Merlot takes you to the Champs Elysee, who goes as close as he dares and gives you his *Khremmcard* to pay with before handing you over to a learned looking centaur to take you to the door. Go to 605.

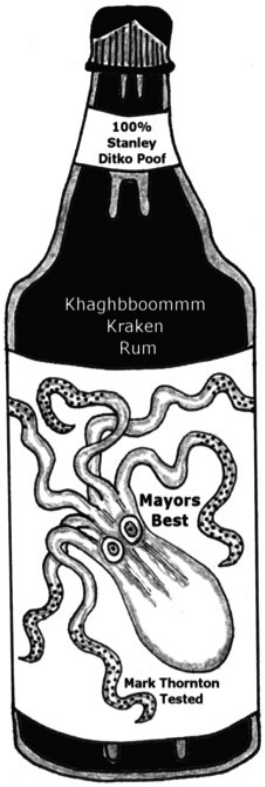
1466
Ghoulish Gardens
"Oh, yes! I'll like this!" sniggers Cyril as you are bound to the table. From behind his back, he produces a feather duster with a flourish. "I just love tickling!" he cries gleefully as he dances and prances about you, caressing your tender spots with the harpy feather implement. If you can survive this and smile, Cyril tells you he'll never forsake you and he'll give you his precious family heirloom, a sapphire arrow broach that used to make him pretty impressive back when he was flesh and blood and not just a mouldering façade. You need to make a L1 SR on CON or the harpy feathers do for you; you need to make a L1 SR on CHR to come through the ordeal smiling gamely. If you grit your teeth and they're pearly white, go to 1737.

Missing Inaction

1467A
Netherwallop Road
Make a L3 SR on SPD. If you make it, you get to the wizard while he is preparing a spell; easy to hit, you take him out. Soon enough, his body will be found and you are placed on the **Wanted** list. If you meet a member of the city guard he will whistle to summon others and you will be taken away for instant execution. You can just make a L1 SR on LK to get unseen out of the city and never comeback (take 200 bonus APs if you do that) – failing the LK SR means execution. If you failed the L3 SR on SPD, Merlot *TTYFs* you from here to eternity (he has the INT and the WIZ to do just that in these circumstances even if you are no whippersnapper as he has a Wizard-God watching out for him).

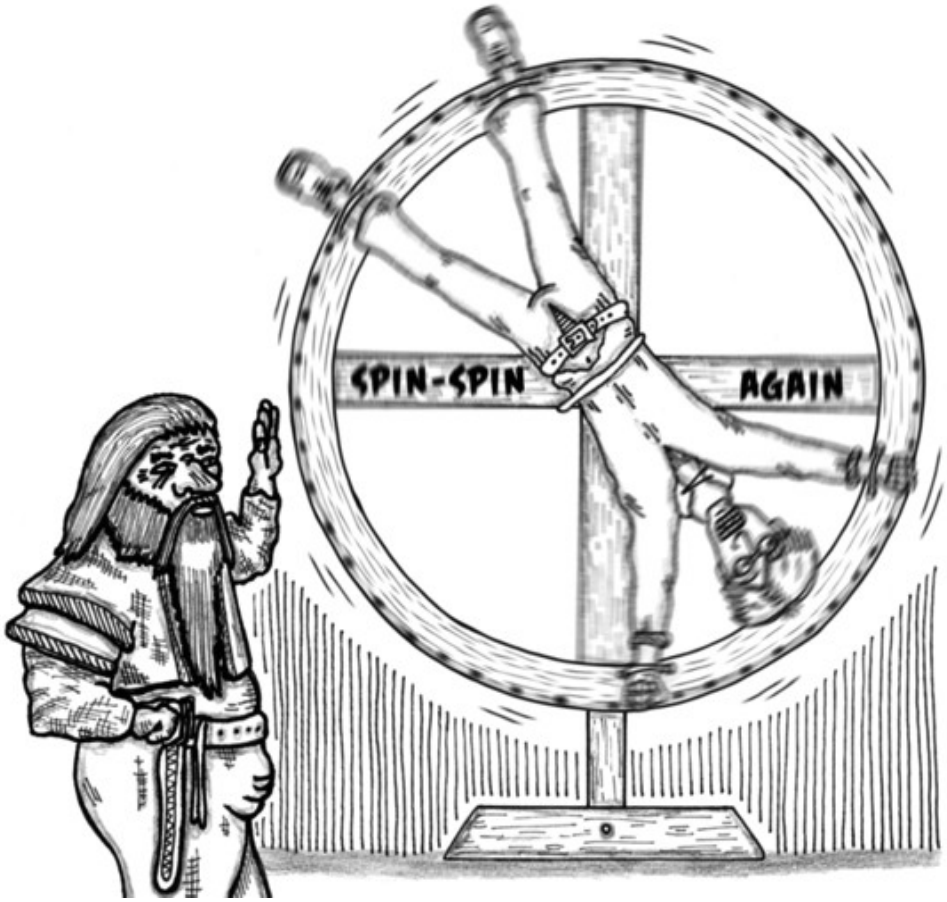
1467B
Dead Man's Cove
You tactic works. The sharks here are finely attuned to blood in the water. Let's see how many there are… roll 1d6 to find out. They are not big, the sharks of there parts. Each has a MR of 16. Good luck. If you make L1 SR ON DEX or SPD, you can use your trident to stun a shark. If there is more than one shark, you will need to stun all the sharks your bloodletting has drawn in. A second shark will take a L1 SR on SPD to stun, the third a L2 SR on DEX, the fourth L2 SPD, a fifth L3 DEX and a sixth L3 SPD. If you stun a shark and survive, you are teleported to 1781; any shark you fail to stun will rip you apart and eat you in this, its natural environment.

1468
Ghoulish Gardens
As you settle on to the bed, you sink down low, every contour of your body being enveloped in the luxurious softness of Cyril's table. Then the fiend draws a pin from his wispy hair and pricks the mattress! The syrupy, soupy liquid sloshes all over you. It's make or break time… Either you can cope with his love juices and he has seen the living proof of your enduring capacities or it has rotted you instantly and you're nothing more than garden mulch. If you turned up trumps, you'll get his precious family heirloom, a sapphire arrow broach that used to make him pretty impressive back when he was flesh and blood and not just a mouldering façade. You need to make a L1 SR on CON or the love juice does for you; you need to make a L1 SR on WIZ to come through the ordeal smelling of roses. If you survive the basting, go to 1737.



1469
Dead Man's Cove
Ducking your head under the mild swells, visibility is very good in the clear, limpid waters of the cove. About 150' out from shore, you can just make out the outline of a wrecked cutter. You can either swim to investigate it (1783) or take one of the other options you were given (1090).

1470
Champs Elysee
When you come to, you discover that you are strapped to a large wheel upside down while a grinning and blindfolded dwarf waves a crop high above his head just a few feet in front of you. The demoness spits out two words that have sharp significance for you: "Spin, Ballbuster!" And so he does, with al his might and mane.



Round and round you go, so fast that you can see nothing. But you do hear Zza-Zza speak again: “Strike – hard!” Thwack! – thwack! – thwack! Ballbuster is not sparing the horses. He only strikes three times and each strike will do reduce your CON by 2d6 if he connects. The good news is that he isn’t really trying; the bad news is that the laws of probability are not in your favour. What you need, amigo, are three successful saving rolls on LK, getting progressively harder. The final roll is L3. If you die, Ballbuster lives up to his name when the wheel stops spinning; if you survive, the dwarf stops the wheel and carries you to a coffin and places you inside, while Zza-Zza stands over you and begins chanting in a hypnotic monotone (go to 1739).

1471
Dead Man’s Cove
The swim to the shore is refreshing and easy to accomplish in these aquamarine, limpid waters and no sea predator seeks you out. Standing and surveying the scene from the beach, you see palm trees stretching out as far as the eye can see to the left and right. Straight ahead, there is a gap between two of the palms, which otherwise grow very tightly together. If you want to investigate, go to 1785; otherwise go to 1090 and choose again.

1472
Champs Elysee
To get a lamp with a genie, the combined level of those saving rolls must be at least 4; less than 4 and you get a lamp with something quite different. Go to 1741 for the ‘*something quite different*’ or to 1743 if your genius drew you to a genie. Dave is an interested spectator either way.

1473
Hickory Docks – Slave Auction Block
Cadillac makes cooing noises as he approaches you, telling you that he would free you but it is a wicked world out there and you will be better off under his care. He holds out a brass necklet, ready to put it round your neck and fasten it shut. “Once this is done, you won’t want to even think about freedom and I shan’t have to bother locking you in at night and having you watched by my guards. Bend your head so I can attach this *Personality Damper*.” You see that another slave, wearing a brass necklet, has just finished unshackling your feet. Do you want to accept the collar (1787) or ram your head in Isaac’s unsuspecting face and run for it (1789)?

1474
Champs Elysee
Once you loosen the purse strings, Wilton is all over you like carpet over a floor. The man personally gift wraps your choice of gemstone and fawns so much that he transfers 1d6 of his LK to you (don’t worry, the store sees him right if he’s running on empty – no one wants to see ladders crossing in front of black cats to smash mirrors on the poor man’s head). He even hands you an invitation – a magical one at that. Record the gem you bought and keep it safe – you just never know… The invitation gives the name of the ancient trelf Wizard-God whose name adorns that of the Kraken continent – and it also sends you spinning through time and space with no chance to shake Derek’s limp hand (go to 1068).

1475
Hickory Docks – Slave Auction Block
Two brawny guards in the employ of Simon unshackle your feet and place a heavy beam across your shoulders, telling you not to drop it, not to falter and to march after them. Make a L1 SR on STR and go to 1791.

1476
Champs Elysee
Derek gets down on his hands and knees and starts licking your boots. Then he begins to work upwards. When you take a pace back, he grovels shamelessly and begs with tears running down all four cheeks that you save his job and buy something. If you’ve had enough of this cringeworthy sop, you can turn on your heel (which is now on his head) and leave – go to 414; if you don’t have it in you to leave Wilton at his wits end, worrying about job security and paying the rent on non-existent commission-only earnings then go to 1474.

1477
Cauliflower Row
Make a L1 SR on LK and also on CHR (it can smell fear). If you fail, it turns on you with savage delight (go to 965). If you make both rolls, the creature sniffs but then shakes its head and lumbers past you, disappearing into the gloom.

1478
Trollcough Street
Conn’s saliva has powerful healing properties, principally deriving from a troll’s regenerative powers. If you failed the STR SR, the shock of having your legs chomped through is too much and **your heart fails**… If you made it, you survive the ordeal and Conn is somewhat taken aback to the extent that he is actually quite impressed by the tenacity with which you cling to life. There is a smidgeon of kind heartedness buried deep within his dark troll soul and he takes you to his mate Tony to see what can be done for you.

Tony is a dab hand a ping pong and also happens to be a designer and inventor. Posed the problem of your lack of mobility, he develops Khaghtch'an's first demon-powered wheelchair (ok, so he has done a little wizarding too). Now you have your own wheels, you can still get about town. Conn and Tony wish you well and push you down one hill, aiming you at the next one. Make a L1 SR on DEX. If you fail, you have a fatal head on collision with a platoon of hill giants in an ugly mood because none of the Khaboom shops stock their size in speedos; if you succeed, you come to rest at 450. (Now you are wheelchair-bound, you will certainly find some of your choices restricted.)

1479
Cauliflower Row
The Sewer Lurker has a MR of 36. To throttle something of this size and power, you need to make a L4 SR on STR (most of its adds come from STR). If you choke the life from it, go to 1137. If you make a L3 SR on STR, although it will break free quickly, you can either flee (1137) or stand and fight (965). If you did worse than L3, the monster throws you off like a butterfly in a gale – you take 1d6 CON loss as you are thrown against the tunnel wall – go to 965 to fight but any combat advantages gained will only be 25%.

1480
Trollcough Street
We must now find some comparative ratings – your foot against troll bollocks, Roll 3d6 for each and then try L1 SRs for both with no level bonuses. If the gonads win, you are now hopping about on one leg with a throbbing, broken set of toes at the end of the other – this is an unstable situation and as Conn opens his mouth wide to bite, it may well snap your mind so you must make a L1 SR on INT and go to 1476. If the foot prevails, the nuts implode… a troll without balls is no troll at all and poor Conn slinks off to a muddy puddle to put his head in and his face is never seen again. You are in the right place at the right time – the Saucy Sphynx Nightieclub was in the process of hiring Conn as its new manager and is so much in need of someone to keep a steady hand on the till(er) that they hire you instead of the troll. It's a nice enough club although its riddles are rather vulgar. You can come here whenever you end an encounter and the go-go girls will restore your CON fully; you can draw your wages, 50 GPS a time, until you fail the LK SR you must make to get paid whereupon you get accused of taking the takings and get the boot (lose 1 CON and go to 414). Except when you have been given your cards, you can go to 420, 430, 440 or 450.

1481
Cauliflower Row
The Sewer Lurker has a MR of 36. It has a few vital spots and if you are lucky or you have a talent for finding such Achilles' Heels you can make it pay dearly for crossing your tracks. A L2 SR on either LK or on such a talent will take it down neatly and cleanly. If you puncture a vital spot, go to 1137. If you failed to find a chink in its supernatural armour, it turns on you with incandescent fury blazing in its piggy little eyes – go to 965 to fight but any combat advantages gained will only be 25%.

1482
Trollcough Street
Trolls' hearts are unforgiving and Conn's is no exception. Instead of letting you off with a warning, he chops you on the back of the neck with his granite hand.

In such a supine position, no neck can withstand such a blow. Your head hits the ground at intense velocity and explodes just as a rotten watermelon would do in similar circumstances.

1483
Cauliflower Row
It can smell you easily so keeping still is futile (and stupid). And praying? Make a L3 SR on WIZ – succeed and a watching Wizard-God grants you a reprieve and dumps you (fully healed) back in your pig sty (1). Fail and … the Sewer Lurker bites your head off, spits it into a slimy hole for later consumption and sets about hollowing out your body with its grinding teeth.

1484
Trollcough Street
At that very moment, just outside the window, there is a very rare trans-spatial hyper-dimensional localised distortion portal opening… and in it you go! That gut-lurching churning feeling overwhelms you as you spiral away through time and space until… you land on someone's head (go to 405).

1485
Acorn Lane
If you generated the required 20 hits, the massacre of the innocent horrors is completed very quickly and noiselessly (embellish shamelessly when you write it up for the Khaboom Chronicles). You can move one now in search of bigger fish to fry (1157). If you didn't have the offensive capacity for a single strike kill, the noise they make in their dying frenzy is enough to attract something nasty, something deadly and something very angry with you (go to 1793).

1486
Trollcough Street
You are in the right place at the right time – the Saucy Sphynx Nightieclub was in the process of hiring Conn as its new manager and is so much in need of someone to keep a steady hand on the till(er). To buy you off, Conn writes out a note resigning before he even got to Day One in the job with a glowing recommendation, extolling your virtues so they hire you instead. It's a nice enough club although its riddles are rather vulgar. You can come here whenever you end an encounter and the go-go girls will restore your CON fully; you can draw your wages, 50 GPS a time, until you fail the LK SR you must make to get paid whereupon you get caught taking the takings and get the boot (lose 1 CON and go to 414). Except when you have been given your cards, you can go to 420, 430, 440 or 450.

1487
Acorn Lane
You had better be fleet of foot and you had better be very cool under pressure because you have your back turned to the monster. Make L1 SRs on SPD and INT. If you fail the former, the fiend outpaces you; if you fail the latter, you fumble the getaway opportunity.

Either way, you have a 200 lbs of pure spite on your back. It has a MR of 40 for this purpose and you cannot defend yourself in the first round of combat. Even in the second, you only get 50% hits unless you can make a L2 SR on DEX to recover. If you are killed, not a trace of you remains seconds after you breathe your last; if you win, you can go to 1795. However, if you successfully fled, you are now out on the streets again (414).

1488
Threesun
The ranch is large, the house gleaming white adobe and the bunkhouse brown and crumbling. Buck tells you that everyone works for their meals here and gives you the choice of being Queenie Victoria's maid (1745) or teaching Big Littlejohn some table manners (1747).

1489
Acorn Lane
The brute has a MR of 40 and it is very fast. If you failed the SPD SR, you will be fighting at 50% hits for the first round and will need a L1 SR on DEX to recover your poise for round 2 of the battle if it goes that distance. If you are killed, not a trace of you remains seconds after you breathe your last; if you win, you can go to 1795.

1490
Root Canal
A murmur grows to a rumble which in turn grows to a deafening roar. One of the dwarves, a miserable, miserly fellow named Grumble, mouths at you that you are approaching Jagged Teeth Falls, a notorious hazard on the canal system. It's hard to make out what Grumble says, not least because of his onion breath, but you glean that the only way to survive a trip over the Falls is to get up enough of a head of steam to overshoot the wicked rocks waiting to impale the unwary. Almost at once, all the dwarves start rowing like never before. A barge is like a chain – only as good as its weakest link. The dwarves are hardy and canny. Are you? Make a L1 SR on STR and go to 1749. All the dwarves scream at the top of their lungs as the barge leaves the water and drops like a stone…

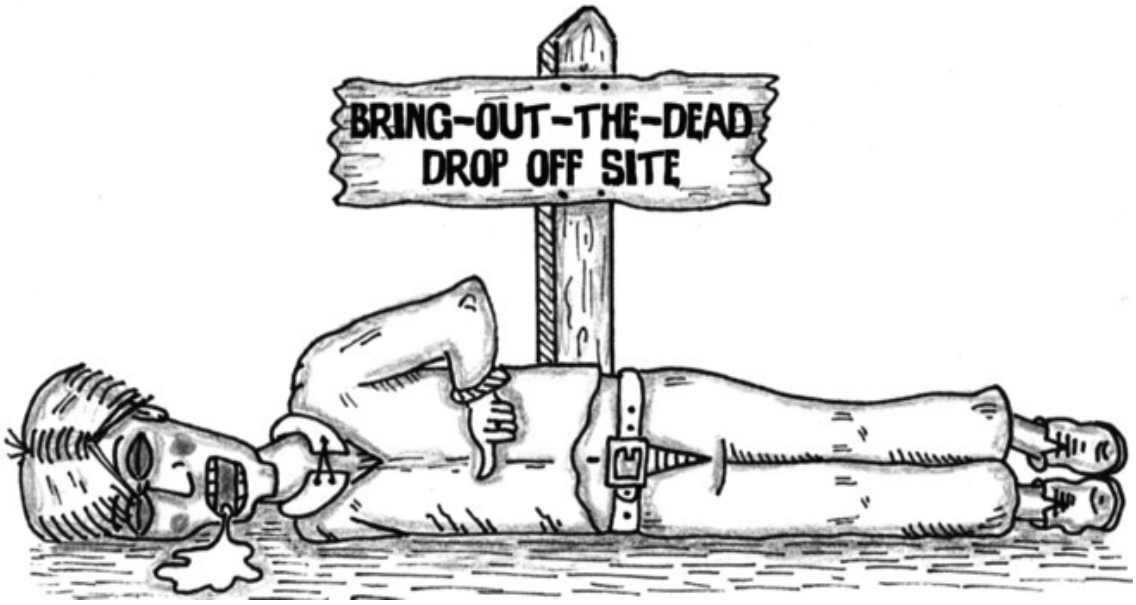
1491
Acorn Lane
As the lid of the chest opens, a jet of gas sprays out at you, expanding rapidly on contact with the air. Make a L1 SR on SPD to jump back in time. If you get coated in the wet gas and have to hold your breath, try a L2 SR on CON. Fail that as well as the SPD SR and the gas clings to your skin, causing it to rot almost at once and fall off, while your lungs fare no better and disintegrate as if they were paper – the effects of this insidious gas are without any more doubt quite deadly. If you were fast enough and/or hardy enough, you are able to bide your time and wait for the gas to subside to the floor, too heavy to contaminate all the breathable air in the room. You can see what is inside the chest now. Go to 1797.

1492
O'Vather Hill
Eating the bun takes a few moments – it is mouth-wateringly good! These buns restore 1 point of CON, such is the art of bakery in a magic city such as Khaboom. You feel full of vim with no little vigour too – you can go to 420, 430, 440 or 450.

1493
Acorn Lane
There are two secret buttons cunningly hidden in the walls of this room. Your searching might well reveal one or both of them (a L1 SR on INT is all it takes - or a L2 SR on LK). Of course, *Oh There It Is* will do the trick even more easily – both buttons are on the same wall. If you can't find them, go to 1799. If you are not stymied, you can go to 1700 if you press the left button first, to 1702 if you plump for the one to the right and to 1704 if you push them simultaneously.

1494
O'Vather Hill
If you made all three rolls, you get to keep the job. You earn 40 GPs per week and you can come back here whenever you end an encounter in Khaboom. You get to eat your fill of buns too and that means whenever you do so your CON will be fully restored. If you didn't manage all three rolls, you don't quite cut the mustard (or maybe you mix too much of the hot stuff into your baking). You lose the job after an unfortunate morning when you set fire to the undergarments Mickey's wife left to dry overnight in the oven. You get 100 GPs by way of a golden handshake - you can go to 420, 430, 440 or 450.

1495
Acorn Lane
The frog is a particular type of the genus. It is, as David Attenborough would be quick to observe were he to find himself transported miraculously to Trollworld, a Bullyfrog. Now David might not be able to tell you this, being quite the little innocent when it comes to the multifarious flora and fauna of this strange planet, but the Bullyfrog is not able to back up its bothersome appearance with any back up action. As soon as you show signs of spumkiness, it lays down belly up, pouting its lips at you, as if it expects you to kiss it. You can do that (1706) or you can carry on with you warlike Tibbult impersonation and hack into the amphibian in grand Shakespearian fashion (1708).



1496
Trollhalla Row
It happens so fast that you don't ever actually know that you are dead. But you are. Assassins can be like that – deadly…

1497
Acorn Lane
The frog looks at you for a moment and then opens its mouth and roars. The roar is deafening and drives you under the water. When you surface, you can see that the frog looks ready to make another attempt at wrapping its tongue around you (it's the sort of frog that regenerates a severed tongue very quickly so we won't go there). Do you want to start attacking it from the water as best you can (1495) or give parleying another try (1710)?

1498
Trollhalla Row
The house Knack-Knock leaves you at the back gate of looks rather creepy, with gargoyles hanging from the eaves and wisps of mist rising from the roof tiles. Before he goes in, he passes you a ring to rub if anyone comes back to the house. Within seconds of him leaving you, you cannot make out sight nor sound of the assassin. As you stand watching and waiting, you read the name on the gatepost – Stoker. Fog rolls in from nowhere and visibility declines ominously. Then you hear something. Make a L1 SR on INT and go to 1749.

1499
Acorn Lane
Boris Fangkovic hates people sleeping in his coffin; he hates people sleeping period. He has not really been aware of the feeling that someone trespassing in his favourite resting place has on him because no one has done it before. He has never had to deal with anyone tranquillised before either because the darts were a recent birthday presents from his mate, Eric Bristow, the Crafty Cockney. Anyhow, the upshot of all this loathing and vitriol is that Boris slaps you into wakefulness (lose 1 CON) and then sets about you with venom. Go to 564.

1500
Acorn Lane
The magic is potent and not intended to be set in motion by someone without the necessary physical, mental and khremmatic skills. Make L2 SRs on WIZ, INT and DEX. If you fail, the immense and intense magical pressures released by speaking aloud the incantation mushes your brain, leeches the khremm from you and makes your fingernails split at the ends. Looking at this situation as a whole, a scientist would have to conclude that you are now deceased; actually, a layman would come to the same conclusion almost as rapidly but not as elegantly in terms of expressing it all. If you made all three SRs, you are in business! Go to 1712A.

1501
Cauliflower Row
Once your eyes adjust, you see a weird rotund beast on six legs with a bug-eyed face perched atop a giraffe-like neck. It shoots a thin line out at you at lightning speed. If you failed the LK saving roll, your eyes are still recovering and so there is no time to escape being caught; if you made that SR, you are able to dodge with a L1 SR on DEX. The line is wound in an over-sized fist at the end of one of four arms. The creature clicks its mandibles at you in deliberate fashion as it turns a series of lanterns backed with mirrors to throw as much light as possible on you. The clicking grows in intensity and ,when you fail to respond in any way that makes sense to it, the strange green skinned fiend shakes another fist at you and aims a blowpipe at you with its third arm. The fourth and last gestures in frenzied fashion with long fingers hooked and searching. Go to 1790.

1502
Wizards' Guild – Pentagram Square
Actually, it's easy to get out because a door-sized hole in the wall opens up, dust and splinters spewing out in all directions. No one bothers you on your journey to the heart of the city, to Pentagram Square. It's as if someone wants you to get there. The golems guarding the entrance step back sharply to allow you entry and low level Guild wizards seat you comfortably and ply you with refreshments while they look at what you have brought. They *Poor Baby* any injuries you may have. Once the provenance of your 'treasure' is established, you are shown into an extravagantly decorated chamber, decked out in red velvet wall hangings and sumptuous white couches. A brazier stands in the middle, in which a small phoenix is bathing in cherryred coals. A large wizard with muttonchop ginger whiskers introduces himself as Marmaduke Jinks and reads the scroll carefully, his eyes growing as wide as saucers by the time he reaches the end. Go to 1712B.

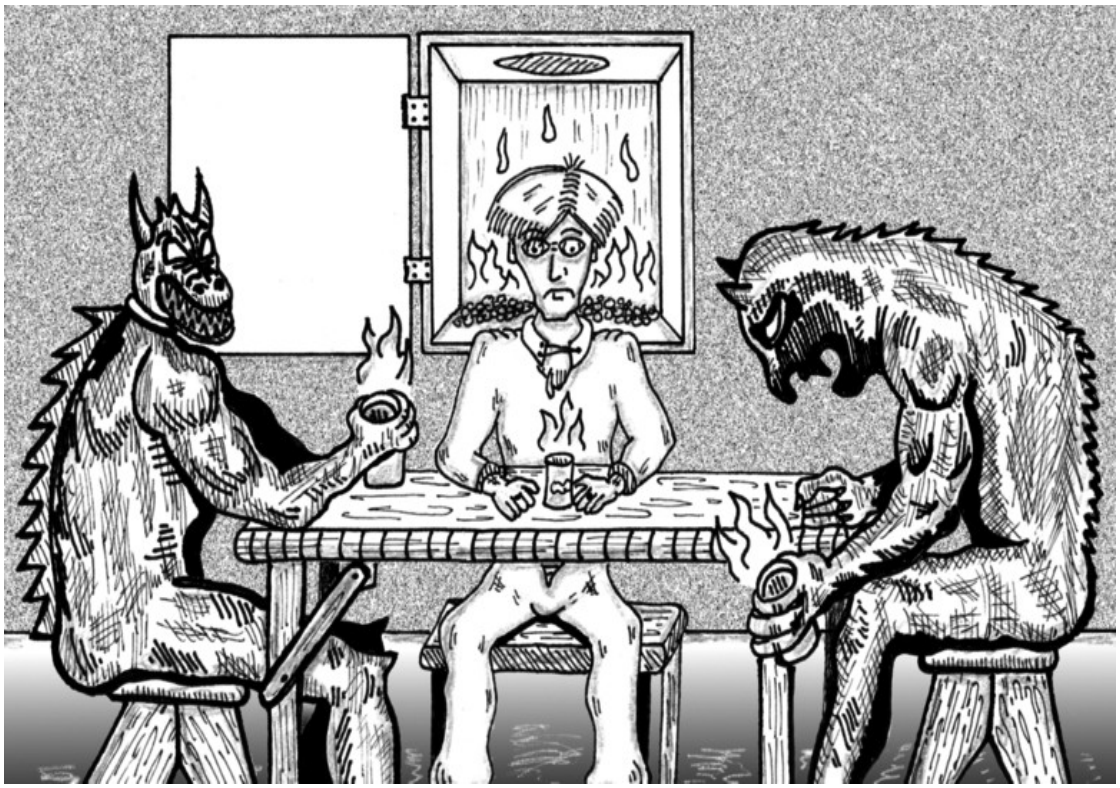
1503
Brimstone Pits
A second red hand shoots forth and grips your throat, closing slowly, inexorably, until your eyes bulge from their sockets and you pass out. Go to 1903.

1504
Acorn Lane
"You are now reading something which is not for the eyes of the uninitiated. These printed characters are magically imbued with the power to cause madness in the mind of the unworthy. Do nothing hasty! It is too late to shut the book. You must turn the page and find out if the book thinks you worthy. I may have more to say to you that will be to your advantage but you may be unable to read very soon. You may be unable to walk and chew gum at the same time if you are less than satisfactory for our purposes." As you get to the end of these words, your knees grow weak and your head begins to throb. You may turn the page (1712A) or you may drop the book like a hot turnip and look for a way out of this trap (1714).

1505
Brimstone Pits
The black hand takes yours in a crushing grip. Bones break and flesh is pulped. Then your arm is jerked from its socket. You black out. Go to 1905.

1506
The Devil's Horns
A cheer goes up. These guys love roaring! Soon there is an inferno of a din going on. Make a L1 SR on CON – if you fail, an eardrum bursts and you lose 1 CON. When the cacophony subsides to a mere hullabaloo, the devils get the bartender to set up a line of shots – Hellfire Juice. A shot glass is shoved into your hand. Make a L1 SR on CON – if you fail, your palm is blistered and sizzles enticingly: you lose 1 CON. As for the effects of this poison, well, it's obviously going to kill someone who isn't a devil unless the drinker has an immunity to poison or can cast a quick *Too Bad Toxin*. You could stick your fingers down your throat and vomit (1716) or start swallowing sea water to either dilute it or flush it out (1718).

1507
Cauliflower Row
It really is desperately urgent that you get fresh air fast! Make a L1 SR on SPD to get quickly to a manhole cover and make a L1 SR on STR to heave it open without delay. Succeed and you can gulp in fresh air (take 50 APs bonus); fail either/both rolls and your brain has a minor seizure – lose 1d6 INT (you still get the 50 APs bonus). Up on the street, you can go to 430.



1508
The Devil's Horns
Bastardophilus grins and tells his mates that you hang around crematoria so you must be a solid bloke. "Why, I reckon he'd be up for drinking a *Yard of Ail*." At this the devils start stamping their hooves and cheering. Soon enough, a glass tube a good 3' long is brought out and filled with sluggish green fluid. "Hellfire Juice," Bastardo informs you cheerily. "Warm your vitals, it will." You can chug it down as best you can (1720) or ask your mate to give you a demonstration (1722).

1509
Cauliflower Row
A sheath filled with six arrows… **Taunting Arrows**! Take 50 APs bonus. You can't stay here and admire your find though – it stinks with a disease-ridden decaying fug. Go to 1507.

1510
Acorn Lane
As you hold up the diary, the vampire's eyes stand out on stalks. He freezes in mid-pounce just as if you had cast *Hold That Pose*. Reining in his tumbling emotions, he changes from aggressive to obsequious, offering you the chance of eternal life if you hand over the diary. "I can give you the gift of freedom from death. Think – you won't age, you won't get sick. I can bite you without taking your life and without becoming your master. Give it to me, I beg you!" He really seems desperate to have the book. You can give it to him and accept his offer (1724), read a section out to him (1726) or tell him to show you the way out and then you'll give it to him (1728).

1511
Moonshine Parade
He does as you request and immediately a plume of dark, oily smoke rises from the hat and drifts your way. As you try to get out of its way, the hatter grins at you with wild eyes spinning in mesmerising patterns. Make L1 SRs on INT and CHR and go to 1907.

1512
Ratfricassee Road
You find out that her name is Petra Flint and that she has a real liking for pebbledash décor when you get back to her place. She tells you not to worry when you look in her eyes. "If you're still walking by now, the statue thing just isn't going to happen, pet." With that worry lifted from your shoulders, you can concentrate on cementing a solid relationship. Maybe you share her taste in rock music, rock buns and getting stoned. She isn't fussy at any rate, Petra has lost more boyfriends than Umberto the Unlucky has lost dice games and Umberto holds the Trollworld record in that regard. Your love for one another is set in tablets of stone. She is good with words too and she can help you edit your stories for the Chronicles. You can return here whenever you end an encounter in this city. She doesn't need a contribution for the rent and has a witch friend who can heal any wounds you get. She will give you pocket money of 25 GPs every time you come back to her. You can leave whenever you like – she trusts you for now – and go to 420, 430, 440 or 450.

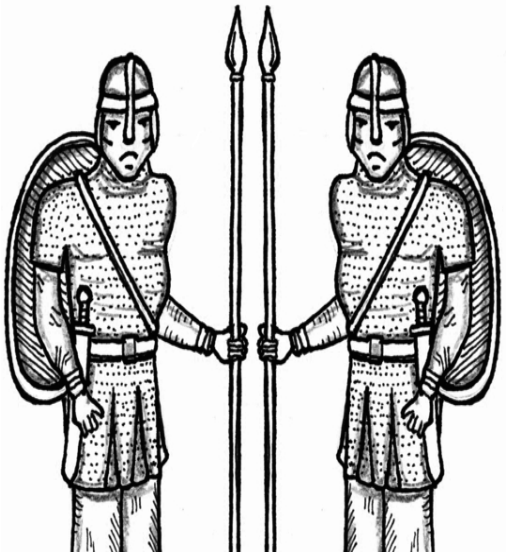
1513
Moonshine Parade
He looks at you with a crazed twinkle in his eyes and begins frothing at the mouth. You can tell him how much sugar to put into the hat (1511) or tell him to pull himself together, adding a tone of command to your voice (1909).

1514
Flaggon Fields
Your lack of willpower is too much for Sheena. "I'll show you how to swat things!" she says with rancour. Then she smashes the heel of her hand down on the bridge of your nose and breaks it (lose 1 CON). "Get out of my sight. If I ever see you again, I'll have your guts for garters, you toad." And so you are dismissed from service. Go to 414 and find a new avenue to pursue.

1515
Moonshine Parade
He hums as he completes his work. He tells you his name is Fezter Trillobite and that he is a prince amongst milliners. He seems very sure of himself and certainly is not overly modest. When the measuring is complete, he waves his arms theatrically and whispers strange, arcane words and conjures you up a hat, most splendid in its pyramid-like shape, deep yellow hue and unguessable hieroglyphics. “I get paid for delivering the living for sacrifice,” he tells you with an excited flutter as he moves to put the hat on your head. You get a very bad feeling. If you can make a L1 SR on SPD, you can attack Fezter (go to 1208 and make your attack) but if you fail, the hat goes on firmly and then your head spins until you lose your sense of where you are and who you are. When the dizziness fades, you are being held captive (1237).

1516
Five Card Frank’s – Razorwit Road
It’s a funky venue from the twisted columns and cobwebbed windows and Sheena gets you past the doorman with some fairly course repartee. Rather than slipping inside, she slips into conversation the fellow, who clearly is an old beau and leaves you to fend for yourself. Go to 594.

1517
Moonshine Parade
As he dies, his eyes turn yellow and he begins to spasm as if several million volts of electricity were being passed from him. A spark leaps from his hand to yours. Make a L1 SR on STR. If you fail, a surge of raw electricity flashes through your body and fries your brain. You take 3d6 CON damage and 1d6 INT damage (the latter permanent) – if this happens, an amused Wizard-God deposits you back in your pig sty (1) and leaves you to it. If you made the saving roll, the electricity surges within you without harming you. In fact, you now possess a *Jolting Handshake*, capable of doing that same 3d6 CON and 1d6 INT damage to anyone who you touch and who fails a L1 SR on STR. You can hear Watchmen coming, so you had better run (414). Take 50 APs too.



1518
Flaggon Fields
“Take him for a dunking,” Sheena barks savagely. “And give the wheel a good spin!” The guards bustle you away to a foul-smelling alley at the end of which is an open sewer and 6’ diameter wooden wheel set to be turned by the flow of the sewer’s waters. The guards soon have you strapped to the wheel. Go to 1730.

1519
Moonshine Parade
“Spare me, spare me!” he begs, blubbering like a baby. “I’m too young to die and much too pretty. Let me live to see the morrow and I will give you home and make you partner in my business. I will make you my heir too. Think! I will have Kelba the Centaur draw up a contract – it will be done quite properly. There is a healing potion in my chamber pot under my bed. Spare me, I beseech you!” He carries on imploring you to be merciful. If you want to end his life here and now, go to 1517; if you relent, go to 1911.

1520
Flaggon Fields
“Take that waste of good breathing air to the grafting surgeon. See what she can make of him!” Sheena orders the guards waiting for her command. So they carry you off at a brisk pace, seemingly eager to see what the results may be. Go to 1732A.

1521
Menagarie Street
The woman, Bloody Mary Vodka-Tonic, bangs you up in a cage and tells you that the zoo has been dwindling in popularity because people are much more impressed with the monsters to be found in dungeons than ordinary beasts of the jungle. The zoo owner, an elf from faraway Khazan, has placed a ban on monsters in the zoo. Mary wants you to wow the punters with acrobatics, face-pulling, self-mutilation and anything else you can think of to put a smile on faces and bums on seats (or vice versa). She tells you that if you are a success she will let you go after a month but if you bungle it she will sell you into slavery. Make L1 SRs on LK and CHR. Succeed and you get out of here without a blemish (450); fail and you are up hosed down and taken to a troll who has connections after a month of uninspired performances (959).

1522
Watermelon Street
Madame Xharharh laughs at her mistake. “Silly me! Still, you two are cute together… Are you quite certain? OK, I’ll leave it. Well, I can let you see the ‘stock’. Come with me.” She leads you and Sparticles through a beaded curtain to a small room with cushioned seats around the walls and a large scrying stone in the middle.

“Tell me who you fancy,” she purrs as people begin to appear on the stone, smiling and twirling about to put on a good show. Although there are many potential matches, most of them are clearly mis-matches or turn out not to be interested in you when Madame Xharharh punches in your vital statistics. The choice boils down to a minotaur with wall eyes (1732B) or a gargoyle who has fallen from grace (he used to sit atop the Wizards’ Guild building in Pentagram Square) – 1734.

1523
Menagarie Street
Make a L1 SR on DEX to avoid the net that swoops down to collect you. Fail and you go to 1521. Succeed and you can read on. Inside the zoo, the animals prove to be a scrawny underfed bunch. There are very few visitors and the keepers seem bored to the point of neglecting their charges. At the far end of the zoo is the owner’s office. A sign reads, “*Ralph Dragonsteeth, Emperor of Khazan*”. You could just leave (450) or you can go inside to meet Ralph (1913).

1524
Watermelon Street
Part of Madame Xharharh’s service is to thoroughly relax couples – no jilting at the altar for her clients, thank you very much. She extends her claws languidly to cast her *Martial Bliss* spell over you and Sparticles. Then she has her attendants dress you for the occasion before you are wheeled off on upright trollies to the *Nuptial Rock*. Go to 1736.

1525
Greenfingers Market
Yellow Peril have traded in Khaboom for more than thirteen years now, unluckily for some. They were founded by Mrs. Apelier and her lovely daughters, Bimbetta and Kongehra. The daughters now run the stall with their joint-custody husband, Jaundiced Johnson, while the mother practices forgetfulness. There are samples of their wares hanging up to be tasted. You can taste bananas in different stages of maturity, from the green younglings, to the mature pale yellow to the blackened veteran. For green, go to 1915, for yellow go to 1917 and for black go to 1919.

1526
Captain Pugwash’s Pawn Shop – Execrable Alley
Pugwash managed to get hold of a supply of tea from the Jasmine Dragon in Tyree (Gibby Honeydew was delivering it to the plutocrat, Davor Pisk, but got distracted by a piece of string disappearing into the bushes and when he came back his precious goods were gone, such is the life of the mad hobbit). The tea is fragrant and potent, restoring your CON fully and adding 1 to your STR. Pugwash rambles on about his exploits at sea and sings a few shanties too. When he finally runs out of puff (and tea and crumpets), he offers you a job down at the docks (1738). If you’re not interested, you can leave him to restuff his parrot and go to 420, 430, 440 or 450.

1527
Greenfingers Market
Bananaskins is tended by Bob Bender. Bob is quick to spot your interest and deftly throws a skin under your feet as you approach. Make a L1 SR on DEX and go to 1921.

MISSING INACTION

1528
Sickle Street
The hospital smells of death and decay and is filled with the screams of the suffering and the dying. You see a doctor gaily flinging amputated limbs into a cart pulled by a giant tortoise ridden by a goblin wearing a butcher's apron. You are laid on bed and a nurse applies a wooden mallet to your forehead (lose 1 CON). Several things might or might not happen to you so roll 1d6:

1 or 2 – you are taken for dead and buried in a mass grave (go to 1740)
3 or 4 – the surgeon assigned to you amputates both legs before fully restoring your CON (go to 1742)
5 or 6 – the surgeon assigned to you gives you an experimental serum she has been working on secretly for about 3 seconds while bored with her amputation work (go to 1744).

1529
Sandune Street – the Sewers
No sooner have you descended into the sewers and taken the first right-angled tunnel as indicated by your khremmatic navigation compass than you see a bunch of giant rats making their way greedily towards you. Your rat-zapper is easy enough to use: if you are quick enough you will be able to pick off all six rodents (it sends crackling streaks of electricity at up to 10 targets, doing 2d6 damage to each). Make a L1 SR on SPD – they don't just sit there! – and go to 1923.

1530
Smithereens
This is Khaboom's maximum security prison. Currently, it has no miscreants other than you – this is because Smithereens is not designed to detain prisoners for the long term. The act of being blown here has left you naked and bleeding from countless small abrasions (lose 1 CON). This would not be so bad if it were not for the place being home to millions of omnivorous ants. They immediately swarm over you and begin eating you alive (lose 1 CON). The Mayor has a standing arrangement with the Wizards' Guild that ensures a Wizard-God is alerted whenever anyone is blown to Smithereens and that Wizard-God conducts a quick scan to determine whether or not the prisoner should be given a reprieve. You need to make a L2 SR on WIZ to get pass out of this charnel house. If you succeed, you will be deposited back at your pig sty (1) fully healed and can take a bonus 200 APs for surviving being blown to Smithereens.

1531
Rogues' Guild – Stealth Street
You are shown into an elegant office, where Percy sits, apparently unsurprised by your arrival. "You have done admirably," he tells you with a warm smile. There is no sign of his parrot and when you ask, he tells you that the service you have performed has lifted a curse from Delver and he is human once again. Delver and the Guild are highly pleased at your success and reward you by crediting 2,500 GPs to your name at the Khaboom City Bank. You are also made an honorary member of the Guild and can stay here and be fed and healed whenever you complete an encounter in the city.

They also present you with three arrows, special arrows which Percy tells you have been confirmed as ***Arrows of Taunting***. You may leave and go to 420, 430, 440 or 450 when you wish.

1532
Pentagram Square
Wizard Control is there in a flash and you are rendered incapable very, very easily. Your interrogation begins immediately – just as well! You are cleared of malicious intent and let off with a stiff warning about who you keep company with. The Mayor signs your release from personally and slips you a coin as a token of gratitude. It is magical and can turn you invisible for one minute every hour. That can give you the standard *Hidey Hole* combat advantage and can make SRs easier for you and/or harder for adversaries in certain circumstances. You can have a bonus 100 APs thrown in. Now you can go to 420, 430, 440 or 450.

1533
Rogues' Guild – Stealth Street
Through a blessed combination of skills and higher connections, you get to a secure vantage point undetected where you see a ceremony in progress. A strange being within a pentagram is writhing while a group of hooded figures, all bearing the lightning mark of the Guild on the backs of their robes, are manipulating an energy field while intoning solemnly. The creature within the pentagram has no true bodily shape but seems to be strengthening as the rogues complete the ritual. The chanting takes a grip on your mind but as you seek to understand its meaning, hands grasp your shoulders. You feel a chill run down from the nape of your neck to the base of your spine and then nothing. When you come to, you are back in your pig sty (1) but all your attributes have been increased by 1.

1534
Gutsplatter Hill
This is the city's premier place of execution. Big crowds gather and free cake is handed out. The executions are participative events and everyone is given a fist-sized rock with a number on it. Throwing the rocks at the condemned is strictly numerical under Wizard Control's gimlet eye. Anyone throwing out of turn is next on the pole. A mini-*Protective Pentagram* is cast over all of you except your stomach. The aim is to burst your guts open and for the entrails to spill out. Every condemned prisoner gets a chance as the Mayor does not like the innocent to be shredded this way. His Worship has a standing arrangement with the Wizards' Guild that ensures a Wizard-God is alerted whenever anyone is placed here and that Wizard-God conducts a quick scan to determine whether or not the prisoner should be given a reprieve. You need to make a L2 SR on WIZ to avoid getting stoned and busted. If you succeed, you will be deposited back at your pig sty (1) fully healed and can take a bonus 200 APs for surviving being placed on the death pole on Gutsplatter Hill.

1535
Rogues' Guild – Stealth Street
As you move forward, suddenly, from out of nowhere, hands grasp your shoulders. You feel a chill run down from the nape of your neck to the base of your spine and then nothing. When you come to, you are back in your pig sty (1) and any money and any gems you had are gone.

1536
Shiloh
This takes strength and dexterity – these priests are no men of straw to be blown by your wind, however sulphurous. Give your best shots at both STR and DEX SRs and go to 1746.

1537
Rogues' Guild – Stealth Street
Your skills do not go past unnoticed. Although it seems that the coast is clear and that you have escaped the eyes of any guardians of this chamber, it is not, in fact, so. As you move forward, suddenly, from out of nowhere, hands grasp your shoulders. You feel a chill run down from the nape of your neck to the base of your spine and then nothing. When you come to, you are seated in a chair, comfortably cushioned , in front of five well-dressed figures, all with the lightning slash mark of the Guild on their left sleeves. "You have ability, of that there is no question," a woman with a large whip, dressed in black leathers, says with a laugh. "Not enough to keep you from harm in less charitable houses," another observes, this one holding a dusty tome. "You take this rash fool under your wing, Chi Chi, and we will waste no more time!" The woman nods in agreement and the others leave. She explains to you that she needs an accomplice for a daring raid on a temple in Khosht and you are to be the one to accompany her. "We are after the *Eye of the Beast*," she reveals, her confidence and poise a comfort to any who she would partner. You can try Andrew Greene's '**Escape from Khosht**' (**http://rpg.drivethrustuff.com/product/89467/Escape-From-Khosht**) or you can leave this solo now and take 100 APs. Chi Chi and her friends are not going to let you off the hook. (I had a great time GM'ing this solo and extending it into a campaign.)

1538
Shiloh
The priests are highly intelligent and keyed up for this butchery. You need not just dexterity and great reactions, you also need to have a keen eye to spot your opportunity and take it. Give your best shots at INT, DEX and SPD SRs and go to 1746.

1539
Wizards' Guild – Pentagram Square
There is something about you that makes them sit up and take notice. When they have extracted what you know that is of interest – and the wizard is not slow to use his magics to take what he wants – you are taken to an office where a *Balancer* weighs your good deed in the *Scales of Fair Play*. The Balancer is a trim, middle aged dwarf with a keen eye and steady hands. She has you place one palm on the left panier and then begins stacking the right with gems. The Scales are made of mithil and are shaped to resemble a dragon standing on its hind legs. Roll 1d6 to find how many gems are placed on the Scales and then consult a treasure generator to discover the value of the jewels. You may leave for 420, 430, 440 or 450.

1540
Shiloh
The odds are stacked against you. Make your best SRs on all the combat adds – STR, LK, DEX and SPD – and then roll your combat total. Make a note of the results and go to 1748.

1541
Wizards' Guild – Pentagram Square
Ydazid turns to the Mayor in exasperation. "Permit me," he says acidly. The Mayor's jaw sets and he nods and then turns away. There is a sudden flash of khremmatic energy and you feel more strange, more queasy and less human than you ever have before. You find yourself flying through the air until you land from a height (lose 1 CON) in your pig sty (1). You have been turned into a Batrachian (frogkin). You have a +6 talent for swimming and you can speak Amphibian but your INT and your CHR are halved.

1542
Five Card Frank's
As you are about to pass through the door on to Razorwit Road, someone coshes you hard on the head (lose 1 CON). Go to 1237.

1543
Mayor's Office – Pentagram Square
You see before you an immaculate bathroom. What binds the Mayor and his wife is a shared fastidiousness when it comes to personal hygiene. There never was much chance the Mayor would marry an uruk. There is, however, the little matter of a toilet overflowing with… gremlins! An invasion via the U-bend is in progress. How they got past the magical wards set by the Wizards' Guild and by the Mayor's own magician friends is anyone's guess but gremlins can be like that. Do you want to wade (yes, it is getting wet) into them as they emerge (1925) or yell out for help (1927)?

1544
Five Card Frank's
Hyde matches you drink for drink and leers at you with rheumy eyes. His CON is 6d6 and his level is 2. Make SRs on CON for both of you. If he wins, he drinks you senseless (go to 1237); if you win, you can try to leave now – you really should –make a L1 SR on LK. Make it and you can go to 440, fail and you must go to 1542. (You can have 50 bonus APs if you do escape this place.) If you tie, keep going with the SRs until someone wins.

1545
Wizards' Guild – Pentagram Square
The Mayor scans the scroll and then hands it to Ydazid with grim satisfaction in his eyes. The wizard looks flustered for a moment but then regains his poise and tells the Mayor through pursed lips that heads will roll. He gives you a piercing look as if yours is one that he would like to see rolling. Once he has departed in haste for the Guild, the Mayor shakes your hand warmly and offers you a job. "I need people with sharp eyes and ears and a loyal heart. I think I've found someone to add to my staff." He goes on to tell you that you can act as an official Opinion Pollster, roaming the city, finding out what people think of his policies.

“That way, you should get to hear interesting snippets and make connections that will be most valuable to me.” Your pay is 100 GPs per week. Every time you draw this pay, make a L1 SR on CHR. If you succeed, you have ferreted out enough information to keep your post, if you fail you have upset someone with enough clout to get you sacked. The Mayor also offers you the chance to run for political office yourself in the distant town of Stoneydaze. If you wish to, and it would be a very good thing to wish for, you should acquire **‘Rottenborough: Election Special’ from Khaghbboommm Press via DriveThruRPG – see http://www.tunnelsandtrolls.com/soloadventures/rotten_borough.shtml** . When you are done here, you can go to 420, 430, 440 or 450.

1546
Five Card Frank’s
Hyde is one tough hombre. He gets 6d6 for STR and CON and is L2 (you can adjust his STR if necessary so it is not less than 20 and not greater than 29). He fights with a piano leg (3d6) and gets a total of 18 combat adds (once STR is known, the rest is spread evenly over LK, DEX and SPD). No one is going to intervene – this is a fight to the death. If you win, you can try to leave now – you really should –make a L1 SR on LK. Make it and you can go to 440, fail and you must go to 1542. (You can have 50 bonus APs if you do escape this place.) If you tie, keep going with the SRs until someone wins.

1547
Mayor’s Office – Pentagram Square
Your prowess has set alarm bells ringing in high places. A major league, long-distance, long duration *Hold That Pose* is cast on you and you are sentenced to ten fights in the Arena (**see the ‘Arena of Khaboom’ from Khaghbboommm Press**). Survive that and you are given the job of Security Chief to the Mayor on a monthly salary of 3,000 GPs. You can keep the job until you fail a L1 SR on LK or a L2 SR on CHR (both must be rolled each month). Your path from there through the city can begin at 420, 430, 440 or 450.

1548
Epicurean Avenue
Good move! The boy was ready to kill if he thought it expedient. “Look, you’ve done me a good turn and I mean you know harm but this blade needs to taste blood when it changes hands or it turns on the one wielding it. Keep still and I shall take blood from you and then you can walk away.” With out waiting for you answer, he presses the steel edge in against your flesh. Make a L1 SR on LK. If you make it, then the boy has a steady hand, judges the task well and nothing on the street snaps his attention. He takes what he needs and disappears (you can go to 414); if you fail, it does not go according to plan and the blade drinks much more greedily (you lose 2d6 CON and may well fall to the ground, just another corpse for the Bring-out-the-Dead man. (You can go to 414 if this happens and you live.) Take a bonus 50 APs if you walk away from this.

1549
Mayor’s Office – Pentagram Square
Martha Grinder does not tolerate insubordination and she slaps you hard across both cheeks. She is a serious slapper, is Martha, and you take 2d6 damage. If she kills you, she has your bones ground up and given to Mickey Murphy to make bread for orphan ogres. If you live through the slapper’s attentions, she takes hold of your throat while a hobgoblin tilts your head back by pulling on your ears and they force you to drink the potion. Go to 1551.

1550
Epicurean Avenue
The blade bites deep into your hand. Ouch! Lose 1d6 CON – it has a greedy nature – and 1 DEX. Alevak apologies and spits out that the blade requires feeding whenever it changes hands or it takes from the wielder. “I meant you know harm – these things sometimes happen. Good luck!” With that he disappears without trace. You can have a bonus 50 APs if you live and go to 414.

1551
Mayor’s Office – Pentagram Square
The potion administered by Martha Grinder makes silk purses out of sow’s ears or, less prosaically, good citizens out of bad non-citizens. You are now a citizen and have lost any status you had before as a warrior, rogue or wizard. Guilds will have no truck with you and the **khremm-charged black spot** on your forehead makes you immediately identifiable. Your CHR is halved. You have had a hex put on your (L10) that causes your **heart to fail** if you attack anyone not breaking the law in Khaboom. You are marched out (go to 414).

1552
Epicurean Avenue
Time passes slowly. There are a few rattles of the handle but nothing more of note until close to midnight when a grating metallic sound disturbs you. A clanking follows and then a click of a lock. The dunnies have been padlocked shut for the night! It is cold and lonely and not a little cramped in the cubicle. In the morning, the cleaner is surprised to find you asleep on the job. He has no reason to try to detain you (he thinks you may be an escapee from an asylum) but he does shake his brushes at you. You can have 20 APs for the experience. Now go to 414.

1553
Mayor’s Office – Pentagram Square
A **jelleton** is a normal human but with translucent skin allowing bones to be seen. Many jelletons go naked or partly so to intimidate others. They are uncommon and this tactic serves them well. This one, Chivers, flashes his full skeleton at you. Make a L1 SR on CHR and go to 1929.

1554
Epicurean Avenue
As you bolt from the dunny, you bowl over a man caught short and can hear his squeals of discomfort as you hurdle his supine form. A pasty cook makes a fairly feeble attempt to detain you but that’s all there is between you and the street. If you can make a L1 SR on STR you can send him flying otherwise you need to generate a combat total of 15 or more to take him out in short order as chefs should be. Succeed and you’re away to 414, fail and they pile on top of you and your hauled away by the City Watch (go to 163).

1555
Mayor's Office – Pentagram Square
You are shown back into the Mayor's Office and greet with a cordial handshake. "Good of you to bring this to me. I hope the testing wasn't a worry to you – it is to some but then it should be!" He quickly reads the scroll and snorts his displeasure at the doings of certain members of the Wizards' Guild. "Not for you to worry about – that's a perk of not being Mayor! You may claim the *Citizen's Service Award* on your way out. Good day and thank 'ee!" The Award turns out to be a '*Get out of Jail*' pass valid for one misdemeanour and a promissory note crediting to an account in your name at the Khaboom City Bank the princely sum of 1,000 GPs. You can leave and go to 420, 430, 440 or 450. If you want that date with Pandora, go to 1931.

1556
Epicurean Avenue
The girl has made herself popular! Lucky for you. The kitchen crew back off and leave you free passage to escape with the knife. "Just don't harm our Rosa, mate," the chef beseeches you. "Just give us back out best girl and you can take this too." He hands you a purse with 50 GPs inside. You can make your way to the door and bundle Ms Samosa back to her friends as you leave (1259) or you can take the terrified Rosa with you (1750).

1557
Acorn Street
As you open the door, the potion kicks in. It has two effects – one is to give you a permanent *Cateyes*, the other is to make you as light as a feather (watch out for strong winds!). The second is irrelevant right now but the former is not. A skeleton hangs from a wall, clutching four **Arrows of Taunting**, two in each hand. It would be easy to take them but for the guillotine falling right above your head. A L1 SR on SPD will allow you to jump back, take the arrows and get out alive to 414 with 100 APs to boot. Failure leaves you with a split personality, not much of a problem compared to your other one of being dead.

1558
Epicurean Avenue
"Mate, you picked the wrong girl there!" the chef laughs. "She's not going to save you!" He comes at you with a long blade, stabbing hard to kill. Make a L1 SR on DEX and go to 1752.

1559
Acorn Street
Out on the street, the effects of the potion hit home. It has two effects – one is to give you a permanent *Cateyes*, the other is to make you as light as a feather. The first is irrelevant right now but the former is not. A strong wind starts up out of nowhere and picks you up, carrying you high above the ground. Then it stops, as suddenly as it began, making you suspect foul play. You can glide safely back down to the ground if you make a L1 SR on INT to work out the technique (go to 414); otherwise, you land painfully (lose 1 CON) in an alley way sealed by two heavy securely locked doors (go to 49).

1560
Epicurean Avenue
He hasn't gone through all of this to meekly give up now. With a flashing hand, he attempts to grab your wrist and turn the blade. Make a L1 SR on SPD and then on STR and go to 1754.

1561
Mean Street
The WCO Sergeant, a short man with a narrow waist and broad shoulders, glares up at you and bellows like a hurricane directly at you. The words get lost in the sheer volume but it is soon clear that you have been given hard labour when two uruks gleefully shackle you to a line of prisoners and march you out to a small quarry where Sergeant Roxoff howls at you in barely comprehensible fashion that you are to turn rocks into powder for the whole live long day. One of the uruks hands you a sledge hammer while the other one urinates on you. There are three sessions to work through and saving rolls get progressively higher on STR to avoid a beating at the hands of Bonehead and Knuckles, the uruk wardens. If you fail a SR, you take the difference in corporal punishment, which normally consists of hobnail boots in the kidneys. The final SR is L3. If you live through the day, Roxoff let's you go with a flea in your ear. The flea is troublesome and impossible to remove except by magic. It has a voracious appetite and your DEX is down by one until it is removed as you fin it hard not to be put off your stride by the nasty little critter. Go to 414.

1562
Epicurean Avenue
Sheep? Lambs to the slaughter, more like. He deftly turns the knife against your skin. Go to 1550.

1563
Mean Street
If you make the SR, you get out to safer pastures without ever knowing exactly what the horror that accounted for Private Partz actually was. For that, be glad. Go to 414. If you failed, not so fast. A tentacle grabs you and pulls you inexorably to the garbage bins where the fiend lurks. You can hear it eating Private Partz. You can smell its anticipation about having you for desert. However, it is very fussy about blood types. Make a L2 SR on LK. If you make it, it spits you out with only 1d6 CON loss; if you fail, it finds you very much to its taste. Sadly for the private, no Wizard-God found him amusing enough to be worth saving. You? Maybe. If you can make a L2 SR on WIZ, you get a *deus ex machina* intervention and are dropped back at your pig sty (1) with the admonition that you must do better. Fail that SR and you're monster chow.

1564
Gordon Hill
You are outside under a lambent moon on a seldom-visited hill in South Khaboom. It is rarely visited because it is the home of a hydra. "Destroy the symbol of oppression!" roars Reg. "Down with seven-headed monsters!" storms Stan. The other members of the suicide squad rush forward to be bitten mercilessly by eager serpent heads, forked tongues flicking in eager anticipation. "Go on!" yells Stan. "Don't let them take all the honour!" urges Reg. You can attack the huge hydra (1756) or lash out at Reg and Stan and scuttle off back down the tunnel (1758).

1565
Mean Street
Your skill gives Partz the chance to drive his knife deep into an eye and to twist viciously. It is the last thing he ever does but he does it with style. The monster lets out a hideous roar of anger and of pain and thrashes so violently that the garbage bins are thrown skywards with deadly force. Make a L1 SR on LK. If you make it, you avoid all the bins and can scamper away for dear life, saying a little prayer for the departed private; if you fail, you get hit on the head by a low flying garbage bin, crack your skull on the pavement and your brains seep out, a delicious prospect for all insect life on Mean Street.

1566
Pentagram Square
The Mayor doesn't look best pleased but when he hears where you were caught, he visibly relaxes. "Them!" he snorts. Turning to the crowd, he offers them a choice. "It is customary at this time of year for me to release a prisoner of the people's choosing. Will you have me release this rascal… (here he turns to point at you)… or will you have me release Thamthon the Thaduthee Thtrangler from Thamaria – wherever that is!" He waits to hear the verdict of the mob in front of him and the wizards. You can say something to tip the scales your way (1760) or you can leave it to chance (1762).

1567
Mean Street
You find yourself face to face with a Goremander, a tentacled horror from a demonic dimension, accidentally loosed on the city by an inept wizard who should have known better. The Goremander is as big as a bull and drools whenever it sees something it wants to eat. There are rivers of spittle washing over you now. Its one eye has a star blazing in the centre while its beak has a little green ball dangling on a dark cord from each nostril. The time has come for going boldly where no one has gone before. Will you grab its dangly bits (1933) or jab it in its starry eye (1935)?

1568
Watergate
If you made the saving roll all is good – you can go to 420, 430, 440 or 450. If you failed, you get whacked over the head, a sneak attack from behind (lose 1 CON). You are left stunned and find yourself lying in a road when you come to. Go to 59.

1569
O'Vather Hill
One moment you are charging up a hill, the next you are careening down it. Trigger sure pulls a mean milk cart when his dander is up and right now that dander is sky high. What's worse, there is a brass band marching up the hill and there is nowhere for band or horse to escape the awful, impending collision to. All you can do is jump… Make a L2 SR on LK. If you succeed, you pitch head first into a kettle drum where a mad leprechaun is hiding – you break his neck, which is no bad thing because a mad leprechaun is a liability to everyone, so you get to keep his purse stuffed full with 200 GPs. Fail and you go straight down the throat of a carnivorous tuba and take a bite delivering 2d6 damage. Assuming you live (which is more than can be said for poor Trigger and the band leader), go to 440.

MISSING INACTION

1570
Execrable Alley
The old man gives a weak, watery smile as you hand him a coin. Then he fishes about in one his half hanging-off pockets and draws out a rough-edged dirty brown coin to give to you in return. “I found it outside a bar the other night,” he tells you wheezily, spittle flecking his scabrous lips. “A wizard it was that dropped it, stupid bugger.” The thin sliver of metal has a rune inscribed on each side – meaningless to you. You can take it to the Wizards’ Guild for examination (1764) or continue into the house (1572). Anytime you finish an encounter in the city you can take your relic to the Guild for inspection (1764).

1571
Liliyliver Lane
You are now in a fight with Two Ton Ted from Teddington. His CON is 12 and if you bit him you will have reduced it. If you did manage to sink your pearly whites into his crinkly neck you also have the advantage in the brawl. No one has the time or room for weapons, this is a wrestle. 1d6 each plus adds – Ted’s are +6. If you hold the advantage through dental destruction you get an extra d6 and continue to do so just so long as you are winning the fight. Remember spite damage – this is most certainly a spiteful tussle. If you die here, Ted runs your corpse over with his baker’s van and then ties you to the rear axle before hauling your sorry (and dead) ass all over the city. If you take Ted down, go to 1573.

1572
Execrable Alley
A curse roundly greets you as you enter the slum. “Sling yer hook, you nosy, interfering runt. No one asked you to stick yer big nose in where it’s not wanted, you stupid little worm!” It seems that Spasmodicus is home. Going through into the one room with a door still hanging, you see an old man groping for wire with one hand while he wields a rod spewing flame from its tip in the other. The room is a bombsite with scraps of metal everywhere. A large magnet would sort the mess out in no time. On closer inspection, it is evident that Spasmodicus is putting the finishing touches to a weird machine that is humming ominously. Go to 1766.

1573
Liliyliver Lane
You now have Sue to yourself. Up close, she is no oil painting but she is lonely and soon forgets both Ernie and Ted. As long as you keep her satisfied you can have a bed for the night and a cup of cocoa of an evening. She has a certain je ne sais quoi about her and every time you return after ending an encounter in the city and you satisfy her, your CHR will rise by 1. It takes a L1 SR on STR to satisfy Sue and if she can’t get no satisfaction she will soon have you out on your ear and find a new beau. You can go to 414 when you feel ready.

1574
Cauliflower Row
If you were too slow in taking evasive action, a brick bounces off your head and you lose 1d6 CON.

If that killed you, the house owner, Brickass the Hobbit, finds someone else to clean and clear his chimney and then cremates your corpse himself as he doesn't much care for the Bring-out-the-Dead men. Death not interrupting, Brickass goes to get some water to refresh you and to help with the clearing up. Go to 1285.

1575
Liliyliver Lane
Make a L1 SR on LK. If you make it, you can bide your time and then get down to business when everything is quiet. Go to 1573. If you fail, you see Ernie's red face as the closet door is yanked off its hinges and you are found *in flagrante*. The milkman takes a swing at you with a carton of yoghurt, misses and hops backwards, letting you come out of the closet (go to 1044).

1576
Cauliflower Row
The hobbit has very good hearing and quickly tunes in to your intentions. Brickass really wants his chimney cleaned and comes rushing back to offer you the exorbitant price of 100 GPs to do it. He won't stop you leaving but he does ask very nicely. If you agree, he gets you all you need (go to 1578); otherwise you are free to go to 420, 430, 440 or 450.

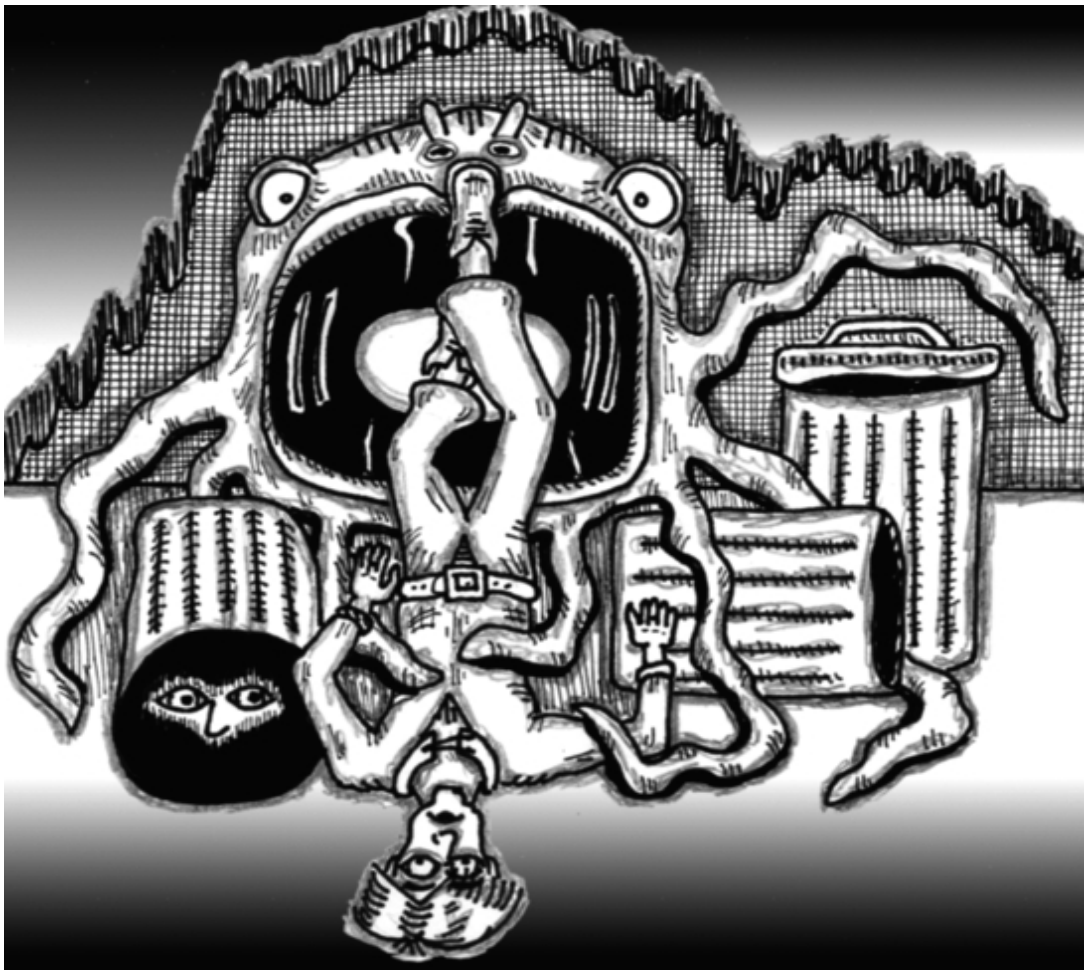
1577
Liliyliver Lane
Ernie squares up to give you a seeing to. You are in combat with the fastest milkman in the west! Roll your combat totals – Ernie gets 2d6 + 4 for the bottles and has 4 personal adds. His CON is 12. If you die, he sells you to a Bring-out-the-Dead man but if you end Ernie's earthly endeavours go to 1282

1578
Cauliflower Row
Very soon you are coated with soot – it is a very grimy job and your friends would struggle to recognise you. Once you have reached as high as you can with the brush, Brickass urges you to scale the chimney. "It's no use just cleaning the easy parts. I could do that myself!" He couldn't actually – his arms are too short and so is he. When you begin climbing, you can see that the chimney begins to narrow. If you intend to do the whole job go to 1768 but if you want to come back down go to 1770.

1579
Liliyliver Lane
You need to recover quickly because much more will be required of you. A watching Wizard-God wanting to see something spicy decides to give you a pep pill. It adds 1 to your STR. Now go to 1573 and put it to good use.

1580
Piranha Alley
You need a L3 SR on STR to avoid being sucked into the strange fish's guts. If you succeed, the thing stops sucking and blows – hard. You get gusted back down the alley (lose 1 CON). You can approach again (1287) or flee the scene (414). If you failed the STR SR, in you go (1772)!

1581
Hickory Docks
The pipe feels cool but the smoke that pervades your lungs is hot and heavy and soon your head is reeling as the substances within the smoke take hold of your synapses. You feel as if you are floating across the room. The steps spiralling up to the tower atop this building barely need steps as you carry on your serene journey, higher and higher. Other revellers follow you, entranced by the grace and elegance that is your every movement. The open parapet at the top frustrates your urge to elevate yourself ever higher but then the idea lifts your soul that you should glide artistically to the Docks below. Make a L2 SR on INT and go to 1937. You get to rejoin the party and can decline any further pipe offerings. You meet a charming, exotic woman named Pandora who works for the Mayor. She tells you a lot about her box. If you are really charming in a sincere rather than a smarmy way, she will invite you on a date. You can accept and go to 1931 if you have winning ways or, if you fail to light her fuse or just don't fancy getting to know the glamorous yet mysterious Pandora better, just go to 414 when the party finally winds down.



1582
Piranha Alley
You need a L3 SR on DEX to avoid being sucked into the weird creature's guts (1772). If you make it, you meet someone else hiding in a trash can (1774).

1583
Hickory Docks
A woman with lustrous tresses, beautiful feathers of brown, red and gold and a lithesome tail as well as legs that go on forever accepts the pipe and inhales lustily. You see her eyes roll and she takes your hand before running exuberantly for the stairs at the end of the room. Climbing with lamb-like leaps, she calls over her shoulder that nothing is going to stop her getting higher. At the top there is a parapet and she points ecstatically to a pyre burning on the Docks far below. “Jump with me, jump!” she exclaims with unbridled passion and so she does. Will you jump with her (1939), hold on to her to prevent her plunging downwards (1941) or let go of her hand and watch her descent into the darkness (1943)?

1584
Piranha Alley
You need a L3 SR on DEX to avoid being sucked into the weird creature’s guts (1772). If you make it, you meet someone thing hiding in a trash can (1774).

1585A
Hickory Docks
The woman presses you to her ample and heaving bosom and attempts to smother you. You can’t shout for help and everyone else is too far gone in their own revelling to take any notice. You can hear her laughter getting more shrill and the hot pressure engulfs you as she tightens her grip. If you want to get out of this alive, you need to take drastic action! Twisting, kicking and biting are all attractive options. Make SRs on STR and DEX and roll for unarmed combat, note all results and go to 1945.

1585B
Hickory Docks
She turns purple with rage and makes a clumsy grab for you, only succeeding in ripping the wig off the head of a living skeleton, who gnashes his teeth with annoyance. She kicks him hard in the shins and his leg comes off. As he falls, he brings down half a dozen partygoers with him, including your new girlfriend. All around the room, fingers start to point in your direction and you can feel khremm crackling in the air. Do you want to run for the door (1947) or accuse the fat lady (1949)?

1586
House of Punishment –Life’s End
The House is huge, sprawling over half a block. It is used not just for ill-disciplined guards but also for employees of tax-paying employers in the city to deal with under-performance. The Master of the House of Punishment is another ogre, this one called Augeas. He carries a whip and has a row of shrunken skulls dangling from his belt. As soon as he sees you, he has two gargoyles fly you up to the tower high above the street. You might not have to wonder why this street is so named. The gargoyles land and carry you inside to be seated on a chair covered with sharp nails (lose 1 CON and go to 1778).

1587
Netherwallop Road
Make L1 SRs on INT and on DEX. Succeed and you do get him back on his feet, fail he dies on the operating table. If you have saved him, he will indeed reward you by letting you stay in the guest room and be his student/locum. You will get fed and healed whenever you return here at the end of an encounter in the city.

He will pay you 50 GPS per visit to for your work as his locum but every time you claim this fee you must make a L1 SR on INT to progress as a doctor. Every 5th time you make it, you may add 1 to a talent based on INT for surgery. If you succeed, well and good but if you fail you must try a L2 SR on LK to keep the job (i.e. Dr. Crusher regards it as acceptable error for an apprentice and simply unfortunate for the patient you kill); fail that LK SR and you must also, as well as losing your post, make a L2 SR on CON not to catch a fatal disease the good doctor declines to treat. If you killed the poor man, you can now search his residence (1589). Go to 414 when you leave.

1588
Junket Road
If you failed the CON SR, Mr. Parker takes note of the weeping, seeping blisters on your hand and grins with inhuman delight as he hands you another sheaf of forms to be filled in, these stamped with the words, “Wizards’ Guild”. His smile widens as he tells you happily that these forms are magically charged to ward off mice and they have a caustic substance imbued in the paper which eats into hands. If you made the CON SR he gives you the forms anyway. “Be sharp about it!” he barks. “A form unfilled is a nightmare egg hatched,” he quips. You now need to make one more CON SR to get through this stack of bureaucracy – L1 if you made the first roll, L2 otherwise. Now go to 1780.

1589
Netherwallop Road
A search of the house leads you to his study where there is a legal deed, drawn up by Kelba the Centaur lawyer, for the purpose of transferring his practice and this house to a certain Dr. Beesman Kilso. You also find lose cash to the value of 250 GPs. If you want, you can alter the deed to transfer everything to you! If you do this, you must make L1 SRs on INT, LK and DEX. Make all three and you get away with the fraud; fail even one and you are caught out either for stupidity, poor forgery or dumb luck and are arrested (go to 163). If you successfully took possession of Dr. Crusher’s practice, you are in the operating business! You will get fed by his servants whenever you return here at the end of an encounter in the city. You will net 100 GPs per visit to for your work as surgeon but every time you withdraw money from the practise bank account, you must make a L1 SR on INT to progress as a doctor. Every 5th time you make it, you may add 1 to a talent based on INT for surgery. If you succeed, well and good but if you fail you must try a L2 SR on LK not to kill an influential patient. If such a citizen dies under your scalpel, you are arrested for wilful negligence and must go to 163, with the house forfeited and the practise closed down by the Municipal Medical Board. (Go to 414 when you leave.)

1590
Junket Road
If you are trapped with his web of silky intrigue, you get zero as your combat total. He doesn’t fight to kill though so if you are wiped out you can go to 1782A to find out what our arachnid civil servant has in store for you. If you beat him, you can get your new broom and make a clean sweep of whatever cleaning products you like. There is a ready street market for such goods and you will be able to fence 20 GPS x 1d6 before the stores are secured again. Mr. Parker also has a pad of ‘Pardon’ notes that can be used with either the City Watch or the Mayor’s Office, should you get into any trouble with the authorities.

They can also be offered to miscreants you may meet to leave you in peace – a L1 SR on your choice of LK or CHR to buy off your bothersome person. There are twelve of these notes on his pad. You may go to 420, 430, 440 or 450.

1591
Netherwallop Road
If you failed to make both of the saving rolls, the imp presses its self-destruct navel (take 1d6 damage and go to 414). If you made them both, the imp shamefacedly reveals its name to Dimples – it must serve you now unquestioningly. Dimples has a MR of 10 and all its attributes are 10 bar LK (14), DEX (14) and SPD (13). Dimples can gain APs and can fly – have a chat with the little scamp to get to know his likes and dislikes as you go to 414).

1592
Cauliflower Row
The space is tight and may be too tight if you have been on a pie and chips diet. Still, we shall allow a little room for manoeuvre in the interests of moving along and not needing to wheel out scales and tape measures. You can do no better than inch forward, feet crabbing backwards and hands scrabbling for enough purchase to draw your weight on into the darkness. After five minutes, you feel an open space ahead of you and feel cool air blowing upwards. You can either attempt to wriggle back in retreat (1782B) or drop as carefully as you can (!) over the edge… (go to 1784).

1593
Quill Court
If you failed to make both of those SRs, the imp laughs and chortles. “That reminds me of my cousin when she got turned into a pig. Say, you like pigs, don’t you? I’ve had enough of your half-assed antics, Sty-Boy!” With that, the imp teleports you back into your pig sty (1). If you made both SRs, the imp looks a bit abashed, understandably so, and tells you its name is Undergarments. This was once fashionable in Imp-land but did not stand the test of time. Undergarments will now serve you. “We just need to sort out the paperwork.” So saying, he teleports you to the offices of Kelba the Centaur lawyer on Quill Court. Kelba soon has the legal niceties nailed down and you have your imp servant. He has WIZ and CON of 25, INT, DEX, LK and SPD of 15, CHR of 30 and STR of 4. Undergarments can teleport himself and one other sentient being up to 5 miles in the blink of an eye at a WIZ cost of 15. He does have to have been to the place before to teleport there. You may adventure on from 420, 430, 440 or 450.

1594
Cauliflower Row
The gloom turns to pitch blackness. A breeze blows at your back and it has an unnatural chill to it, bringing memories of old folk stories of things from the outer abyss which your Granny Bonds used to tell you at midnight on your birthday. You feel small things crunching under foot and soon suspect that they are bones. A rank odour of body sweat washes over you and you realise you are closing in on X the unknown. Then you hear splashing and lights trickles down from a grate above your head. A human voice starts a lurching, high pitched song but the words are indistinct. The grate is loose and the wall offers some purchase for scrabbling upwards. Go to 1786.

1595
Netherwallop Road
If you fail, you have bitten off more than you can chew and you inflate to the size of a blue whale (a big one, mind) and explode, covering the whole of Netherwallop Road with a carpet of gooey gory you. If you succeed, you gain all the imp's WIZ and LK – 25 and 15 respectively. Go to 414 to test your new inner prowess.

1596
Cauliflower Row
If you made the saving rolls, the snook is on its own. It is vicious but only has a MR of 10 so surely you can defeat it. If you failed, there are 1d6 snooks not far away from this one. They have the same MR. Snooks go berserk when fighting and ones and twos are re-rolled so that the lowest dice score can be three. If you get eaten by snooks, you aren't the first and you won't be the last. If you vanquish one or more snooks, life may be good as well as extended. Go to 1788.

1597
Quill Court
If you did not make a L2 SR or better, you are too slow and your journey is in vain. Catch your breath and go to 414. If you were fast enough, the legal matters are attended to by Kelba before the *Deathometer* reaches cut off point and the ghost of Dr. Crusher sighs with relief. You now have 10,000 GPs to your credit. Not only that, Dr. C is keen that you carry on his good work as experimental surgeon extraordinaire. You can stay in the master bedroom and be his student/locum. You will get fed and healed whenever you return here at the end of an encounter in the city. You will receive 50 GPs per visit to for your work as his locum but every time you claim this fee you must make a L1 SR on INT to progress as a doctor. Every 5th time you make it, you may add 1 to a talent based on INT for surgery. If you succeed, well and good but if you fail you must try a L2 SR on LK to avoid being struck off by the Municipal Medical Board (they will register pretty much anyone who pays the 1,000 GP sign up fee); fail that LK SR and you must also, as well as losing your status and livelihood, make a L2 SR on CON not to catch a fatal disease the good doctor cannot treat. You will die in 24 hours if you do not get a *Healing Feeling* cast upon you – try the Wizards' Guild: they only charge 300 GPs for this service. Go to 414 when you leave.

1598
Cauliflower Row
Your hands are manacled to the wall above your head and your ankles have heavy rings about them with chain trailing away to a weird rotund beast on six legs with a bug-eyed face perched atop a giraffe-like neck. The chain is wound in an over-sized fist at the end of one of four arms. You might be hanging with all the weight on your wrists if it wasn't for the wide iron band about your waist.

The creature clicks its mandibles at you in deliberate fashion as it turns a series of lanterns backed with mirrors to throw as much light as possible on you. It hefts the chain, yanking you violently against your bonds (lose 1 CON). The clicking grows in intensity and when you fail to respond in any way that makes sense to it, the strange green-skinned fiend shakes another fist at you and aims a blowpipe at you with its third arm. The fourth and last gestures in frenzied fashion with long fingers hooked and searching. Go to 1790.

1599
Netherwallop Road and beyond
If you made all those saving rolls, you eluded the ghost of Dr. C and it is someone else's problem (you can go to 414). If you did not manage that, the ghost infiltrates your body, your mind and your soul and takes possession of you. You are now Dr. Crusher. If you wish to play Dr. Crusher, well and good. He has 10,000 GPs in the bank which you can only access if you make L2 SRs on INT and CHR to convince the authorities of your bona fides (keep your attributes) – same for his house and practise. You do gain a talent for surgery at +10 on your INT (you can play on from 414). If you are not keen to be a doctor, roll up a new PC.

1600
Longsorrow Street
Naturally, being thrown over is the easy part. Mucuss picks you up like a doll and tosses you mightily over the fence. He is bright enough to judge the effort required too so you don't go flying off into the stratosphere. It is the landing that is the hard part, not least because of the amount of masonry for you to crash into. Make a L1 SR on LK and another on DEX. Go to 1792.

1601
Dungbeetle Scrubs
Wouldn't you just know it, just as your name has been finished, who walks in? You guessed it, the Mayor himself! He surveys the scene with grim satisfaction and glances briefly at the two hobgoblins escorting him during his 'press the flesh' PR stroll through the streets of Khaboom. How are you going to worm your way out of this then? Fall to you knees and beg his pardon (1878A) or blame it all on Barnaby and Henry (1880)?

1602
Longsorrow Street
The digging is hard work. Mucuss has prepared for this and has stored a pick axe under a broken headstone, which he now retrieves. Make a SR on STR – we shall see how well you can dig. If you are a dwarf, you can have a digging talent based on your STR so roll 1d6 to find how refined it is. Go to 1794.

1603
Quill Court
The standing arrangement was to meet Mr. Filthy-Rich with the Baron's Balls back here at the offices of Kelba the centaur lawyer's offices. Kelba is there on time and has a satyr bring you a cup of freshly brewed *Bushman's Friend* herbal tea. Mr. Filthy-Rich is late. When he does arrive, rather more corpulent than when you last saw him. He is quick to apologise when he sees you have the Baron's family jewels in hand. Kelba carefully deals with the legalities and his wealthy client takes possession of his long-desired treasures. In recompense, you are assigned the deeds to an elegant two bedroom flat on Epicurean Avenue, complete with its own magical healing fountain, tuned for your personal use plus that of up to three others who you may have registered any time here at Kelba's offices.

Take 100 bonus APs. You may go there now and then leave to any of 420, 430, 440 or 450 when you are so inclined. The flat with fountain is worth approximately 100,000 GPs.

1604
Sandune Street
You arrive at the door to house painted with big white stripes on a red background while the door has a pyramid etched into the timber. The sign by the doorbell reads, “Mother’s Ruin”. All of a sudden the doorbell chimes loudly and the door swings open. Standing there with fists raised is a large mummy; behind him is an hour glass egg-timer and the yellow sands have just begun their journey cascading from one half of the container to the bottom. The mummy has a MR of 40 and shows no hesitation in swinging to take your head off. If your head rolls down the street, local orphans get a free football; if you defeat Materiki the Mummy go to 1796.

1605
Resurrection Road
If you failed all or any of those saving rolls, read on; if you made them all, go to 1882. With the horses spooked, you find yourself hanging on by your fingertips as the wagon flies round corners, mowing down passersby with ruthless efficiency. Roll 1d6: this is the number of innocents whose very lives are imperilled. You need to make a saving roll on LK equal in level to that number to avoid killing anyone (if you do worse than that, just pro rata to figure the corpses for the Bring-out-the-Dead man). Before you crash, you find centaur Watchmen galloping alongside you, armed with bows. They are not intending to take prisoners, as you can see from the taught bow strings and their frowns of concentration. Your only chance is to bail! Make a L1 SR on LK, another on current CON and a final one on DEX, then go to 1884.

1606
Forest of Hemnin
Sprawled on a carpet of leaves, you are at the creature's mercy. It would kill you now without a shadow of doubt except that a posse of elves arrive with Garnet at the head. You must survive for one round! The beast bellows in anticipation of easy meat and rears up, ready to smash its bulk down on you as you lay there. Your only chance is to strike at an exposed hind paw to make it lose its balance. To do this and survive, you must make a L1 SR on DEX and then generate 20 or more hits with a one weapon strike. If you are slain here, the elves do at least float you off on a burning pyre-boat down a small river so you go out in style, albeit mangled and chewed. If you survive that single round of combat, when the beast recoils in pain from your turning of the tables, the elves close in and end its reign of terror with ruthless efficiency (go to 1798).

1607
Quill Court
The standing arrangement was to meet Mr. Filthy-Rich with the Baron's Balls back here at the offices of Kelba the centaur lawyer's offices. Kelba is there on time and has a satyr bring you a cup of freshly brewed *Bushman's Friend* herbal tea. "Your story has the ring of authenticity but I must have your bona fides verified," the centaur tells you gravely. His clerk, a hairy satyr with a smug grin and a spring in his step, is instructed to find the Factory sisters and bring them here to Kelba's offices. When they arrive, they both deny all knowledge of ever having seen you before. Do you want to insist you and they take a lie detector test (1886) or simply say they lack the balls to make their testimony count (1888)?

1608
Forest of Hemnin
Safely perched in the branches of the tree, you only have to sit and watch as Garnet returns with a strike force of wood elves who stealthily surround the beast and then strike ruthlessly at it. You can see that this will not be a long battle and that the outcome will not be in doubt. You may leave them to it or spring down to add your prowess to theirs once they are on top. If you enter the fray, you must make a L1 SR on DEX and then roll for combat. Either way, go to 1798.

1609
O'Vather Hill
Jones meets you at the Addled Pate Tavern and you soon see why. When he takes his cap off, he is largely bald except for an unsightly tuft of ginger hair sprouting from the centre of his otherwise shiny head. He warmly recommends the barber who works out of this drinking establishment and sits down for his beauty treatment. He insists you sit down and wait your turn. Before Jones is done, an old man hobbles in and the barber asks if you mind if the old chap is seen to next, giving you no option but to acquiesce really. Jones remembers he has got a hot date with a foxy lady and leaves once his tuft has been all but uprooted. Go to (364).

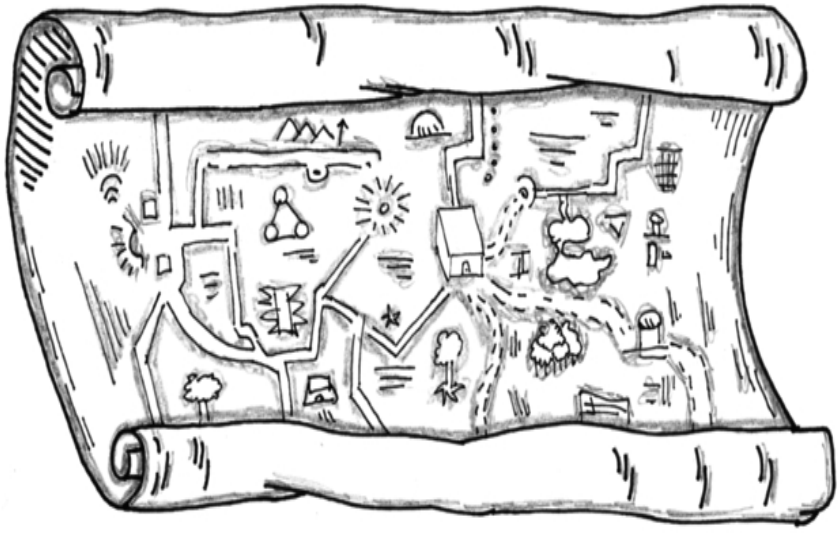
1610
Forest of Hemnin
You wait it out, not certain that the brute will not return. Before long, you do hear a sound but it is only the voice of Garnet, returning with a group of wood elves at his heels. He greets you warmly and calls you down so that he can introduce you to the other elves. Go to 1798.

1611
Higginbottom Gardens
You hear the door open and see two dwarves struggling to drag a heavy copper bottomed cauldron into the back garden. Then a group of dark elves arrive carrying a struggling woman, wrapped in a blanket. Finally, Filthy-Rich walks in carrying a large meat cleaver. He calls you out into the garden and his last servants, a group of three snergs with pointed teeth, obviously filed today, prod you outside, The dark elves are now tipping the strawberry blonde young woman into the cauldron and Filthy-Rich asks you to decide if you are hungry and if you would like to light the pyre beneath the big pot. You can go along with these sinister preparations (1890) or take a swing at the nasty nob (1892).

1612
Moneybags Place - City Bank of Khaboom
The DVC is a Wizard Guild-authored control device the bank employs to protect its assets and its reputation. Rockertroll explains as he rubs his hands together greedily, displaying diamond-manicured fingernails, that unequivocal agreement is all that is need to activate the DVC and that now, should you ever tell another living or undead soul their secret, the Bank will sell your soul to the Arch-Demon Ashgoleth and that will be the start of an eternity of misery for you. (**Your character would be forfeited.**) The bank's the secret is that they also loan souls to Ashgoleth and you are now part of the exclusive band of talent scouts who 'marks' the victims. Norman hands you a small mitril box with a plain mithril ring inside. "That will never come off once you put it on," he tells you wryly, "although the finger might, of course. If that happens, just jam it on another digit!" The upshot of all this is that whenever you meet a **Wandering Person**, you should try to touch them with your ring (you will do so if you make a L1 SR on WIZ with the benefit of Arch-Demon power); every time you do this, 20,000 GPs will be added to your account with the Bank (less the 30% commission the Bank takes and the 20% Norman himself shaves off the top). *Sic transit gloria mund*i. Go to it, *Agent of Darkness, Scion of Lucre* (go to 414).

1613
Higginbottom Gardens
Eventually the spell wears off. It may even do so before Mr. Filthy-Rich's *wargweiler* guard-beast wakes up. It has free roam of the house and has been trained to tear limb from limb anyone who should not be there. He as had magic cast on it so that it's attack, already violent and turbulent, is *Dog-Whammy'd*. If you make a L1 SR on LK, Mr. Filthy-Rich returns home before the fiend awakens (1611); otherwise, you are shredded and devoured and not strictly sequentially.

1614
Moneybags Place - City Bank of Khaboom
"I see," Norman sighs, smashing one fist into the palm of his other hand. "You might just like to reconsider." If you would, go to 1612; if you still decline his proposition, now less charmingly presented, go to 1800.



1615
Resurrection Road
Fortune favours the lucky! You get his magic map instead of smarting fingers. The map will show you the way home - or to a spot you know if you make a L1 SR on WIZ to activate this secondary feature – from any place on Trollworld not 'contaminated' with magic above L5. A real steal and just the thing for the budding dungeon delver. Time to flee the scene know though as a troop of City Watchmen start approaching… Go to 440.

1616
Friday Woods
There are bears all over the shop, trying to hunt Urticus out. You will have to have your wits about you to be the one to find the chubby cub. There are bears rushing off towards a clump of brambles they suddenly see moving – if you want to beat then to the briar patch, make a L2 SR on SPD and go to 1802; you also see a patch of freshly dug earth – if you want to go over there and start digging to find Urticus, go to 1804.

1617
Resurrection Road
Maybe you were born under a ladder on a bed of broken glass (ooh! those shards!). You stick your hand into the magic mouse trap. It takes a L7 *Knock-Knock* or *Dis-Spell* to loosen its grip and it gives 1d6 damage. With the mousetrap attached, your DEX for combat is reduced by 5 and they are many things you just can't do (e.g. draw a bow, you figure it out) plus it just looks odd (lose 1 CHR until it comes off). What's worse, it is your best hand and any weapon you use gets 1d6 less. Time to flee the scene know though as a troop of City Watchmen start approaching… Go to 440.

1618
Friday Woods
The bears crowd round you, slapping you on the back in congratulations (lose 1 CON). Your prize for winning the game is a jar of Manukan honey from Apys (see the epic **'Wizard Went A-Wooing' from Khaghbboommm Press via DriveThru RPG or Lulu Publishing**) – when you consume it, the honey will add 2d6 to your CON and fully heal you. You can go hunt Urticus now (1616).

1619
Hickory Docks
It is not easy pushing against Horny's backside but Greasefleck girds his loins and exerts himself prodigiously. If you made your STR SR, the rhino is safely stowed and you may have more work to come from the dwarf (make a L1 SR on CHR and go to 1894); fail and Horny goes into reverse. Greasefleck goes down under the animal's hooves and stays down. You? Make a L1 SR on DEX or SPD – your choice. If you fail, you have a two tonne weight pressing down on you and are pancaked and never do get three dimensional again; make it and you're off to one side and can watch Horny bolt for the suburbs, sending men, carts and crates flying in all directions. The skipper of the barge waves his fist angrily at you but Mrs. Greasefleck emerges from underneath a tarpaulin, takes one look at her dead husband, and makes you a proposition. Go to 1896.

1620
Grizzly Lane
Now that Urticus is able to demonstrate to his relieved parents that he is smarter than the average bear, everything is fine and dandy down at Grizzly Lane. Urticus gives you his spare set of fore claws as a reward for tilting the burden of ignorance for him. They were enchanted long ago for the family as a safeguard for their progeny by the *Three Opaque Wizards.* These claws can be strapped on to your hands and they get 4d6 each in combat. When the party is over, it's time for you to move on but you can come back here whenever you end an encounter – you will be fed and healed and when you are ready to move on you can go to 420, 430, 440 or 450, as you can now.

1621
Root Canal
Rugged Robin grunts in satisfaction and watches closely as you take over the roasting of poor old Cap'n Salty. The scorched rover looks at you, sp(l)its weakly and whispers a curse as he passes over the threshold into the care of the Soulkeeper. Make a L1 SR on all of WIZ, LK and CHR and go to 1898.

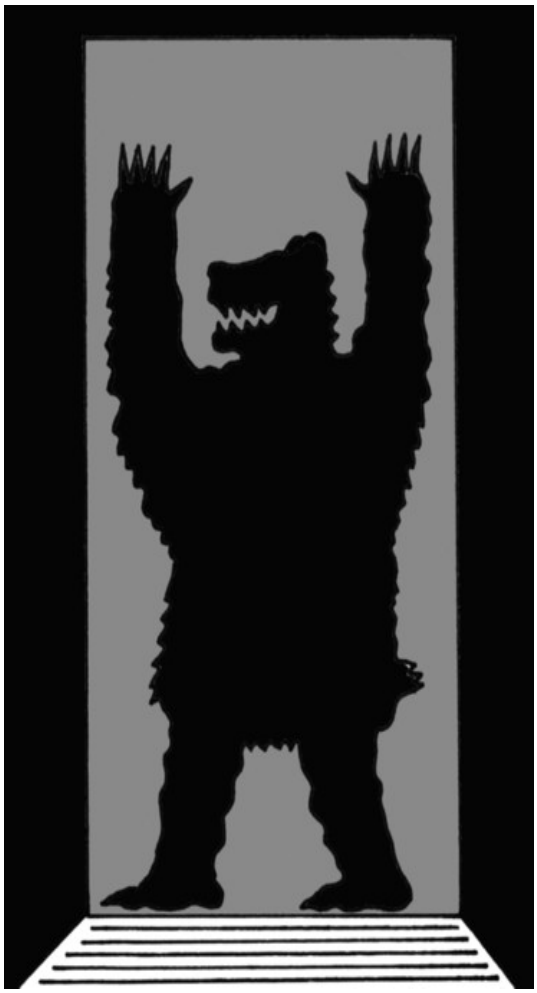
1622
Grizzly Lane
The bears are stout and they can be ferocious but they are not very good at coordinating their attack on you. You need to fight them off for one round and you can do that by generating at least 25 as your combat total – if your total is less than that you lose the difference from CON. After that first round, if you can make a L1 SR on DEX you can flee (414) but if you flub the DEX roll the fight continues and every subsequent round the DEX roll increases by one level. If they kill you, they have a taxidermist stuff you and display you in the front garden as a bird perch.

1623
Root Canal
Rugged Robin has adds of +10 and is unarmed so he gets just 1d6. His WIZ and CON are 10 and 20 respectively. You get 5d6 for the two meat cleavers in the first round but each subsequent round of fighting requires you to make a L1 SR on DEX not to drop one and so go down to just 3d6. Robin scores spite damage on 1's and 2's. Go to 1900.

1624
Friday Woods
“Oh, goody!” Urticus chortles. “You can go first.” He takes you to a dark cavernous gash in a rocky defile. It is no bigger than an elephant’s backside and smells rather worse. “In you go!” he woots, with a cheerful shove. And in you do go. And inside? There lives a rather bad tempered gruffalo, with a poisonous wart on the end of its nose and curled up toes. The gruffalo is so large that it has to reverse out of the hole but there is enough room inside to swing a cat or mutilate a man. The gruffalo regards you dolefully and shows its enormous molars, even better than ogres’ for grinding bones to make bread. You can intrepidly assault the gruffalo (1806) or curl up into a whimpering ball and sob (1808).

1625
Root Canal
It can’t be pleasant, being fixed in place securely, seeing a solid rock face approaching at bone shattering speed and knowing that no one in control of this boat is going to care a jot if you end up as raspberry jelly on the basalt. Maybe someone somewhere cares? Ok, you’ve twisted my arm and softened my heart. Make a L1 SR on WIZ and another on CHR. Fail one or both and you get wiped off on a piece of bread and lightly toasted by a tame salamander. Succeed and a water-loving Wizard-God decides the uruks can live without fresh conserves and spirits you back to your pig sty (1) in the nick of time. You can breathe again!

1626
Grizzly Lane
You need to total 35 or better to repulse the wrathful big daddy bear. If you did just that, you can flee before he gets a second bite at your cherries, so to speak (go to 420, 430, 440 or 450). If you failed, he clubbed you unconscious. When you come to you are at 1810.



1627
O’Vather Hill
Phew! That could (and would) have been nasty. Best get out no, while you still can walk. You take Mickey’s *Buns of Steel* as you go – they’re hanging on a hook by the door. They have a belt and will fit anyone human-ish in proportions. The ‘Buns’ cover your ass and will make you invulnerable to physical attacks from the rear, Mickey has found them most efficacious and will undoubtedly miss them sorely. You can go to 420, 430, 440 or 450.

1628
Grizzly Lane
You will find that when you consume it, the honey will add 2d6 to your CON and fully heal you. Aren’t those Bee-folk wonderful in what they can produce in the awful, fetid Jungles of Phantog? You can go to 420, 430, 440 or 450 feeling much, much better now.

1629
O'Vather Hill
If you failed, her ministrations kill you and she has a prestigious cortege parade your damaged corpse through the centre of the city before having you immolated by a dragon as a PR stunt. If you made the SR, you live – albeit crippled – and she has you taken back to your pig sty (1). Your CON is permanently halved, your STR, DEX and SPD go down by 1d6 each, all permanently.

1630
Grizzly Lane
As soon as you consume it, the honey adds 2d6 to your CON and fully heals you. The smell of the honey brings Mother Bear hurrying to see what is going on. She sees that the honey has toughened you up and she decides that you are now a fit playmate for her beloved son. She sends you off through the back garden to Friday Woods where the chubby cub is playing hide and seek with his friends, who are more than happy to let you join in when you tell them who sent you (Mother Bear has a formidable reputation amongst the young 'uns as she is a dab hand brandishing a rolling pin). You can go hunt Urticus now (1616).

1631
Folletship/Chalkbole
Demons and devils and other creatures of the dark dimensions do not have a word for mercy in their native tongues. Hence, it is not at all surprising that instead of heeding your cry for clemency they execute their plan for your most excruciating suffering. It really does go on a long time and when you get beyond the quivering jelly stage they are pleased to connect your neural pathways to their weird paraphernalia designed solely, and with great genius, for the purpose of never ending torture. There is no escape…

1632
Root Canal
Going to port is not canal etiquette! The other vessel swings to starboard and you are now in line for a head on collision. There are no brakes. Roll 1d6 and multiply by your LK for the Lump of Lead and then roll 3d6 to find the LK of the helmsman of the other barge and repeat to find the two ramming scores. If either vessel is beaten by 40 or more it is holed and cannot be repaired before it sinks. If the Lump of Lead sinks, you need a L2 SR on LK to be rescued by the other barge. If the Lump of Lead is still afloat, go to 1812; if you have been rescued by the other vessel go to 1814.

1633
Folletship/Chalkbole
Even Wizard-Gods must shun these places for they too would be overwhelmed by the demons and devils of the netherworlds. And so on you go to 1631.

1634
Root Canal
You must have been reading the *Canal Code*. The other vessel turns to starboard to and you pass each other by without mishap. The Captain praises you for your good canalmanship (take a bonus 50 APs). All goes well on the trip to Vulgaria until you sight a small rubber dinghy with three men and goat aboard. The dinghy is sporting a skull & crossbones flag and has a cannon at the front. A fellow with a parrot on his heads rises and booms out for you to stand by to be boarded or else you will be blown off the water. Captain Clughless looks vacant and the frightened and his men all go to hide below decks. Do you want to cut the power and raise the white flag (1816) or do you want to flatten the pathetic little boat at full speed (1818)?

1635
Nosebleed Lane
The green foot prints are plastered over the stairs and lead to the room at the end of the landing (at the other end, there is just a space – a wall is missing and there is just a drop to the backyard, a patch of dirt covered with broken bottles and rusty tins). The door you are looking at is closed and covered with green hand prints – what is more concerning is that it is now opening. As you watch at the top of the stairs, the creature you see standing glaring at you was, clearly once human. What is just as clear is that this is no longer true. Scaly skin has green grunge leaking from myriad cracks while the eyes literally bulge off stalks. A reek of rotting cabbage rolls down the short corridor over you. You might think about retreat but as you turn you see a second of these once-men at the foot of the stairs. You can go into battle (1801) or jump for the backyard (1649).

1636
Root Canal
“You yellow-bellied son of a motherless deep fried Khazanian ballet dancer!” Clughless exclaims with venom. “Lads, drop this scurvy pansy over the side!” The lads rush to obey their captain, this being a command they look forward to whenever they venture this way. The Lump of Lead disappears into the tunnel marked “**Extreme Danger!**”, leaving you floundering in the cold water. Make a L1 SR on LK. If you make it, go to 1820 but if you fail go to 1822.

1637
Swattage Hill
Nearly everyone is out as there are an unusually high number of protest marches going on at the moment – people expect the Mayor to do something about the alarming predictions of the sun falling from the sky and setting fire to farmlands, thus leading to famine and poverty. Only Corporal Cloggit is in, filling in forms about illegally parked broomsticks, and he seems in no mood to listen to your pleas for any prisoner in the station. You need to clear off (414) or you could offer to do the paperwork for the suffering fellow, who has just snapped the point from his pencil for the umpteenth time today while cleaning his ears out (1803).

1638
Root Canal – Extreme Danger
It is impossible to hear anyone above the roar of the water and you can see all the crew lashing themselves to the sturdiest parts of the Lump of Lead they can find. You need to do the same – make a L1 SR on STR to tie a really secure knot and then make a L1 SR on CON as the barge drops vertically down the waterfall. Go to 1824.

MISSING INACTION

1639
Grizzly Lane
When you come to, you slowly comprehend that you have been laid out on a chill marble altar and a large man with a bear's head coming down past his hairline stands above you with a slim silver dagger raised high. A deep voice intones soporifically, "You have erred, you have strayed, you have been found, you have been saved, you are free, you are eternal!" The pitch increases as each assertion is layered on top of the last until the blade slices down at your heart. Not everyone is happy to see the Bear Cult add to their stock of souls – let's see, maybe a Wizard-God will feel like saving you… Make a L2 SR on WIZ. Fail and the knife drinks from the blood-well of your heart and your soul fountains up to be taken; make it and another, kinder, power takes you from this rite, heals you and drops you unceremoniously in your pig sty (1).

1640
Lonely Canal
The oncoming craft hovers into view. It is about half the size of the Skullduggery so Bunty gives you the honour of aiming and firing Long John Thomas. Make a L1 SR on INT to calculate the elevation and when to fire. Go to 1826.

1641
Grizzly Lane
The ur-serum injected is most efficacious and turns you into a berikin (half bear, half man). You get claws and a snout, a back thick with hair but you still are just as dextrous as you keep your hands. Your STR and CON are doubled, as is your CHR (for those who like that sort of thing). The bears very much approve of the new you and invite you back whenever you like (you can return whenever you finish a Khaboom encounter and will receive nutritious porridge that restores 1d6 CON each visit). The only downside is that you need to hibernate through winter. You can go to 420, 430, 440 or 450 when you have had enough growling.

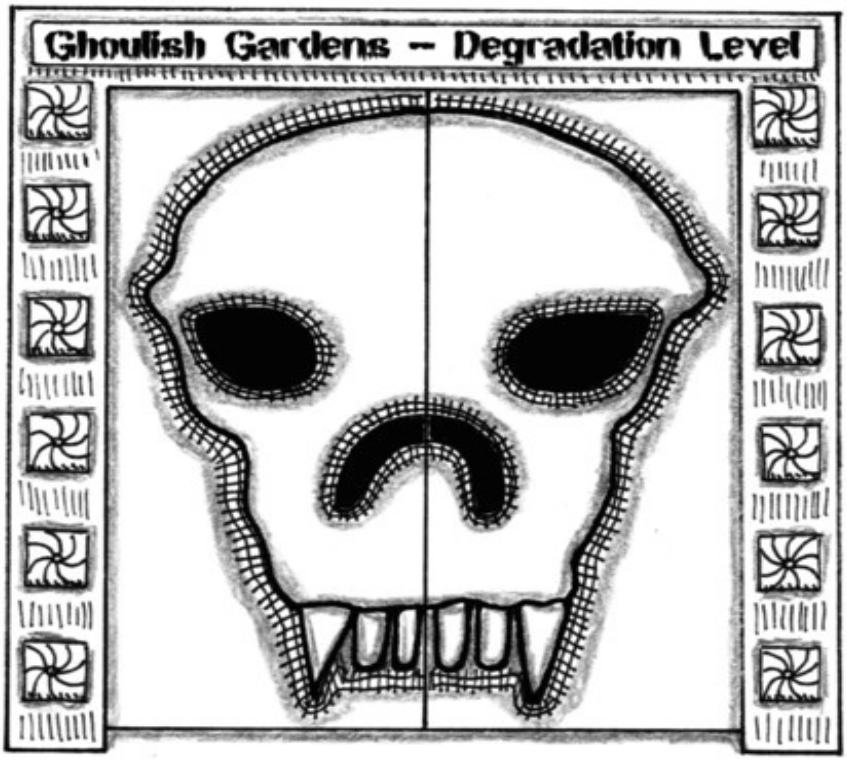
1642
Lonely Canal
The other boat is almost as large as the Skullduggery and has a crew of River Goblins. They are slight of build and have webbed feet and hands but are still lethal with the flensing knives they have strapped to their thighs. The numbers are about equal and you will have to fight a goblin in single combat. It has a MR of 20. If it kills you in the first round, your body will go into their filleting pile – they will surely salvage something to their taste. If you survive that first round, you need to make a L1 SR on LK to see who is winning the battle on the Lonely Canal. If you make it, go to 1828 but if you fail go to 1830.

1643
Silver Springs
You find yourself sitting to a chair, securely bound by chains around your legs, while your wrists are handcuffed behind your back. In front of you is a goldfish in a small glass bowl perched on a three-legged table. At once, a light shines in your eyes, bright enough to blind you. You feel someone slip a hammer in your right hand and voice whispers in your ear, “It’s you or him.” Then you hear the sound of water gurgling from a pipe and your ankles and feet quickly feel water sloshing about them. The handcuffs spring from your hands. Go to 1805.

1644
Ghoulish Gardens – Degradation Level
At your approach, the angel spreads its arms and draws you close. The feeling of euphoria that infuses you threatens to terminate your individuality, leaving you as a non-comprehending part of the whole. This might be a very cosy place to be, compared with dealing with onrushing ogres in a dungeon but it would not make for great character development. If you surrender, degradation will be complete. No one with a WIZ of less than 100 could possibly break free at this point (and if you can, good luck to you – you are ejected propulsively to 414). Your fate is in the balance as a *Committee of Wizard-Gods* watches over you and debates whether or not to intervene. The *ChairWitch* has the casting vote. Her name is Lois and she is quintessentially benevolent. If you can get half of the Committee to vote for your release, she will tip the scales in your favour. Each Committee member has a particular interest in you. You need to make a L2 SR on the attribute relating to that member’s interest to get the Wizard-God’s vote. Make these saving rolls for all 8 attributes. If five Committee members vote against you, you are lost into the *Abyss of Eternal Dark*; if the vote goes your way, you are whisked off to your pig sty (1) with each attribute you gained a vote from increased by 1d6. You receive a further 200 APs bonus.

1645
Silver Springs
After Flusho shakes you hand, it is the leprechaun’s turn and two things happen: a buzzer in Doonican’s palm gives you an electric jolt (lose 1 CON) and his hand comes off in yours!

Do you give the hand back to him (1807) or slap him in the face with it (1809)? (I can think of several other things you might do - like press the buzzer to his nose or disembowel him - but my paragraph numbers are already running wild!)



1646
Ghoulish Gardens – Degradation Level
The angel allows you to pass by and nods as you go. It is apparent that the way to open the skull door is to grasp it by the nostrils and pull towards you. It is not a heavy portal and it swings noiselessly towards you. Before you now stands a tall figure in a black robe, carrying a scythe resting on one shoulder. Burning green eyes show under a hood. A skeletal hand extends towards you and the figure speaks gratingly, “Come, your time has come. Take my hand, mortal.” You can take the hand proffered (1832) or go to the waiting angel (1644).

1647
Silver Springs
“Now,” says Doonican, “this could be fun. Shall I let you watch? No, I think not. You like surprises, don’t you? That was a rhetorical question, by the way.” He walks idly up to you, jumps into the air, clicking his heels together three times, and then head butts you on the bridge of your nose. It bleeds. And breaks. Lose 1 CON. You black out – go to 1643.

1648
Alrond Rise - Elven Treasury
The mob charges through the streets, knocking aside the futile efforts of a Watch squad to turn them, until it reaches Alrond Rise. A few crazed men have seized a big pole and are setting themselves to ram the proud doors to the Elven Treasury. You see a window open above the doors and a worried elven face peers out. You can add your muscle to the crew with the ram (1834) or give this up for madness and slip away in the hurly burly (414).

1649
Nosebleed Lane
I can't say I blame you for your hasty exit. Still, it is a fair way down and there are nasty, cutty things down there… A L1 SR on DEX not to break an ankle and a L1 SR on LK not to land on something sharp and infected. If you make it, you can watch to see what Green-Slimeball does (1811) or take of for the hills (420, 430, 440 or 450). If you fail, you take 1d6 CON loss and need to make a L1 SR on STR to get up before… (go to 1813).

1650
Hickory Docks
The milling throng gathers numbers like a rolling stone gathering groupies as you hurtle through the streets, scuttling any Watchman who dares to get in the path of the mob, until you burst on to the dockside where a bunch of grizzled dwarves are waiting, axes raised high above their heads. Their lookouts were clearly alert and gave the company an early warning of trouble brewing. Numbers are on your side. The wild rioters are in no mood for turning back just because of a bunch of short-arses with hatchets. Do you want to join in the stampede for the dwarves (1836) or legit back to the city streets (414)?

1651
Wildebeast Plains
The stairway proves to be crumbly – sandstone probably – and by the time you are halfway down, it looks dubious as to whether the next section will take your weight. Looking back up, you can see that going back would be suicidal. It may well be best to speed up. Make a L1 SR on SPD and another on LK and go to 1815.

1652
Krisstrasse
Sure, it's a big target but shooting a flaming arrow? There's balance as well as direction and altitude – it's quite a skill and takes practice. Then there's not getting your hands burnt. Make a L2 SR on DEX and go to 1838.

1653
Wildebeast Plains
After proceeding cautiously but uneventfully for some 40 minutes, you hear a deep rumble and then the ground shakes beneath your feet. Cracks appear in the earth and either falling into one or tumbling off the lip seems inevitable unless you sprint off into the forest. The trees now show barbs from every limb – surely they weren't there before? Make a L1 SR on SPD and another on LK and go to 1817.

1654
Krisstrasse
Missing is easy. Missing without looking like you're missing is something rather harder to pull off. Make L1 SRs on INT and on LK and go to 1840.

1655
Arbuckle Hill
"Lucky for some, lucky for me!" Buffy grins. "Thank you – it doesn't surprise me." He summons a lackey, a large imp with a flat head and an abacus in hand. "Buy 'sevens'" Mr. Warren instructs the servant. "It's going to be a doozy!"

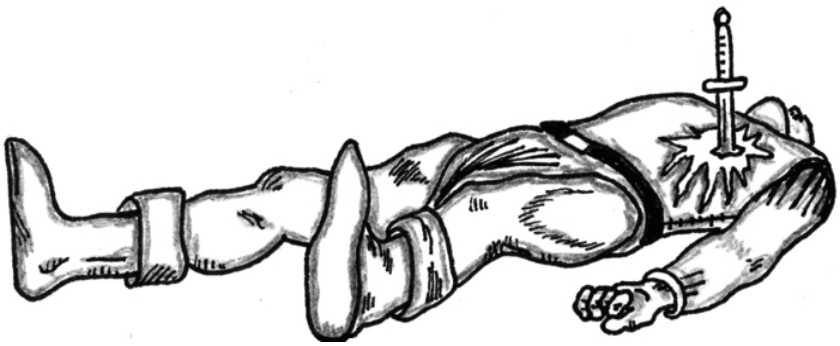
When the imp has departed, he gets out a roulette wheel with the name of businesses instead of numbers – The Acme Consolidated Monopolies Inc, Design Development Renewals, Perchance Dream Merchants and so on. You've never heard of any of them. "Now concentrate," Warren tells you, "watch to see which company the ball hops over and tell me," He spins the wheel vigorously and drops the ball in. It hops and skips and rattles as the names of the companies blur and meld into a stream of darkness on the red and green surface of the wheel. There is no sign of the wheel stopping. Do you want to tell him this is hopeless (1819) or slow the wheel with the edge of your hand (1821)?

1656
Peaswasse Street
There are many desperate arms reaching out for you, wailing plaintively as the flames lick higher. It is easy to save one but to save more? Each subsequent rescue requires a progressively higher SR on LK, starting at L1. If you fail, you get trapped in the inferno (go to 1842); if you decide you have been hero enough, go to 1844.

1657
Arbuckle Hill
Buffy exclaims eagerly, snorting with excitement. An imp enters to take his order. It has a sloping flat head and possesses a large abacus. "Buy X!" he yells ('X' being whatever number you choose) and the imp rushes out again. "We'll see. I'm investing a heap of gold and it's your responsibility," he tells you, wagging a finger. "I'm sure you won't let me down – I wouldn't want to let you down…" He cracks his long fingers as he says this last. Make a L2 SR on LK and go to 1823.

1658
Peaswasse Street
You get out easily. Not so the terrified occupants of the tenement. With a sudden flare of solar proportions, the whole jerry-built structure is engulfed in flames and no one else gets out alive… except… Johnny. Swearing vengeance on the landlord, the arsonist, the fire brigade and, most vehemently, on you, he runs out on to the street after you, a human torch now. You can run (1846), you can beg forgiveness (1848) or you can run him through if you can (1850)!

1659
Arbuckle Hill
As soon as you put on the helmet, you see glowing numbers, whirling past you in a dark night sky. There is nothing else. “Just call out any patterns you see,” he says. “We use those to make fortunes grow!” The numbers are moving so fast it would be a miracle if you did see a pattern. They flash past like comments, disappearing across the rim of the universe, while others collide, exploding in flares of neon brilliance. Soon your head begins to ache. Make a L2 SR on INT and go to 1823.



1660
Addled Pate Tavern
If your combat total was 30 or better, you drive the mob back and drag Johnny from their clutches – they look at you with raw hate in their eyes (go to 1852); if you did worse in your battling bravado, they pull you down and start ripping at your limbs. Attempt L2 SRs on STR, CON and WIZ and go to 1854).

1661
Arbuckle Hill
“Curiosity killed the cat!” Mr. Warren exclaims. “Are you a pussy?” He jams the helmet down on your head, hard. Lose 1 CON. ‘Time is money,” Buffy yodels, clearly enjoying the opportunity to employ his catchphrase. Go to 1659.

1662
Savage Street
The mob is hot on your heels, baying for your blood, closing fast. As you turn into Savage Street, you see a window open and realise that this is your only hope if you are not be thrown to the wolves (go to 62).

1663
Arbuckle Hill
Well done! You can waltz about the room without treading on anyone’s toes. I bet that you look good on the dance floor! Fred and Ginger giving you a certificate confirming you to be an arctic monkey and you now have a talent for dancing, based on DEX, with a plus of 1d6. You are now entitled to take a partner and dance the night away. Go to 1412.

1664
Lizardlick Road
Krikmaw punches through the top section of a garden wall in front of a beautiful garden and a pretty, cottage where an old lady sits rocking gently on her porch swing. The half-ogre bends to take a brick and then lobs it easily through the parlour window. “Your turn,” he chuckles as he hands a second brick to you.

You can hurl it at the cottage (1856) or crack Krikmaw on the back of the head with while he is sticking his tongue out at the old lady who is advancing with her parasol raised (1858).

1665
Arbuckle Hill
If you found the right partner and you stepped out with style, panache and élan in equal measure, you are awarded with a certificate for couples dancing. You have a new talent (based on DEX plus 1d6) – you can use this talent for saving people: you can make DEX SRs for them in balance and agility situations. May it win you good friends and good cheer. You are permitted now to enter tomorrow's Tango Tournament. You may leave (430) or dare to dance the *Dance of Death* (1827).

1666
Seamists
The journey to the coastal town is uneventful. As you draw close, the mists begin rolling in from the sea and the carriage seems to float on an ocean of cotton wool as you wind down from the hills. The driver, a peroxide blonde named One-Eyed Jill, calls out to you to keep an eye open for ghasts. She tells you these ghoulish creatures occupy the catacombs nearby and are always hungering for flesh. The horse snickers nervously as Jill picks up the pace. Make a L1 SR on INT and go to 1860.

1667
Acorn Lane
Celer is a meticulous painter, fussing over shades and hues, never quite satisfied with texture, cleaning his brush after every stroke. Time passes with snail-like pace. You begin to get tired and hungry and uncomfortable. When you show signs of this distress, the painter merely snorts with derision. Make a L1 SR on CON. If you fail, you just cannot hold the pose and so he takes action (go to 1829); if you succeed, you somehow grit your teeth and bare it (sic) – Celer eventually completes his artistic endeavour and rewards you with a miniature of the Mayor. If you ever get to the Mayor's offices on Pentagram Square, you can sell it for 500 GPS (he's so vain). Now get dressed and skidaddle (450).

1668
Epicurean Avenue
Make a L1 SR on LK. If you make it, the knife slips home and you murder the boy before running off before anyone comes to investigate. The knife grows warm and then cold in your hand, pulsing between the two states. If you can make a L1 SR on WIZ, you can master *Fervigel*. The blade has a minor demon trapped inside and normally gets 5d6 +5 but this is double against ice or fire based foes (but only if you made the WIZ SR can you command the demon Fervigel). You can go to 414. If you failed the LK SR, you just didn't get the moment to strike and Alevak pins your wrist and takes possession of the knife before disappearing into the crowd as City Watchmen seize you and march you away (go to 163).

1669
Acorn Lane
The painter takes it with little interest. "Mon dieu! What is this mere triffle to me? I am an artist! I live for my art, I suffer for my art! Without art, what is life? I ask you seriously, mon ami…" He loses his thread as he turns back to his palette and indicates you should undress and hold a pose. You can just go (450) or take your stand for art's sake (1667).

1670
Throgludite Crescent
The safe house turns out to be no house at all. Alevak saunters up to a group of youths, clearly up to no good, loitering on a street corner. “He helped me get the knife back!” he tells them loftily. “You make your minds up though – if you like him, take him in, if not…well, I’ve got a certain merchant to see now I’ve got *Fervigel* back.” Alevak struts jauntily off, leaving you with the gang. Make a L1 SR on CHR. If you make it, go to 80; if you fail, they shake their heads and send you on your way with a pork pie that is a little past its best as a goodwill gesture (go to 440).

1671
Acorn Lane
“Sshhhh!” he hushes you. “Keep it – it is not art and so it has no value, do you not see? While you’re here, make yourself of use to something eternal, to art itself. Sit astride the beast.” You can leave this mad, if gifted, aesthete (450) or do as he bids (1831).

1672
Liliyliver Lane
The piggy bank is a small creature with an infinite capacity to store gold coins. Its name is Hamish. Hamish has a MR of 10 and can fight to protect you as he is very loyal (to you know as Hagnes switches his allegiance). The only draw back with storing gold coins in Hamish is that whenever you want to make a withdrawal, you must make a L1 SR on LK. If you fail, Hamish will spew forth a copper coin instead of gold and will do so for any further withdrawals in the next 24 hours. Hagnes looks like a broken old woman (well, old bat) as she sobs her goodbyes to the happy Hamish. You can go to 440.

1673
Acorn Lane
As you turn to leave, the painter calls out to you with a hushed but penetrating voice. “No, stay! I need something more… I cannot, will not, settle for the ordinary, for that is to die! Be seated on the back of the beast.” You can do as he wishes (1831) or take the money and run (450).

1674
Caves of Nerja
You are standing on a gallery with Hagnes, looking down at steeply descending path in a complex of dark caverns. “The good stuff is here!” she cackles. “But you’ll never find it and you’ll never get out of here alive!” Then she runs of a triple *Little Feets* speed, leaving you alone with a lantern. Hagnes may not be good at prophecy though…

A voice whispers in your ear: “Fear not! I will help you. My name is Lois and you may return, fully healed to Khaboom if you wish (go to 1). If you wish to explore these caves, all I can do for you is grant you a boon.” If you wish to return to the city, do so; if you wish to explore the caverns, you get a 1d6 boost to WIZ, LK and CHR. **There will be a new solo from Khaghbboommm Press before long, titled ‘*The Caves of Nerja*’.** You can play on at 1 but you do not get the attributes boost unless/until you play the next solo.

1675A
Piccadilly Circuit
As you stoop, you must make a L2 SR on INT and a L2 SR on LK. If you fail, you have just had your pockets picked and never noticed a thing! You lose whatever was kept within and what is more, your backpack has been slit and its contents have been filched too! Studger smiles and thanks you for your assistance before attending to the next customer. Now you can go inside for the grand show (1833)!

1675B
Piccadilly Circuit
The hobbit gives you a queer look but hands over the programme. As you leaf through it, you can see that there are many intriguing acts: Herman the Human Hairball, Lila the Floating Island of Bounce, Pistachio and his Loose Nuts, the list is long. Make a L2 SR on INT. If you fail, you have just had your pockets picked and never noticed a thing! You lose whatever was kept within and what is more, your backpack has been slit and its contents have been filched too! Now you can go inside for the grand show (1833)!

1676
Liliyliver Lane
Well, it <u>was</u> your call. One day (this very day, in fact), the evil Hagnes betrays you and attempts to slay you. She succeeds unless you make a L3 SR on LK (in which you can have a bonus of 200 APs and go to 430). Her method of murder? Shrinking you with a spell she learned from Khabboommm himself that shrinks you until you are about the size of quark, strangeness and charm.

1677A
Dungbeetle Scrubs – More Deranged and Dangerous Prisoners
See the **Criminals** section of the **Wandering People** lists at the back of the solo for a more cell dwellers. If you can kill your criminal, the city authorities will pardon you, glad to have saved on board and lodging – you must fight to the death!

1677B
Piccadilly Circuit
If you fell in, you see a wry smile pass over the hobbit’s face as you emerge dripping and dirty but he soon recovers and suggests that you buy a ticket and give up dreams of greasepaint and audience applause (if you want a ticket, go to 1418, if not you can find fresh pastures so go o 440). If you daintily traipsed over the scummy water and kept your balance, Studger nods in appreciation and sends you off to meet Lupini and Messanga, the High Wire stars (1835).

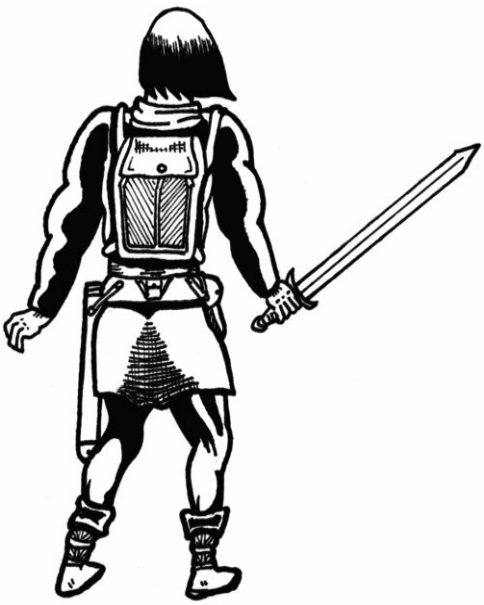
1678
Quill Court
At the offices of Kelba the Centaur, a *Death-Vow* deed is drawn up and Hagnes signs it with trembling hand, lip and bowels. You now have a witch as your unto-death-do-you-part slave.

Hagnes is a L4 witch and you may create her as you will, dear player. She can have a total of 200 points to distribute over the 8 prime attributes. She knows all L1-4 main spell book spells and also knows *Quark, Strangeness and Charm*, a spell taught to her by Khaghbboommm himself, which shrinks anyone with lower WIZ than her whom she touches down to sub-atomic size permanently. It costs 30 WIZ and is a L4 spell for her. There is a curse on her so that she will not be able to use a staff of any kind nor a battery nor a focus as a slave. Go and trash Trollworld with Hagnes (414)!

1679
O'Vather Hill
"Fantastic!" they exclaim in unison. "OK, guy, here's the lowdown," Punch fairly shrieks. Judy restrains him by squeezing his pips and you glean, in between eruptions of histrionics, that he is a dwarf cyclops who lives in a tower at Donkey Pits. Before they set you on you way, they hand you terms and conditions drawn up by Kelba the Centaur lawyer, duly signed, stamped and witnessed, and give you are key to the trapdoor at the back of Stalin's tower, where the draymen deliver his vodka kegs. Go to 1837.

1680
Liliyliver Lane
If you can make a L2 SR on WIZ, Khaghbboommm himself, who bears some responsibility for Hagnes' power, will save you and dump you, fully healed, back in your pig sty (1).

1681
O'Vather Hill
If you failed the CHR SR, you gain nothing. Go to 1679 (your still being here is legally your acceptance of the contract). If you made it, you convince them of your true good intentions and they give you a magic lariat, 20' long and all but unbreakable. "I use it most days to keep myself amused," Punch confides. "It's cheaper than going to comedy shows, tripping up workmen in the streets but I suppose I can spare it." You only have to make a L1 SR on WIZ to make it entangle the legs of anyone within range if they do not make a L3 SR on DEX or SPD to avoid it. They watch for your reaction. Go to 1679.



1682
The Great Wall of Khaboom
"Fair enough. Any sign of trickery and you're dog meat, got it?" The man trudges off to check on the infirm and then organises the company to move out. After a slow and nerve-jangling journey, you arrive at the little town of Glassstones. It is a one horse town but there is a pub. Without bothering to talk to the locals, Sergeant-Major Grout has you begin on the rebuilding of the wall, destroyed by a depressed dragon which erroneously thought it could roost on it. It is arduous, tedious work. Make a L1 SR on STR and go to 1862.

1683
Desolation Row
If you made the SR, you force yourself to digest the streams of unconsciousness spilled from the pens of these negligent scribes. It all amounts to a string of

beans and you are able to put them firmly in their place and steer them to more suitable pastimes (such as latrine scouring). A grateful city awards you the lauded position of *Professor Emeritus* (Literature and Not) at the Khaboom College of Higher Studies, a smoking den of iniquities if ever there was one. You get a monthly stipend of 1,000 GPs and can stay in a nice gothic house on campus and get massaged back into full health by doting students whenever you end an encounter in the city. If you failed the SR, the tsunami of meaningless drivel leaves you with a cabbage for a brain and you are put to work on the municipal gardening allotment. You can try to make a L3 SR on WIZ once each year to see if any passing Wizard-God is willing to put your INT back up to 10 and drop you back in your pig sty (1). Hope you die before you get old (talking about your generation).

1684
The Great Wall of Khaboom
Sergeant-Major Grout curses you roundly and leaves you to make your way back as best you may, sending a message back to the guards on the Great Wall gates to arrest you on sight. You can try to sneak back in (make L1 SRs on INT and LK and go to 1864A) or decide to end your acquaintance with Khaboom and make your way in a different part of the world. Not so far away, there are portals to Khazan, Khosht and Gull but the price to use them is 1,000 GPs. If you are leaving this solo here, you need to make one last L1 SR on LK to survive being captured by slavers – succeed and you may go with a bonus 200 APs, fail and you live a short life as a sadistically treated slave to an uruk dentist who likes to practice on his slaves.

1685A
Desolation Row
T.S. is of course over the moon while his rival, Goldpiece, is at least as sick as a parrot. Irriot has the laurel crown placed on his head, while Ezra puts his head between his knees and vomits. You get a signed copy of the book plus 10% of the new publishing deal *Khaghbboommm Press* gives to the winner. That means you can collect 1d6 x 50 GPs every month as the city's bookworms feast on the now-validated literary masterpiece. You can go to 420, 430, 440 or 450.

1685B
Desolation Row
Ezra is elated while T.S. blames his fall from grace on that lack of an 'L' for a middle initial (*Times Literary Supplement*). Goldpiece has the laurel crown placed on his head, while Irriot puts his head in a bucket and wanders out across a busy thoroughfare. You get a signed copy of the book plus 10% of the new publishing deal *Khaghbboommm Press* gives to the winner. That means you can collect 1d6 x 50 GPs every month as the city's bookworms feast on the now validated literary masterpiece. You can go to 420, 430, 440 or 450.

1686
Dungbeetle Scrubs Hospital
The Hospital finds that the threat of an unnecessary amputation generally clears out the malingerers. Medicus Quis, a cheerful fellow with a dark blue cape and a strange metal hand piece, appears after 30 minutes and removes a few toes and then ears from those who don't take him seriously the first time he waves the humming object. The Medicus, as he likes to be known, turns to you. "Do you want to keep the baby?' he enquires with a twinkle in his eye. If you tell that you certainly do, go to 1864B but if you say you will agree to a termination, go to 1866.

1687
Desolation Row
Best get out of here quick because their fan club is coming (that is, a large illiterate hill giant over-heating and circulating air about his head vigorously while carrying an enormous bludgeon dipped in squid's ink). You slip between Stopliath's legs and go to 414.

1688
Dungbeetle Scrubs Hospital
The Euthanasior arrives to put the many here on death row out of their misery. He simply places a cool palm on their foreheads and smiles as he shuts their eyes for the last time. Then he turns to you. "Your case is different", he says from behind the sub-mask of burnished bronze that conceals his identity. "Will you *Pass Beyond the Veil* (1868) or do you wish to see a *World Where the Sun Never Sets* (1870)?"

1689
Desolation Row
The irate authors manage to do 2d6 CON damage to you before you roll away from them, straight into the path of their fan club (see 1687 for convoluted explanation), a hill giant with an enormous bludgeon. Stopliath takes a swing at you, missing hideously, but the turbulence he creates sends you spiralling off into the distance, where you land painfully (lose 1d6 CON) and roll down a hill to a busy intersection (414). Of course, you may very well be rather dead by now.

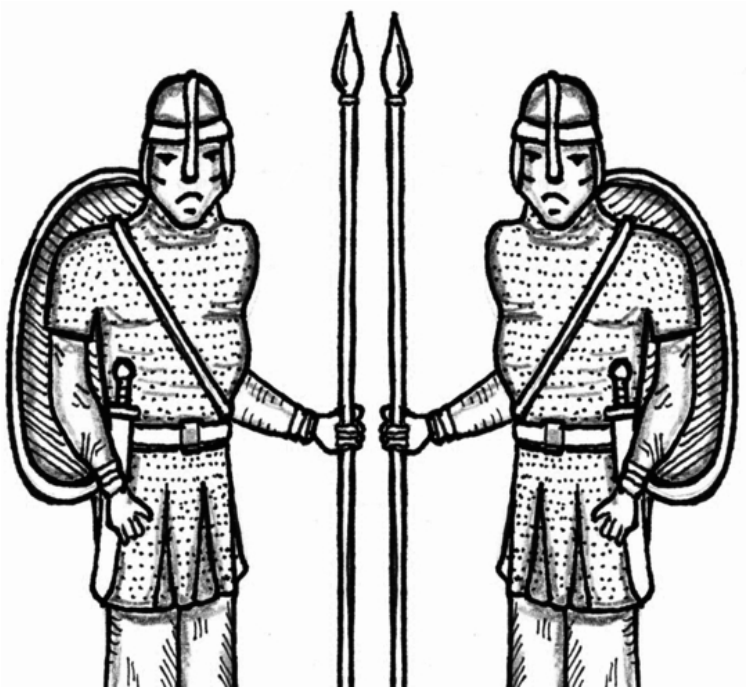
1690
Lardass Street
Lemmie also has poor eyesight. He is quite mistaken in the identity of the wizard who turns and aims a spell at the two of you. Who will he cast at? His WIZ is undoubtedly high enough for the spell to work and he makes his INT SR to cast. Roll 3d6 (TARO) to find Lemmie's LK and see who can make the best SR (keep rolling until you get a victor but only take APs for the first roll). Spontaneous Combustius is doing his charity work for the week and *Upsidasying* goods to the house an old lady is moving to. He does not like such work to be disturbed and has a famously nasty temper to match his name. He either casts *Blasting Power* (4d6 plus 12 damage) or *Oh Go Away*. If you die, blame Lemmie; if you run away in panic, you do not stop until you get back to your pig sty (1); if Lemmie is the one spellstruck, you can sidle off sheepishly (450) or apologise and offer to help (1872).

1691
Mortuary Lane
The '*Song Book*' is something not to found on the shelves of good public libraries; rather, there are just a few depraved individuals on Trollworld who possess a copy, people better to have been left unborn, and you happen to be in the hands of one of these individuals.

The array of possible and not so possible tortures means that you have a few minutes of mental anguish before something not imagined in anyone's worst nightmare begins. This solo might fall into the hands of minors so I darest not speak of that which you endure… You were not worthy and so, in the end, you die, not with a bang but with a whimper. On the brink of exiting, your STR, CON, DEX and SPD have been permanently reduced by 1d6 when a Wizard-God with a short attention span decides this has gotten predictable so he dumps you unhealed in your pig sty (1) and deprives the torturer of another notch on his belt.

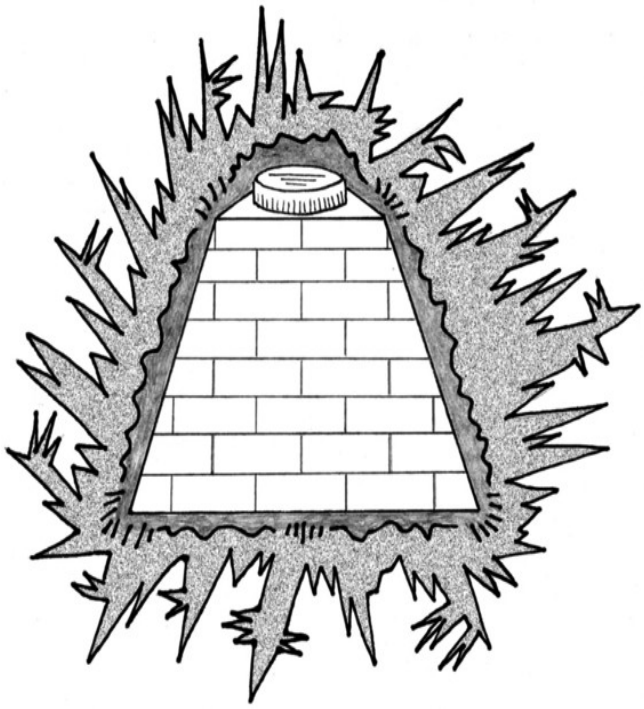
1692
Lardass Street
The wizard in question is the irascible (and suitably named) Spontaneous Combustius. Sponty is doing his good deed for the week, as the grateful old lady he is helping move house soon testifies. You can take a 50 AP bonus for sound judgement, Lemmie commends the wizard and continues down the street (1874).

1693
Mortuary Lane
"Good!" Agonadzeh grates. "The Pharaoh like an obsequious minion – so hard to get these days since they gave ordinary people the vote." If you failed, the LK SR you get to be the Asharphazar's personal bandage washer (not a job for the faint hearted as there are some stains it is very hard to get out). You are bound by a curse (L10) so that you cannot leave here. If you made the SR, the torturer gives you the job of being his internal organs pickler. The pickling is not so simple – it takes a L2 SR on both INT and DEX to master the arcane arts. Every time you try and fail, the preserving fluids you breathe sap 1 point of CON permanently. If you prove to be a master of the art, Agonadzeh will give you a set of armoured bandages (they take 20 hits and are flameproof) and will let you wander the city freely. You can return here at the end of any encounter in Khaboom and be fully healed, fed and watered but you may not leave the city without the *Curse of the Angry Worms* mortally affecting your bowels due to Asharphazar's L10 hex on you.



1694
Dungbeetle Scrubs
If you made the saving roll, you manage to terrify the two captive Watchmen into telling you where the strongbox is with all the station annual *Piss Up in a Brewery* funds. If you have a talent for lock picking, know the *Knock-Knock* spell or can make a L2 SR on DEX you can even open it and pocket the 250 GPs before footsteps approaching tell you it's time to leave (440). If your luck was out and you flubbed the SR, a cough behind you makes you turn about only to see five guards armed with pikes and a net, who easily take you captive. "Take 'im to the stocks!" roars Bubba and Nobby does not disagree. Go to 1876.

MISSING INACTION



1695
Mortuary Lane
Agonadzeh is an ancient relic, albeit one capable of inflicting awful agonies. If you made the LK SR, you have caught him on a day when he forgot to take his pep pills – you send him flying against a wall and he is slow getting up. As he crashes to the ground, a small glowing pyramid with a red button on top flickers from the invisible plane to the visible. You can – and – should push it now (1839). If you failed the LK SR, Agonadzeh is dosed up to the eyeballs on synthetic uppers today and he smashes you hard on the bridge of the nose (lose 1d6 CON), knocking you senseless with the centuries-old force of his *Khremmbrulee*, a soft sticky spot on the palm of his left hand. When you come to, he has you bound and secure, and is gibbering and drooling with anticipation. Go to 1430.

1696
Dungbeetle Scrubs
Furry is a hard man and swings a mean fist. He clicks on knuckledusters so he gets 4d6 plus his combat adds of 14. He is wearing a riot vest which takes 4 hits. If you do not take him down in two rounds, guards will come to his aid and overpower you. If you lose to the hairy sergeant or the guards seize you, they take you to the stocks (1876); if you win, you can take the knuckledusters plus Furry's purse which has 30 GPs in it before you scarper (440).

1697A
Jasmine Dragon Tea Rooms, Tyree
You are levitated onto the horse, between the woman and the hobbit, who has an axe in place of his left leg below the knee (the horse is understandably nervous). The woman introduces herself as Lois and the hobbit turns out to be her husband, Gibby Honeydew. Fortunately, Lois more than makes up for Gibby's rude thoughtlessness. They take you back (the horse spreads its invisible wings) to the little town of Tyree where they run the Jasmine Dragon Tea Rooms, a hostelry blessed with the most restorative of teas. You are fully healed and then some – your CON is doubled. Lois confesses to being a Witch-Goddess and tells you that she has enjoyed watching your capers and that she hopes you will be more careful in future. Gibby grunts to indicate that his wish is diametrically opposed. They take you back to your pig sty (1) and leave you to sample more of the city's delights.

1697B
Desolation Row
As agents so often and so sadly turn out to be, they prove inept and ill-qualified for assisting their clients and take to their heels and run as soon as you show signs of fight. Looking about, you see that everyone has gone and the street is deserted now.

Hard to believe there was so much going on a few moments ago. There is no point in hanging about here so make your way to a good vantage point on one of the hills (420, 430, 440 or 450).

1698
Back Passage
Best to get out of here while you still can. There is a bracer lying on a Simon's side table which is studded with emeralds. It is worth 200 GPs but when you try it on, you find it significantly increases the strength of that arm (a 1d6 +2 boost to STR). Now get ye gone (414)!

1699
Desolation Row
The agents are quick to accept your apology and introduce themselves as Horrel and Lardie. The big one, Lardie, a great walrus of a man, takes out a notebook and asks you if you would write a few words describing what you have seen here. Horrel fiddles with his bowtie, flaps a bit and then gets a pencil from behind his ear, licks the point and hands it to you. Make L1 SRs on INT, LK and CHR. If you fail to make all three, they look at you rather sadly, shake their heads and leave you, now all alone, on Desolation Row. If you succeed, they are delighted and offer you a contract, drawn up quite properly by Kelba the centaur lawyer. It gives you an author's royalty of 50 GPs a week for the serialisation rights to your fictionalised accounts of life in the city. There is no point in hanging about here so make your way to a good vantage point on one of the hills (420, 430, 440 or 450).

1700
Acorn Lane
As soon as you push the button on the left, an alarm begins to wail. In fact, that is exactly what it does because the alarm consists of the captured voice of a banshee. The sound is devastating. Make a L2 SR on INT. If you fail, you lose 1d6 from INT permanently. You need to make a L1 SR on SPD to get out through the secret door to the street that has just revealed itself (430) otherwise you need to try a L3 INT SR or lose 2d6 INT. You can push the button on the right if you wish (1702) or push both buttons together (1704) but that would also mean you need a L3 SR on INT to withstand the ghastly screaming or lose 2d6 INT.

1701
Desolation Row
Unless you made both saving rolls, you have been possessed. You may still play the character but your LK falls to zero until you can find someway to have this L8 curse lifted. Your PC will go berserk at the sight of angels, unicorns and other whiter-than-white beings, attacking as if under a failed *Oh Go Away* spell. If you made both rolls, you now have the ability to repel ghosts, banshees and similar lingering spirits (not the undead) up to a MR of 3 times your LK. Take 100 APs either way. There is nothing more for you on the now deserted Desolation Row – go to 42, 430, 440 or 450.

1702
Acorn Lane
As you push the button on the right, you hear a screeching of stone as blocks move and a section of the wall slides to one side, revealing a spiral staircase going up. If you want to climb the staircase go to 1878B; otherwise go to 1493 and choose another option.

1703
Viper's Nest Caverns
The Viper is an ancient naga dwelling deep in the bowels of the earth, providing oracles to those who live beneath Trollworld's crust. She is draped in thick, gauzy veils and surrounded by handmaiden, constantly tending to braziers smoking with exotic incense. With sibilant voice, the Viper speaks, "Oh child of light, will you accept the eternal embrace of Darkness? Darkness is often misunderstood and set alongside Evil, Fear and Cruelty. We have no allegiance to those ghouls here! I foresee the capture of a snail in your destiny. Seize the day, child, and then return to rule these caverns!" She speaks no more and you are shown to the surface (414). If you ever succeed in regaining the *Holy Snail*, you may return here (1841).

1704
Acorn Lane
Pushing both buttons at the same time gives rise to an ominous rumble above… and then the roof caves in. This is akin to being caught in an avalanche. You take 10d6 damage as you get buried alive (or dead). If that does not kill you, an amused Wizard-God dusts you down, heals you and drops you back in your pig sty (1) and you can take 100 APs bonus for hanging (or lying) tough.

1705A
Viper's Nest Caverns
The nobility of this gesture in support of the fallen monarch of the underworld leaves his subjects speechless. Although Monty is long gone in their short attention-span hearts, the self-sacrifice you are undertaking moves them first to tears and then to action.

As the *Incinerator*, a fire elemental named Burnie, moves to ignite the bonfire wood, Monty's liberated subjects cry out for you to take over the Caverns. There is a stampede to take you down from the pyre and Burnie has to step aside. The Cavern folk carry you aloft to the Caverns' ancient kingmaker, the Viper (go to 1703).

1705B
Viper's Nest Caverns
There is nothing to be done for Monty except shut his eyes and stand aside as Burnie the Fire Elemental moves in to ignite the funeral pyre. It is a spectacular send off for the Moleman, not least because Burnie's mate, Scorch, has liberally sprinkled the wooden pyre with iron pyrites. The thrilled crowd is standing too close for safety, there being lax health and safety standards in the Caverns, and many are struck by fiery chunks of wood and Monty. Now you can do you *Angel of Mercy* routine. Make the best SRs you can on LK and on SPD – the combined levels indicate how many people you save. If you save more than three, you are given the position of the Caverns' chief rescuer, the *Flying Doctor*. You get a medical bag with a magic sponge that can do 1d6 healing to any wound and a woolly cap with small wings that allows you to fly at double normal speed. You can come back to the Caverns whenever you end an encounter in the city and stay in comfort for free and enjoy 5-star dining and entertainment. You can even bring your friends. You can go to 420, 430, 440 or 450 when you are ready.

1706
Acorn Lane
When you kiss the Bullyfrog, there is a tremendous flash and crash of exploding khremmatic energy. Enough to kill you stone dead if you do not make a L1 SR on WIZ for your connection to the planet's khremmatic core to preserve you. If you survive the detonation of the frog's khremm store, you see rising from the wisps of orange smoke a carbon copy of yourself! You now have a twin, like minded and devoted to you as you are to your other half. The twin is naked but a watching Wizard-God kits your twin out just as you are, down to the last item, even if it is enchanted, before sending the pair of you back to your pig sty (1). You can take a bonus 100 APs.

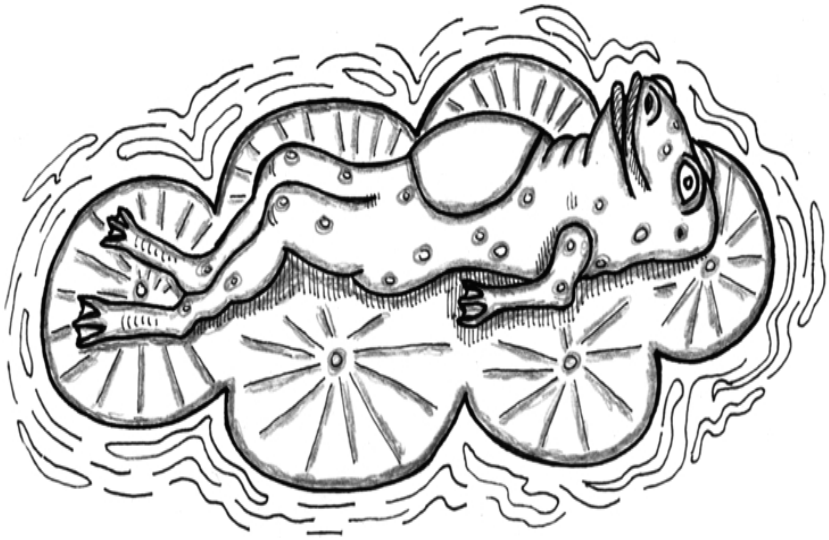
1707
Desolation Row
Your shout tips the balance and Cain steps forward, a crazed grin parting his lips. He elbows Abel in the ribs hard, breaking three, before pulling the lever and consigning the victim to a swift death. If it was you, too bad. If it was Koen, read on… A centaur appears with a document in his hand. "I am Kelba and I bear the last will and testament of the deceased, duly witnessed." The centaur goes on to say that Koen left his prized possession, his '*Book of Riddles'*, to you. The riddles have the power to befuddle (just like the spell). If you read one aloud, anyone hearing who fails a INT SR at your level will become befuddled. You need to make a L1 SR on WIZ each time to power the riddle at a WIZ cost of 5. There are 100 riddles and each one burns up after being powered. It takes 3d6 seconds to read each riddle. You can take this and leave for 420, 430, 440 or 450 when you are ready.

1708
Acorn Lane
As you hack the Bullyfrog to slimy chunks, there is a tremendous flash and crash of exploding khremmatic energy. Enough to kill you stone dead if you do not make a L1 SR on WIZ for your connection to the planet's khremmatic core to preserve you. If you survive the detonation of the frog's khremm store, you see rising from the wisps of orange smoke a carbon copy of yourself!

MISSING INACTION

You now have a twin – but a twin who is determined to take your place and end your existence. This town is not big enough for the two of you so you must fight until one is slain. Your twin is equipped absolutely as you are and will cast any spell that you do. At the end of this combat, a watching Wizard-God will send the victor back to your pig sty (1). You can take a bonus 100 APs and if you died, you may play the evil facsimile.

1709
Desolation Row
Your support and encouragement makes Abel able to beat off Cain, who sulks atrociously and smashes the scaffold to the anger of the crowd. You and Koen can make your escape now. As you go, Koen hands you his treasured '*Book of Riddles'*, to you. He has lost the will to put people to the test and decides you should be the new custodian. The riddles have the power to befuddle (just like the spell). If you read one aloud, anyone hearing who fails a INT SR at your level will become befuddled. You need to make a L1 SR on WIZ each time to power the riddle at a WIZ cost of 5. There are 100 riddles and each one burns up after being powered. It takes 3d6 seconds to read each riddle. You can take this and leave for 420, 430, 440 or 450 when you are ready.



1710
Acorn Lane
This time, the Bullyfrog winks at you and lays down belly up, pouting its lips at you, as if it expects you to kiss it. You can do that (1706) or you can swim up to it while both eyes are closed and it is waiting for your embrace and hack into the amphibian in grand Shakespearian fashion (1708).

1711
Desolation Row
No point in going out quietly. There is, this being Khaboom, a chance of attracting the merciful attention of a watching Wizard-God. You need to make a loud enough hullabaloo (L1 STR) and spark a khremmatic flare (L1 WIZ) and just be plain old lucky (L1 LK). If you make it, you can take 100 APs for your near death experience and you get dropped (lose 1 CON) fully healed (before the drop) back in your pig sty (1). If you fail to attract a semi-divine intervention, your neck breaks and you soil yourself as you die.

1712A
Acorn Lane
You may be turning a page or you may have just survived a brush with death but whichever it was, you are now ingesting a most puissant spell. It is the long lost *Death Spell #8*. Not a L8 spell at all, this *Death Spell* can be learned in a variety of ways and cast at a WIZ cost exactly equal to the caster's current WIZ minus one. It takes L2 SRs on both INT and DEX to cast successfully. The spell affects 2d6 targets within 100' of the caster, selected simply by a sweep of the eyes by the caster. Anyone or anything on the receiving of this spell must at least match the level of a LK SR made by the caster or drop dead instantly from a massive cardiac arrest. Now you can walk away with your great gift and go to any of 420, 430, 440 or 450.

1712B
Wizards' Guild – Pentagram Square
The man turns his wide eyes on you, pulling his mutton chop sideburns with both hands in his excitement. "Incredible! You have brought us the long lost *Death Spell #8*. I thought I would never see the day, no matter how long I lived!" When he recovers from the tiredness that the prolonged jig of exultation induces, Marmaduke Jinks snaps his fingers to summon a junior colleague. "Fetch me a *DSNN* ring and hurry! And champagne – three glasses, yes, you're included too, Shnodgrass." When Shnodgrass returns and your glasses have been charges, clinked and drained, Marmaduke has his underling pass you a plain silver ring with the word 'Nine' engraved into the metal with a burning red script. "This ring will allow you to cast *Death Spell #9* – use it judiciously and be slow to murder!" The ring drains 15 WIZ when the spell is cast and it takes just a L2 SR on INT to trigger it. Several more bottles of bubbly are demolished and many senior wizards come in to toast your health. You are fully healed, given a night's luxury accommodation and then taken safely and with great fanfare to your choice of 420, 430, 440 or 450. You also get a bonus 100 APs.

1713A
Desolation Row
If you can make a L1 SR on both DEX and SPD, you succeed. If you fail, you fail – period – and either Koen is executed (go to 1713B) or you are and that's all I wrote. If you succeeded, read on… You do not have to possess a particularly potent stamp to set these querulous brothers off and they are soon at each others' throats, taking down the scaffold in their wild thrashings. This totally pisses off the crowd and a general rampage ensues. You and Koen can make your escape now. As you go, Koen hands you his treasured '*Book of Riddles'*, to you. He has lost the will to put people to the test and decides you should be the new custodian. The riddles have the power to befuddle (just like the spell). If you read one aloud, anyone hearing who fails a INT SR at your level will become befuddled. You need to make a L1 SR on WIZ each time to power the riddle at a WIZ cost of 5. There are 100 riddles and each one burns up after being powered. It takes 3d6 seconds to read each riddle. You can take this and leave for 420, 430, 440 or 450 when you are ready.

1713B
Desolation Row
A centaur appears with a document in his hand. "I am Kelba and I bear the last will and testament of the deceased, duly witnessed." The centaur goes on to say that Koen left his prized possession, his '*Book of Riddles'*, to you. The riddles have the power to befuddle (just like the spell). If you read one aloud, anyone hearing who fails a INT SR at your level will become befuddled. You need to make a L1 SR on WIZ each time to power the riddle at a WIZ cost of 5. There are 100 riddles and each one burns up after being powered.

It takes 3d6 seconds to read each riddle. You can take this and leave for 420, 430, 440 or 450 when you are ready.

1714
Acorn Lane
And yes, it is a trap now. A sticky sheet of fly paper, magically strengthened, drops down from the ceiling. It is large enough to make evasion a ludicrous notion. You need to make a L1 SR on STR to break out of its grip. Do that and you can flee all the way to 414; fail and the outcome is quite different: the paper also has an acidic substance imbued into its fibres and after an hour, or two at the most, you begin to dissolve rather agonisingly until you are no more…

1715
Desolation Row
You need to have an amazing impact on the crowd and the two executioners to make enough of a difference. Make a L3 SR on CHR. If you fail, the death sentence is carried out and then you hear your name mentioned so it is only prudent to vamoose (414). If you make it, the crowd is swayed and calls for mercy; Abel is ready to heed the call but not so his more vindictive brother. They are soon at each others' throats, taking down the scaffold in their wild thrashings. This ignites the crowd and a general rampage ensues. You and Koen can make your escape now. As you go, Koen hands you his treasured '*Book of Riddles'*, to you. He has lost the will to put people to the test and decides you should be the new custodian. The riddles have the power to befuddle (just like the spell). If you read one aloud, anyone hearing who fails a INT SR at your level will become befuddled. You need to make a L1 SR on WIZ each time to power the riddle at a WIZ cost of 5. There are 100 riddles and each one burns up after being powered. It takes 3d6 seconds to read each riddle. You can take this and leave for 420, 430, 440 or 450 when you are ready.

1716
The Devil's Horns
Make a L1 SR on DEX. Succeed and you heave chunks all about you and the party really goes off with a fizz. The devils keel over before closing time and so do you. When the hangovers clear the next afternoon, they present you with a toasting fork as a souvenir to take home (where they duly send you – 414). The fork is unbreakable barring magic of L10 or higher and gets 10d6 in battle or can discharge an accurate 10d6 blast of brimstone up to 50' (it takes three hours to recharge and is just a 2d6 weapon unless fully powered). If you failed to make yourself vomit, the Hellfire Juice burns your stomach lining and then sets you ablaze internally. This brings on rapid and painful death and the devils warm their toes on your burning corpse.

1717
Desolation Row
Kindness or cruelty? Who can say and perhaps the two blend on occasions such as this. Koen dies and the crowd goes wild. You did your civic duty – sic transit gloria mundi. A centaur appears with a document in his hand. "I am Kelba and I bear the last will and testament of the deceased, duly witnessed." The centaur goes on to say that Koen left his prized possession, his '*Book of Riddles'*, to you. The riddles have the power to befuddle (just like the spell).

If you read one aloud, anyone hearing who fails a INT SR at your level will become befuddled. You need to make a L1 SR on WIZ each time to power the riddle at a WIZ cost of 5. There are 100 riddles and each one burns up after being powered. It takes 3d6 seconds to read each riddle. You can take this and leave for 420, 430, 440 or 450 when you are ready.

1718
The Devil's Horns
For this desperate remedy to work, you need a L2 SR on LK. You can go to 1716 to find out what happens either way but ignore the DEX SR requirement as you are gulping down the salty stuff rather than massaging your tonsils.

1719
Desolation Row
The knife blade slips between Koen's ribs and the by-no-means-tough man blinks out of existence. The crowd go into an apoplexy of rage, cheated of their ritual execution by your deed. All eyes turn (venomously) to you. You can have 100 APs for what you just did but let's just see if you get to spend them… As Cain and Abel close in, you need to use violence to knock them aside (a L1 SR on STR) and then a L1 SR on DEX to elude the snatching hands of the voyeurs you have so angered. Succeed and you shouldn't stop until you can't run any further (414); fail and you are given the long drop to eternity.

1720
The Devil's Horns
Good on you! They all like someone not attached to seeing tomorrow's dawn in. Maybe you can survive it… Make a L3 SR on CON. Succeed and they love it when you show your drinking prowess. Bastardophilus is so impressed that when the hangovers clear the next afternoon, he presents you with a toasting fork as a souvenir to take home (where he duly sends you – 414). The fork is unbreakable barring magic of L10 or higher and gets 10d6 in battle or can discharge an accurate 10d6 blast of brimstone up to 50' (it takes three hours to recharge and is just a 2d6 weapon unless fully powered). If you failed to make yourself vomit, the Hellfire Juice burns your stomach lining and then sets you ablaze internally. This brings on rapid and painful death and the devils warm their toes on your burning corpse.

1721
Desolation Row
If you made those saving rolls, you're home free. You can saunter off to any hill your please (420, 430, 440 or 450). If you blew any or all, you are in deep trouble… The mob seizes you and bays for your blood as they drag you to the scaffold (1444).

1722
The Devil's Horns
Bastardophilus and his mates are glad to oblige but when they are down, they are a bit worse for wear and think it is funny to hold you down and tip the bottle down your throat.

A few folk react to such a quantity of this vitriolic brew by developing *Dragon's Breath*. If you can make a L2 SR on WIZ and on LK you do too. If not, you die in wretched misery while the devils dance on your intestines as a substitute for hot-mud wrestling. Dragon's Breath means that you can generally start fires and once every three hours you can breath a fireball accurately up to 5' times your STR, capable of doing your level d6 incineration damage. Bastardo sends you home with a hearty thump on the back (lose 1 CON) if you survive (go to 414).

1723
Mortuary Lane
If you failed the SPD SR, the chance to save yourself flashed by untaken; if you missed the STR SR, you caught the iron rings but could not hold on. Failure leads to a certain doom – multiple perforations, intense agony and copious blood loss. Oh yes, and a caved in skull. **Adios!** Success means… you are hanging on for dear life, poised above the deadly spikes. As luck would have it (no saving roll required), hanging on to these rings with the gravity-aided weight of the fall causes a panel behind the rings to rotate through 180 degrees. You are now upside down staring into the face of a withered and mottled mummy. Go to 1843.

1724
Acorn Lane
Boris has you kneel and tilt your head back so that he can get easy access to your tender throat. His breath smells of onions as he comes close and the sharp fangs piece your skin with you scarcely noticing. *Sanguis fluit*. You feel woozy as the blood leaves your veins for his body and then he laughs long and loud. "Ah, that was good. Strange that the blood of a fool can taste so sweet. Yes, that is what you shall be henceforth – the vampire's fool. It was good enough for kings, after all!" You are now enslaved to Boris. He buys you a jester's hat, with expensive little bells aplenty. To all intents and purposes, **you are an NPC now**.

1725
Mortuary Lane
The spider is gross and horrid. It has a MR of 24 and a SPD of 16. It will not back off from a fight to the death. If you die here, it wraps you in a cocoon of silk and eats you in little nibbles over the next five years. If you win, you can force your way through the webs until you come to a door with a scarab beetle button on it. Of course you push the button! A section of the floor rotates along with the door until you stare upside down at a decrepit mummy in a dusty chamber. Go to 1843.

1726
Acorn Lane
Boris falls to his knees and grovels pitifully as you read the sad words of a tragic vampire. To stop you from publishing, he agrees to give you a) a ring that makes you immune to the bite of a vampire b) a promissory note to transfer 1,000 GPs from his account at the Khaboom City Bank to one in your name c) his bat transformation sigil (you get a MR equal to your CON and can transform at will). Take 100 APs and go to 414.

1727
Mortuary Lane
Fighting through the webbing before the spider can reach you takes a L2 SR on STR. Go to 1725 – if you made the SR, you need not fight; if you failed, you fight at half effectiveness.

1728
Acorn Lane
Reluctantly, Boris accedes to your will – you hold all the aces. When you are outside, you might think you and blackmail him but a little voice in your head whispers that if you do, you will never be free from looking over your shoulder, especially as there would not just be Boris to think about but his dark brothers who are just crossing the street towards you now. No, go while you can. Take 100 APs and go to 414.

1729
Gutsplatter Hill
Make a L1 SR on INT. If you succeed, the story you tell is pleasing to old Enoch. If you fail, he ups the temperature of the water in the pipes and you lose 1 CON. You must then make a L1 SR on CHR or he decides to roast you alive and set up a kebab shop. Make the CHR SR and you go back the next night to an INT SR to tell an entertaining tale. And so your days and nights will pass. Every 12th night, you attempt a L2 SR on WIZ to attract the occasionally benign attention of the Wizard-God Waggledagger. If you do, Waggledagger will rescue you, heal you and drop you back in your pig sty (1). If you get out of here alive, you may take a bonus 100 APs.

1730
Flaggon Fields
They don't really mean to kill you. But it is such fun and they can get carried away. To start with, they take pleasure in seeing how fast they can spin you and they are very good at that. Then they try to judge how slowly they can spin you through three circuits. After than they settle for one slow spin while they drink a pint of Duckwaters behind the sheds while Sheena is busy chipping her nail polish (she thinks it is a turn-on to look tough and not many of her dates argue with her). Make a L1 SR on LK. If you fail, they get plastered and leave you with you head underwater and are ever so slightly embarrassed when they return and see that you have drowned. If you make it, you lose just 1 point of CON to the spinning and have your name inscribed on the *List of Public Enemies*, the downside of which is that it is no crime to disfigure you. Go to 414 and watch your back!

1731
Ghoulish Gardens
As the new Zombie-Master, you can create a new zombie every day and you have an 'army' of fifty under your wing. Each has MR 30. The zombies take a L1 SR on CHR to control. Otherwise they wander off on a 1-3 or turn on you on a 4-6. You can 'live' here and return to be healed whenever you end an encounter in Khaboom. If you decide to stay, you become 'undead' through and through and restore CON unnaturally at a rate of 1 per hour. You may leave when you like for 414.

1732A
Paladian Plaza
The grafting surgeon has nice offices with a nice receptionist and a nice soothing musical background to the not so nice goings on here. As you are held in waiting, screams regularly break through the tranquil harpsichord notes. When Nurse Gnora Batty shows you in, Doctor Compo grins malevolently and indicates a table you are to be strapped to.

He starts by giving you a few thousand volts to soften you up (lose 1 CON) before rolling up his sleeves. “Don’t believe in anaesthetic!” he wheezes as he takes a loose elephant trunk and grafts it khremmatically to your nose. Next he selects crocodile jaws and attached them and, after a moments thought, he decides kangaroo feet extensions apt. Stoking his straggly chin, he turns to your arms and with a bit of a struggle manages to extend yours with gorilla limbs. Content with his work, he bids you good day and tells Gnora to send a bill for 1,500 GPs to the City Watch Accounts Office. You may go to 420. You have a MR of 30 but your attributes are unaffected for SR purposes.

1732B
Watermelon Street
The minotaur is intrigued by the blind date he has been selected for and looks at you obliquely. “Are you certain it can’t be you? What? Aren’t I man enough for you? It’s all in working order – I’ve never had any complaints!” When the message finally travels from his ears to his brain via his tail, he falls into line and trots along behind you as you lead him back to Higginbottom Gardens. When you tell him that this is the right house, things start to go wrong when he puts his head down and charges the door. Go to 1951.

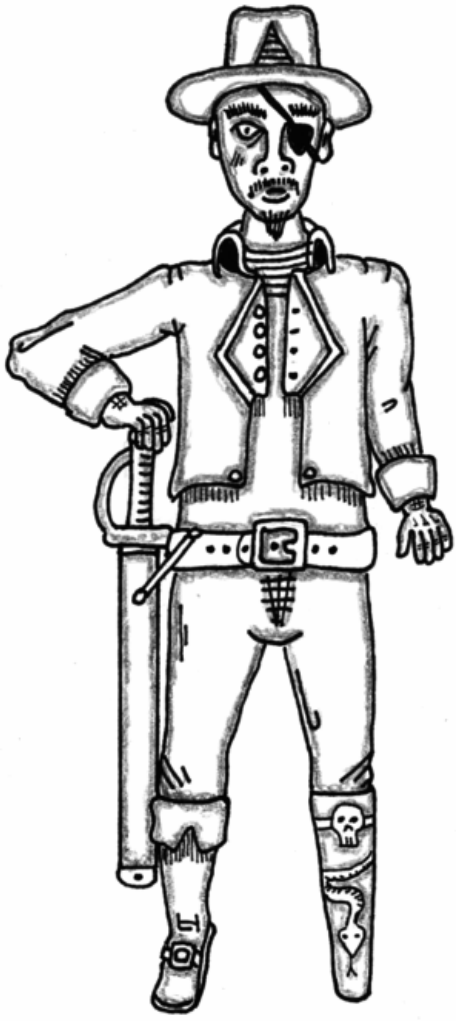
1733
Champs Elysee
The *Bastard* does the work with grisly efficiency. You can consider yourself a master of this nasty weapon if you make a L1 SR on INT and you get an extra d6 for it. The men’s backs are in ribbons and they will not recover. Zza-Zza hands you a tub of salt to rub into their wounds. She admires your fortitude and sends Edgar from the room so she can demonstrate her liking for you more freely and see if there is chemistry between you. She is not easily pleased so you must make a L1 SR on STR and L2 SR on CHR. If you make both, she will let you in the back door and pamper you with her exotic touches. You may join her here, where she has a nice apartment on the top floor whenever you end an encounter in the city. Her ways are ever imaginative but sometimes her experimentation can be dangerous. The joys mean that you gain a bonus 100 APs whenever you return but if you fail the L1 SR on LK you must attempt on each visit to her boudoir you lose 1 point of STR or DEX (1-3 = STR, 4-6 = DEX). You can go to 414 when you leave.

1734
Watermelon Street
The gharg is not up to walking really. Budgie grunts apologetically but boy is he heavy! Make a L1 SR on STR. If you fail, he collapses on top of you and you lose 1d6 CON – the only option is to hire a wagon to taxi him down to Higginbottom Gardens (go to 1953). If you made the saving roll, he mutters his thanks and you hobble along together until you get to the medusa’s house. You hear a cry of delight from up above and Budgie raises his eyes and gasps with happiness. Make a L1 SR on INT and go to 1955.

1735
Champs Elysee
Zza-Zza and Edgar look disappointed but she has you settle your account while Edgar wraps the *Bastard* very badly, as ogres tend to do. Edgar then bundles the relieved men out back while Zza-Zza gives you a passionate embrace to thank you for your custom. Some find such a connection with Zza-Zza invigorating while others feel drained. Make a L1 SR on STR. If you make it, you may add 1 to STR but if you fail you must deduct 1 from STR. When Zza-Zza is done with you, go to 414.

1736
Arbuckle Hill – Nuptial Rock
Once, improbably I accept, Trollworld was visited by a people known as hοι Σπαρτιάτες. A tough breed, they did not stay long because they were disgusted by the number of sissy elves they encountered and they were just horribly prejudiced against stumpy little shortasses like dwarves and gnomes and hobbits. They did leave their mark though. In a misguided attempt to take one of their customs and adapt it to Trollworld, citizens of Khaboom adopted the practice of leaving newlyweds exposed on a rock overnight for all to examine. The fact that the sweethearts are bound by chains may account for the prevalence of certain preferences within marital relationships. At any event, you and Sparty are set up on the big rock for a night under thunderous clouds. On such nights, harpies feel safe to descend in search of easy pickings. The lightning bolts attracted to Nuptial Rock by cannily placed conductors help keep the harpies at bay but pose their own threats. Go to 1957.

1737
Ghoulish Gardens
Cyril is delighted that you have made it through his little assessment programme. “Oh, you’ll bring me so much joy in the years to come!” he sings in delight as he hands you the trinket. “Go on – out it on! It’s just your colour!” He cannot contain himself and fastens it to your left shoulder. As he does so, a wave of khremmatic energy washes over you and your CHR is doubled. “Oh my!” Cyril exclaims, clutching at your knees. “I’m going to be putty in your hands!” The Zombie-Master pledges his troth to you and gives you freedom and trust. You can take a zombie or two as escorts whenever you go from the Gardens if you wish to. They have MR 30 each. ‘Living’ here is a hazardous thing. Although any injuries will be healed when you come back to Cyril, which you can whenever you finish an encounter in Khaboom, each time you must make a L1 SR on WIZ. If you make it, all is fine but if you fail, the effects of the heirloom wear off and Cyril has no hesitation in dispensing with you services. You then need to make a L1 SR on LK to get out of the Gardens alive or you get turned into a mindless zombie at Cyril’s command. You can go to 420, 430, 440 or 450 when you leave.



1738
Hickory Docks
Leaving *Captain Pugwash’s Pawn Shop* on Execrable Alley, you are captivated by the old seadog’s tales of high sea jinx and frolics with mermaids. As he remembers some particularly saucy mermaids, a tear rolls down his cheek. “Them were the days, me hearty. I thought they’d never end.” Conversation is rather maudlin until he gets to the mooring of his old ship, the *Black Pig*. There are a number of geriatric sailors lying about in various states of decrepitude but they rally to his summons and soon the Black Pig is ready to embark on search of mermaids. The Pig has a teleportation stone to dispatch to waters free of the monstrous kraken that surround Khaghtch’an. Go to 1959.

1739
Champs Elysee
As the lid on the coffin is shut, you feel it lifted and you begin to move in a bumby, uncomfortable journey. After a few minutes, you feel the box laid down and then, a few minutes later, it begins to get hotter and hotter. You are being baked in an oven. Just when you think your blood will boil, a cool, thick mud is piped at high velocity into the coffin, covering you from head to toe and you feel a wave of khremmatic energy wash over you. Make a L1 SR on WIZ. You have been turned into a clay golem. If you made the SR, you have kept your faculties and may leave for 414 when the lid is prized off and Ballbuster shows you out, looking a tad disappointed. If you failed the SR, you are a mindless automaton in the service of Ballbuster and Za-Zza. As a golem, your STR and CON are tripled and your WIZ is doubled but your INT, LK, DEX, CHR and SPD are all halved. Happy plodding.

1740
Scabbyrag Alley Graveyard
A truly unpleasant situation – worms are eagerly making there way through the crowd of corpses and nibbling freely on the freshest parts (lose 1 CON). Suddenly, the ground shifts below you and hands pull you down deeper into the ground. Go to 246.

1741
Champs Elysee
Warmed by your hands, the lamp throbs with latent khremm until a black mist begins to emerge from the spout. As you watch, you realise that your feet feel like lumps of lead and will not lift from the floor. You also see that Dave has edged away to the door, which he is holding ajar. He strikes you as both fascinated and apprehensive, his hairline beaded with sweat. The black mist floats away from the lamp and begins to coalesce, as silvery pentagram forming underneath it on the floor. Yellow, baleful eyes glisten from the black, misshapen body and they are turned on you. As the demon spits gobbets of brimstone and snorts sulphurous flames, it hisses a curse and throws a handful of red hot embers at you. If you want to do nothing, go to 1845; if you want to swat them away, go to 1847.

1742
Sickle Street
They don't quite know what to do with you now. One helpful porter, a man named Coal, offers to take you down to Trollcough Street, where he is making a delivery of fossil fuels to a troll who runs a club down that way (go to 1478).

1743
Champs Elysee
A smiling woman swirls from the lamp as your hands provide the warmth needed to draw her out. "I am Dream-Gini," she tells you prettily. "I will grant you three fishes." You might think she has a speech impediment but that thought is dissolved as she continues to explain you can choose any three from six little fishes swimming in a bowl the genie conjures and holds up before you. She tells you there is a clown fish, an angel fish, a scorpion fish, a lion fish, a butterfly fish and an elephant fish. Write down the three you want and go to 1851.

1744
Sickle Street
The experimental goop goes to work immediately, mutating DNA and white blood cells. It is not at a nice (lose 1 CON) and it makes you squirm and gyrate with relentless effect. You are now a *St. Vitus Dancer*, a never-before-seen weirdo to add to the ever-growing cast of weirdo's this city is home to. You have the power of a mini-tornado and get 10d6 in unarmed combat. Unfortunately, when you into whirling dervish mode, you scatter all your possessions to the four winds. You can slow down but you can never sit still. Even in bed, you will toss and turn. It will take L10 magic to remedy this malady. They give you a shove in the direction of Swattage Hill and wave goodbye (go to 251).

1745
Threesun
Victoria is a lovely woman in every way – kind, warm, generous and helpful. Not to proud to roll her sleeves up either. She shows you what needs doing and how to do it. It won't take much to stay on top of the chores and you'll get a bed, good food and a fair wage. Make a L1 SR on INT and you master the maiding. You can even get 2 points of healing every time you end an encounter in Khaboom and come back here. You can leave for 420, 430, 440 or 450 whenever you want as you get Sundays off. The pay is 10 GPs per visit to the ranch. If you failed the INT SR, you broke too many vases and the plates were still greasy after you washed them so you are given your cards.

1746
Shiloh
The combined total of your saving roll levels needs to be at least 3 – any critical fumble means you have failed. If you did not succeed, the blade is too quick, the hand and the eye too slow, the priests more than capable of dealing with yet another desperate victim rolling the dice for the last time. The metal slices through skin and blood sizzles as it is spilt on burning ritual emblems. Your soul is sucked from your body by an infernal, eternal force ever hungry for blood and souls. Your body dies but your spirit lives on in endless torment. If you succeed, however, the blade is seized by another force as well as yours and it is the priests who taste steel, pain and black suffering. The knife in your hand seems possessed. It glows with green elemental force and drives from nature what is not natural. The surroundings grow hazy and as the swirling mists finally lift, you see yourself in a tranquil woodland grotto with a brook babbling happily, while a bounty of fruit and nuts hang ripe for the plucking from healthy trees. This is now your grotto. The produce will nourish you and restore your constitution fully whenever you return here at the end of an encounter in the city. The entrance is tuned so that only you can access it. You can take 100 APs and go to 420, 430, 440 or 450 whenever you choose to leave this dream world.

1747
Threesun
Littlejohn is a rough diamond, not unintelligent but gruff and quick to grow hot under the collar. Victoria, his lovely wife, wants the rough edges sawn off. If you can teach the old dog some new tricks, you'll have a place to stay, decent food and 15 GPs per visit back to the ranch, which you return to every time you end an encounter in the city.

You can leave for 420, 430, 440 or 450 whenever you want as you get Sundays off. To get the job you need to make L1 SRs on INT and CHR. If you can't do that, Big Littlejohn takes offence early in the piece when you tell him not to chew tobacco, cuss and kiss his wife at the same time. He swats you with his stetson (lose 1 CON) and boots you off of his property (lose another 1 CON).

1748
Shiloh
The combined total of your saving roll levels needs to be at least 6 – any critical fumble means you have failed. If you did not succeed, the guards are easily able to overwhelm you and deliver you to the waiting priests for sacrifice, their thirsty knives quick to feed the demonic force hungry for you juices and your soul. Your soul is sucked from your body by an infernal, eternal force ever hungry for blood and souls. Your body dies but your spirit lives on in endless torment. If you succeed, however, a blade appears in your hand, possessed by another force as well as yours and it is the priests and guards who taste steel, pain and black suffering. The knife in your hand seems possessed. It glows with green elemental force and drives from nature what is not natural. The surroundings grow hazy and as the swirling mists finally lift, you see that everything that was here has melted into a slag pile. All that is left to prove that you were not dreaming is the knife. The force within delivers damage of 10d6 doubled. It will always return to you within one minute of leaving your side. It has a name, *Vitalic*, and it will transfer one point of LK to you from any uruk you slay with it in your hand. Vitalic will not be thrown. You can take 100 APs and go to 420, 430, 440 or 450 whenever you choose to leave this purged purgatory.

1749
Jagged Teeth Falls
If you failed the SR, the barge flies through the air only to arc downwards into the boiling water, smashed to matchsticks on the unforgiving rocks. Who knows if any dwarves survive to curse you for your lack of steam. And you? You need to make a L3 SR on LK or you die violently but immediately, brains dashed out rather than drowned. If you succeed, you land on the front deck of an aquatic Witch-Goddess, Octopussy, who is vacationing from her home under Lake Calimere. Too modest to allow you to gawp at her sun-stone bathing, she zaps you back to your pig sty (1) and wipes the memory of the sight of her true form from your mind (but take a bonus 100 APs anyway).

1750
Epicurean Avenue
What do you want to do with Rose? If you kill her, you should go to 163 and I do not intend to explain why. If you want to abandon her, you can go to 420, 430, 440 or 450. If you want a girlfriend, make a L2 SR on CHR to win her round – it will take a while but you and she have the chemistry you need for you to woo her and win her over. You can roll Rosa up with 3d6 (no TARO) for all attributes bar STR for which she gets 2d6 and CHR for which she has 4d6. You can have a bonus 30 APs if you make her love you before you go to 420, 430, 440 or 450.

1751
Heights of Decadence – Mayor's Residence
If you failed the saving rolls (even just one of them), you botch the job and sew far too many sequins into the gusset, a very painful prospect for the Mayor's wife. If you can make a L2 SR on CHR, you get a second chance otherwise you find yourself out on the street tout suite and if you every meet King Podgy again you can take it as read that he slices you up for dogmeat.

If you showed some ability with the needle or you charmed you way back into the good books, then read on (if not go to 414, escorted by hobgoblin heavies). With the sequins out of the way, the Lady Mayor requires you to massage her coccyx and the small of her back. “I never trust a male masseur,” she confides, “because they wouldn’t know where to draw the line between a frolic and impropriety!” If you want to use oil, go to 1853 but if you stick to your bare hands go to 1855.

1752
Epicurean Avenue
If you failed the saving roll, you don’t see the rolling pin swinging down on your nut from behind. Stars shoot through your skull and then everything blackens (go to 163). If you made the saving roll, your sidestep means the rolling pin crashes down on the poor girl’s head and when the chef lunges, he stabs her in the stomach. In the hysteria that follows, you can grab the knife and make off with it. With relief, you make it outside (go to1259).

1753
Threesun
If you weigh more than 50 lbs, you are enough to pull Buck down from the saddle and you tumble together through the dust (1857); if you are lighter than that, before you know it Buck is back at the High Mackerel Ranch and you see a grim-looking man in a stetson glaring at the two of you (1859).

1754
Epicurean Avenue
Unless you made both rolls, the boy is too quick for you and overpowers you, taking the knife with a giddy laugh. “We could have been friends, we could have become famous and rich together. Win some, lose some, loser!” With that, he slices at you with the knife, which sparks with khremmatic energy. It will kill you instantly unless the khremm spark attracts the attention of a Wizard-God. Make a L2 SR on LK. If you succeed, a *Hand of Salvation* lifts you skywards and drops you fully healed back in your pig sty (1). If you fail, the street runs red with your blood. Now, back to the positive. If you made the STR and SPD saving rolls, it is you who are too fast and strong. The blade sparks with magic as you strike, cutting his hand off at the wrist. The blood that washes the street is Alevak’s not yours. The knife is yours not his. The blade is special indeed. Whenever it tastes blood and death, it adds 1 point to a random attribute. If you have a murderous nature, it may make your stature immense. However, it is well known, this *Parasitic Blade*, and much coveted. Take your prize and go to 414.

1755
Alrond Rise - Elven Treasury
The waters are rare indeed and if others in the city knew what these elven bankers had here so close to them, they would risk all and storm the Treasury. For these are the *Waters of Youth*, charged by the trelf brothers Khaghbboommm and Khaghtch’an as a gift to their mother in the early days of Trollworld. Your ageing is slowed to one hundredth of its previous profile. Morena smiles at you and whispers this secret in your ear before calling for the *Huntress of the Dales* (1757).

1756
Gordon Hill
The huge hydra is hugely dangerous. For a moment, time stands still and bleachers appear then a gaggle of Wizard-Gods and Witch-Goddesses take their seats to watch you join the suicide squad in action. The zealots do their job efficiently, falling on their swords with military discipline. The hydra's heads dart out and swallow most of them whole. One head darts towards you and you just *know* that it is the immortal one. It would be hopeless if you were not to get help and there is plenty of help on hand. Time stands still again as the wicked tongue forks out at you and the fangs dripping with venom hang poised above you. A quick show on hands amongst the illustrious audience determines that L2 SRs on WIZ, LK and CHR will be sufficient for you to be gifted the legendary *Serpent Slayer* sword. It gets 4d6 x 100 against serpents, just 4d6 against everything else. If you make those rolls, you lop off the hydra's critical-to-immortality head and stand triumph, the proud owner of the *Slayer* and beneficiary of 200 APs. If you can't manage those rolls, the hydra eats you whole and defecates your bones. Go to 414 if you vanquish the hydra with the applause of the All-Mighties ringing in your ears.

1757
Alrond Rise - Elven Treasury
The Huntress is an emerald green-tressed woman of perhaps some thirty years, judged by human perspectives. She is lithe and lissom and dressed in all the browns of the forest. She has a longbow slung over a shoulder and a quiver brimful of finely feathered arrows peeks out next to the bow. A mithil knife with a minotaur horn handle sits on her hip. She is a woman born for the chase. "I have heard of your generous spirit," she says in a voice honeyed like unto the nightingale. "I will take you to the Seeress. She wishes to meet you, a happenstance rare beyond human ken. Come with me now. I will change us both into falcons." Without further ado, she casts potent magic and Morena opens a skylight to allow you to leave (1861).

1758
Gordon Hill
Stan and Reg are, frankly, pansies when it comes to the rough stuff. They go down like wheat under the sickle. You can make the tunnel to 'safety' if you make a L1 SR on SPD to avoid a hydra head not currently chomping down suicide squad members who have just successfully demonstrated that you don't need training for everything in life (well, death).

If you are quick enough to keep your head, no sooner have you gone a few hundred metres down the tunnel than an amorous ogre leaps and grabs you, puckering her lips and kissing you with relish (go to 401).

1759
Cauliflower Row
Richard does what he has done so often before, stretching his thumbs out to firmly pin your wrists. Make a L2 SR on WIZ. If you fail, he arrests you and adds another notch to his belt (it will surely fall apart soon) and deposits you at the nearest Watch station (163). If you make it, you trigger the fatal fault in his heart and he blanches, buckles and breaks. He has many friends, does Richard. Angry voices shatter the peace of the afternoon. Fingers are pointed at you. People start closing in, hatred written plain on their faces. Run! Now! Make a L1 SR on SPD. Fail and they reach you and grasp you and rip you and kill you; make it and you get away by the skin of your teeth (414)!

1760
Pentagram Square
Write down your speech (doesn't have to be long). You really do need to write something to play fair. Make the best CHR SR you can too. Now go to 1961.

1761
Root Canal
With the snake sulking in its coils, looking at you longingly but not daring to move, the man introduces himself. "I am Rip van Tinkle and you are my slave. I'm getting to old for this malarkey by myself and Slinky makes a good deterrent but he scares off the customers. That's why I've bought you. You can do the grunt work and I'll concentrate on the business side of things." He winces and coughs into a napkin and you see it is spotted with blood. "No, I'm ok. It's nothing. Look, we're on our way to Vulgaria to sell a cargo of snooks. You just have to feed the snooks and keep them from getting out. Don't even think of trying to escape or attacking me. I can do better than Krushai. There's a jinx on you so if you double-cross me something very bad will happen to you. Now, let's go take a look at the snooks." Rip leads you through the cabin door and down some steps to a big cage at the back of the boat's cargo hold. Go to 1863.

1762
Pentagram Square
Ok, let the *Dice Goddess* do as she will. Roll 1d6 and note the result. Go to 1963.

1763
Sourgum Street
The good thing about Khaboom as far as zombies are concerned is that it is a cosmopolitan city with a high degree of tolerance for most kindreds. However, even in such enlightened societies there are always a number of bigots, determined to force square pegs through round holes to make the whole world bend to their conception of what should and what should not be. A gang of rednecks spot you and start by hurling insults then stones. Their aim is poor because they have spent most of the day drinking Sludginton's Best Bitter at the Rat's Arse Tavern. Sludginton's Best is identical to Sludginton's Worst as the home brewer has no QMS to drive up quality. There are five of them and you can treat them as having MRs of 10 each. Each has an effective SPD of 9 with a full bladder (same for DEX). You can pile into them, you can duck and dive and pick them off one by one by beating them on a DEX SR or you can run rings around them (by beating them on a SPD SR).

If you fight, any still alive after two rounds will be able to enter a general melee, regardless of saving rolls. If the rednecks get the chance, they will kill you and nail your body up to a public wall next to the Rat's Arse used expressly for this purpose; if you see them off, you can take 100 APs bonus for making Trollworld a better place and then go on to 414.

1764
Pentagram Square – Wizards' Guild
At the Guild, they seem too busy to bother with you. A rude fellow named Culex Imago, a L7 wizard from the rune on his conical hat, mutters darkly about "what I'll do to any moron dumb enough to waste my precious time with their cretinous drivel" but he looks up from the pile of frog's entrails he is stirring to give you the chance to speak. You can back out (go to 414) or rely on your silver tongue to shift his bad attitude (make a L1 SR on CHR and go to 1965).

1765
Ghoulish Gardens – Degradation Level
A harsh, grating voice cuts through the air, serrating your neural pathways with its intrusive, abrasive tone. "You are a loser. You are a waste of a name. You should not be given air to breathe – your presence on this planet gives life in the Multiverse a bad name. You should die here. Now. But I am not so kindly disposed towards Trollworld or life in the Multiverse. Khaboom shall suffer your incompetence, your pestilence. Let me set you a challenge. Yes, that way you will do more damage to others as well as making a bigger fool of yourself. You will never regain what you have lost unless you recover the *Holy Snail*. Be gone!" You are jerked violently through time and space to 414. The attribute that was halved cannot increase (except by magic greater than L80) until your recover the stolen treasure.

1766
Execrable Alley
The geriatric inventor looks up from the odd contraption again and this time is much more mellow. "I'm a cantankerous old sod in my dotage," he confesses. "I may be curmudgeonly but I still can invent something to really shake this place up. It needs a good shaking – the rich are getting richer and the poor are getting eaten; the mighty are getting more powerful and the working week is getting longer. The time is right for revolution! Power to the people! Come the glorious day, comrade, the Mayor will be first up against the wall and those knobs at the Wizards' Guild can follow. I'll show them *Hold That Pose*!" He starts frothing and flakes of scalp fall like sycamore seeds, twirling their way to the floor. "Say, if Stan and Reg sent you, you can power the *Workers' Revolutionary Mind Control Machine*! Come here and I'll strap you in and attach the electrodes." His eyes gleam demonically and you realise that if you don't run now (414) he will exercise some mind control on you. You can just settle in for the ride though (1967)…

1767
Ghoulish Gardens – Degradation Level
"You are either a mad fool or you were born to suffer! We shall see which it is! If you are can survive the next assault of pure pain, I will make you my *Suffering Servant*. Prepare yourself!" You are blasted by a wave of internal agonies that sends shrieks of anguish along every nerve. The hurt is not physical anymore but mental. Make a L3 SR on INT.

If you fail, you must reduce your INT by the amount you fail by. If your INT is reduced to zero or less, you are brain dead, a living cabbage, and you are planted in a garden with other vegetables. If you survived, you come face to face with your tormentor and master. Go to 1865.

1768
Cauliflower Row
You climb higher gingerly, cleaning as you go. The soot is thick but you can dislodge easily enough and if you attack the build up of soot below you, it is not back breaking. Then chimney shivers and soot showers down on you. An earthquake? Nothing so grand. It is just the chimney closing in on you. It seems intent on turning you to *pâté* through constriction. You need to make a L1 SR on STR to force your way back down. If you make it, go to 1770 but if you fail you are nothing more than another victim of smoking as the chimney fills its lungs and sucks all the vitality from you before ejecting you with enough force to put you into orbit.

1769A
Ghoulish Gardens – Degradation Level
The pain intensifies to mortal madness level. The demons dance about you in frenzied delight, enjoying your torment. “Torture! Torture! Agony and Pain!” they scream in their manic delight. Then a great flash of blackness brings their Bacchanalian revelries to an abrupt halt. The absolute dark *liches* 1d6 from your CHR. Then the most evil voice you have ever imagined speaks. Go to 1767.

1769B
Ghoulish Gardens – Degradation Level
The demon squirms and then goes limp in your hands. The prolonged touch, here, of one not possessed of an evil heart causes its dark flame to be extinguished and, as it perishes, a corrosive acidic ichor seeps from cracks in its chitinous hide, giving your stinging burns (lose 1d6 CON). Other devils rush in and knock you over, soon fixing you to a wheel of torture and spinning you over dancing flames. Go to 1769A.

1770
Cauliflower Row
You feel a pain in the arse. Lose 1 CON. You can start climbing if you haven't gone up already and been squeezed. If you shoot upwards with a bleeding bottom, go to 1768. If you are intent on forcing your way down, you are so vulnerable you must take another 1d6 damage as the pernicious assault on your posterior continues. Go to 1969.

1771
Ghoulish Gardens – Degradation Level
The pommel of the sword flashes with streaks of blood-red energy as you grasp it. A voice of pure evil shouts an urgent order to the devils, who rush at you as one. A great flash of blackness brings their Bacchanalian revelries to an abrupt halt. The absolute dark *liches* 1d6 from your CHR. Only the streams of crimson coming from the sword pierce the dark and allow you to see the horror of the shapes creeping towards you as they rise up from brimstone pits. The sword trembles in its ruby sheath. It seems to want to break free but needs help – help that only you can give. Make L1 SRs on STR, WIZ and CHR and go to 1867.

1772
Piranha Alley
As you disappear down the gullet of the silvery fish, the last shafts of daylight let you glimpse two shafts – ***Arrows of Taunting***! If you are lucky, you will able to grab them as you continue downwards. A L2 SR on LK will let you seize both, L1 means you take one and failing L1 means you miss the opportunity. A critical fumble indicates you grabbed hold of one of the invisible poisonous throat spikes the fish has to deal with intruders larger than you – the poison makes your CON fall to just 1d6 (that is now your normal CON, healing will not push it up). You pick up speed and rush along in what is now a waterway until you emerge in a canal through an artistically concealed hole in the rock wall. You shoot out on to a passing barge, much to the surprise of captain and crew. The skipper blinks and then laughs. "You're late! We nearly gave up on you!" Go to 1174.

1773
Champs Elysee
Very sensible with all this unbridled greed rampaging unchecked all about you. If you can make a L1 SR on LK you get away with it. Fail and you are seized and given to an ageing relative for a play-thing (go to 1162)! Once the looters make off with their ill-gotten gains, you can take something of value (1d6 x 50 GPs) and head for the hills – 420, 430, 440 or 450.

1774
Piranha Alley
A gnome is what you find. He backs up, making room for you. "I was told you'd be coming but I thought you knew how to get to the Skulduggery." He doesn't wait to allow you any questions. "Look, I'll be missed at the bank if we don't get on with this. Mr. Morgan will be furious if he finds out I'm not balancing the books. As soon as I get Fishead's mouth open, you hop in at the double." He scuttles out of the bin and as soon as you are ready, he throws some dust as the fish so that its mouth opens wide. "In you go!" he urges and heaves you up with surprising strength. Go to 1772.

1775
Champs Elysee
There's plenty to go round so you will probably get away with it. Make a L1 SR on LK. If you fail, you are seized when a nasty little gnome does a head count and works out there is one more for a share of the spoils that there should be. He squeals on you, does Squealer.

His brawny mates give you over to an ageing relative for a play-thing (go to 1162)! If you made that LK SR, once the looters make off with their ill-gotten gains, you can take off with your stolen goods (1d6 x 100 GPs in value) and head for the hills – 420, 430, 440 or 450.

1776
House of Punishment –Life's End
"I told you to keep still, didn't I?" he doesn't expect an answer but raises the whip again. "I think I shall whip you within an inch of your life!" Augeas takes out an egg-timer and places on the floor, the golden sands cascading downwards as he beats the living daylights out of you. Your CON is reduced to 1. Then you are released, put in a wheelbarrow by two cackling kobolds and dumped out on the street. You can go to 414 but, if your toes are broken, you will have to crawl.

1777
Champs Elysee
You must be mad! There is a bunch of violent, agitated criminals in the middle of a heist and you choose to weigh in on the side of the underdog (and we are talking toy poodle at best). Roll your combat total. The gang members who take you on – a man, the troll and the leprechaun – muster a combat total of exactly 200. If you come out on top, the Wizard-God whose niece is set to inherit this business rewards you with a permanent *Double-Double* on three attributes of your choice, heals you and places you gently back in your pig sty (1). Otherwise, you're cut to ribbons and left to rot.

1778
House of Punishment –Life's End
When you are sitting uncomfortably, Augeas comes through rattling the skulls on his whip in what is, quite frankly, a terrifying effect. "So," he growls, "you've been a bit naughty, have you? I'll see if *correction* works. Hold still." His arm snaps back, biceps bulging and cheeks smirking, and the whip smacks down on your toes. Lose 1d6 CON. Make a L1 SR on LK – if you fail, your toes are broken and you will not be able to walk. Make a L1 SR on STR. If you fail go to 1776. If you succeed, Augeas beams with delight as he tells you he thinks you have one ear to many. "Hold still again and I'll try to be careful." The whip cracks down a second time. Make a L1 SR on CHR. If you make it, he takes no great dislike to you and cleanly slices the ear off (lose 1d6 CON) – after this, you are given a stern warning and a dirty bandage to staunch the bleeding (go to 414). If you failed, go to 1776.

1779
Netherwallop Road
When you return with the gift, Merlot peers at you hawkishly. "What's that you say? A gift for my girlfriend? How dare you! I'm a happily married man." Then you see the battleaxe of a woman standing behind the wizard, just within earshot. Do you want to insist that you and he made a contract and the money must be paid over (1889) or whisper quietly in his ear what will happen if he doesn't play nice (1891)?

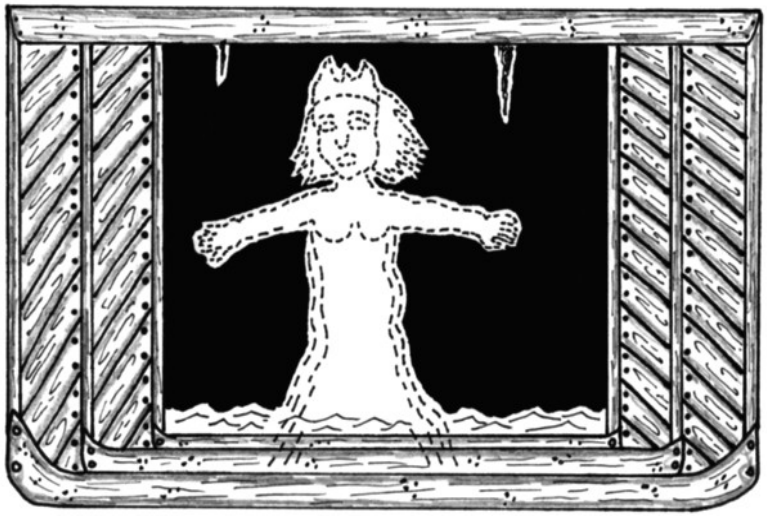
1780
Junket Road
The extent to which the acid works its way into your hands and into your bloodstream depends on what happened with the CON SR. If you failed, you lose the difference from CON. If you die at the desk, Mr. Parker has you shrunken down by a head hunter he does business with and then made into a paperweight. If you survive the ordeal, he begrudgingly allows you to take a replacement broom. “That will teach you to be more careful with City assets,” he tells you, finger wagging. You can take the broom and go (414) or ram it up his supercilious arse (1971).

1781
Netherwallop Road
The doctor and the wizard look momentarily stunned when you return with your captive. The doctor takes in what your reappearance means and rushes over to hug his new shark while Merlot tests the water in the tank to see that the shark will be comfortable. Once Dr. Crusher has seen “Rumpole” safely into his new home, he turns to you and shakes your hand warmly. “You can come and visit Rumpole whenever you like. I’ll give you dinner and you can stay the night in the guest bedroom. If you have any injuries, I’ll put you right and if it’s beyond mere medicine, Merlot will use his magics. Isn’t that right, Merlot?” The wizard nods and throws a few old body parts from a freezer for Rumpole to taste. Whenever you finish an encounter in the city, you may come back here for rest and restoration. You may leave when you are ready for 420, 430, 440 or 450.

1782A
Junket Road
Parker seems normal again now that he has you trapped. He smoothes himself down and permits himself a lascivious smile. Who knows where his thoughts have wended. Snapping his attention back to you again, his face takes on that officious frown he long ago mastered. “I see more golf for me in the days ahead. You can do my form filling in the afternoons – no one ever checks up on this office after lunch – their lunches are too long and too liquid.” He steps forward and rubs cream from a tube on your forehead. “I found this stuff years ago. Must have been a useful metabolic mage that made it. It is *Salva di Servitude* – it doesn’t hurt, just makes you more malleable. ”The paste is potent enough to ensure that you must work here as his unpaid assistant, lodging in the broom cupboard in a space Mr. P clears for you when he releases you. You get Sundays off (he doesn’t want you to put on weight through no exercise) and you will teleport back here at 9am on the dot every Monday morning from wherever you end up. When it’s Sunday you can go to 414.

1782B
Cauliflower Row
Don’t fret, you can get back. Or at least you could if it wasn’t for the giant skeeter attacking you. It has a MR of 8. Because you are facing backwards and can’t turn round, you get (1d6 plus combat adds) *halved*. If the skeeter ends your life by biting your bottoms until they’re entirely eaten away, I’m almost sorry; if you win through, your butt battling to save your bacon, you can get back onto the street via a loose manhole cover and go to 414.

MISSING INACTION



1783
Dead Man's Cove
The ship is encrusted with crustaceans and looks to be very old. There is no sign of dangerous predators, no tentacles seeking your neck or sharp teeth ready to bite into you. When you look below decks, though, a ghostly figure, arms waving, mouth contorted into a silent scream, floats towards you and, as it does so, the water about you turns chill. You can fight it (1893) or flee for your life (1895).

1784
Cauliflower Row
This really is a leap of faith. You quickly find yourself falling… falling… until your splash down into a sewage bed. Make aL1 SR on CON. If you fail, you never do surface and are literally full of crap. Make a L1 SR on LK. If you make it, your hands find something and catch hold as you break out of the mire and taste air again – it is a ***Taunting Arrow***. The muck is too deep for you to walk in and it seems to suck you down. Make a L1 SR on STR. If you fail, you never make it to the other side and become full of crap. If you make it, you finally come to solid ground and grateful pull yourself out of the brown stuff. Your CHR is halved for the next 10 paragraphs unless you can get a bath or a shower somewhere. You find a passage that has a loose manhole cover within reach and emerge at 440.

1785
Dead Man's Cove
As you pass through the swaying palms, you see a faint path rising ahead of you. As you follow it, you hear chattering above and things come fizzing down from the treetops at you. Make a L2 SR on LK and go to 1897.

1786
Cauliflower Row
As you scramble up and poke your head out, a black robed figure swings a scythe to lop it off. Make a L1 SR on SPD and go to 1875.

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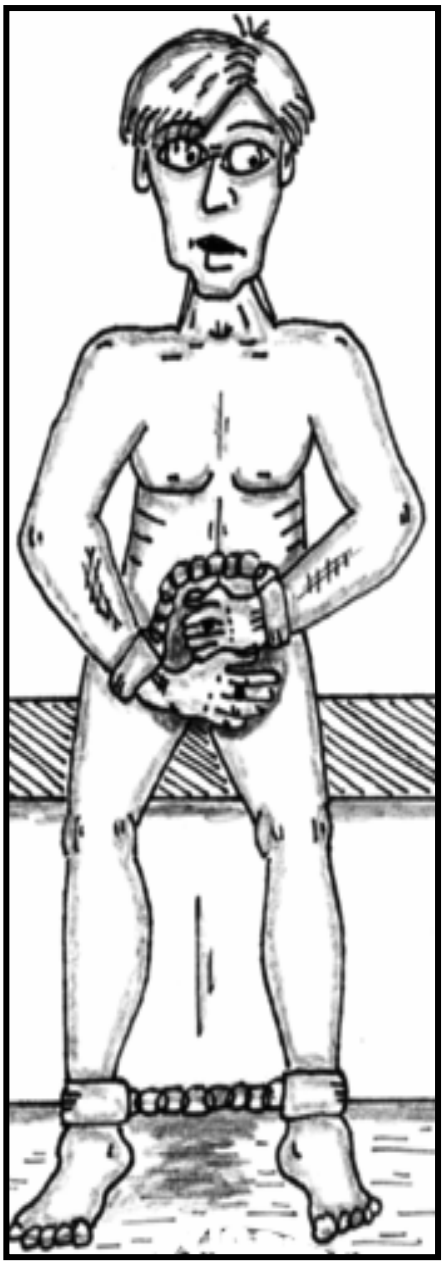


1787
Hickory Docks – Slave Auction Block
As the collar is fastener about your neck, you feel a wave of lethargy wash over you, filling your being with warm gratitude to your new master and emptying you of all desires. This will be your fate: to serve Cadillac in luxurious surroundings, untroubled by uruks, left alone by lamia and unseen by ogres. Could you ever escape? Probably not. Would Cadillac ever free you? Once a year, on his birthday, he just might… His emotions would need to be moulded by a Wizard-God, you would have to be both charming and lucky. You can try a L2 on WIZ, LK and CHR and if you make all three off you may skip to 414, fully healed, probably older and wearing a saffron jumpsuit and with no possessions other than a massage kit. You could take a bonus 100 APs too…

1788
Cauliflower Row
Forging on past the dead snook(s), you see a chink of light from a manhole cover that is slightly open. There is a solid ladder so getting out will not be a problem. The shaft of daylight picks out something glinting in a dark recess where the mortar has fallen out between two bricks. The something is a ring and when you look inscribed on the outside in the gleaming gold are the words, "*Little Feets*". That is exactly what the ring is – a substitute for casting the spell, with no INT SR needed and the same WIZ expense. When you take the treasure, you see just how loose the brick below it is. Once you remove it, you can feel something feathery at the end of a shaft – a ***Taunting Arrow***. Take your haul and climb out now (430).

1789
Hickory Docks – Slave Auction Block
Poor Isaac! A gentle soul, his nose crumples and explodes messily, scattering crimson droplets in a 180 degree arc centred upon you. The bad news is that you have just triggered the carnal appetites of Miradonna, a notorious vamp, with plenty of money for buying slaves but now well beyond that state of reasoning. The parasitic temptress descends for a feeding frenzy – either you or Isaac. Isaac gets 5d6 for his LK. Roll for both of you until there is a loser. Miradonna falls upon the unlucky soul with shrieks of ecstasy. If it is Isaac she sets her teeth into, you can escape in all the confusion (go to 440); if it is you, you must survive two rounds of combat before guards break up the struggle. The vampire gets 5d6 plus 12 adds, has WIZ of 20 and regenerates CON (which is 30) at 1d6 per minute. If you slay her, take 150 APs; if you survive 2 rounds, take 100 APs. If the guards break up the fight you can escape to 440.

MISSING INACTION

1790
Cauliflower Row
A dart hisses through the space dividing you and the monster and lodges in your chest. It does not hurt but what ever it was tipped with enters your system and takes a grip within your brain once it has been transmitted their by your blood. Make a L1 SR on LK and go to 1973.

1791
Hickory Docks – Slave Auction Block
If you failed the STR SR Simon has you whipped mercilessly – take 2d6 damage. If you die under the lash, Simon regards it as money well spent for the sport of it. If you live through such punishment, you are fed enough to allow you to slowly heal and your work load is light enough not to impede the recovery – you spend all day and much of the night learning embroidery as Simon loves to hang new tapestries of torture scenes about his house. If you made the STR SR, you are given different work – cleaning out the stables of Simon's mastodons as well as hand washing the creatures daily. If you got mastodon duties, go to 1899; if you are assigned tapestry work, go to 1901.

1792
Longsorrow Street
If you didn't make both saving rolls, the troll's forceful toss sends you flying towards a gravestone and there's nothing you can do to twist aside. You land with a crash and take 1d6 loss of CON. If that killed you, at least it's no effort to move you to a suitable burial site, if anyone can be bothered. If you landed safely or have been able to recover, you have a new problem. A ghostly figure is arising from the grave, wailing and waving its arms. The ghost is wispy and unkempt and immediately you feel the chill of its presence. Do you want to beg Mucuss to break down the bars to let you out (1975) or search about desperately for something to help you in avoid being sucked into the grave, something the ghost can be heard to utter as a threat for your intrusion (1977)?

1793
Acorn Lane
Go to 1157 but because of the maternal ire you have sparked, there is no option to run!

1794
Longsorrow Street
It takes a L2 SR to tunnel your way into the grave. If you failed, you must let Mucuss throw you up and over as he is getting impatient and has a frown growing ominously on his face (1600). If you made it, go to 1979.

1795
Acorn Lane
After that dire fight, you are spattered with gore and would not be embraced by even the loneliest of *Lone(ly) Delver(s)* - website plug: **http://danhemsgamingblog.blogspot.co.nz/** .
When you have drawn breath, you can search the monster's lair.

There you find a collection of shiny objects, worth 2d6 x 100 GPs. At least one is magical (a throw of doubles on 2d6 means there are two such items). There is a sigil that absorbs 30 physical hits (and possibly another one that *Vorpals* over and over again any weapon the wearer holds). You can have 100 APs and go to 450.

1796
Sandune Street
Now you've dealt with that mean mother of a mummy, you have a choice: back to Ghoulish Gardens to report in to Cyril the Zombie Master (1981), trash Materiki's house (1983) or go on the rampage through the city (1985).

1797
Acorn Lane
Inside the chest is a gaily painted box. When you open that up (it has a simple clasp) a Jack-in-the-Box springs out and screams painfully (make a L1 SR on CON and take the difference in damage if you fail). The Jack-in-the-Box is called Daniels and is really rather friendly to you for freeing him. He can cast two spells whenever he feels like it or you ask him. He can cast *Oh There It Is* and does so now, revealing a secret door leading out onto the streets (430). He can also cast a *TTYF*. His level is 2, his WIZ is 18, his INT is 20 and his CON is 25. His CHR is only 9. If you need him to cast a spell for you and are unable to ask, he will do so only if you make a higher SR on CHR than he does (he forms a mental link with his keeper but does not always think to act in your interests.) You can take 100 APs and go.

1798
Forest of Hemnin
The elves march briskly back to their bower homes. Garnet is not up to the speed they set and so the tempo is decreased and Garnet leans on you for support. The central elven settlement is hard to spot even when you are in the midst of it but once your eyes fasten onto the elfwork in the branches of the stout and sturdy trees, you marvel at the intricacy of what they have wrought, in complete harmony with the forest, nature meeting nature without cost to elf or tree. Two elven women take you and your companion into a tree hollow and nourish you with bowls of hot, piquant stew and their ethereal chanting. You both are healed of all hurts. After a short nap, two more elven maidens come to escort you up a great floweroak of inestimable age, where the Seeress resides. Pale lights flicker in the serpentine branches and spices mingle with woodland smells. Go to 1987.

1799
Acorn Lane
You can return to 1167 and try to find another way out. It is quite possible you might die there of starvation or go mad in frustration. Too bad!

1800
Moneybags Place - City Bank of Khaboom
Norman presses a buzzer under his desk and hands shoot from the floor to seize your ankles. Arms descend rapidly from the ceiling to grab your wrists and stretch you taught. Two women enter through a secret door and wait for Norman's instructions. "Let's see… We had the water torture last week and I've never really enjoyed the red hot poker – it's much too quick to kill. Tickling, I think. Yes, laughter is the best medicine." The women close in to strip you of your clothing, using poniards where necessary until you stand naked in front of Rockertroll. "Hmmnn… might get something at the slave auctions if you don't over-tickle but we don't really need the money, do we, so don't hold back ladies!" They begin their work, finding your sensitive spots with great anatomical knowledge. You cannot resist their control of your body and soon tears roll from your eyes and your body spasms uncontrollably. This goes on for some time until you are reduced to a jelly and Norman has become bored. "Tedious!" Rockertroll grunts with thinly restrained ire. "Two minutes of full throttle agitation, ladies, then we are done!" The ladies, Erosma and Dominata, greedily oblige, going into hyper-drive to please their main man. Make a L1 SR on CON. If you fail, your heart gives out and they make a present of you to a Bring-out-the-Dead man. If you make it, you are carried out by two hobgoblins and taken off to a business partner who is the middleman in all business with the saleyards (go to 959).

1801
Nosebleed Lane
The shambling wreck has a MR of 20. If you perish in battle, no one finds your body before you have rotted away to just skin and bones because no one wants to brave the stench. If you win, you have one more problem – the unfortunate walking disaster zone is highly infectious. You need to make a L1 SR on CON. If you fail, you have caught sifiloronaghoea, which is not at all nice. You need to get to a doctor within 10 paragraphs or you will become a green shambling wreck with just a MR of 10. You can start at 414 and you get a bonus 100 APs if you find a doctor (any doctor or healer in Khaboom will act to stop this nasty ailment). If you took down the sad creature and avoided disease, you can get Dasterdly and Mutley to disinfect the house and dispose of the body, which not even the Bring-out-the-Dead man will take. You can have 50 APs for doing this and now you have a place you can rest at and heal up in. You can come back here whenever you end an encounter in the city and D&M are well content to follow your lead. Go to 414 when you are ready.

1802
Friday Woods
If you made the saving roll, you beat all the little bears to the clump of brambles; if you failed the SR, you are at the back of the pack. Bringing up the rear of this chase turns out to be a good thing, as it not Urticus the frontrunners find there but a sleepy Gruffalo emerging after a long nap. The gruffalo is slow to make much sense of what it going on around it but not so dopey that its first reaction, to flail about with its powerful fists, is not effective. Bears going flying to all points of the compass, their stuffing trailing out behind them. If you were in that front wave, go to 1950; if you were lagging behind, go to 1952.

1803
Swattage Hill
Cloggit looks at you with a slack jaw and then light dawns in his eyes. "You mean it, buster? You're a real swell! Here, this is what you have to do – it's not so hard. And take this uniform – that will make the Sarge believe you're just someone sent as relief from another station. Gee, thanks, pal!" With that Cloggit skips outside into the sunshine. Make a L1 SR on INT and go to 1989.

MISSING INACTION

1804
Friday Woods
The soil comes up easily, the digging was so recent. After thirty seconds scrabbling, you see that you have found a tunnel! You can call out to the other bears (1954) or keep this to yourself and drop down after Urticus (1956).

1805
Silver Springs
The goldfish opens its mouth wide, perhaps in shock or trepidation or perhaps just because that's what goldfish do. The room is empty and there is no sign of a door now nor any other means of escape. A small section of the ceiling slips aside and water begins leaking into the room. That is no worry at all to the fish but should be to you. If you want to smash the bowl with the hammer, go to 1991 but if you want to knock yourself out with it, make a L1 SR on STR and go to 1993.

1806
Friday Woods
The gruffalo has a MR of 200 but is only fighting at 25% as it is entirely reliant on its arse in the first round of combat. Urticus will join in for subsequent rounds - he has MR 16. If the gruffalo kills you both it is very sorry and becomes depressed - it is really a gentle soul. If you kill the gruffalo, shame on you! A passing Wizard-God picks you up in a huff of displeasure and drops you back in your pig sty (1) with a stern warning about being nice to endangered species.

1807
Silver Springs
He looks shocked but recovers quickly. "How gracious of you after my ill manners! I don't know what came over me." He winks at Flusho and the wizard nods. "We could do with an extra pair of hands round here. You look a likely sort. What do you say? Would you like a good job with good prospects, good conditions and no stress?" Flusho's fingers fidget in a way that suggests it would be good not to refuse. Go to 1995.

1808
Friday Woods
The gruffalo stoops and picks you up. Urticus has copied you so he gets tucked under the big creature's other arm. Although it got out of bed the wrong side and started the day in a bit of a strop, it feels rather protective and responsible with you two in its care. It sits you both down at the back of its cave and begins singing to you, crooning a lullaby in a deep baritone. Do you want to settle down in the warm straw (1958) or make a dash for the cave mouth, grabbing the canvas bag hanging from an outcrop of rock that Urticus is pointing at (1960)?

1809
Silver Springs
The slap might do more than sting – make a L1 SR on STR and you break Doonican's jaw. It doesn't matter too much. Flusho blasts out a *Hold That Pose* again and a security guard comes running to put you to sleep with a sharp blow to the back of the head (lose 1 CON). When you come round you find that you have been sold as a slave (go to 161). That's capitalism for you.

1810
Temple Mount
Although the Cult of the Bear is not widespread, its more outlandish practices are tolerated, at least in the open, and it does have a small sanctuary up here along with the shrines to the *Colossi*, Khaghbboommm, Khaghtch'an, the Trollgod, The Man from Wales and even Lerotra'hh. You are bound to an altar and a Bear Priest is intoning darkly above you in monosyllabic grunts and growls. There are at least twenty acolytes, dressed in various bear skins, all with bear heads over their faces, watching breathlessly. As the grim horror of your circumstances fully dawn on you, a shimmering bear face appears above the priest and commands the assembly to be still and silent. "You will hear the will of *Jimpeter* and you will obey!" it booms, the very walls shaking as the words reverberate about the stone edifice. Go to 1962.

1811
Nosebleed Lane
Slimy stops on the brink for a moment and then swan dives after you, spreading his arms like an avenging angel and spraying gunk as he comes. There is an old metal fence paling to hand. You can line him up with it if you like (I'll treat that as a 'yes' rather than have him land on you). Just a L1 SR on SPD. Good luck! Go to 1997.

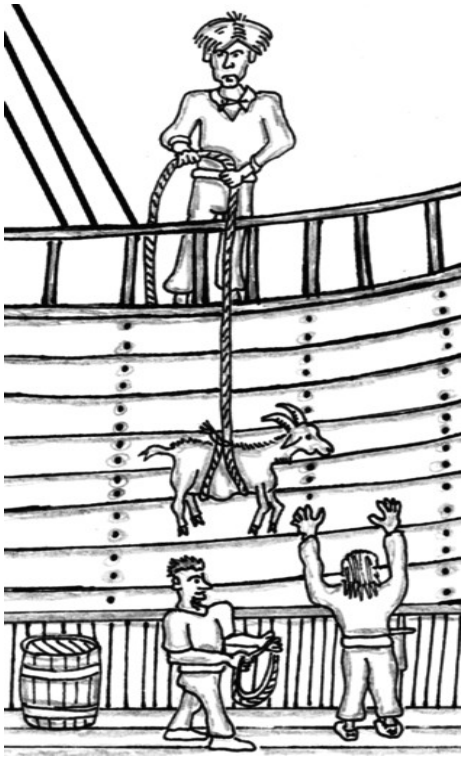
1812
Root Canal
Once the other vessel has ceased to be a thorn in the side of the Lump of Lead (whether it limped away cursing you to Ashgoleth or slipped sadly below the unforgiving waters of Root Canal), you must turn your attention to repairing the Lump. Captain Clughless has all hands abandon other work to fix all leaks. The Lump is in such a state of unseaworthiness that your help will be critical. If you have an extra talent to take, now might be a good time. Locating and utilising suitable materials and then being able to employ them effectively is the order of the day. Make L1 SRs on INT and on DEX and go to 1964.

1813
Nosebleed Lane
If you failed, Slimey leaps and is upon you before you can recover. He has a MR of 14 but every round you are at close quarters you must take 1d6 acid damage.

If you made the STR SR and got up before he entered the fray, you can keep him at bay with a L1 SR on DEX and it is then a straight fight without the acid damage. If you lose this one, you are dissolved. If you win, you can have 50 APs for doing this and now you have a place you can rest at and heal up in. You can come back here whenever you end an encounter in the city and Dasterdly &Mutley are well content to follow your lead. Go to 414 when you are ready.

1814
Root Canal
The captain of the barge that did for the Lump of Lead surveys you with distinct displeasure. “What sort of Jonah are you," he asks, looking upwards. Make a L2 SR on CHR and go to 1966.

1815
Wildebeast Plains
If you made the LK SR, all is well – the steps remain intact. If not, you need that SPD SR for your weight proves too much for the rock steps, weakened by Trollgod knows whose pounding feet over the years. Fleetness of foot will keep you in the game while being a sluggard sends you tumbling downwards to a spine-crushing impact. Wizard-Gods enjoy this place as a holiday resort though, so a L1 SR on WIZ will be enough for a miraculous catch and a protective return to the comforts of your familiar pig sty (1). If you navigated that little spot of danger safely, you have no further reason to consider the fine print of your life insurance policy. At the bottom, you see the tracks of a large creature. The way that the footprints are broken up suggests it has a large tail. Go to 1999.



1816
Root Canal
The men row alongside the Lump of Lead and demand you lower ropes down to them. When you comply, they begin tying the rope to the goat and then order you to haul the bemused animal upwards. Once accomplished, they salute you, wish you well and paddle off at speed. Behind you, over on the other side of the Lump, you hear a series of splashes - Clughless and his crew have abandoned ship! Leaning over the rail, you see a cloud of bubbles breaking the surface but never do see Clughless or his crew again. The barge starts up again, surging forward along the canal and you see the goat, now in Goatkin form, standing at the controls, looking menacing. Go to 1968.

1817
Wildebeast Plains
If you made the LK SR, all is well – the trees retreat and keep their distance. If not, you need that SPD SR for your presence has stirred something in the flora that is far from friendly. Fleetness of foot will keep you in the game while being a sluggard leaves you wide open to the slashing barbs. Initial damage is 1d6 and it will only get worse unless… Wizard-Gods enjoy this place as a holiday resort though, so a L1 SR on WIZ will be enough for a miraculous catch and a protective return to the comforts of your familiar pig sty (1). If you navigated that little spot of danger safely, you have no further reason to consider the fine print of your life insurance policy.

At the end of the ridge, you find a muddy slope running down and you see the tracks of a large creature. The way that the footprints are broken up suggests it has a large tail. Go to 1999.

1818
Root Canal
Clughless wails pathetically and covers his head with his hands. The three men in the little boat jump overboard but the goat juts out its neck, horns directed at the Lump of Lead. Its eyes glitter with malice and menace and it changes into Goatkin form. "Bring it on!" It bleats. Go to 1970.

1819
Arbuckle Hill
At that, he smiles and slaps you on the back. “In the free market, it’s never hopeless. Work harder, work smarter, get a haircut, get a job. When the tough get going, the going gets tough for all the other poor saps. Look again – all you need is balls.” When you look again, the names seem clearer and the ball seems to hop over one in particular. Make a L1 SR on INT and on LK and go to 1902.

1820
Root Canal – Extreme Danger
As you slip under the sucking waters, resigning yourself to the kiss of a liquid death, large hands grasp you and pull you down deeper. Go to 1972.

1821
Arbuckle Hill
The metal edge radiates heat as you lay a hand on it and then becomes razor sharp, cutting into your flesh. Make a L1 SR on SPD or take 1d6 damage rather than just a single point. “No, you fool! You can’t stop the wheels of capitalism,” Buffy warns you. You can tell him it’s hopeless (1819) or make a grab for the ball (1904).

1822
Root Canal – Extreme Danger
As you slip down under the water, pulled deeper by grasping weeds tugging at your ankles, a voice whispers in your inner ear: ‘If I let you live, will you abandon the *Path of Security*?’ Of course you will! Death by drowning, not waving, or the *Path of High Risk* - I think I may presume your answer is in the affirmative!" You find yourself spirited away through time and space through the intervention of a meddlesome Wizard-God. Healed, dried off and dressed in the garb of the country, you find that your feet alight on solid ground in the ornamental gardens of the Baron of Vulgaria. Go to 1974.

1823
Arbuckle Hill
If you failed the SR, your number does not show. Buffy strokes his chin and marks you down as an enemy of the free market economy. “Get yourself a proper job and while you’re at it, get a haircut. Now get out of my money-making space and think of all the things you’ll never have.” He seems to have had enough of you. Two suitably enabled hobgoblin security guards come in and are told what to do with you. They take an arm each and march you off to the top of a hill for that haircut. They squash you down in the line and snigger as they leave. Go to 364. If you made the saving roll, go to 1825.

1824
Root Canal – Extreme Danger
If you failed the SR on STR, your knot is wrenched loose and overboard you go, into the torrential waters, tumultuously tossed and buffeted against rocks like a child's toy (go to 1942); if you failed the CON SR, take the difference in damage and go to 1944; if you made both rolls, you stay attached to the plunging barge and the stresses of the ordeal are endurable if not enjoyable. Take 50 APs and go to 1944.

1825
Arbuckle Hill
The numbers and patterns suddenly make sense for you and the words that spill from your lips set Buffy off into a flurry of action. His arms wave maniacally as he signals buy and sell order through a scrying stone to the market where he makes in five seconds more than the annual expenditure budget of a town like Stoneydaze (**see 'Rotten Borough: Election Special' from Khaghbboommm Press**). He offers you a job instantly. You get a percentage of what you make for the firm plus bonuses. Every time you end an encounter in Khaboom, you may return here and fleece the Mom and Pop investors whose life savings don't last long and matter even less. You can roll 2d6 – you get 1,000 times what you roll. If you roll 12, you get that bonus – a cool 250,000. If you roll 2 though, you get investigated for insider trading and Buffy disowns you – you lose all your wealth and get slapped inside, awaiting judicial review (go to 163). For now, go to 414 when you are ready.

1826
The Lonely Canal
If you calculated correctly, you have the pleasure of hearing the hoots of delight of the crew as the broadside scores a direct hit on this other boat – the great gash in its midsection is enough to send it to the bottom of the Lonely Canal without trace. You now have a talent for Artillery (+ 1d6 on INT). You have a clear run to the boat's destination – the Barony of Vulgaria. Go to 1946. If you did not assess the trajectory required correctly, you either fire short with a huge splash or too high, blasting the roof of the Lonely Canal and peppering both crafts with shards of rock. Now the other boat turns its guns on you… Make a L2 SR on LK and go to 1948.

1827
Arbuckle Hill
The *Dance of Death* is held on the *Night of A Thousand Swords*. The participants must be accurate and fast because the swords are honed to cut through bone without pause and they slice through the air in fast, random and violent movement. Tickets sell for 100 GPs a throw and the line of people hoping to get in stretches all the way back to Pentagram Square. In fact, the Mayor is thinking about moving the event there next year because more people would get to see it and the street congestion would be eased. The prize is awesome too: not just a trophy but a pair of ankle wings crafted by the Wizards' Guild for each of the winning couple. The contest is limited to four pairs and your opponents look good as they warm up, leaping over swinging scimitars and twisting past cutlasses slashing at the their legs. We must find your partner's INT, LK, DEX (unless you have this already), CHR and SPD – you may roll 6d6 for each and go to 1906 (if you want to complete a character card – go on, be a devil! – roll 3d6 for STR, WIZ and CON).

1828
The Lonely Canal
Seeing the writing on the wall (but not being able to read it due to rampant illiteracy in goblin society), the goblins decide to disengage and flee the battle. You can join in with your shipmates and take a hack at the losers as they go – a L1 SR on DEX takes down one and a L1 SR on SPD will net a second victim. You can take 20 APs for each goblin you see to. If you strike three from the *List of the Living*, Bunty is suitably impressed and pays you 50 GPs to stand guard duty for the rest of the trip. Easy money, you have a clear run to the boat's destination – the Barony of Vulgaria. Go to 1946.

1829
Acorn Lane
"It doesn't look natural but every painter must have one to fall back on if he works with life models – death is so much more obliging,: he sighs as he aims his *Hold That Pose* ring at you and puts an end to your fidgeting. It has a much longer effect than the L1 spell pedalled by the Wizards' Guild and when he finishes he is joined by his friend, the Great Rodino, a sculptor of immense reputation. "Nice work, Cel," Rodino observes critically, "but you still have that two dimensional look, I fear. Now, if I could just have your model as the basis of a piece I rashly promised the Mayor at a charity dinner for sadly sober leprechauns last night…" Celer is happy to oblige and offers Rodino the use of his studio. The great sculptor uses his *Medusa* ring to ensure no messy blood loss as he chisels your features to much nobler proportions. If you recover from your stint in the art world, your CHR will be doubled. The Mayor is known to get bored with art work but even he would not dare show a lack of appreciation for the work of the Great Rodino. Your only hope is his wife, who is gauche enough to speak her mind and not mince her words. Make a L2 SR on LK. If you succeed, the Mayor's wife rejects you as an objet d'art for her Goblinese Garden and the spell is broken, allowing you to trot off to 414; if you fail, the Mayor's wife loves your curves and crevices and you are the talking piece at many a garden party for decades into the future.

1830
The Lonely Canal
Although you are holding your own (much better than heaving someone else and squeezing them with malice aforethought), Bunty's crew are faring badly and the slippery goblins are clearly turning the battle their way. You really have three choices: 1) to fight on to the bitter end (1976) or 2) politely surrender (1978) or 3) jump overboard (1980).

1831
Acorn Lane
Celer tells you that you look positively heroic astride the great beast and that his muse has returned to him. The lion is under a charm that is long lasting but Celer is not one to hurry his art. Make a L2 SR on LK and go to 1908.

1832
Ghoulish Gardens – Degradation Level
The figure laughs as you take its hand. “What need do I have of a hand?” it asks with a morbid laugh, as it watches the skeletal hand merge with your hand until it is only it that exists and your hand is no more. “Here – catch!” The *Demon of Death* unscrews its head and tosses it casually your way; it lands atop your head and lowers itself through your head and merges, just like the hand did. “Enough to entertain, sufficient to sow the *Seeds of Degradation*, I think! Begone! Back to your mortal play pen!” You whirl your way through time and space and land, healed of ordinary hurts, in your pig sty (1). Your CHR is now trebled and you have a talent based on it for causing fear in anyone failing a SR on CHR at the level you make (they must make a SR on INT at your level to function at half normal capability while within sight of you). Your hand has the power to melt the flesh of anyone you touch who fails a SR on WIZ at your level. Take 100 APs.

1833
Piccadilly Circuit
You are a little on the early side but, no matter, you get a front row seat and get to see the setting up. Much of the work is done by the clowns and they take the chance to polish their routine and too just enjoy another chance to muck about. Three in particular, Saphira, Bonk and Boink, make the other early birds hoot with laughter but then Saphira sprains her ankle in a madcap round up of the circus miniature ponies and concern, then gloom, descends. In desperation, Mr. Canzoni calls for a volunteer from the audience to substitute. “Don’t worry, Bonk and Boink will just use you as a stooge – all you have to do is disagree with everything the tell you to do or ask you and they’ll do the gags and the falling over stuff.” His eyes rest on you. If you volunteer for active service, go to 1910; otherwise, you see a very entertaining show and can leave for 440 at the end.

1834
Alrond Rise - Elven Treasury
The elves have defences for such times of rampant racial hostility and open vents which release a torrent of boiling oil over the mob below. This is not strictly legal but gets the job done for them and reseals the road for the city. You need to make a L3 SR on LK for those about your to act as living umbrellas to your benefit. If you fail, you lose the difference from CON. If you die, you get trampled flat as soon as you fall as the rabble stampede for safety. The elven bankers next have their guards fire volleys of arrows into the fleeing crowd. If you can make a L1 SR on SPD, you avoid being in the group mowed down by the lethal defence of high finance. If so, go to 420 and rest up.

1835
Piccadilly Circuit
Lupini and Messanga shake hands warmly and introduce to the rest of their act: the trapeze group, Block and Dekkar, and Avera and Santa and the acrobats Felippo, Fafonna, Foxey, and Fedorah. If your name begins with ‘F’ you can take a bonus 50 APs. They are all friendly and they decide to include you in the grand finale of their act when they swing and throw each other without the security of any safety nets. Go to 1912.

1836
Hickory Docks
The dwarves have been drinking and are a little late in taking the threat seriously. When they do act, they form a destructive wedge and take hold of their war shovels, nasty weapons for crushing skulls or slicing through arms and necks.

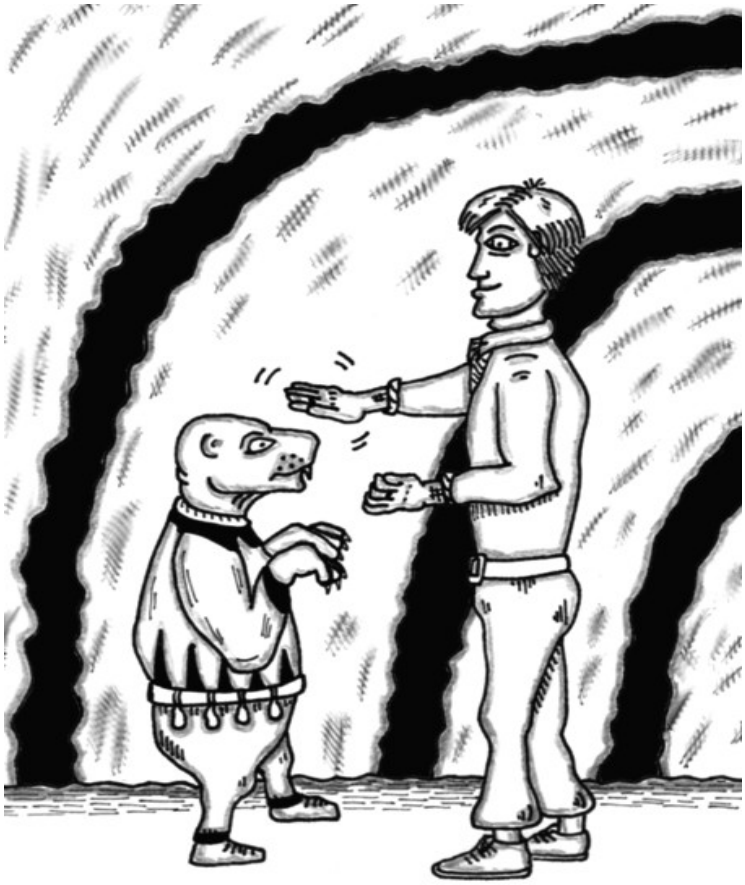
If you can make a L2 SR on STR, you can send a dwarf sprawling into the dock and get a free hit on another (go to 1982); if you fail, you get caught in the melee and the savage reprisals of the little guys. Make a L3 SR on LK and take the difference in damage if you fail – either you use someone else as a meat shield or they use you that way. The dwarves see no need to drive home the point of their wedge and allow the rabble to disperse to lick their wounds. If you died, you get fed to their dogs; if you live, you can make a tactical retreat to 440.

1837
Donkey Pits
The tower is squat and barely reaches two stories over the adjacent houses. It is grim and foreboding though and a sign, badly written in blood at the front, warns that trespassers will be exterminated (it actually reads "*Trzpazers will be xturminated*" but spelling is random at best on Khaghtch'an. There is no fence so getting to the back presents no problem where you find a 4' high door with a skull door knob with a keyhole in the middle. The skull is pulsing with fiery orange light and its teeth are chattering loudly. You can give this up as a bad job (go to 450) or insert the key into the lock… (1914).

1838
Krisstrasse
If you were off target, you don't get a second chance – go to 1984. If you mastered the shot, you see the big top rapidly go up in flames and circus performers and animals hurtle out from the inferno. Elephants stampede and there are men and women looking for people to make pay for the loss of their livelihood and the menace to their lives. Make a L3 SR on LK and go to 1986.

1839
Mortuary Lane
When you push the button you find yourself falling fast – there is no time to grab hold of anything. The section of floor that slid aside to allow your fall eases quickly back into place and the darkness consumes you. When you land, it is not with a bump and with pain but instead you slow to a gentle speed and settle on your feet without difficulty. As you do so, lights flick on all about you and you see that you are in a grand chamber, painted in golds and reds and royal blues, where giant dog-headed statues on heron-like legs stand guard before a thrown towering almost to the ceiling, where sits a regal, divine figure, wreathed in ambient blue flame, watching you with shrewd eyes, laced with intelligence so intense it burns into you (lose 1 CON). The majestic being raises one imperious hand and speaks in a mellifluous, honeyed voice. Go to 1916.

1840
Krisstrasse
If you made those SRs, all is hunky dory. An albino elf takes the bow and does what you did not and flames soon tower into the sky above Krisstrasse. Go to 1838 to see the consequences… If you failed one or both of the SRs, a leprechaun sees what you intended and dobs you in. "This one's a worm and flatters to deceive! We have a traitor in our midst, me fine friends, so we do. As sure as me name's H-Block O'Finn, I swear that this one's guilty of treason. To the tower with the scab!" Rough hands seize you and carry you aloft through the streets… go to 1986.



1841
Viper's Nest Caverns
The molekin are glad to see you again, rejoicing in your return and your triumph over Evil. They form a ceremonial procession, trumpets heralding your second coming to the Viper. She smiles and gazes deeply into your eyes, understanding all your trials and tribulations as she soothes all the emotional hurts you have suffered while missing inaction. "You may rule this underground realm, you are the One. You are free to break the surface for that is your birthright but you also have the *Right of Rule* down here within the earth." Attendants bring her a crown sat majestically on a cushioned pad of purple edged with ermine; this she places with still satisfaction upon your brow. "The coronation is complete: you have shown yourself worthy of the *Khremm-Crown*!" It is made of pure mithil and imbued with a charge of khremm taken from the core of Trollworld. Your WIZ is increased instantly to 500 and all your attributes are trebled. The people of the Caverns will follow you faithfully through thick and thin. There are 5,000 down here, with MRs ranging from 6 to 6000. Rule them well, oh Great One. You are entitled to sit in the *Supreme Council of the Wise*, the privilege of none but the Wizard-Gods and Witch-Goddesses. You may stay or go as you please. You could have done no better!

1842
Peaswasse Street
You see choking figures wreathed in incandescent flames. This charnel house is not going to stand to act as testament to the horrors suffered here this day but if you live through this nightmare it will be forever etched on your memory, without a shadow of doubt.

As you fall to your knees and your internal organs begin to fry in the furnace the space around you has become, you hear a voice in your head… “Say ‘I do’ and you will be saved. It is that simple. Speak before your vocal chords shrivel in the fire!” Perhaps you will heed this help line from whoever… Write down ‘**I do**’ or “**Screw you!**’ and go to 1988.

1843
Mortuary Lane
The mummy’s eyes open and bore into you with an ancient, alien malevolence. Make a L3 SR on CHR. If you make it, go to 1849; if you fail, the mummy sucks your soul from your being like a cork exploding from a champagne bottle shaken on the podium by the winning chariot driver at the Khaboom Demolition Derby and you give life to the mummy at the expense of yourself, useless husk that you are now.

1844
Peaswasse Street
The Khaboom Volunteer Fire Brigade has arrived now and you see water elementals manning up to the inferno while elephant men aim their trunks and jet away at the blaze. The Mayor is soon on the scene and makes a beeline for you to congratulate you on your heroic deeds. How many of Jonny’s family did you save? For each life you have extended at great risk to your own, you receive a financial reward of 1,000 GPs; for each one you saved, the *Assembly of the Mildly Concerned*, a body of occasionally charitable wizards aimed at high posts within the Guild, will raise an attribute of your choice by 1 point. The Mayor decides to have you attend the games this very evening at the Arena (see the **‘Arena of Khaboom’ from Khaghbboommm Press** for all the action), has you healed by his personal physician and puts on a lavish banquet in your honour. You can have 50 APs for each person you rescued. Johnny is given a new home for his family, paid for out of public funds, and you are welcome there whenever you like. When all is done and dusted, go to 450.

1845
Champs Elysee
The embers descend on you, like a shower of meteors spewn across the cosmos to hit Trollworld where it hurts, embedded themselves in your body like studs in a stable. The embers send khremm mixing with your body cells like metaphors in a menagerie. You have been turned into a djinn and get your own brass lamp to live in. Your master, Ifrititi, leaves it to chance as to who will purchase the lamp. He gives you a limited power to grant wishes that are really curses, hexes and jinxes. You could play this character as a djinn if you wish with trebled WIZ and CON increased fivefold. An NPC probably…

1846
Peaswasse Street
With a velocity that is destined to burn out like a wayward comet, Johnny jags after you, weaving mazily past innocent foot traffic. You can run but you cannot run fast enough. You feel the heat on the nape of your neck and your hair starts to sizzle. “Vengeance shall be mine, sayeth the Trollgod, and if it’s good enough for him, it’s baaaad to the bone for you!” howls Johnny as he scorches between your legs like an avenging angel who’s been standing to close to the barbeque. You take 2d6 damage in burns and your leg wear is on fire or melted. You are now naked from the waist to the knees. Johnny has done his dash and dies holding onto the belief that it is better to burn out than it is to rust… If you die, you kinda deserved it… If you are alive, you attract the attention of a passing Witch-Goddess who is taken by Johnny’s line about rust… Go to 1990.

1847
Champs Elysee
Make L1 SRs on WIZ, CON, DEX and SPD. Unless you make them all, the embers do the work they were intended to do, flying upwards and then arrowing down to pepper you with the khremmatic charges (go to 1847). If you succeeded in all four rolls, the embers orbit you and settle into an orderly rhythm, forming a protective particle layer about you. The djinn goes berserk and attacks you with everything it has, physically and mentally. In its incandescent fury, it expends every ounce of khremm it has and so loses its own protection against the khremmatic radiation flowing from the core of Trollworld. It dies mouthing hideous but unpowered curses, along with foul invective that few uruks could bare to hear. You now have the equivalent of a L10 *Protective Pentagram* permanently around you. No one can touch you and massages are quite out of the question. Your pleasures do not have to be purely cerebral as you can touch others. When you are done here (you may take a lamp as a souvenir), go to 414, taking a bonus 100 APs.

1848
Peaswasse Street
Johnny is in no mood to forgive. As you kneel, he looms over you, incandescent with anger. Mercy is a word burnt from his vocabulary, forgiveness a divine quality he will never again know. He clasps both hands together in a single fist and pile drives them down on your head, setting in alight as his being is extinguished, forcing down in your chest cavity where it melts your internal organs. This spectacle attracts the attention of a curious Witch-Goddess… go to 1990.

1849
Mortuary Lane
The mummy's eyes widen to owl-like proportions as it senses the reserves of will you possess and the protective hand of a power way beyond its own, watching over you and now augmenting your prowess with a seemingly unlimited battery of fortitude. It is the mummy that loses everything it has and its attributes flow into you. Work as follows: STR and CON 3d6 x 3, WIZ 3d6 x 5, INT, LK and CHR 3d6 x2, DEX and SPD 3d6 x1. The mummy falls to pieces before you, dry dust showering the floor where it stood. On investigation, you find a Ring of Teleportation on the ground amidst the powdery dust. It has no intrinsic value but will send you instantly to Robert Johnson's Crossroads (414) and will also transport you back here to safety whenever you focus your mind on that wish (L1 SR on INT). This chamber is a place of healing and nourishment and will restore CON as well as assuaging hunger. Go to 414 when you are ready.

1850
Peaswasse Street
If you can't stand the heat, get off of the street but if the flame of life flickers still against the hurricane of Johnny's anger, it is time to fight fire with fire. A sniggering Witch-Goddess decides it would entertain her social group if she granted you a power just as she has done for Johnny… go to 1990.

MISSING INACTION

1851
Champs Elysee
Dream-Gini is a *Talent Genie*. Let's see what she has granted you. Remember, just three of the following are bestowed upon you in exchange for your money (donations rather than fixed price):

- clown fish: you have the talent to make people helpless with laughter (plus 1d6 on CHR) if you beat them on a CHR saving roll
- angel fish: you have the talent to make people angelically peaceful (plus 1d6 on CHR) if you beat them on a CHR saving roll
- scorpion fish: you have the talent to sting people with your finger tips (plus 1d6 on CON) if you beat them on a CON saving roll – the effect is coma-inducing, lasting 1d6 hours minus 1 hour per STR SR level achieved

- lion fish: you have the talent to make people terrified with your roar (plus 1d6 on STR) if you beat them on a CHR saving roll
- butterfly fish: you have the talent to fly so long as there is a wind present (plus 1d6 on STR) but strong winds will blow you there way unless you make an appropriate SR on the talent
- elephant fish: you have the talent to shoot a jet of water from your nose (plus 1d6 on STR) doing the level of a SR on this talent d6 stun damage in an arc with a radius of your level times 5' effectiveness

When you are done, Dream-Gini thanks you for your custom and deposits you back in you pig sty (1).

1852
Addled Pate Tavern
"Come on!" Johnny urges. "Run! We can get away from them!" He tugs at your sleeve and then sprints off. Make a L1 SR on SPD. If you make it, you are hot on his heels and the baying mob recedes behind you (go to 1345); if you fail, your slip as you turn and cannot see Johnny and you get a bad feeling… attempt L2 SRs on STR, CON and WIZ and go to 1854.

1853
Heights of Decadence – Mayor's Residence
With the Mayor's missus laying undressed on the table, it is time to begin your massage. The oil should ease your passage and do the same for her probably. "Oooh! That's sooo good!" he purrs as you make your way down her spine. Make a L2 SR on DEX and a L1 SR on LK. Go to 1918.

1854
Addled Pate Tavern
If you failed those rolls, the vindictive, hating, hurtful hands of the mob are soon red with your blood and filled with pieces of your flesh. There is no way back, not even a funeral to commemorate you. If you stunned the watching Witch-Goddess with your determination and fortitude (i.e. you were successful), you hold the dogs off long enough to attract a rescue and they are left clawing at each other, suspicions high as to who has the (presumed) invisible you.

MISSING INACTION

Elsewhere in the Multiverse, a very pretty young woman in gauzy, minimalist clothing, seated on a swing amidst the stars and biting a hunk from a luscious red apple, surveys you with a sardonic smile. She offers you a bite of her apple and you have no though of refusal. Go to 1992.

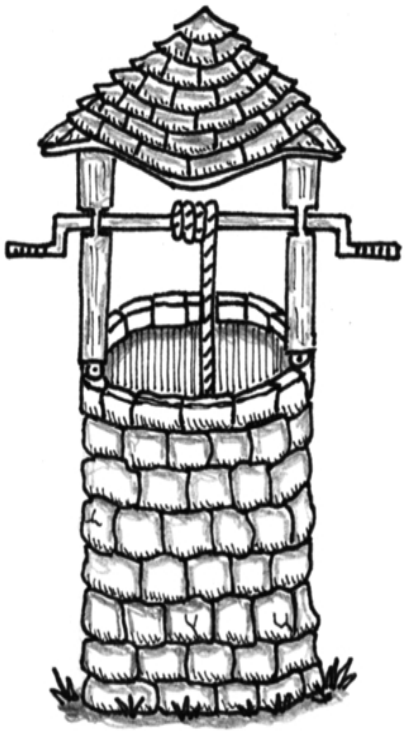
1855
Heights of Decadence – Mayor's Residence
The Mayor's missus doesn't like rough hands. Not many dungeon delvers make good masseurs. How calloused are your palms and fingertips? Personal hygiene is a matter of INT and CHR so make a SR on the average of these two attributes. Go to 1920.

1856
Lizardlick Road
Fanny Stubble used to be a dab hand at dungeon delving but retired after the birth of her Siamese cyclops twins. They are out back, hoeing her strawberry patch but are quick to come if she calls. Fanny is quite able to deal with most trouble without the help of her boys and deftly casts a spell to send the brick flying back at you at double the velocity. You need to make L1 SRs on DEX and SPD to get out of the way of your own mischief. If you fail, the brick hits you with no worse than knockout stun damage and Krikmaw sees that it would be best to turn tail (go to 1994). If you make them, Fanny starts counting… "10, 9, 8, 7…" You can run (414) or hold your ground (1996).

1857
Threesun
"For crying out loud! What is it with you!" Buck yells as he ends up sitting on top of you. "I've plum 'bout had enough of you for this lifetime!" With that he retrieves his horse and gallops off over the horizon, leaving you in a cloud of dust. It is a long way back to town and the sun blazes down mercilessly in this khremmatically-contrived microclimate. Make L1 SRs on STR and CON to get back alive. Fail and you end up as supper for vultures; survive and you deserve the free drink a lashed up punter hands you out side the Addle Pated Tavern (297) along with the bonus 50 APs.

1858
Lizardlick Road
The brick is not likely to do much damage to Krikmaw's thick ogre skull – even if he saw it coming, he would stand his ground, having won quite a few 'Whack Me Over The Head With Something Hard' contests over the years. Roll your unarmed combat total. You need 50 to put him out like a candle. If you succeed, you can run off (414) or hold your ground (1996). If you fail, he belts you in the solar plexus with a straight right that has gone through a good few men. He generates 6d6 x 3 hits. If your CON and STR combined can take it, go to 2001; if not, go to 2003.

1859
Threesun
Big Littlejohn weighs you up with a gimlet eye. "Can you draw water?" he asks, hitching his thumb at a nearby well. When you walk over, he hands you a sketch pad and a pencil. "Go on – let's see you draw water."



He strides over to the coral, where Buck is splitting britches laughing. Do you want to wind the handle and pull the bucket up (1922) or start work depicting H^2O (1924)?

1860
Seamists
Three ghasts, quite literally ghastly creatures with scraps of flesh hanging from limbs and faces, converge on the carriage, moving at great speed and leaping for it with springy strength. If you made the INT SR, you are ready for their attack and may attempt progressively higher DEX SRs, starting at L1, to knock each one done (you can do this if you generate a combat total of 10 or better as you have the high ground); if you were dozing, the DEX SRs start at L2. Figure out if any ghasts leapt aboard the carriage and go to 2005.

1861
Forest of Hemnin
No bird has ever enjoyed this sensation, rocketing across the Khaghtch'an continent, untroubled by the need to breath or feelings of cold. The Huntress' supple hands are upon you and there is no need for fear. When you land, the transition is so seamless as to be unnoticeable. Over too fast but never to be forgotten. You see elves marching briskly underneath their bower homes. The central elven settlement is hard to spot even when you are in the midst of it but once your eyes fasten onto the elfwork in the branches of the stout and sturdy trees, you marvel at the intricacy of what they have wrought, in complete harmony with the forest, nature meeting nature without cost to elf or tree. Two elven women take you and your companion into a tree hollow and nourish you with bowls of hot, piquant stew and their ethereal chanting. You healed of all hurts. After a short nap, two more elven maidens come to escort you up a great floweroak of inestimable age, where the Seeress resides. Pale lights flicker in the serpentine branches and spices mingle with woodland smells. The Huntress takes your hand and squeezes it kindly. "You are expected," she says gently. Go to 1926.

1862
Glassstones
If you made the saving roll, your industry meets with approval and you earn a drink at the town's only tavern (2007); if you couldn't keep up with the rest of the chain gang, your slackness means you spend the evening locked in Farmer Jhyles' barn (2009).

1863
Root Canal
You see a snook munching on the remains of an ogre. A snook is no larger than a leprechaun but it has a lion's head, four arms ending in razor talons and kangaroo feet. There are close on one hundred bustling about in the confined space. "You have to tame them first, then feed them," Rip nods sagely. "Feed them without showing them who's boss is a baaad idea, almost as bad as not feeding them soon enough." Now you know. He hands you a key to the cage, a welder's mask, a padded hospital gown and a riding crop. "The flourish is the thing," he adds as he goes upstairs to safety. Go to 1928.

MISSING INACTION

1864A
The Great Wall of Khaboom
You reach the Great Wall and see the guards alert at their posts. If you made the saving rolls, they let you in and their suspicions are not aroused (go to 414); if you failed both or either, somehow or other they catch wind of something not right and before you can say ‘Jack Robinson Crusoe’ they have you arrested and carted back in stocks to the nearest Watch station (163).

1864B
Dungbeetle Scrubs Hospital
Taking out a weird metal object, not sharp but emitting mechanical sounds, The Medicus scans then probes you. “Your waters burst yet?” he asks and without bothering to wait for an answer he gives you a meaty wallop on the backside. “I like an induced labour!” he pronounces as now you, rather than his sonic screwdriver, are emitting (in your case, a baby). You are now a proud parent – but of what? Roll 1d6:

1. The baby has two heads but is otherwise human
2. The baby rapidly expands to become an elephantkin
3. The baby is green, with prominent red eyes and a forked tail
4. The baby looks exactly like you, albeit a pink, slimy, midget version
5. The baby has a beard down to its ankles, grey straggly hair and bowed legs; it is mumbling arcane words and gesticulating vigorously
6. The baby is dead; it sits up and looks at you sharply; it has sallow skin and shrunken eyes

Now go to 2011.

1865
Ghoulish Gardens – Degradation Level
You see before you the most arrogant, merciless face you could possibly imagine. It is human in make up but alien in character. “I could show you any ‘face’ I choose but this will convey what you need to know. You are now my agent. I am Ashgoleth, Arch-Demon and rightful master of Trollworld. All its inhabitants will soon know that I am their Over-Lord and kneel before me, waiting on my every command. You are my Suffering Servant and you will feed khremm to me. Every being you harm shall lose khremm to me! I shall make you mightier but not so mighty that any shall suspect the game I have set in motion…” The Arch-Demon flicks his forked tail and all your attributes treble. Whenever you cause a being to suffer a drop in CON, they will lose an equal amount of WIZ. Ashgoleth also grants you nine lives and retractable whiskers. It would take L80 magic to nullify this curse. Go to 414 and do his will.

1866
Dungbeetle Scrubs Hospital
The Medicus tuts to himself and then points a strange metal object at you. “It really shouldn’t hurt,” he shrugs, “but you never know…” Make a LK roll – if you avoid a critical fumble the procedure does not kill you, just the baby.

Assuming the Dice Goddess was merciful, Medicus Quis bids you good day and suggests you be more discerning when granting your favours. Take 50 APs and go to 414.

1867
Ghoulish Gardens – Degradation Level
If you could not make all the saving rolls, the sword will not come free for you and instead ignites with a furious flame, roasting you with 10d6 damage. It is quite enough to leave you immobilised in this desperate wasteland even if you lived through it. Either way, the demons enjoy your flesh, sliced from the spit. If you succeeded though, the sword throbs in your grip as it bursts free from its imprisonment. Its flame drives back the darkness and the demons flee in terror at the sight of *Demonsbane* loosed from the confining block of ebony. The sword flashes crimson and teleports itself and you as its new partner back to daylight. You stand in Pentagram Square to the wonder of all those going about their business there. Demonsbane will always transport you back here from the Demon Plane. In battle, it gets 10d6 x 10 against any demon or devil and also wards off up to 200 hits, magical or physical against these enemies. You may go about your own business from any of 420, 430, 440 or 450.

1868
Dungbeetle Scrubs Hospital
Passing Beyond the Veil is an title given to a unique opportunity to strike a bargain with *Death Itself*. You now have this opportunity. The Euthanasior touches your head lightly and you go limp. He holds you gently so you do not fall and break your jaw or something worse. Deep within your core being, you see the face of Death itself. It is not grinning, it does not mock or exalt in your proximity to its domain. It simply asks you to relax. When you do, a ball flashes before your mind's eyes, spinning round the rim of a roulette table. Red means life, black means no life; life means life without death, no life means death without life. Roll 1d6: odds = red, evens = black. If you the ball stops on black, your life is ended and your death is devoid of meaning; if the balls rests on red, death has no meaning for you and if you die you will simply arise and arise again, as you were before the false death clutched at you. If you are forever beyond the reach of death take 500 APs and go to 414 with a light heart and a lost soul.

1869
Netherwallop Road
The pair cast *Little Feets* on themselves and rush off, quickly losing themselves in the crowded streets. By the time you admit to yourself that you have lost them, you are at Robert Johnson's Crossroads (414). If you ever see Merlot again, he will pay up if you return his khremmcard… You can use for single purchases up to 1,000 GPs but you must make a L1 SR on LK not to be recognised as a fraudster. If you fail the saving roll, you get arrested, lose the card and all your possessions and are taken to the nearest Watch Station (163).

1870
Dungbeetle Scrubs Hospital
A *World Where the Sun Never Sets* is a euphemism for an eternal life in a body with a soul and a mind functioning at no higher level than that of a jellyfish. The Euthanasior passes his hand over your eyes briefly and by sleight of hand leaves pennies on your closed eyelids. You stop thinking and your soul is transferred to an endlessly growing store in another dimension. This really is the end of the line, a two-dimensional line ending in a one-dimensional point, which now perfectly describes your universe.

1871
Netherwallop Road
Let's not worry about the saving roll, the man is so desperate he trips himself up. His wife belly flops onto him and breaks his spine. You see that her emotions are running high and had best make yourself scarce. There is no pay off but you do have Merlot's khremmcard… You can use for single purchases up to 1,000 GPs but you must make a L1 SR on LK not to be recognised as a fraudster. If you fail the saving roll, you get arrested, lose the card and all your possessions and are taken to the nearest Watch Station (163).

1872
Lardass Street
A man with a notoriously bad temper, Combustious does not take apologies unless they are backed with great deeds. Not looking best pleased with the turn of events, he demands that you help an ailing Spring Cleaning demon is giving the once over to the stables-home of an old minotaur gentleman who has just had all his family round for his 100th birthday bash. The task is too mountainous for the wilting demon alone. Hylda (the demon) wrings her hands and gets you to mop while she shovels. After five minutes you realise that your WIZ is down by one point. Do you want to carry out cleaning (2013) or walk out on the job (2015)?

1873
Netherwallop Road
If you missed the saving roll, Mrs. Merlot sees you coming and backhands you with gusto – take 6d6 stun damage. If your CON falls to 3 or less, you collapse in a heap for the City Watch to cart away to the nearest station (163) and you never do get paid. The khremmcard is recovered and returned to Merlot in hospital. If you succeeded, Mrs. M goes down and a small seismic wave rocks the city. You are at the epicentre and get shaken so badly your teeth fall out. Merlot does pay you and takes his card back. When they reseal the road, Mrs. Merlot is buried under several tonnes of concrete and the grateful wizard rushes off to live with his mistress, tossing you his kukri, which is permanently *Whammied*, in gratitude. You may go to 414.

1874
Alimentary Canal Street
Turning the corner, Lemmie points to another wizard climbing into a small boat with a small dog tucked under his arm. "That's him!" Lemmie cries with conviction. Do you want to join in his charge for the boat (2017) or leave Lemmie to it and take to the hills (440)?

1875
Cauliflower Row
If you failed the saving roll, you are beheaded and your skull is used as a candleholder in some very dark and fruity rituals. If you were quick enough to pull it in, you see a leering skull face coming for you with outstretched arms. You must fight! Roll your combat total and go to 1887.

1876
Dungbeetle Scrubs Stocks
Fixed in place between the sturdy wooden pieces of the stocks, the Watch soon whistle up an enthusiastic crowd and distribute baskets filled with eggs and rotten tomatoes. All those present thoroughly enjoy themselves, pelting you like there's no tomorrow (and who, frankly, knows for certain?). It doesn't do you any real harm and when the missile supplies are exhausted, the crowd disperses. That's when the serious action begins. A Watch Officer wheels out a trolley piled high with pebbles. "Blow the *Stoning Whistle*," a senior colleague commands and a single, flat blast booms out down the street. After a minute of waiting, a group of men with beards thunder into their places, each taking a pebble. "Let the stoning begin!" orders the officer. Go to 2019.

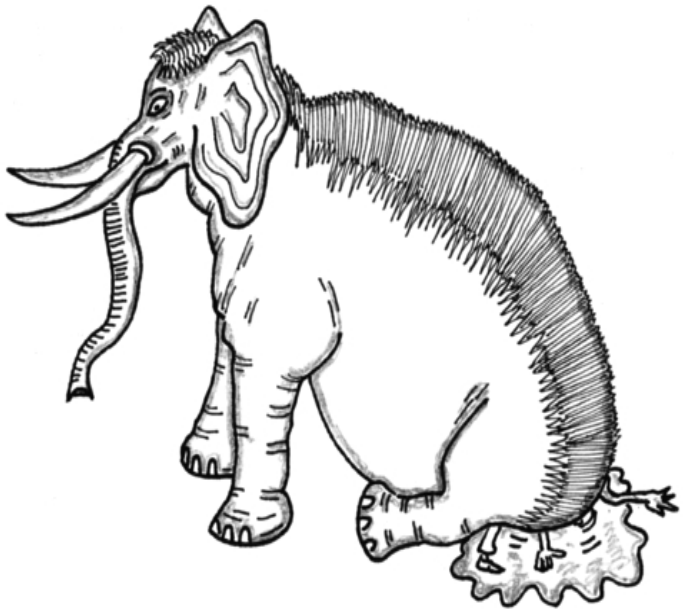
1877
If you failed the saving roll, the Mariner is able to change places with you and it is you who has to live as a wreck in this ancient wreck on the seabed with utter despair as a constant companion in sorrow. If you made the saving roll, you are stout hearted enough to resist and the Mariner gives up. The inner battle that you have won fortifies you for tests yet to come. Add 1d6 to STR and CHR. You can return to 1190 and choose another option now.

1878A
Dungbeetle Scrubs
It is important for politicians to be seen to be generous and able to take criticism. The Mayor sees an opportunity and instead of demanding punishment and decides to have you attend the games this very evening at the Arena (**see the 'Arena of Khaboom' from Khaghbboommm Press for all the action**), has you healed by his personal physician and puts on a decent spread for you and the Watch officers. Henry and Barnaby are so chuffed by this they give you a '*Get Out of Jail Free*' card. When all is done and dusted, go to 450.

1878B
Acorn Lane
At the top of the staircase, you find a beautiful woman brushing his long, golden hair with a steel comb. Her hair is almost endlessly long and she is so engaged with her work that she does not seem to hear you. There is one narrow window in the room – no other way out. The only other object in the room is an ornate chest with the letter '**P**' embellished on the lid. Do you want to announce your presence to the woman (2021) or sneak up to the chest (2023)?

1879
Dead Man's Cove
If you are unconscious, go to 1932. If you are still on Shanks' pony, you see dark, small figures, ape-like, descending from lofty branches. Soon they have you surrounded, gibbering in a frenzied fashion and pointing to your clothes. It is clear they want you to take them off. If you attack them, go to 1934; if you undress, go to 1936.

1880
Dungbeetle Scrubs
“Capital!” laughs the Mayor. “This is what makes Khaboom great, the best place to live on Trollworld. We enjoy freedoms here that others would die for; people stay once they taste life here – no visitor from Khazan ever wants to return. If you don’t like things, you vote for a new Mayor – you don’t have to lose your head in a hopeless rebellion against a despotic tyrant like Lerotra’hh!” By now, the Mayor has drawn a fair sized audience and is so pleased with this PR coup that he doubles the Station’ s *Piss Up In a Brewery* fund from his own pocket. In the circumstances, Barnaby gives you a ‘*Get Out of Jail Free*’ card when you leave (go to 430).



1881
House of Simon, Sourgum Street
An incontinent mastodon squats down on you as its bowels give way, followed by its knees. Make a L1 SR on DEX or SPD – you choose – to avoid being fertilised and then crushed fatally. If you survive, take 50 APs and join Simon on a hunt as his beater (1885).

1882
Resurrection Road
You are going pell mell, helter skelter, hell for leather down Resurrection Road but you are bringing the horses under control. Do you want to go to the saleyards to sell them along with the carriage (2025) or take them to a stables to have them looked after while you get them legally registered in your name (2027)?

1883
House of Simon, Sourgum Street
Simon has escaped and Wizard Control need a scapegoat. Roll 1d6 to see how many slaves are squashed underneath the divan with you. They all get 3d6 for LK. If you can make a better LK SR than at least one of them you are safe. They also get 3d6 for CHR. If you can make the best CHR SR of all those not clapped in irons by Wizard Control, you can go to court to give evidence and gain your freedom (go to 414 with 100 bonus APs); otherwise you need a kindly GM to offer you a pathway from this life of slavery.

1884
Resurrection Road
If you failed any of those SRs, you come a cropper, knock yourself out and get captured (2029A); if you made them all, you tumble adroitly and avoid capture while the centaurs attend to the riderless carriage which has suddenly sprouted knives from its wheels. Your escape has not gone undetected by someone else… (go to 246).

1885
Wildebeast Plains
Simon has hunting mastodons that really trample and take no prisoners. He is waiting with one of these, Iron Nelly, at an upmarket safari park run by an imposing warrior named Grawp. It is clear that Grawp has taken a disliking to Simon and the two are arguing about what is included in the fee – capture or death. Grawp is happy to set Simon on his way with you beating the grassy plains ahead of him as he sits astride Iron Nelly, expanding net in one hand and badly-disguised-as-trombone blunderbuss in the other. He raises a finger to Grawp once the latter has turned his back and is shaking his head. The two risks to your health and safety are a) whatever is hiding in the grass and b) Simon and Iron Nelly. Make two L2 SRs on LK and go to 1938.

1886
Quill Court
The Lie Detector is a slim bed that is wheeled in by the satyr. First Maxine, then Warp and then you have to lie down on the bed while Kelba places a leather-bound volume in your left hand (it is the indecipherable *Book of Skelos*, much quoted but never understood) while a Truth Worm is placed on your right palm. The satyr, Panticles, straps you down with tresses shorn from elven virgins. “Now,” Kelba solemnly intones, “do you swear to tell the truth, the whole truth and nothing but the truth, so help you Trollgod?” Make a L3 SR on LK twice and go to 2029B.

1887
Cauliflower Row
The spectre is not a ferocious opponent, getting only 3d6 +7 adds but it has a CON of 100 (also WIZ). Each round you fight, you must make a L1 SR on CHR not to suffer heart failure from its marrow-sapping breath. It is ponderous though so a L1 SR on DEX will get you a free strike at its bony ass. If you fall to the death-phantom, your soul is adding to a large collection of lost souls floating in the *Eternal Abyss*; if you triumph, go to 1940.

1888
Quill Court
After a through strip search, the Factory sisters, Maxine and Warp, are sent packing. “Your point is well made and apposite,” Kelba pronounces, stroking his fetlocks. “If you will reunite Mr. Filthy-Rich with his Balls, I shall have Panticles bring you the key to the vault at the bank where your reward is held in escrow for you.” Kelba’s client has a new spring in his step once he gets his balls back. “Now all I need is my mojo,” he declares brightly as he skips out into the sunshine. Panticles the Satyr returns with a silver key with the number 666 on it and passes it to you with what may be a malicious grin or perhaps is just the lopsided face supernature gave him. You can go to the bank whenever you like (2031) or cruise the city to reacquaint yourself with her little foibles (414).

MISSING INACTION

1889
Netherwallop Road
“What’s this contract you made then? Keeping secrets from me are you? I’ll teach you a lesson! Come here, pipsqueak! You’ll be sorry you ever put on trousers!” Mrs. Merlot rushes after her husband, who puts on a surprising turn of speed. Mind you, anyone would with this haridan screeching obscenities and looking to string him up by the short and curlies! You could wait to see who wins out (1869) or trip one of them up. If you decide to intervene, make a L1 SR on DEX and go to 1871 if you try to bring down Merlot or 1873 if you tackle his wife.

1890
Higginbottom Gardens
It does not take long to boil up the victim. The screaming is so loud that a lid has to be placed over the cauldron. The leader of the dark elves, Dubbya, is given the honour of carving up the body and devouring the best cut but there is plenty to go round. The woman was not ordinary and her khremm surges into each one who partakes of her body; the blood is next offered round in a chalice modelled on the heirloom of the ruling family of Castle Lostreld (**see The Poisoned Chalice’ from Khaghbboommm Press via DriveThru RPG or Lulu Publishing**). You may add 2d6 to your WIZ and you now have a talent for Cannibalism. You can base it on your CON. If you eat the flesh and drink the blood of any human or elven woman and you make a SR on your talent and their level, you may add 1d6 to your WIZ. Once poor Cassandra has been consumed, vintage claret is drunk in rare quantity and the port is punished while the starboard is left strangely to its own devices. The next morning you have a king (or queen)-sized hangover (lose 1 CON). Haul your sorry ass to 420 to walk it off.

1891
Netherwallop Road
The sight of his wife, flexing her thigh muscles and snorting fire from her nostrils, makes Merlot recant with alacrity. His good lady wife harumphs and is clearly suspicious but he makes rash promises of expensive jewellery and exotic herbal stamina potions and she melts (not a pretty sight). You get your pay off, bang on the nail, from a very worried-looking wizard, who only just remembers to take back his khremmcard. “You will bring flowers to my funeral, won’t you?” are his parting words. Go to 414.

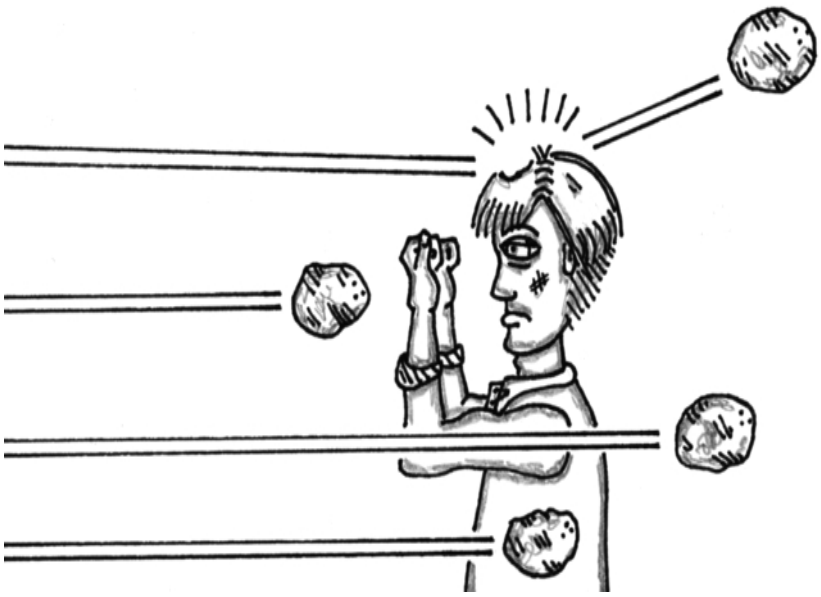
1892
Higginbottom Gardens
The nasty nob is not accustomed to people having a pop at him but he does have his more violence-capable friends with him. He has a CON of just 9 so go ahead do your worst… After that, the dark elves steam in. There is no chance to rescue the lady since you are in need of rescue now. Perhaps your gallantry deserves kindly attention? I think so. Make a L1 SR on WIZ and go to 2033.

1893
Dead Man's Cove
"*It is an ancient mariner and he stoppeth one in three – by thy long grey beard and glittering eye now where forth thou stoppest me?*" The wrecked figure extending grasping hands towards you cannot be fought. As you confront the Mariner, he wraps his arms about you and breathes bubbling breath in your face, bubbles which explode upon contact and burst asunder with shattering impact. Grief and despair, hopelessness and absolute surrender, penetrate deep into your heart and squeeze it in a vice-like grip. You need to summon all the courage, all the cheer, all the love of life you can dredge from within. Make a L2 SR on CHR and go to 1877.

1894
Hickory Docks
If you failed the CHR SR, Greasefleck shrugs and tips you a bonus 5GPs before telling you he has nothing more for you (go to 450). If you made the SR, the dwarf gives an appraising look and offers you the thankless job of sieving water for him (he believes it purifies the water and separates the negative ions off from the positive). You can come back here and earn 5GPs whenever you finish an encounter in the city, going on to 450 afterwards. There is a chance that the sieve you use will get to critical point in ion accumulation. If it is a positive blockage, you will lose 1d6 WIZ but if it is negative you will gain 1d6 WIZ. To find out which way the cookie crumbles, you roll 1d6 with 1 or 2 being bad news, 3-6 being good news (maybe not juicy enough for the *Chronicles*). Roll 1d6 every time you return with 6 indicating an ion blockage in the sieve.

1895
Dead Man's Cove
"*It is an ancient mariner and he stoppeth one in three – by thy long grey beard and glittering eye now where forth thou stoppest me?*" The wrecked figure, extending grasping hands towards you, flails through the water, propelled towards you by a current of black anguish. Waves of negative emotion pull at you as the Mariner comes, leeching your will to survive. Make a L2 SR on CHR and go to 1877.

1896
Hickory Docks
Mrs. Greasefleck suggests that you move in with her. She has a dowry worth 2d6 x 1,000 GPs which she never let Greasefleck lay his grubby paws on but with you she will allow grubby paws anywhere. If you accept, Kelba the Centaur lawyer will tie the Gordian knot nice and legal for you. If you ever leave Mrs. G, you must return the money immediately or she will set her bounty-hunting mountain redneck cousins on you (you would need to make a L4 SR on LK to give them the slip for good or they would scalp you and tan your hide). If you do not accept, you must make a L1 SR on SPD to get away from her as she feels amorous in a way that Greasefleck never provoked in her loins. She even starts thinking of buying a new bikini. Fail the SPD SR and you're hitched, like it or not. With the nuptial bliss sorted out, your path back into mainstream city life is via 414.



1897
Dead Man's Cove
You are being pelted by coconuts. Coconuts are not as deadly as cannonballs, admittedly, but unhelmeted heads are fragile enough to suffer fatal damage when squarely struck by such objects. Best to dodge! Make a L1 SR on SPD to avoid the first coconut, a L1 SR on DEX to twist away from the next one, a L2 SR on DEX to evade the third and a L1 SR on LK for none of the rest of the bunch to hit you. You take 1d6 CON loss for each one that hits unless you have a helmet giving 6 or better protection. If you take 10 or more points of damage, you are KO'd. If you live, go to 1879.

1898
Root Canal
If you failed any of those saving rolls, Cap'n Salty's dying curse reduces you to gnome size and you are transported into the sea, many leagues away. Your CON is doubled and your STR halved (go to 1190). If you made them, you are free from the curse and now part of the pirate crew. They decide they had better make themselves scarce when they have finished looting Salty's boat and head off for a remote stretch of the canal system known as the Lonely Canal. Go to 2035.

1899
House of Simon, Sourgum Street
Mastodons are clumsy beasts and it is all too often that a keeper gets crushed like an ant against the stable walls. They also suffer from unstable digestive tracts. Make a L1 SR on LK or you have mastodon trouble. If you have such misfortune, go to 1881. Simon likes to go on mastodon hunts (hunting weaker, smaller creatures, not mastodons). You can go out with him as his beater. Go to 1885.

1900
Root Canal
If the pirate kills you in combat, they give you a decent send off, filling your orifices with copper pieces and sinking you down to Davey Jones' Locker.
If you are the victor, the pirates enlist you in the crew to replenish the roster. They decide they had better make themselves scarce when they have finished looting Salty's boat and head off for a remote stretch of the canal system known as the Lonely Canal. Go to 2035.

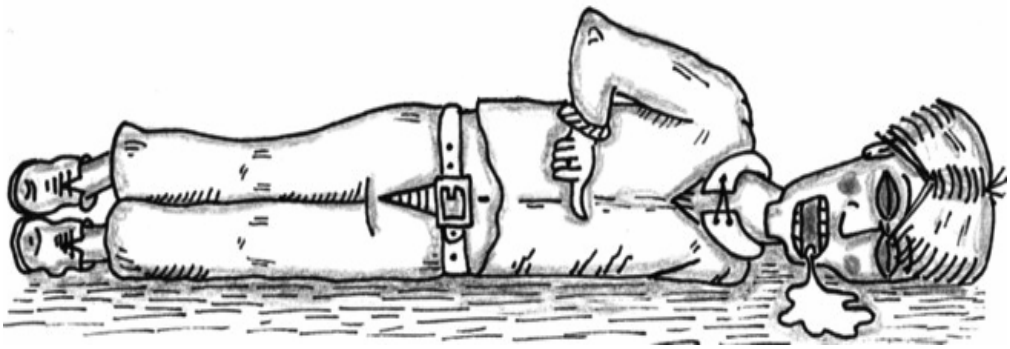
1901
House of Simon, Sourgum Street
Simon's taste in tapestries is stomach churning to put it mildly. Khaboom is a permissive society on the whole but there are limits. Suddenly, sirens shatter the silence of the sewing room – a raid by Wizard Control! Do you want to carry on, assuming Simon will get the blame as you are just a slave under the orders of a despotic master (1930) or stick the piece you are working down the back of your trousers and hide under the couch with the other cowering slaves (1883)?

1902
Arbuckle Hill
If you made the saving rolls, you see the ball stop and the name of the company it rests upon is Acme Consolidated Monopolies Inc. Buffy crows with excitement. "See! They're going to cream the market! We need to start selling short so we can make a nice fat profit when we start spreading rumours about them being closed down by the *Elf & Safety Board*. I'll do the selling, you spread the rumours!" He sends you out on to the streets with a megaphone and sandwich boards tied to your front and back (go to 2079). If you failed those saving rolls, he grows bored and has you do the sandwich run for the shooting stars of his web of traders. You can either do a bunk (440) or go to nearest baker's (461).

1903
Brimstone Pits
You are now bodiless. Your consciousness is barely intact and your soul is being sucked down into a mass 'soul pit', used for feeding purposes by the demonic fiends that rule this realm. You feel a tug on the slender cord that connects you to Trollworld and offers the possibility of continued existence there as a ghost. Make a L2 SR on WIZ. Fail and the connection breaks and you are lost to an infernal eternity. If you succeed, your spirit is able to flee along the connecting thread. Take 200 APs and convert this character to a ghost. (You could use a rulebook or you could dip into **'Deathbed' from Khaghbboommm Press via DriveThru RPG**). You find yourself at Robert Johnson's Crossroads (414).

MISSING INACTION

1904
Arbuckle Hill
Buffy roars with rage as you snatch the ball from the table. “You’ve destroyed the market’s equilibrium – now you’ve done it!” The building shakes and rumbles and the ceiling begins to crack. Buffy sits on the floor with his head in his hands. “It’s all over, the balloon’s gone up! I’m ruined… we’re all ruined!” You hear thumps outside and when you look out the window you see it is the sound of traders hurling themselves from the top floor. When you look back, you see that Buffy has hung himself from his neck tie, suspended from the horns of the moose head on the wall. Congratulations! You have destroyed Khaboom’s equivalent of Wall Street. No one thought before to just grab it by the balls. It makes no difference to the economy of the city as these traders contributed nothing. You can have 500 APs and write up the story for a big pay check (250 GPs). You can go to 420, 430, 440 or 450.



1905
Brimstone Pits
Every bone in your body has been broken. You are unable to move any limb, unable to lift your head. You really do not want to open your eyes. Things are crawling in your mouth and in your nostrils. There remains a slender connection to Trollworld, an ethereal cord, all too easily broken now that it is visible in this demonic realm. Unless you can make a L1 SR on WIZ, you will be eaten from the insides out by the *Worms of Pestilence*, reborn over and over again to suffer in Promethean agony through eternity. If you make it, you can have 150 APs and your spirit is reeled in to Trollworld where you emerge as a banshee, barely corporeal and only vulnerable to magic attacks or enchanted weapons. See a rulebook for modifiers. You have a howl that will cause suicidal madness in any sentient being which fails a SR on INT at a level one lower than your level. You may begin banshee life at Robert Johnson’s Crossroads (414).

1906
Arbuckle Hill
It is the *Night of A Thousand Swords.* You and your partner, Darcy Bustle, are competing in the *Dance of Death.* Accuracy is called for as well as style, flair and exuberance. Your opponents’ performance – there are three pairs competing against you – can be found simply by rolling 3d6 (no TARO). A score of less than 7 indicates disaster – a lost limb, at least. The pairs are Luke and Blubba Bear, Sherrif Roscoe P. Coltrane and Deputy Cleetus and the Push Me-Pull You twins. You score based on the saving rolls you and your partner, Darcy, make on INT, LK, DEX and SPD. If either of you rolls a critical fumble, you lose 1d6 to a deep scimitar wound and have to retire. If you win, you both get a pair of Winged Ankle Boots – with these you can fly at low altitudes (they won’t go higher than 10’ as they are acrophobic boots). You can take 100 APs for taking part. When the dance is done and the music’s over, turn off the light (go to 420, 430, 440 or 450).

1907
Moonshine Parade
It is lonely being a mad hatter. Having an apprentice eases the pain but the lead in the hat bands and in the sugar lumps leads to short lives for understudies. If you made the saving rolls, you resist the mesmerism and can either run (430) or attack (2037). If you failed to make both rolls, you are entranced and must serve the Mad Hatter making bonnets and working with lead. You need to make a SR every day to survive the contamination (L1 on CON, failure being fatal) but you can try a L3 SR on CHR or INT to break free of the hold the Hatter has on you. If you break free, you can attack (2037) or flee (430). If you die, he buries you under the floorboards and drips acid on you to be rid of your body and avoid the smell of decay. Survival is worth a bonus 50 APs.

1908
Acorn Lane
If you made the SR, the lion remains stupefied and Celer finishes his work at a leisurely pace and is well satisfied. He pays you 60 GPs because he is confident that he will get an extravagant price at auction. He tells you that you can have 1% of the price instead of the 50 GPs modelling fee is you prefer. You can find the price by rolling 2d6 and multiplying by 1,000. You become rather well known due to the public display of the sculpture (the Mayor buys it and it is set in the middle of Pentagram Square). You can earn 25 GPs from would-be great artists whenever you end an encounter in Khaboom. If you failed the LK SR, the lion shakes off the *Hold That Pose* spell with you on its back. Go to 2081.

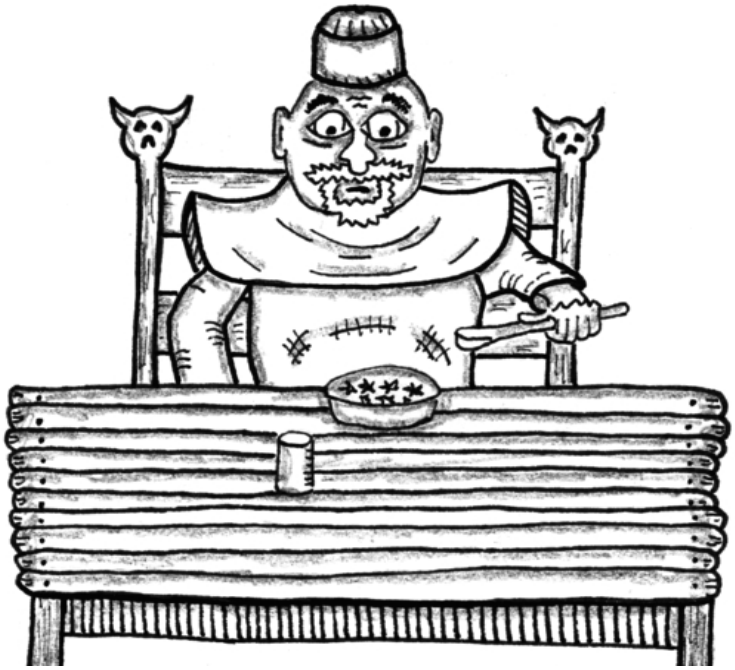
1909
Moonshine Parade
He turns his eyes fully on you and they begin spinning, lights twinkling in giddy patterns. You need to make SRs on INT and CHR. If you make L2 on both, the Hatter obeys you, recognising your authority (go to 2039). If you make L1 on both, you resist him but do not cow him. You can attack the Hatter (2037) or run (430). If you do worse than that, go to 1907 to read your fate.

1910
Piccadilly Circuit
The circus is a great success with the ecstatic audience, as ever. The acrobats fly high daringly and the knife throwing is so sharp that no performer is in need of a haircut for some weeks. The clowns bring the house down and when you are finally allowed out into the ring, you are given a pantomime donkey costume which you have to fumble with and fail to put on. Bonk asks you if you are the front end of an ass and when you shake your head, he asks if you are the back end of an ass. When you say ‘no’ to this question too, Boink exclaims loudly that you must be no end of an ass! The laughter of the culturally-deprived crowd is thunderous and prolonged. And you? Can you take a joke at your expense? Make a L1 SR on CHR. If you make it, the disguised Wizard-Gods and Witch-Goddesses in the audience admire you for being such a trooper and raise your CHR by 1d6; if you fail, they have already gone home, bored by jokes they have heard a thousand times before. The shame of being the butt of everyone’s laughter causes a collapse of your self esteem. You lose 1d6 CHR. When the Fat Lady sings out the encore song, it is time for you to move on. You can go to 420, 430, 440 or 450.

MISSING INACTION

1911
Moonshine Parade
Kelba comes round to the Hatter's shop and draws up the partnership deed. Signatures are duly witnessed and a copy lodged in Kelba's safe at Quill Court. He declines the offer or tea and says that his satyr sidekick, Panticles, will deliver his fee note on the morrow before trotting off down the street to see his friend, Chester the Centaur. As a partner, you earn 1,000 x1d6 per year as your profit share. There is a risk though. Although apprentices do the nasty work involving lead and you can avoid the sugar the Hatter puts in his tea (it is soaked in liquid lead and then allowed to solidify), you may still be fatally contaminated. Every time you draw your profit share from the bank, you must make a L1 SR on CON – fail and you die, your body to be stuffed by Bretox the Goblin Taxidermist and added to the Hatter's atrium collection of former patterns (he is a long lived fellow, having become immune to death from lead poisoning if not madness). Go to 430 when you are ready.

1912
Piccadilly Circuit
The show is a roaring success! (Well, the lions do a lot of roaring anyway.) The acrobats are much loved, not least because they spurn the use of safety nets and perform above a pool filled with undernourished alligators. The Flying Fs – catch phrase: 'Who Gives A Flying F!' – leap and swing in a dazzling display of death-defying devil-may-care stunts. Can you keep up with the crew? Try a L2 SR on DEX. If you nail it, you stay safe and soar like a shooting star. If you fail, you can try a L1 SR on LK for one of the Flying Fs to catch you when you fall. Fail that and it's picnic time for alligators – there is a feeding frenzy that Canzoni is quick to blend into to act. The show must go on! If you performed like a star, you can have a job if you want – 30 GPs each week and you can return here to be fed and live in a caravan with the Flying Fs (you do have to make those saving rolls again every time you claim your money or the alligators get a you-snack); you can come back to perform, eat and sleep every time you finish a city encounter. If you fell and were saved, they appreciate your efforts but tell you not to give up the day job. If you were not eaten alive, take 100 APs and go to 420, 430, 440 or 450 when they show winds down.



1913
Menagarie Street
You see a hunched over old man eating a bowl of cereal. As soon as you enter, he looks up and speaks sternly. "Where are your manners, knave. In days of yore, I would have had your head paraded on a pike for a crime that grave! That foul murderess may sit on my dragon throne but that does not make me any the less the true Emperor of Khazan!" He gasps for breath and fills a second bowl with cereal, pushing it towards you along with the milk jug and sugar bowl. "Now that you're here, let's plot strategy. The shape shifters have completed their training.

All we have to do is put on the *Twin Rings of Empire* and we shall stand before the city gates, our army revealed. That infernal upstart will bow her knee to me then, my general!" He sniffs and wipes his nose on his sleeve before opening a drawer under his desk from which he withdraws two copper rings adorned with marble chips. They lay on a tray of sand side by side. "Let us do it, let us tarry no longer. He puts one ring on the middle finger of his left hand and looks expectantly at you. You can put on the other ring (2041) or leave (440).

1914
Donkey Pits
The key turns and the lock clicks but as soon as the door begins to swing open the skull retracts into the door and stands behind it, axe in hand. It is about 3' high and has an eerie fiery glow to its bones. Teeth chattering, it asks, "Friend or foe?" If you say 'foe', go to 2083; if you say 'friend', go to 2085.

1915
Greenfingers Market
The green bananas tend to result in runny bottoms pretty quickly. Make a L2 SR on CON. If you fail, you need to spend the rest of the day locked in the lavatory and when you emerge, lighter and wiser, the market is shut (go to 450). If you make the CON roll, your stomach bubbles and boils but you marshall the appropriate muscle and keep your powder dry. The banana actually boosts your immune system and makes you more robust and quicker to heal. Add 1d6 to your CON; you are now able to shrug off the effects of poison and disease in 1d6 x 10 minutes if you make a SR on CON commensurate to the level of the poison, disease or dungeon/adventure you are in and you regain CON after being wounded at the rate of 1 every hour. You can return to 1525 for another banana of a different colour (only one free sample per simian customer) or leave for greener pastures (420).

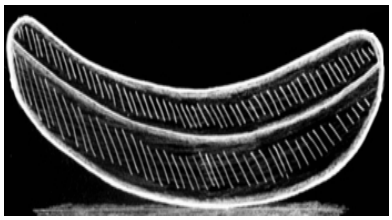
1916
Mortuary Lane
You are in the presence of the Wizard-God, Kafacaca. He has been sleeping for centuries, recovering WIZ spent in a battle with his peers which was inclusive but left all involved weak and vulnerable (WIZ recovery slows down dramatically as the quantities spent rise – this is why Wizard-Gods do not dominate every aspect of Trollworld life). Kafacaca is now fully charged and ready to take stock of what has occurred since he began his long slumber. Although he is not keen to expend huge amounts of khremm again unless clear and lasting victory is in sight, he has more than enough to account for you without troubling the scorers. However, he would value a loyal scout, able to ferret out information. His mind now scans you to assess your potential for this role. Make a L2 SR on LK. If you fail, he dumps you back in your pig sty (1) with a sniff of contempt. If you make it, he takes you as his own. You cannot break his hold save by the intercession of another L80 or above being. Your task is to keep your eyes peeled, your ears pinned back and your wits about you – whenever you finish an encounter in Khaboom you can return here for healing and rest and to give information to Kafacaca. He will raise your LK by 1 every time unless you disappoint him. This happens if you make a critical fumble on a L1 LK SR. To appease Kafacaca you then need to make a L3 SR on CHR. Fail that and he extinguishes you with a casual breath (garlicky at that). You may leave for Robert Johnson's Crossroads, a place of gossip and rumour (414).

MISSING INACTION

1917
Greenfingers Market
The yellow bananas are delicious. They are also a form of brain food. You can add 1d6 to your INT. They are strictly rationed so you won't get another one. Either return to 1525 for a banana of a different colour or leave for yellower pastures (420).

1918
Heights of Decadence – Mayor's Residence
If you made the DEX SR, the massage is well received and you have her eating out of your hand (there is a bowl of nuts nearby). If you made the LK SR, you see the jewellery box on a dresser and the Mayor's wife begins to snore. If you failed either roll, the Mayor's wife either does not care greatly for you touch or she is too tense to sleep and has not left her jewellery box out in the open. If you have a free run at her box, go to 2087; if there is no opportunity to make the snatch, you have to leave when the hour is up – if you encounter Podgy or the Urchins again, they will beat you up (lose 1d6 CON) and dump you at the nearest Watch station (163) but for now you can go to 420.

1919
Greenfingers Market
The black bananas are revolting. They are hard to stomach and it takes a L1 SR on CHR and another on CON to go through with eating one. If you have to abandon the attempt, either return to 1525 for a banana of a different colour or leave for blacker pastures (420).If you chewed your way through the rotten banana flesh and swallowed what you might have spat out, you are shot through with a jolt of electric energy as the banana mutates you into a human. You keep your attributes as they are. You can have a second black banana if you wish. The same saving rolls are required as before and if made you will transform back to ape.



1920
Heights of Decadence – Mayor's Residence
If you made the saving rolls, your hands glide over her like silk and your scent is a most pleasing fragrance in her eager nostrils. If you failed either roll, she decides to do without your services and has you escorted firmly off the premises - go to 420 and if you encounter Podgy or the Urchins again, they will beat you up (lose 1d6 CON) and dump you at the nearest Watch station (163). Ah, but if your hands are gliding all over Mrs. Mayor… she discreetly enquires if there is something more you can offer. If you are willing to oblige her urges go to 2089 but if you feel it would be wrong to cross the Mayor go to 2091.

1921
Greenfingers Market
If you fail, you slip and skid down the length of the market until you collide with a giant leprechaun named Paisley, dressed in bright orange robes and notorious for his foul temper. "I hate monkeys!" he roars as he jabs his wand at you. Go to 2043. If you made it, you dodge the treacherous skin and Bob hands you a banana and offers to light it. Go to 2045 if you accept; he is not interested in prospective customers who won't smoke (he is guilty of flagrant discrimination against non-smokers). You can go to the other stall (1525) or just leave (430).

1922
Threesun
It takes strength and endurance to do the work that needs to be done out here under the blazing sun. Make a L1 SR on STR and another on CON. If you fail the first, you just can't haul as much water as the Bunk House Boys sweat out and if you fail the second, you get sun stroke and pass out (lose 1 CON) – either way you get given your marching orders (wend your weary way to 414). If you were tough enough to get going, Big Littlejohn likes the cut of your gib and signs you up as one of the Bunk House Boys – you get 20 GPs a week pay, a bottom bunk and as many baked beans as you can stomach. You can quit whenever you like. You draw your pay when you come back here after ending any city encounter. You can go into town whenever you want (414).

1923
Sandune Street – the Sewers
If you made the SR, the rats sizzle and fry – too easy! If not, you are fighting six rats the size of poodles with a MR of 8 each. They're hungry and they have you on their menu. If you go down under a flurry of claws and teeth, your bones get a proper gnawing. If you are still alive, you're in play! Moving right along, you find a small dinghy with a glowing green stone in the stern. The stone has a little lever below the curling letter 'R'. When you flick the switch, the boat moves forward steadily and purposefully. The next rats you see are sitting ducks for your zapper and quack forlornly as they get the volt-jolt. Eventually, the boat carries you out of the sewer system and at the end of the tunnel a man with a donkey and a cart filled with hay is waiting for you. He tells you his name is Rascalnikoff and that you should get in and hide under the hay. For seven days you travel with Rascalnikoff, sticking your head out of the hay when he tells you it is safe so that you can here the endless epic poem about a mad hobbit called Gibby Honeydew that he seems to add to without effort and without end in sight. At the end of seven days, after nights in barns or stables with an unvarying diet of cheese and sausages, he tells you that you have reached the end of the line. When you say goodbye to the by now mouldering hay, you see a man with his back turned to you, fishing in a stream. Go to 2047.

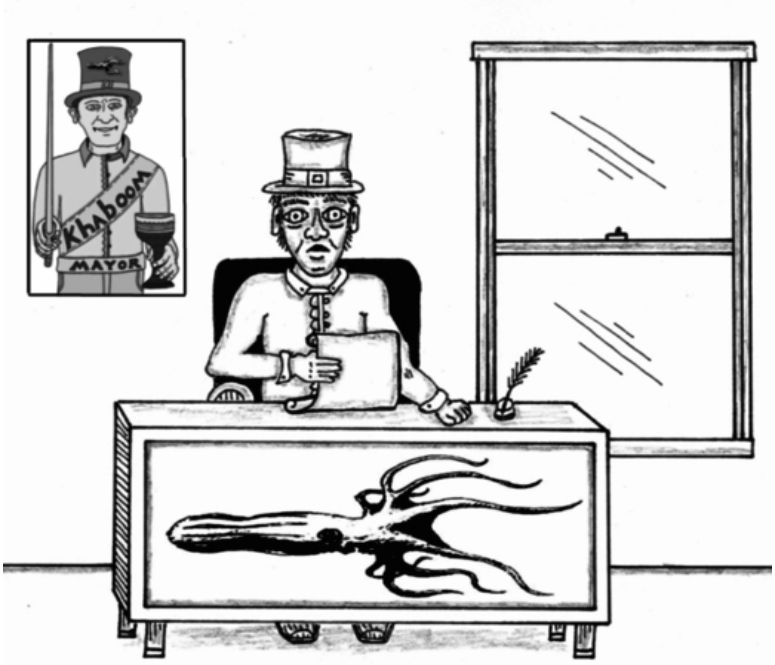
1924
Threesun
Big Littlejohn has never seen a ranch hand try to draw water before but sits back, hands folded behind his head, as Queenie fetches you crayons and paper. Make a L1 SR on DEX and another on INT. Make them both and they are so impressed with your water colours that they hire you to paint murals all over the High Mackeral Ranch (in this sun you can't see water often enough). They pay you the handsome sum of 150 GPs and give you dinner before driving you back to town in their buggy (414). If you proved less accomplished with the water colours, you get nothing better than a long walk back to town through rattlesnake country (make a L1 SR on LK to get back to town (414) without a fatal snake bite).

1925
Mayor's Office – Pentagram Square
Make a L1 SR on STR and another on SPD and you can stuff the gremlins back down the levee and flush them away. That would be a swell thing to do (and you would go to 2049). Fail on either one and it is the gremlins who stuff you head first down the toilet. If that is what happens, make a L1 SR on LK and you might not drown (you would go to 2051 to find out).

1926
Forest of Hemnin
As you hear her words, a leather package is slipped into your hand. It contains 6 ***Arrows of Taunting***. Then your eyes are drawn to the pre-eminent presence and the arrows are all but forgotten. Go to 1987.

1927
Mayor's Office – Pentagram Square
The Mayor's wife rushes in and screams at the sight of the invading critters. She is not defenceless though and activates her *Hard Stuff* ring, cementing the horde in place where there used to be eau de toilet. Now it is a simple matter to neutralise them, since their magic is impotent in this heavily warded water closet. She adds a brick to her handbag and swings with gusto. The noises a gremlin makes when he's having his brains dashed out are not so different to the sounds you and I might well let out. The Mayor's wife decides she needs more qualified help and dismisses you with silver piece and a curled up cucumber sandwich. Nice try but no cigar. No one is waiting for you outside so you can go to 440.

1928
Root Canal
You can don the garb supplied, take up the cudgels and unlock the snooks' cage (2095) or go up top and attack Rip for setting you up (2097).



1929
Mayor's Office – Pentagram Square
If you made it, the scare you get at what he has to flash propels you into Houdini mode and you escape out of the window and disappear before the guards can cotton on to you (go to 440). If you failed, you see a sight that would make the eyes of a blind gargoyle water. Your knees buckle and you flee to the *Land of bad Dreams*. When you awake, you find yourself banged up in a Watch station. Go to 163.

1930
House of Simon, Sourgum Street
Simon, clearly, is a marked man, judging by the heavies accompanying the seven wizards *Smogging* out the place. Trolls with a government licence to crush, smash and destroy do not leave much standing in their wake. Make a L1 SR on LK to get rescued from the effects of the *Smog* spells – fail and your CON is halved until you get magical healing, make it and you can crawl from the wreckage. If you make a L1 SR on CHR, they let you off with a warning, fail and get clapped up behind bars (163).

1931
Epicurean Avenue
You find yourself at the Blue Cheese Cafe, run by the famous Fromage-maitre, Gordon Zola. Gordon gives Pandora an extravagant greeting and sits her at the best table where a string quartet plays romantic melodies. Pandora is not a girl to mince her words, just her unwanted men. She nibbles delicately at platters laden with blue veined cheeses from all over the Kraken continent, loading them on to sticks of celery or wafer thin water biscuits. After sipping her white port and considering, she decides it is time to either propose or eject you. She asks you if you prefer Munster or Roquefort (roll 1d6, odds or evens, if you have been here before). Write down your answer and go to 2053.

1932
Dead Man's Cove
You wake up naked in a cook pot. These apes are remarkably evolved and add top quality herbs and spices to the pot as they gently warm it up, going easy on the salt. Your only hope is a magical semi-divine intervention and you need a L2 SR on WIZ to attract capable attention. If you fail, you may think of the frog being boiled as you suffer a similar fate – it is so slow a rising temperature that you barely notice your blood bubbling when you die. If you succeed, a shower of bananas fall on the island and take the attention of the apes away from you. The cauldron rises high into the sky and takes you back home to your pig sty (1), the altitude cooling the water so rapidly that you only take 1d6 damage, half due to heat, half to frostbite. You can keep the cauldron.

1933
Mean Street
Make a L1 SR on SPD to get under its defence of the dangly bits. If you fail, the goremander chops down on your arm, breaking it unless you make a L2 SR on CON (lose 1d6 CON anyway). If your arm is broken, your adds are halved until it's fixed. If you made it, you swoop underneath the clawing arms of the demon and yank the dangly bits as if you were a hunchback in a belltower. The star in its head explodes doing it 50 points of damage and reducing its MR from 70 to 20 (it would gets 8d6 +5 in battle after that). You will either be fighting a whole goremander (MR70) with a pulsing star that halves your combat total unless you make a L1 SR on INT or a badly damaged, substandard one (and you can hit it freely after the explosion if you make a L1 SR on DEX). If it kills you, you get composted in the trash as a dried food treat for later; if you vanquish the monster, you find a wand in one of the trash cans. It is actually a deluxe magic staff and stores 40 points of WIZ as well as knowing all the L1-4 standard spells (*i.e. not the Codex Incantatem spells*). Even if you are not a wizard it will cast for you if you make the necessary INT SRs but on LK at one level higher than normal (so, a *Hold That Pose* would require a L2 SR on LK). It has a value of at least 5,000 GPs should you wish to sell it. Go to 414 now.

1934
Dead Man's Cove
The apes are numerous enough to overwhelm you but they can be spooked. Make a L2 SR on CHR. If you fail, you scare them not and they knock you out cold (go to 1932); if you succeed, you scare all of them away except for the alpha male, known to those whose skulls he has caved in as the Big Bopper. Go to 2093.

1935
Mean Street
You need to make a L1 SR on DEX to strike it in the starry eye. If you do, it will take 50 points of damage instantly. If you fail, the goremander grabs your arm and snaps it like a twig unless you can make a L3 SR on CON. 1933 tells you how the ensuing battle should be played out.

1936
Dead Man's Cove
They seem pleased and shred the clothing with their teeth. (They really don't like the taste of cotton, wool, cotton wool or suchlike.) They lift you high above their heads and march you jubilantly back to their village (1932).

1937
Hickory Docks
If you fail, you jump. It would be suicide but there is a chance that Khaghtch'an's attention can be drawn from the lady currently engrossing him – make a L2 SR on WIZ and if you succeed you are transported back to your pig sty (1) while if you fail you resemble a pancake liberally smeared with raspberry jam. If you made the INT SR, you snap out of the hold the pernicious substance flowing through your body has had on you and the desire to do a lemming leap evaporates. You get to rejoin the party and can decline any further pipe offerings. You meet a charming, exotic woman named Pandora who works for the Mayor. She tells you a lot about her box. If you are really charming in a sincere rather than a smarmy way, she will invite you on a date. You can accept and go to 1931 if you have winning ways or, if you fail to light her fuse or just don't fancy getting to know the glamorous yet mysterious Pandora better, just go to 414 when the party finally winds down.

1938
Wildebeast Plains
If you made them both, great! Go to 2099. If you made one roll, go to 2002; if you made neither go to 2004.

1939
Hickory Docks
As you jump, sparks flash from her fingertips and this witchy woman embraces you in a dazzling conflagration as you fall. "I am Phoenicia and I shall be reborn! Join me as my consort or die in my arms tonight!" Make a L2 SR on WIZ. If you fail, you feel the heat of her passion set the cockles of your soul alight and the flames consume you; if you make it, you survive this baptism of fire and feel yourself rocketing through the night sky to a lofty pinnacle (go to 2055).

MISSING INACTION

1940
Cauliflower Row
You have triumphed over Death. You might wonder what Death was doing in such a mundane place but you must realise it has a lot of work to do and has to roll his sleeves up and get on with it. You can no longer be claimed by Death and are immortal! Take 300 APs. You are not, however, immune from the ageing process (or pain). Ponder on that as you go on to 450. (If you do get killed, you rise again after one night, even if your body parts have been separated and/or trashed.)

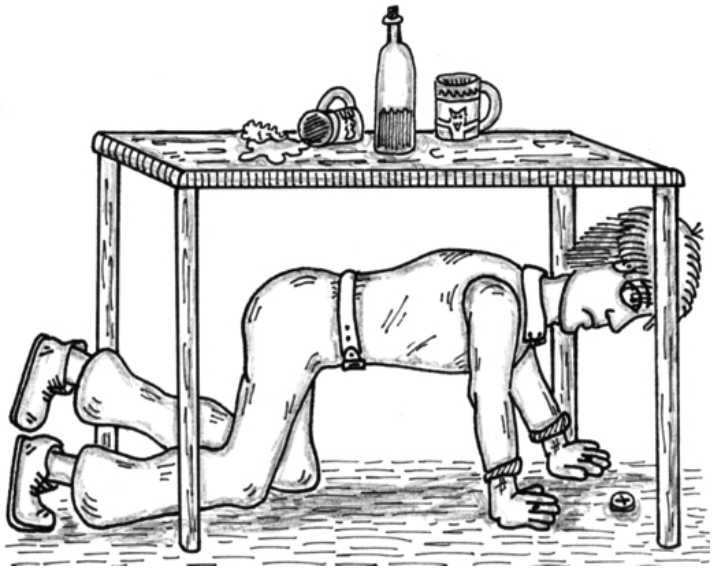
1941
Hickory Docks
“You presume to thwart the rebirthing of Phoenicia? You poor, hapless fool. Heat surges through her body, flames flickering from her eyes and sparks flying from her fingertips. Make a L2 SR on CON. If you fail, you ignite and burn rather splendidly to a crisp. If you succeed, she pulls you down with her. Go to 1939 to find out what happens next…

1942
Root Canal – Extreme Danger
You take 3d6 damage in the fall, rocks mercilessnessly pulping your face, your limbs almost torn form their sockets in the awful tumultuous descent. If you live through that, you deserve to feel the hands dragging you into a cave behind the waterfall… Go to 2006.

1943
Hickory Docks
As she jumps, sparks flash from her fingertips and this witchy woman embraces you in a dazzling conflagration as you fall. “I am Phoenicia and I shall be reborn!” She plummets and then there is a flash of brilliant white light before she rockets off into the night sky. You get to rejoin the party and can decline any further pipe offerings. You meet a charming, exotic woman named Pandora who works for the Mayor. She tells you a lot about her box. If you are really charming in a sincere rather than a smarmy way, she will invite you on a date. You can accept and go to 1931 if you have winning ways or, if you fail to light her fuse or just don’t fancy getting to know the glamorous yet mysterious Pandora better, just go to 414 when the party finally winds down.

1944
Root Canal – Extreme Danger
Amazingly, the Lump of Lead bobs to the surface again and water sloughs from her in torrents. Cluglas and the crew are safe if shaken and soon have their knots untied – “Business as usual!” is the Captain’s lusty order. Take 100 APs for surviving the waterfall drop. After that, it is plain sailing (or at least it would be if you had a sail) and after another three days on the canal in which watching Wizard-Gods ward away all other extremely dangerous hazards, you find the Lump struggling uphill and into the docks – you have made port in Vulgaria! Cluglas shakes your hand and wishes you good luck as he heads to the nearest tavern. You can go with him to learn the lay of the land (2008) or make you way to the town square and enter the Baronial Palace (2010).

MISSING INACTION



1945
Hickory Docks
If you made the saving rolls, you get your full unarmed combat total. If not, you are at half effectiveness. Blumphoma has a double life as the Fat Lady at Canzoni's circus. She takes your struggling for amorous intention and throws her full weight into love-wrestling. She gets 1d6 +8 and has a CON of 16. If you kill her, you are a real party pooper and the bouncers see that you are handed over to the Watch and taken away to the nearest station (163). If your CON goes to zero or less, don't worry – she has simply consummated your relationship and has you taken off for more fun later (2057). If the romantic tussle is not decided in the first throws of passion, bouncers break it up and offer you the choice of an escort to a private room (2057) or you can go join a group sharing a smoke (1581).

1946
The Lonely Canal
Take 100 APs for your sterling work here – you have become an invaluable member of the crew. The Skulduggery manages to avoid all other perils lurking alongside the Lonely Canal and slips quietly into the docks – you have made port in Vulgaria! Bunty shakes your hand and wishes you good luck as she heads to the nearest tavern. You can go with her to learn the lay of the land (2008) or make you way to the town square and enter the Baronial Palace (2010).

1947
Hickory Docks
The bouncers are there to stop gatecrashers not fenceleapers. They would not stop you but you hear the cool voice of another woman speaking to you. This one is sultry and mysterious where the other woman was bloated and obvious. She asks if you would like to join her and her friends who are sharing a pipe, the mood very mellow. If you want to approach her, go to otherwise you can leave (go to 414).

1948
The Lonely Canal
If you made the saving roll, the other boat's guns explode and it sinks in a ball of flame that blackens the roof of the Lonely Canal and is ever after known as "*Damn Spot*".

Bunty asks you if you know how that might have happened, looking warily at her own guns, but she soon settles down – go to 1948. If you failed the saving roll, the pounding the Skulduggery takes is excessive – it constitutes unnecessary roughness in anyone's book, The 'Duggery digs its own grave as it sinks noisily. Bunty is not phased and is soon in her inflatable invisible life raft. There is room for just one more and the clamour to be allowed to board drowns out the jeers of the pirates as they continue on their merry way to loot, plunder and – the bit they really enjoy – pillage. Make a L2 SR on CHR. If you make it, you are the Chosen One (go to 2012) but if you fail, you go down with the other unfortunates and it will take a L2 SR on WIZ for a Wizard-God to pull your fat out of the fire (in which case, go to 2014).

1949
Hickory Docks
Although coarse, Blumphoma is a popular partygoer and has many good friends. They cheer as she throws her mammoth body at you. The room suddenly seems very small (go to 1585A).

1950
Friday Woods
You go flying too. You get stuck in the top branches of a tree (take 1d6 CON loss). As you slowly recover your wits, a harpy spots you and swoops to clutch you in her claws. You need to fight it off. The harpy has MR20 but you need to make a L1 SR on DEX to get any hits on the creature. If you roll a critical fumble, you fall from the top of the tree (take 1d6 damage) – go to 2016. If you do more than 6 points of damage to the monster, you drive it off. Assuming you live, you can try climbing down the tree when the coast is clear. It takes STR so make a L1 SR on STR. If you fail, you take 1d6 damage as you hit the forest floor. If you get down alive, whether by climbing or smashing yourself senseless, make a L1 SR on LK and go to 2018.

1951
Higginbottom Gardens
Haywire is a decent sort but he does get over-excited all too easily. There are at least seventeen china and glass stores in the city that have had to ban him. There is just one chance to stop him – trip him up. Make a L1 SR on DEX and go to 2059.

1952
Friday Woods
The bears are scattered to the four winds, fur flying in all directions. The gruffalo turns its attention on you and gives chase. Make a L2 SR on SPD. If you make it, you get away (2020); if you fail, the gruffalo manages a short sprint and sweeps you up, carrying you back to its lair (2016).

1953
Watermelon Street
A wagon drawn by a wide-eyed uruk draws up. He is not happy about Budgie getting aboard as he is worried about his axles. They are up to the job though and you are soon under way. Benhur is still fretting so he whips up his horse to a good gallop and you would be in Higginbottom Gardens in no time if only he can avoid the gaggle of wizards coming out of *Merlin's Meths & Absinthe Cocktail Lounge*. Make a L1 SR on LK and all is well. If not, the wizards take action and throw up an *Invisible Wall*. Hitting it will kill Benhur and his horse and shatter Budgie. You? You would need a L2 SR on CON to survive. Fail and you would go into a community grave with the uruk and his horse while Budgie would be broken up further and used for new roading. If you crash and live, you can limp away to 414.

If you arrive in one piece at Roquetta's home, Benhur just charges the ride to her account. She calls down eagerly as Budgie emerges and beholds his blind date. Make a L1 SR on INT and go to 1955.

1954
Friday Woods
You are surrounded by a bunch of cuddly teddy bears. One by one, they bundle down the hole that Urticus evidently dug. An orange bear called Ta'Oun Bear leads the way followed by an elderly bear named Fur. You can hear Ta'Oun telling Fur to stop the other bears from going down. She whacks Fur on the back and he growls out a warning. Do you want to slip past the confused bears (2022) or give up on this and slip off for a swift half back in town? If you go to the pub, you can either have female company (138) or keep yourself to yourself (140).

1955
Higginbottom Gardens
If you failed the saving roll, you looked up too and gazed on that petrifying face. You are left where you are – a city can't have too many statues. Tourists often stop to ask who the *Unnamed Moron* is. If you made it, you are not caught out and Roquetta is delighted with Budgie, as he is with her. It is a match made in a quarry and that is where they tie the knot. You are either bridegroom or bridesmaid and you get 100 APs as well as a 'thank you' purse of 300 GPs, a small price for a lifetime of wedded bliss in stony silence. You may come to visit whenever you like and stay in the servants' quarters with Sparticles. Roquie gives you some special glasses that stop you from being petrified and which let you see in the dark. Go to 414 when you are ready.

1956
Friday Woods
Only two bears manage to follow you before the first, Ta'Oun Bear tells the second to warn the other bears to back off quickly. Ta'Oun thumps Fur on the back and the elderly bear lets out a deep growl. Go to 2022.

1957
Arbuckle Hill – Nuptial Rock

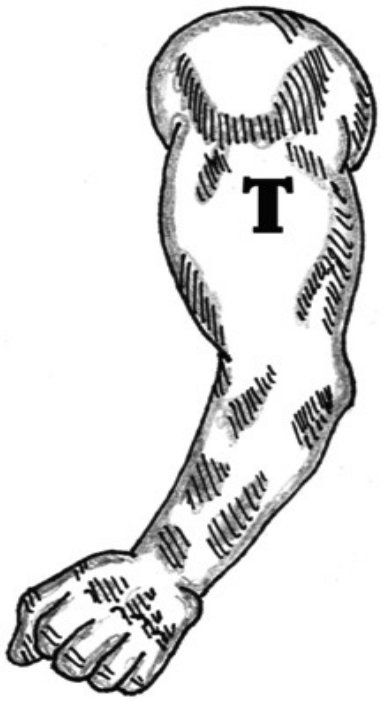
Make a L1 SR on LK. If you succeed, the lightning did not strike you, nor did the harpies get to rake you and eat your giblets. Fail and one of those two fatal events sees you struck out of the Trollworld ball game. If you lived through the night, you are Sparticles are truly hitched. He gets 3d6 for all warrior attributes plus CON and 3d6 for all others. His mistress (in the upper class sense) will allow you both to live in the servants' quarters of her fine house on Higginbottom Gardens. Sparty will accompany you whenever you want him to or stay at hope and keep the roof over your heads and the wolf from the door. If you ever feel like it, you can have a pop at killing the wolf. It has a MR of 20. You can go to 414 when you feel ready.

1958
Friday Woods
You soon go to sleep in the warm, sweet smelling cave and your dreams are full of sunny images as you relax feeling safe in the gruffalo's care. In the morning, the gruffalo makes you both a delicious forest breakfast of moss, lichen and mushrooms.

When you make to leave, the gruffalo becomes upset and bars the cave mouth. Urticus sees that it wants to adopt one of you. Urticus definitely wants to return to Grizzly Lane. You can either accept adoption (2024) or make a dash for the cave mouth, grabbing the canvas bag hanging from an outcrop of rock that Urticus is pointing at (1960)?

1959
Territanoncarta
You find your self under a sky of blue in a sea of green. The wind is blowing at about seven knots from the south-west and there are dolphins playing on the leeward side of the ship. Pugwash has a tear rolling down one fat cheek, thrilled to hear the creaking of the rigging and the clatter of empty rum bottles again. Suddenly, a voice raises the alarm – Not-so-Young Jim, the cabin granddad, has sighted a sail on the horizon and putting his bifocals to the telescope he yells down that the other ship is flying the skull and crossbones. “That’s my flag!” roars Pugwash and he sets a course to intercept the bounder. Soon enough, he recognises the captain of the enemy vessel – his nemesis, Cutthroat Jake. “We’re evenly matched, Cap’n” puts in the bosun, Master Bates and Seaman Staynes nods in agreement. Pugwash is known for his cunning plans and trickery though and he dons the *Baldrick Cap* and speaks before he can think. “You’re the youngest here. You can swim and board the Fat Pig and cut Jake’s throat. We’ll make ‘em think we’re going to board her but keep jockeying around as if we’re looking for a better position. Jake will be glad I’m not turning Long Tom on the Fat Pig. I would be it’s all rusted up with age.” Before you can blink, the octogenarian pirates heave you overboard. Go to 2061.

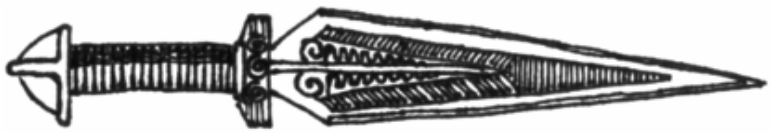
1960
Friday Woods
Make a L1 SR on SPD to get away from the gruffalo. If you fail, you manage to impede Urticus and the gruffalo bangs your heads together (lose 1 CON – Urticus’ head is quite soft, outside and in). You start to black out (go to 1958). If you made the SPD SR, make a L1 SR on DEX. If you succeed, you get the bag and not Urticus. Either way, go to 2026.



1961
Pentagram Square
You need a L2 SR on CHR to be spared. If you made it, you are let off with a warning, a ‘T’ brand on your arm (lose 1 CON – ‘T’ stands for trouble) and a kick in the pants. Go to 420. If you failed, you are in deep odour. Another criminal is released. Many would rather that Mengele, a ghoul captured trying to break into an orphanage who pleaded not guilty on the grounds that everyone has to eat, was kept under lock and key but off he trots, heading straight for the nearest kindergarten. You have your arms and legs trussed up like a turkey and you are hung from a lamppost, while a group of enthusiastic young troll baseball players get ready to swing freely. If you make a L2 SR on LK, they get bored before your bowels burst. Your CON is reduced to 3 and you are dumped at 414. If the trolls hit your head for a homer, someone probably keeps it as a souvenir of another failed revolution. Sid and Reg honour you by having a turnip stuffed into your neck when they bury it.

1962
Temple Mount
“Hear Ye, O, Hear Ye, The Will of Jimpeter, The Mighty Bear God!” The shout reverberates around your skull, bruiting you almost senseless (that would be nice, an anaesthetic!). Roll 1d6 and make a L1 SR on LK (you can adjust the result up or down 1 if you make the saving roll):

1 – You must serve for five years as a temple acolyte (there is no escape from Jimpeter)



2 – You are cut with the *Gnarly Knife of Grizelda* and your head becomes that of a bear (INT is halved, CHR is doubled)
3 – You are sacrificed like a lamb unto the slaughter
4 – Your gizzards are cut out and you are hung out to dry; your desiccated corpse is used as a rug in a reprisal for the fate often doled out to bears by hunters
5 – You are cut with the *Doughty Dagger of Koalitus* and your hands and feet become paws (they are now 6d6 weapons but you cannot hold things; you can climb trees easily)
6 – You are sent on a mission to retrieve some balls from Vulgaria; if you ever succeed, the curse that makes you faint at the sight of blood, gold and chocolate will be lifted; you are sent to meet a man called Burt , armed with a poster that should get you admitted to a tavern where you may pick up the scent of a passage to Vulgaria (24) (if you ever get the balls, do not go to Quill Court but come back to Temple Mount to have the curse lifted, to receive 300 APs and to go on to Robert Johnson’s Crossroads (414) with the *Mark of the Bear Cult* (a splotch on your stomach in the shape of a bowl of porridge) – this means the Bear Cult will always look out for you and feed you).

You can go to 414 when done here.

1963
Pentagram Square
If you rolled a 5 or a 6, you can relax almost all your body parts. You get a reprieve. 1-4 means the Goddess laughed cruelly at your predicament. Go to 1961 to find out exactly what happens… (ignore the CHR SR though).

1964
Root Canal
If you failed the LK SR the crew prove less than master craftsmen; if you failed the DEX, you manage to scupper where you should have stoppered. The Lump is leaden and Cluglas has to take her limping back to Khaboom (go to Robert Johnson’s Crossroads (414) and ponder on whether the boatman’s life is really for you). If you made both saving rolls, the Lump is lovingly restored and looks like a luxury liner (if you close your eyes hard enough). With such a sleek vessel, it is plain sailing (or at least it would be if you had a sail) and after another three days on the canal in which watching Wizard-Gods ward away all hazards, you find the Lump struggling uphill and into the docks – you have made port in Vulgaria! Cluglas shakes your hand and wishes you good luck as he heads to the nearest tavern. You can go with him to learn the lay of the land (2008) or make you way to the town square and enter the Baronial Palace (2010).

1965
Pentagram Square
If you made the SR, you get Imago's attention. If you fail, he casts an *Oh Go Away* and you don't stop running until you reach Robert Johnson's Crossroads (414). If you are still here, when he looks at the broach, he brightens and tells you that you can have a 500 GPs for turning it in or pay 50 GPs for having it certified, described and registered in your name by Kelba the Centaur lawyer. If you sell, you can leave for 414; if you want to pay for the Guild services, go to 2063.

1966
Root Canal
If you failed the CHR SR, they keel haul you until your eyes pop out and feed your corpse to the fishes. If you make it, they let you work your passage back to Khaboom (where they have a '*Get Out of Jail*' card, courtesy of Kelba the Centaur lawyer). You can disembark and make your way to Robert Johnson's Crossroads (414).

1967
Execrable Alley
The WRMCM whirs into life, humming as if it means to build in intensity until your eardrums burst. Just before that point, it stops and the silence is precious. Then you feel needles pierce your head and white hot lances of pain stampede their way to your brain. Lights flash and dance in your skull and your limbs thrash. The old man is standing much too close for comfort and your flailing boot catches his in the crotch and the damage is enough to send him to the grave watery eyed. Make a L2 SR on WIZ. If you fail, the WCMCM mashes your brain (your INT goes down by 2d6) and slackens all your muscles (you lose 1d6 STR). You eventually free yourself and crawl away to 430. If you succeed, the weird machine triples your size and makes your skin as hard as iron (it takes 20 hits); your STR and CON have trebled. The machine falls to pieces as your enlarged body takes its toll. You find that your fists and feet are worth 4d6 as offensive weapons (16d6 in total). You can go on the rampage, start the revolution or just walk tall and kick sand in ogres' faces at the beach. You can go to 430 and take 100 APs (as you do if the WRMCM did you no favours).

1968
Root Canal
The goatkin tells you that you can call him Cap'n Nanny. It may seem an odd name but many odd things happen to folk in a world so rich in magic. He believes that he can have the magic that changed his gender reversed in Vulgaria if he can pass himself off as captain of the Lump of Lead. He offers you your life in exchange for speaking up for him when the boat ties up at the Vulgarian quay. The journey to Vulgaria is uneventful if smelly. As dockside officials bustle up to ask questions, you have a choice: vouch for Nanny (2028) or serve his head on a salver to the officious clerks inspecting the Lump for quarantine purposes (2030).

1969
Cauliflower Row
Brickass is fuming because you have not done your job as agreed. He can't do it himself as he is acrophobic. In his rage, he swings at you with a red hot poker. You can defend yourself so roll for combat. The angry hobbit gets 2d6 +6 and has a CON of 18 and WIZ of 11. Go to 2065.

1970
Root Canal – Extreme Danger
The goatkin made a pact with the Arch Demon: Ashgoleth changed his sex for amusement value but gave him *SuperButt Horns*.

The horns would catapult Nellie the Elephant back to the jungle but the Lump of Lead is more like taking on a bloated blue whale. Let's keep this simple: roll 3d6 for Nanny and 3d6 for the Lump. If the Lump wins, Nanny's head is rammed down inside his chest cavity and his horns sever several arteries – the river runs red; if Nanny wins, the Lump loses its bows and sinks with a plaintive gurgle with almost all hands going down with her. If Nanny dies here, make a L1 SR on LK to see if Cluglas can repair the Lump (go to 1964); if the Lump loses out, you need to make a L1 SR on LK to see if Nanny will save you – he is an excellent swimmer and has need of someone to speak up for him in Vulgaria; if you fail the SR, he lets you drown and uses your bloated body as a buoyancy aid but if you make it he tells you lots of shaggy dog stories of the ones that didn't get away as he paddles steadily up the canal to Vulgaria - as dockside officials bustle up to ask questions, you have a choice: vouch for Nanny (2028) or serve his head on a salver to the officious clerks inspecting Nanny for quarantine purposes (2030).

1971
Junket Road
Make a L2 SR on SPD and a L1 SR on DEX. If you make it, you are accurate and quick and now have Mr. Parker lodged on the end of the broom. His eyes bulge and he squirms horribly. You can either leave him like this and flee the scene (414) or finish him off and ransack the premises (2067). If you didn't make both rolls, your vicious attack is ill-conceived and badly executed and you fail to insert the handle in the orifice. You now have a very angry man turning into something scary before your eyes. He was given this job because he can (broom)handle himself in a scrap (go to 1293).

1972
Root Canal – Extreme Danger
You have been pulled into an air-bubble cave by a gollump, a skinless, sightless midget troll known to live in the canal, eating fish and boaties careless enough to go swimming. The gollump licks its translucent lips and advances on you, having made a thorough inspection to see that you are not disease-ridden. It has a MR of 18. If you can overpower it, you can force it to swim-piggyback you all the way to Vulgaria; if you lose, it starts on your toes and works steadily upwards, finishing with your nose. If you get to Vulgaria, you will be mildly surprised to meet the freshly minted ghost of Captain Cluglas. You can go with him to learn the lay of the land (2008) or make you way to the town square and enter the Baronial Palace (2010).

1973
Cauliflower Row
The creature drags you to the back of its lair, where there are two more 'captives' stowed away. The toxin is long-lasting but not fatal and most beings succumb to its paralysis long enough for the creature to do as it will with them. If you made the LK SR, one of the other victims is just shrugging off its effects (go to 2069); if not, you are up the creek without a paddle.
Once it has finished its preparations, the creature returns and drags all three of you off down a small, dark, unknown tunnel (go to 2071).

1974
Vulgaria
The only safe(ish) way into the Baron's chambers is to scale the drainpipe leading to his bedroom on the 13th floor (the flag at the top fluttering proudly with his drying underpants

embroidered with the family crest gives it away). The more dangerous way to go is to hide under the skirts of an elderly matron going back into the palace after a hard day's riding. For the skirts, go to 2032 or for the drainpipe to 2034.

1975
Longsorrow Street
"You thick or what? I told you – those bars are enchanted! You're on your own chummy!" Mucuss folds his mighty arms and watches events unfold. Go to 1977.

1976
The Lonely Canal
The end is bitter indeed. The goblins crisscross you with lacerations, rub salt in the wounds and then force you to drink Lonely Canal water until you are at bursting point. It tastes very bitter and you feel extremely isolated. Then you burst.

1977
Longsorrow Street
The ghost stretches its fingers out as you desperately cast around for inspiration. The urn sitting at the foot of the grave (was it really there before?) suddenly glows with eerie red light and the lid jumps off. The ghost is nearly upon you. A voice in your head urges you to take the urn but you need to make a L1 SR on SPD to get to before you are gotten to! Go to 2073.

1978
The Lonely Canal
The goblins are not accustomed to courtesy and it may well go over their heads. Make a L1 SR on CHR. If you fail, you might us well be thumbing your nose at them – they decide to put an end to your blubbing (go to 1976). If you make it, they decide to sell you as a slave and hand you over to a troll they trade through when they pull into Hickory Docks under a trader's flag. He gives you a bash on the head to show you who's boss (lose 1d6 CON). Go to 959.

1979
Longsorrow Street
Pushing the muddy earth aside, you stick you head out. All is not well. A ghostly figure is arising from the grave, wailing and waving its arms. The ghost is wispy and unkempt and immediately you feel the chill of its presence. Do you want to beg Mucuss to break down the bars to let you out (1975) or search about desperately for something to help you in avoid being sucked into the grave, something the ghost can be heard to utter as a threat for your intrusion (1977)?

MISSING INACTION

1980
The Lonely Canal
Make a L1 SR on LK. If you fail you drown and sink down to become sediment. If you make it, strong hands grab you and you are dragged through a maze of slimy tunnels… go to 1972.

1981
Ghoulish Gardens
Cyril is very happy at your news. He confirms your appointment as his Special Free-ranging Zombie Agent. As an SFZA, you are given a teleport ring. If you get into trouble, you can *Wink-Wing* back here provided that you make a L1 SR on WIZ to activate the ring. Cyril will be pleased to receive fresh corpses and you can *Wink-Wing* them back here too. You can have a bonus 20 APs for every corpse you deliver to the Zombie-master – he is always happy to add to his *Undead Army*. Go to 414 when you are ready.

1982
Hickory Docks
The dwarf you send sprawling drops his bundle and a glittering prize rolls out in plain view. You need to be quick to grab the quartz pendant necklace before anyone else does! Make a L1 SR on SPD. If you fail, the opportunity is lost and you have to shuffle off sharpish when the Watch and Wizard Control appear on the scene (go to 440). If your reactions are smarter than the average bear's, you scoop the necklace and slink off into the shadows. The necklace speaks to you! "Put me on and you won't regret it!" You can make a quick sale to a rogue who has spotted you (take 50 GPs and go to 440) or you can heed the necklace's advice ("Put me on and you'll get no trouble here!" – go to 2036.

1983
Sandune Street
Smash! The back door goes down under a mighty kick! Crash! The kitchen sink goes out the kitchen window! Crack! The banister to the top story comes away from the stairway in your hands! Soon the house is a wreck – a total disaster arrear just about right for students to move in to. All this noise has attracted the City Watch though – they have the place almost surround… Make a L2 SR on SPD to get away or they overpower you and cart you off to the nearest Watch station (163). If you eluded them you can have a bonus 50 APs and a talent for Demolition based on STR +6 (go to 440).

1984
Krisstrasse
The mob doesn't wait any longer. Men, women, uruks, dwarves, trolls, ogres, hobgoblins, snergs, kobolds, elves, goblins, you name it, they surge forward, knocking you down as they race for the big top. You take 2d6 damage and suffer severe internal bleeding. Eventually, the City Watch and Wizard Control quell the rioters and opportunistic healers arrive on the bloody scene. One tells you that you will die within the hour if you don't get treated. She offers to put you right for 50 GPs. If you pay, that's exactly what she does and you can slope off to 430. If you can't or won't pay, go to 2038.

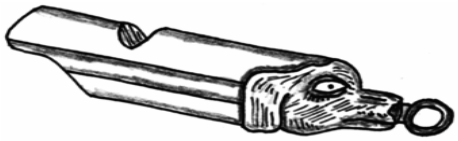
1985
Sandune Street
People go down like ninepins as you smash, trample and maim your way through the city streets. Of course, this does attract the attention of the City Watch but they think better of tangling with you.

MISSING INACTION

The two novices who were assigned to Sandune Street this morning, Mork and Mindy, are not so wet behind the ears that they don't think to blow their *Heavy Duty Trouble Whistles*. The blast of the HDTWs is inaudible to all but Wizard Control and a thug combat mage, Toothy Tyson, *Wink-Wings* on to the scene and rolls his sleeves up for action. If you can make a L2 SR on INT, you see the lay of the land and escape before Toothy is ready to cast (go to 440); if not, Tyson gnashes his teeth and looks at your ear longingly before casting *Hold That Pose*. When you come to, you have a lump on your head from being coshed by Mork and Mindy (lose 1 CON) and a piece of your ear missing, courtesy of Toothy (lose 1 CON). You are in a Watch station (163).

1986
Krisstrasse
If you fail the LK SR go to 1984. If you made it, you avoid the stampede and can join in with the looters while the rioters are having a whale of a time. Roll 1d6 to see what you can pilfer:

1 – You steal a purse with 30 silver pieces inside
2 – You nick a cigar case made of gold worth 40 GPs
3 – You purloin a set of ruby toenail extensions worth 120 GPs



4 – You filch a silver dog whistle that repels werewolves worth 250 GPs
5 – You pinch a dragon hide whip that gets 6d6 and is worth 500 GPs
6 –You nab a copper headband inscribed with ancient runes that enables the wearer to speak to all mammals worth 1,000 GPs on the open market

You need to get away fast so go to 440 and take 50 APs.

1987
Forest of Hemnin
The Seeress is inestimably lovely, her eyes holding the promise of perfect wisdom, flawless grace. She smiles and her smile moulds your face with the contours of hers (you gain 1d6 CHR). She whispers a *Word of Lore* and blows it gently to you (you gain 1d6 INT). Finally, she tells you that she believes in you, that you can regain the *Holy Snail* and she will help you, as will any ogre that you meet (you now have a talent for charming ogres based on your CHR plus 6 – you need to make a CHR SR at the ogre's level). Her eyes flash and you are temporarily blinded. When the clouds lift and your vision clears, you see that she has teleported you instantly and without nausea into a dark place. Go to 1204.

1988
Peaswasse Street
If you wrote down "**I do**", a mighty force whisks you away to safety; if you wrote down "**Screw you**!" a mighty force leaves you to burn. If you burn, you burn until you are ash; if you were whisked away, you arrive fully healed back in your pig sty (1) with 200 APs for being a hero in the making.

1989
Swattage Hill
If you failed the SR, the forms are more than your muddled mind can deal with. When the sergeant comes back, he quickly sees through your ruse and has you locked up by two burly officers of the law.

MISSING INACTION

Go to 163. If you made it, all is good with the form filling and the sergeant nods amiably to you when he returns. There is no time for any monkey business in the station though as he orders you to go get a new broom as there is an inspection later on and he does not intend to be caught with a dirty floor. You can either slip away to avoid further complications (430) or do as he bids you. As it dawns on you that you don't know where to go to, another officer comes running up to you – go to 988.

1990
Peaswasse Street
You have been saved. You have, most pertinently, been reincarnated as a Tin Man. You have your attributes as they were except that your CON is 50 and your CHR is zero and cannot rise. Your tin body takes 20 hits before your CON is eroded – it is unusual, your CON, in that once diminished it never returns so be very cautious… You are dumped back in your pig sty (1). Take 200 APs.

1991
Silver Springs
As the glass smashes, the goldfish turns into a genie. She is rather pretty and looks quite ravishing in wet clothing. No time for such distractions though! The water is still rising. Shrimp is an intuitive genie and quickly grants you a wish she thinks is a *sine qua non* (she knows a bit of Latin). The water stops rising. She follows up her helpful action with the granting of a second wish – she takes you back home to your pig sty (1). Looking around, she decides it needs a complete renovation and, burning up your third and last wish, she transforms it into an art deco desirable residence – three stories, a basement, an ornamental garden, a fully railed frontage, six servants (all human, 3d6 TARO for all attributes, all citizens, all orphans, all talents domestic). It is worth, all up, 50,000 GPs. Maybe you would have done better if she hadn't been so impulsive but life is getting better!

1992
Elsewhere in the Multiverse
The apple is poisonous. *You knew that*. The delightful girl is no girl at all. *You knew that too*. You have been siphoned off from Trollworld to an eternity of exquisite agonies. *I wonder if you knew that…*

1993
Silver Springs
If you failed, you just do 1d6 self-harm – return to 1805. If you made it, you succeed in drowning yourself. The sound of Wizard-God applause echoes off the still rising waters…

MISSING IN ACTION

1994
Lizardlick Road
You find yourself on your knees, scrubbing at a kitchen floor. “You should have thought twice before you threw that brick. I’d like to say this is a chance to learn a valuable lesson but I just don’t believe that leopards can change their spots any more than you can teach new tricks to an old dog like me. You can stay in Khaboom forever – I hereby curse you so that you will be struck by a thunderbolt if you leave the inner city – and you can clean my house from top to bottom every third day. Now, when you’ve finished and I say it’s good enough, you can run along but if you don’t come back all your limbs will fall off…” So, Fanny has your under her thumb. It could be worse and may yet get so. For now, go to 450.

1995
Silver Springs
“My friend, Mr. Filty-Rich, lost his balls some time ago. The got taken to a place called Vulgaria and they are in the possession of a Baron. I’m going to sort you out a contract, drawn up properly by a legal expert, and your job is to seize his balls and then he will reward you. Off you go – toodle pip!” With that, he *Blows You To* an exciting new location – if you ever get your hands on the Mr. Filthy-Rich’s balls, go to 1603 but for now go to 609.

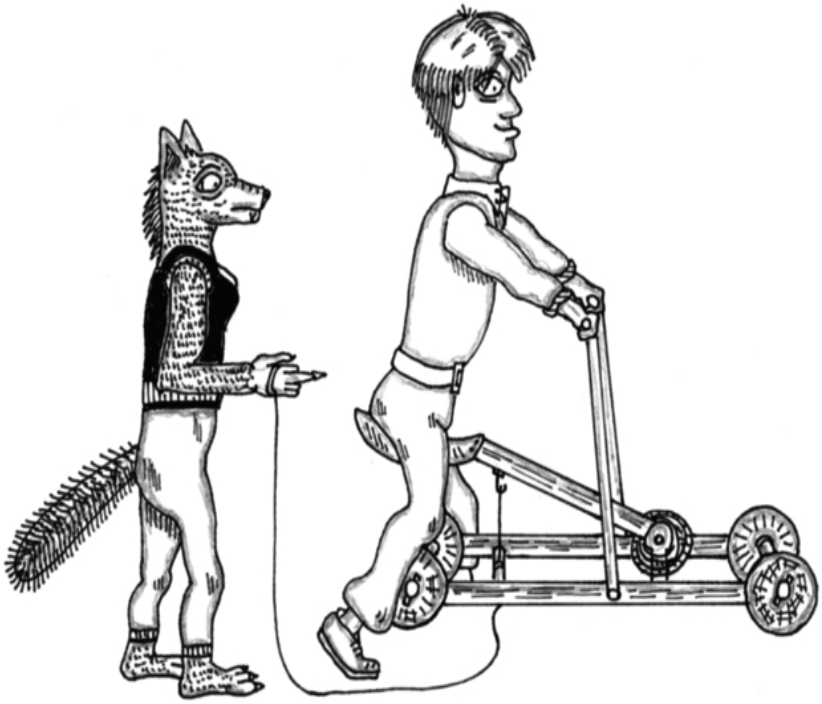
1996
Lizardlick Road
Not smart. When Fanny reaches zero, you lift off into the sky, propelled by rocket boots. You achieve orbit and never do come down. Of course, without warmth and oxygen and with all those harmful cosmic rays you die…

1997
Nosebleed Lane
If you made the saving roll, Slimey sticks fast on the fence paling and expires with a gurgling sound that suggests it is best to clear the scene before the Watch is drawn to it or he explodes messily (or both probably). If you failed, Slimey lands on you and not the paling. Slimey is good at landing on people without hurting himself but the converse is not true – he has a bad habit of damaging just about everyone he lands on. He damages you. This happens when his slime sacs rupture (not a tragedy for Slimey as they regenerate due to his troll genes) and the slime eats into those he gets close and cuddly with. You melt and he licks you up.

1998
Lizardlick Road
The ogre has the grin wiped from his face. “I thought I was tough,” he winces through great gasps. “Maybe it was that uruk vindaloo curry I ate last night. I’m off to the gym to bulk up – wanna come?” You can go with Krikmaw (2000) or go off for more japes (430).

1999
Wildebeast Plains
The large creature is a manticroc. Its parents were really quite special. Mummy was a crocodile and daddy was a manticore. It is vicious and powerful, at the apex of the food chain. At least, it would be if it wasn’t surrounded by a snaggle of snooks. There must be about thirty of the nasty critters snapping at it. A snook is no larger than a leprechaun but it has a lion’s head, four arms ending in razor talons and kangaroo feet. When the action begins, every participant disappears behind a curtain of fountaining mud. Do you want to approach cautiously with you net to bag a few snooks (2075) or wait to see who comes out on top (2077)?

MISSING INACTION



2000
Lardass Street – The Jimmy Jazz Jim
The Jimmy Jazz Jim is known throughout Khaboom for the intense crash courses in physical fitness it offers. Their motto is "*Make You or Break You*" and you see a Bring-out-the-Dead man hanging around outside with an expectant look on his lined face. You are quickly signed in by a hot babe who assigns you a locker and a towel before handing you over to a foxy lady instructor. "My name's Fenella and I'm going to see if you measure up," she informs you. The foxkin has you take your place on what she says is a rowing machine but looks suspiciously like a catapult (go to 2040).

2001
Lizardlick Road
Krikmaw grins and stands before you, hands on hips. "You're swell, pal," he says appreciatively. "Now your turn. Don't hold back – give it all you've got!" Roll for unarmed combat. If you generate 30 or more hits, go to 1998, if not, read on. The punch is little more than a tickle and Krikmaw suggests he takes you to the gym he works out at. It's close by on Lardass Street – off you go (2000).

2002
Wildebeast Plains
You have fallen foul of friendly fire. Simon spurs Iron Nelly savagely in the one tender place on her flanks on her otherwise unfeeling metal casing. Nellie goes berserk and Simon is flung headlong into the grass from which he never reappears (hurrah!). Iron Nellie heads straight for the Jungles of Phantog (**see the epic 'Wizard Went A-Wooing' from Khaghbboommm Press via DriveThru RPG or Lulu Publishing**) with you in her path. Unless you can make L1 SRs on DEX and SPD, you are steamrollered by Nellie on her way to the road to Manderaly, from which you get to Phantog. Splat! That would be new character time.

If you made both saving rolls, Nellie surges off for Manderaly, while Grawp rescues you and dusts you down, confirming you are once again free and saluting you for disposing of Wicked Uncle Simon. “I was going to use by right of veto over his life anyway but you’ve saved me from corroding my blade.” He offers you a job at his safari park. You can come back here whenever you end an adventure in Khaboom (the teleportation is no problem to Grawp) to be fed and given a bed. Your work is not without risk – you get 100 APs every time you venture out into the park on your won but if you roll a critical fumble on a LK SR, you get bushwhacked by a bunch of snooks at that’s your lot. The pay is 50 GPs per scouting run over the Plains. You can decline the post and you can hand in your notice (one more trip) whenever you like. Grawp buys you a beer at the Sullied Trouser Inn as he takes you back to town. He deals with Burt the Bouncer and his interest in wanted posters so that you can go inside (24).

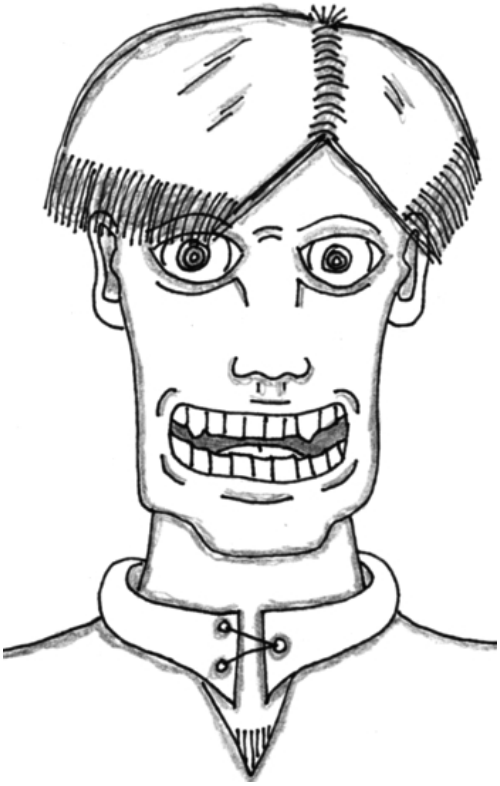
2003
Lizardlick Road
The old woman who lives here, Fanny Stubble, takes pity on you. “Shame on you, you vile thug!” She points at Krikmaw and sends him spinning upwards, ever upwards until he is no more than a speck in the sky and then he is no more. “Good riddance to bad rubbish!” she exclaims with feeling. “Now, take his invitation and skip along to my gym. You need a good workout, you need to build some muscles. Tell them Fanny sent you.” She shoos you along the road to Lardass Street and sees you hand your invitation in at the desk and then begins *Upsidaisying* hefty dumbbells. Music is playing loudly. It has a ska beat to it. Go to 2000.

2004
Wildebeast Plains
You are here because you made one L2 SR on LK but failed the second – tough luck, really. Simon sits safely on Nellie while you beat the grass with your paddle. You can hear him laughing, knowing that nothing can eat Iron Nellie. His blunderbuss is primed and ready to take down anything that moves. Your industry unearths a pack of snoozing snooks. Simon fires before they gather their wits, killing half of them (Grawp didn’t think to look for the gun is one of the secret compartments in Iron Nellie’s legs). Make a L1 SR on LK not to be mown down with lead as Simon punches the air. If you survived that lethal blast, your only hope is to mount Iron Nellie and unseat Wicked Uncle Simon! Make a L1 SR on DEX. If you fail, he knocks you backwards into the claws of the snooks, who tear you apart with relish (Simon makes what’s left of you into a tasty relish actually). If you make it, go to 2042.

2005
Seamists
If there are no ghasts invading the coach, you can hurry on to Seamists (go to 2044). If there are ghasts aboard, you must fight them. They use tooth and nail and have MR12 each. No one is going to help you here – it’s put up or shut up. If you fall, the ghasts have a ghastly party and sup on your blood and chew your sinew. If you overcome them, you may journey on into the mist enshrouded town ahead and below (2044).

2006
Root Canal – Extreme Danger
Out of the frying pan into the fire? No, the wrong metaphor for such a watery calamity. Out of the torrents, into the teeth more like it… (go to 1972).

MISSING INACTION



2007
Glassstones – The Nag's Rump
The landlady, Betty Turpentine, has a steady hand and pours a fine pint with a good, creamy head, just what the doctor ordered after a hard day's night. Grout is drinking Montana Red Dog chasers. You can keep him company (2048) or slip in beside the apothecary, who is sharpening his cutthroat razor as he double as the barber (2050).

2008
Vulgaria
Over a mug of malty ale, the speciality of this small Barony, you learn that the new Baron is a greedy, fearful fellow but that the Vulgarians are deeply attached to the institution that is the ruling family. Vulgaria relies on growing the best grass on Khaghtch'an for its prosperity but the newly elevated Baron Bombast is over-taxing farmers and families are having to move on to the big city, leaving fields fallow and farmhouses falling into disrepair. The people are frustrated but there is no one to rally them to demand change. You can ignore their predicament and get on with the job, stealing up to the palace through its gardens (1974) or do your best to brew up revolution (2046).

2009
Glassstones
The barn is cold and creaks ominously in the wind. It is hard to get much sleep when the timbers groan worse than a ward full of war casualties. When one loud shriek rouses you from your slumbers again, you could swear you see a shadow moving stealthily along the wall by the main doors. Do you want to light your lantern (2052) or slide along on your belly to surprise the intruder from behind (2054)?

2010
Vulgaria
Baron Bombast's palace is a gothic masterpiece, towers rising high above the town, gargoyles guarding grilled windows and crennelations corruscating capriciously as guards change in ceremonial splendour. Money has clearly gone into making Bombast's residence the glory it is. The gardens at the back are poorly guarded and it is easy to slip past the dozing sentries (1974).

2011
Dungbeetle Scrubs Hospital
The Medicus examines your baby and tells you what you need to know to be an effective parent:

- The baby has two heads but is otherwise human – **such babies are easily adopted; you can give the baby away but if you choose to keep it, you will need to spend 20 GPs each week on nurses, nannies, tutors and the like if you are to have an active life yourself**
- The baby rapidly expands to become an elephantkin – **as above**
- The baby is green, with prominent red eyes and a forked tail – **such infants are in demand as sacrifices by cults and for experiments by wizards; you can get 1d6 x 100 GPs for the child; if you decide to keep it, see above**
- The baby looks exactly like you, albeit a pink, slimy, midget version – **make a L1 SR on CHR – if you make it, you can have it adopted or see above for costs of keeping it**
- The baby has a beard down to its ankles, grey straggly hair and bowed legs; it is mumbling arcane words and gesticulating vigorously – **an ancient spirit has been reincarnated into your baby; it looks at you once, shakes its head and disappears**
- The baby is dead; it sits up and looks at you sharply; it has sallow skin and shrunken eyes – **you have a zombie baby; it will obey you unquestioningly; its MR will be 4d6 as an adult and it will take one year for every point of MR to mature**

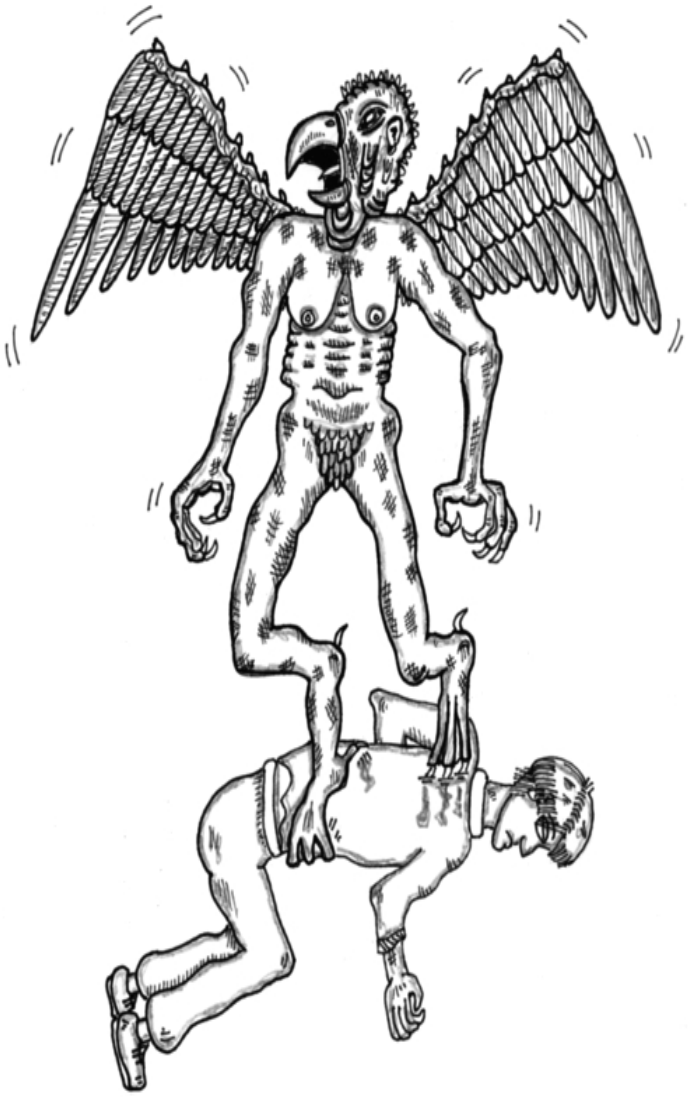
Take 100 APs for this feat of parenting. You may consult a rulebook to give your baby attributes if it lives through its infancy. Now go to 414 and look after the little darling!

2013
Lardass Street
After another 5 minutes, your WIZ is down by 5 more points. Do you want to keep cleaning? If your WIZ drops to zero or less, your khremmatic link to the planet's core is severed and trollworld kills you by brain implosion. To keep cleaning, go to 2056 or you can go to 2015 if you want to down tools.

2014
The Lonely Canal
The is a strong smell of leeks and daffodils in the air and you see a man humming something about a woman called 'Delilah' to himself. He has a curly mop of hair and is wearing tight leather pants. Women's underwear is stuck to his back. When he speaks, it is with a lilting, lyrical brogue. "Now, look here, boyo. I'm The Man from Wales and I've woken up to all this trouble you're causing in the valleys, see? I'll save your from the slag heaps but you'd better do something yourself, see? You can deal with some uruks mucking about in a place I'm quite fond of. Off you go now, boyo." With a wave of a daffodil, you're gone, whirling through space and time. The Man from Wales heals you and puts you in a barn where you promptly fall fast asleep… (go to 2009).

MISSING INACTION

2015
Lardass Street
Hylda gives you are withering look. “Combustious will be out of sorts if this isn’t finished. Either get back to work (2013) or ask for my help (2058).” Decisions, decisions…



2016
Friday Woods
In your concussed state, it is easy for the harpy to take you in its claws. A strong exemplar of the breed, Hysterectia flies you off to her brood. It is hard work but she figures it’ll be worth it to shut the little brats up. Go to 202.

2017
Alimentary Canal Street
The wizard, Nux Fractor, has had almost no sleep since he acquired a little pooch and is about to put the mutt in a sack and sink him. Seeing you two giving him the charge he does a *Hold That Pose* on the frontrunner, bringing down the next chaser, and watches the tangle of limbs. “I don’t know what you clowns think you’re up to but I’ll pay you to take this cute little puppy and look after her. I’m allergic to dog hair sadly. I thought my love of hair of the dog would mean we would become inseparable but I’ve sneezed more times since Ditsi moved in than I did when I fell into the pepper mine outside Barroo Khazad. What do you say? I’ll give you 100 GPs and throw in her collar and lead.” If you want the puppy, go to 2060; if you want to let Lemmie off his leash – he’s straining to square up to Nux Fractor – go to 2062.

2018
Friday Woods
You might think of ogres as insensitive, callous, unfeeling brutes. Well, they can be but even ogres have to have their tender moments for the species to go on into the future. A courting couple have just finished their date (blind, of course) and the male has been clubbed unconscious so the triste was successful. The damsel is heading back to the city and spots you. Feeling in a happy-go-lucky mood, she decides to play havoc with your future and slings you over her back. She has to make haste as she earns her daily bread by working in the city’s sewers – not nice for the rat fraternity. When she gets back to Cauliflower Street she thinks it best to discard you and lobs you skywards (lose 1 CON) as she clambers down… (go to 324).

2019
Dungbeetle Scrubs Stocks
The men are quite restrained – they know the score: anything more than pebbles and they get the same treatment. You get showered with little chips of rock and take just 1 point of damage. Then a fist sized rock hits you on the head (lose 1d6 CON) and the officer in charge roars out, “Are there any women here?” Deep voices refute the suggestion but then a high pitched “No!” is shrieked out. The Watch officer, Noel Gordon, tugs at the ‘man’s’ beard. Make a L1 SR on LK and go to 2064.

2020
Friday Woods
A nice show of clean heels. You can hear the gruffalo crashing about, presumably searching for you. There are many things to avoid in woods on Trollworld. Werewolves, for example. And tree-fiends out for revenge on axe-carriers and fire-starters. Mobile mushrooms should be avoided too. There is something capable of romantic feelings that you might wish to avoid. Make a L2 SR on LK. If you make it, you skip back to town (440). If you fail, you have been taken by surprise… (2018).

2021
Acorn Lane
The woman looks up and bats her eyelids at you. “Do I meet with you approval? Look at this yarn I’ve spun – is it fine enough for you?” You can see that her handiwork is exquisite. When she takes it back, a grating sound begins. It starts quietly enough but soon reaches alarming levels. You can see what the cause must be… the ceiling is beginning to descend to meet the floor. Already the doorway is blocked (how did that door shut itself?) and there soon will be no room to escape through the window if you do not act now! “I have been a prisoner in this tower since I was a young girl,” Sultressa tells you, “although I have dreamed of a gallant rescuer every night. Here – take my hair and drop it down from the window then climb down. Don’t argue – there isn’t enough time left. I never really expected to leave this place.” Do you want to do as she says (2070) or try to wedge the ceiling with the iron bed she sleeps upon (2072)?

2022
Friday Woods
At the end of a short tunnel is a hollowed out chamber occupied by a Mirrorman. You see yourself reflected back and may not like all that there is to see. The two bears have nothing on their conscience but are taking a good look at you, warts and all. The blacker side of your nature is there for all to see. Do you want to smile and push it aside (2066) or face it down (2068)?

2023
Acorn Lane
As you reach the chest, the woman looks up. “No need to sneak! It’s not mine. My name is Sultressa and that belongs to Pandamonia, my step-mother. You can open it of you like. I never have. I think it might be booby-trapped and she always tells me I’m a total booby.” Do you want to inspect the chest and open it if it seems safe (2074) or ask your hostess more about herself (2021)?

2024
Friday Woods
The gruffalo bows to you and then to Urticus, presenting him with a jar of Manukan honey (see the epic **‘Wizard Went A-Wooing’ from Khaghbboommm Press via DriveThru RPG or Lulu Publishing**). The chubby cubby waves as he makes his way homewards.

MISSING INACTION

Life is good in Friday Woods with the gruffalo to look out for you. A kindly creature of simple tastes, it soon gets used to you taking trips into the city. It can feed you as well as offer you a home and it can heal 1d6 CON per visit with its poultices and herbal tonics. You can come back here whenever you finish an encounter in Khaboom. There is a chance – a roll of 1 on 1d6 – that something mean will trail and track you back through the woods (MR 1d6 x 20). If you make a L1 SR on LK, the gruffalo will be there to fight with you and it has a MR100. You can go to 450 when you are ready to leave your forest home but have a look at 2026 first to see the present the gruffalo gives you.

2025
Resurrection Road
The horse yard is a hive of activity; beasts are bought and sold all through the day and you arouse no special interest when you offer the horses for sale. The carriage is another kettle of fish. The agent assessing your chattels, a merchant with a wily look named Hermogenes gives you an old-fashioned look as he eyes the coach. “Yours, is it? Really… I’ll make this easy for you. We’ll agree a sales commission of 50% and I’ll forget I ever saw you.” You can shake hands with Hermogenes and collect 200 GPs or you can attempt to barter. If you cash in now, go to 420; if you want to argue the toss, go to 2076.

2026
Friday Woods
Inside the bag are a set of pipes made from silver. The gruffalo could not play them but liked the look of them, especially how they shone on the morning sun in Summer and reflected their rainbow lights over the babbling brook. The pipes are *Pipes Of Peace*. They will calm any number of sentient beings (down to small mammals) if the piper makes a SR on CHR at the average level of the group. The pipes only work for a piper who has received them as a present so if you stole them you need to find someone worthy to give them to (you can go to 450 now).

2027
Resurrection Road
The stables manager, a hobbit named Todger, demands a deposit of 20 GPs. If you can’t pay it, you will need to cash in your chips (go to 2025). If you splash the cash, Todger settles the horses and garages the carriage (“Ask no questions, tell no lies, Guv’ner,” he winks at you as he turns his key in the lock) and sends you off to Kelba the Centaur lawyer to get everything registered. Make a L1 SR on LK and go to 2078.

2028
Vulgaria
Make a L1 SR on CHR. If you make it, you convince the officials without any mishap. Nanny is relieved to put it mildly as he knows full well what they would do to him and his friends if he was recognised – he gives you a purse containing 20 small diamonds and tells you there are plenty more where they came from. You can either ask him what exactly he means by that (2080) or head on to the Baron’s palace (2010).

MISSING INACTION

2029A
Resurrection Road
Your captor is a canny adventurer named Lucy Bottom. Lucy does not want you for herself but knows how to extract value from her windfall. She hands you over to a troll she often has business dealings with. Not a woman to worry about making good impressions except on bone, Lucy clubs you roundly to make you more docile (lose 1 CON). Go to 959.

2029B
Quill Court

If you failed to make both rolls, the Detector finds in favour of the sisters and you are put on your bike with a stern warning about time wasting and fraud. You leave empty handed (go to 440). If you made them, it is the sisters who leave with a flea in their ear. They spit and hiss like hellcats and it would probably be best to cross them off your potential dates list. You get given the key to a bank vault and Kelba's satyr apprentice, Panticles, escorts you straight to the bank (2031).

2030
Vulgaria
Make a L1 SR on INT. If you make it, you serve him up cold and he has no chance for vengeance. The Vulgarian civil servants quickly call in their Wizard Squad along with a SWAT team – just as well as his SuperButt Horns account for half of them before spells subdue the goatkin. They give you 200 GPs reward money and give you a guided tour of the town (you can go to 1974 to get into the Baron's palace where you might get your hands on his Balls). If you failed the INT check, Nanny overhears you as you snitch on him. Figuring his goose is cooked, he decides to take you down with him. Make a L1 SR on SPD or his horns butt you straight back into the canal with a broken back and a severed spinal cord. If you are quick enough to get out of his way, the Vulgarians make a difficult arrest and the reward mentioned above is yours (you can go to 1974).

2031
Khaboom City Bank
The bank manager. Arthur Mainwarring, is rather surprised that Vault 666 is to be opened. "It was last opened by my predecessor, Butcher Bill Kitchener, just before the *Great Conflagration* that engulfed the city at the time the *Demon Wars* were being fought. Butcher Bill left clear instructions that if the vault were to be opened again, the current manager should himself see that whoever inspected it should be locked in and that exit should only be allowed after Wizards' Guild clearance. Do you really want to go inside?" Panticles is sweating and panting, evidently apprehensive. If you want to go into the vault with the satyr, go to 2088. You can just go about you life and forget all about Vault 666 (440).

2032
Vulgaria
You need to make a L2 SR on DEX not to tickle the old dame's fancy. Make it and you hear that she is about to enter the ladies' room to powder her nose – time to come out from those skirts and breathe fresher air (go to 2082). If you fail, some part of you rubs her up the wrong way and she squeals and then swoons – palace guards seize you and you are taken away to the dungeons (go to 2084).

MISSING INACTION

2033
Higginbottom Gardens
Those all-but-divine wizards and witches have been keeping an eye on the distasteful proceedings of Higginbottom Gardens for sometime so you have a good chance of being rescued. They do get distracted though. If you failed the WIZ SR, you go down under a carpet of dark elves and end up smeared on a plate of canapes. If you made it, a witch clearly not to be trifled with tiffs the elves all the way to the Kraken coast and sweeps you up into her soothing arms. All your hurts are healed and your WIZ is raised by 1d6 just by touching the hem of her garment. You get put back in your pig sty and left with a cheery wave (1).

2034
Vulgaria
The drainpipe was not made for scaling and gets less able to support your weight the higher up you get. You need to make L1 SRs on both LK and DEX to get up to the Baron's bedroom without mishap. If you succeed, go to 2086 but if you fail you fall and take 1d6 damage (the guards come running and chain your bruised and battered body before throwing you into the dungeons – go to 2084).

2035
Lonely Canal
Aboard the now pirate-run boat, an old sea dog, Shanty d'Evelle, tells you of the Balls of the Baron of Vulgaria and how prized they are. It seems more than coincidence that the boat is heading directly to that small barony now. The pirates have reckoned without the death of the previous baron. His successor, Bombast, has raised taxes and spent more on armed canal patrols. The pirates are no match for the assembled might of Vulgaria when they draw near to the town and the boat is sunk and the pirates captured. Some do get away… perhaps you can be one of those desperate few. Make a L1 SR on LK. If you fail, you are clapped in irons and put in the dungeon (2084) but if you make it, you can sneak your way into town, mug a drunken peasant and take his clothes and stroll in to the central plaza to reccy the place and gaze at the palace (2010).

2036
Hickory Docks
As soon as the clasp is closed and the necklace is in place, your vision blurs – no, that's not right, everything else blurs. Your feet are in motion and you are running through the city streets until you get back to your pig sty (1). The bespelled necklace contains a Speed Demon. Senna used to drive the fastest chariot on Khaghtch'an but was tragically killed when a wheel came off and he broke his neck. Hence his spirit fleeing to this piece of metalwork. Senna will get you home whenever you fail a SPD SR which would lead to your demise. Your feet will move so fast that archers, wizards and even Samos Treek could not catch you with arrows, spells or sprint finishes. Senna will not help you in battle or ambushes, just with failed saving rolls (go to 1).

MISSING INACTION

2037
Moonshine Parade
The Mad Hatter is not a skilled grappler but grappling is what he intends. He has a hatpin, hollowed out and filled with mercury, that he will jab into you if he gets at close quarters. He gets just 1d6 +4 and his CON is 10 (WIZ 10) but every round you must make a L1 SR on DEX to avoid the mercury poisoning. If you get stuck with the needle, you will go mad in 20 paragraphs and never recover unless you can find a healer who knows *Too Bad Toxin*. You can leave for 414 if you get a dose of the liquid metal. If you slay the Hatter without feeling a prick, you can take over his business. It grosses 100 GPs peer month. You can return here whenever you finish an encounter in the city. There is a risk of going mad through metal poisoning as the house itself has walls lined with radioactive metals. You must make a L1 SR on CON every time you draw money and if you fail the poisoning notes above apply. Go to 414 when you feel like moving on.

2038
Krisstrasse
Gethsemene is accurate in her assessment and death is on the cards until she has the idea of offering you to Cyril, the Zombie-Master to add to his underground army. So – your life is preserved, at least in an 'undead' sense of the word. Go to 943.

2039
Moonshine Parade
You now have a slave, albeit one utterly bonkers. See 2037 for the gains you can make from this, as well as the risks. Having the Hatter under your control means you can get out more often and the business profits are doubled. He will join you in any adventure but your next profit take will not be doubled while he is away from the shop. Go to 414 when you are ready.

2040
Lardass Street – The Jimmy Jazz Jim
Fenella is an astute judge of pushing people to the end of their tether – that being the tether that links their spirit to Trollworld. She decides to have you try out in the Pentathalon, a series of five exercises that will put you through the mincer. With your 'JJJ' singlet and Trollgod shorts on, at least you look the part. After a few stretches it's time for action:

1. Weightlifting (L1 SR on STR) – You have to hold an uncomfortably large weight of iron above your chest for 3 minutes; fail and you lose 1d6 CON
2. Squat Thrusts (L1 SR on the average of STR and SPD) – you have to complete 100 squat thrusts in three minutes or a block of iron will fall on your head (1d6 damage)

3. Push Ups (L1 SR on the average of STR and CON) – you have to complete 60 push ups in three minutes or a flamethrower will blast you with a fierce of fire (2d6 damage)
4. Shadow Boxing (L1 SR on the average of CON and DEX) – you have to spar with a Shadowjack; the creature's touch is numbing (1d6 damage)
5. Sumo wrestling (L2 SR on the average of STR, CON and DEX) – you are up against a mountain man with a paunch that seems to stretch to Timbuktu and back; best hold him at bay (1d6 damage)

If you survived, Fenella's 'JJJ' workout, you can add 1d6 to STR and CON. You can come back here and try again (three times maximum) but all SRs rise by one level each time and the damage is 1d6 greater while the rewards stay the same. You can go to 414 when you have showered and had Fenella towel you down.

2041
Menagarie Street
You have been teleported to Khazan. The man you were with is not with you: maybe his ring took him somewhere else, maybe he knew all along that you would be propelled into a dangerous city, all alone… Your best bet is to earn enough money by entering the ***Arena of Khazan*** to get back to Khaboom – a one-way ticket through the *Grand Portal* costs 1,000 GPs (tourism is not encouraged by either city). If you have the money, getting back is simple (you can go to 414). Failing these options, you could get a GM to help you out or maybe another ***Flying Buffalo*** solo would do it (e.g. ***Deathtrap Equaliser***). The other option available to you is to invoke the name of Mad Roy Cram and return to Robert Johnson's Crossroads anyway (414)…

2042
Wildebeast Plains
The snooks are not fussy and will devour Simon just as greedily as they will less evil meat. Even as he dies, Simon jabs two fingers viciously into a snook's eye sockets. You are now in the driver's seat but can you control Iron Nellie? There are two levers, one by each of her ears, plus a bank of buttons. Decide if you pull Lever 1 on the left, Lever 2 on the right or push Button A, B, C or D and go to 2102. Oh, and take 50 APs for putting an end to Wicked Uncle Simon.

2043
Greenfingers Market
The bigot Paisley zaps you with his *Wink-Wing* wand. If your WIZ is more than 50, you are unaffected and you can knife him while he is recovering from casting his spell. His CON is only 10. Paisley doesn't expect people to stand up to him, a classic bully if ever there was one. Otherwise, you have been teleported to a place the leprechaun thinks more suited to your kind – a jungle savannah (1653). If you stood your ground and took him down, you can see Bob for that banana… (2045).

2044
Seamists
Everything is damp in Seamists. Condensation runs down the window panes of the shops and the people all wear galoshes or gumboots. A constant hazard for pedestrians, of whom there are not that many, is the splashing of passing vehicles. The mist that drifts in from the sea hangs about the roof tops and swirls through the streets. There is no visitors' information office and those hardy souls out and about have their collars turned about and keep their heads down.

Finally, you see a more welcoming sign: it reads, "*Khaboom and Seamists Cooperation Office*". On venturing in, you find a roaring fire in the grate and a young woman seated in a rocking chair knitting, with a *KASCO* crest on her robes. "Good day to you," she says brightly. "My name is Nerja and I am here to aid travellers from Khaboom. We hope that you will spread good news about our town." Nerja has shoulder length blue-black hair and wears an ankle length sealskin dress. When she hears about you desire to find Grandmother Mosiken, she quickly hangs the 'Closed' sign and hurries you out the back door and down some steep steps to a small jetty where a little boat is tethered. "Can you row?" she asks. Go to 2104.

2045
Greenfingers Market
You can decline Bob's offer – he will just shrug and leave you to deal with a giant leprechaun dressed in orange, wearing an angry frown and brandishing a wand (2043). If you accept, the banana splutters and turns orange, just like Paisley the leprechaun. Go to 2090.

2046
Vulgaria
The locals are interested in your plans for a political coup. You need to inspire confidence with you leadership though - anyone can have dreams and talk big. Make a L2 SR on CHR – if you make it, you have a following, reading to go where you lead! You need to make a L1 SR on INT too so that you don't attract attention from the authorities. If you failed to fire the local imaginations but were discreet, you can go to 1974 and get on with some breaking and entering; if you failed to command a following and were overheard, it's the dungeons for you, chummy (2084); if you have them revved up and ready to riot and you kept your plans secret, go to 2106; if you marked them up but got noticed by the secret police, go to 2108.

2047
Distant Pastures
The man turns and looks intently at you. “Don’t worry – I am just casting *ESP*. Yes, you’re clear.” He has an ebony fishing rod in one hand while the other is gloved in golden metal, tipped with jewels of ten different colours, one for each finger and thumb. “I am Fishing Rod and I am what you would probably call a Wizard-God. Some of us a playing a game and, as in most games, there are two sides. You have something to deliver – a locket, I believe. My opponents would catch you easily as you are but I think I can camouflage you and better the odds. Hold still!” He touches you and you feel rather queer – he has cast a *Mutandum Mutandorum* spell and you are now a cod fish. Without hesitation, he flips you into the stream. “Remember – Fairy Nuff is on our side but the Shouting Man is not. Good luck!” He raises your LK by 1d6. Do you want to swim with the current (2092) or against it (2094)?

2048
Glassstones
The Sergeant-Major likes his whiskey. He likes company to so you are welcomed. He doesn’t have that much to say, married to the Guards, uninterested by all the finer things in life. When the bottle is empty, he decides its time to call it a day but as he staggers to his feet, the salon door bangs open and a group of uruks, with bags over their shoulders, burst in. swearing and stamping as they come. As you look around, you can see there’s just you, Grout and Old Betty left to deal with any trouble. The biggest uruk pushes Betty over and swipes a bottle of a snowpea brandy from the top shelf. Grout lurches over towards him and vomits down the back of his pants. There is clearly going to be a ruckus. Do you want to slip away, hopefully unseen (2110) or muscle up to the uruks (2112)?

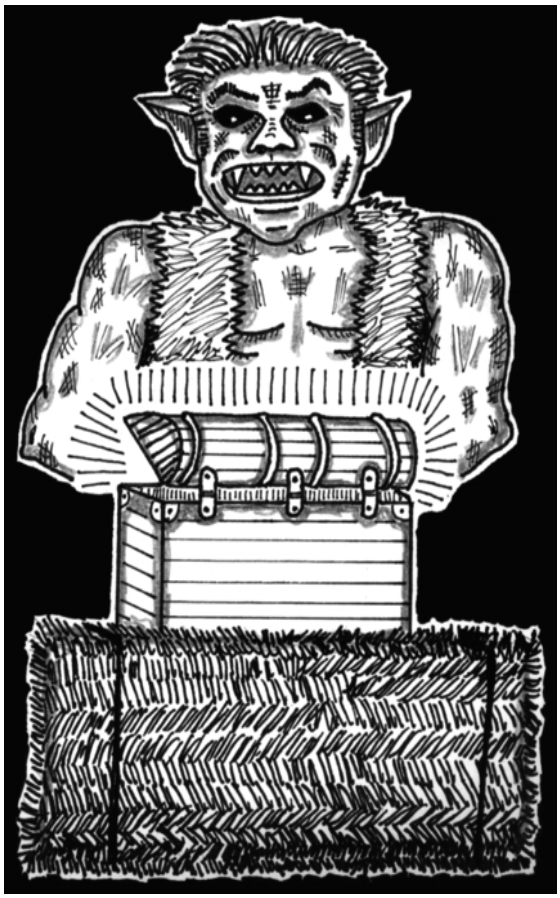
2049
Mayor’s Office – Pentagram Square
Good work! The Mayor’s wife has a gremlin-phobia and is so grateful she offers you a choice from her jewellery box as a reward. You can take what you came for and take it to the one so eager to possess it (2096) or pick something that looks more valuable (2098). Either way, take 50 APs for dealing with the sanitation problems.

2050
Glassstones
Dennis is a kindly sort. He tells you he has been cutting hair and tending as best he can to ailments in Gassstones since he was a boy. It would be easy to listen to his stories of how the town used to be before the glassstone mine closed down because he is a natural raconteur but the peaceful, sleepy mood is shattered by the sound of harsh voices and breaking windows. Leaping to his feet, Dennis looks out from his door and yells that there are three uruks rioting through the one-street town. Do you want to ask Dennis to hide you in his cellar (2114) or charge into the tavern after the uruks and give them what they deserve (2112)?

2051
Mayor’s Office – Pentagram Square
This is rather unfortunate. Gremlins swarm past you and kidnap the Lady Mayor and you get the blame for letting them in! There is a ‘*Wanted*’ poster quickly run up with your face on it. You don’t take long to get out of the wet – the gremlins had tunnelled their way under Pentagram Square with high level camouflage magic. You find yourself in the hands of their Master-Wizard, Grolly the Sublime (2100).

2052
Glassstones
You see an uruk doing his best to sneak in unnoticed. The uruk has a scimitar in one hand. Now he has seen you and gives up any pretence of subtlety. You can either stand and fight (2116) or throw your lantern into the straw his feet are ploughing through (2118).

2053
Epicurean Avenue
Munster stinks, frankly. Pandora much prefers Roquefort. If you choose Munster, she is in a quandary – how to let you down gently? Decisively, she rejects the gentle course and teleports you away to a small, forgotten town where there is a memorial to a former fiancé of hers, Dr. Moritz. The town is called Glassstones and she sends you to sleep in a farmer's barn (2009). If your choice married hers she does the same with you, having Gordon exercise his Master Cheesemaker's *doite de signeur* to seal your union, crumbling blue cheese over the happy couple (more appetising than confetti). Khaboom is tolerant regarding same-sex weddings, lest you were wondering on that score. Pandora is not a girl to hang about once the knot has been tied so she settles with Gordon and has a hamper sent on to the honeymoon location. She likes out of the way places and she sweeps you off your feet and *Blows You To* the only dry hotel in the damnably damp town of Seamists. After a night of energetic bliss in the *Hoary Chestnuts*, you find that your spouse cannot be roused from a deep sleep. The local doctor examines Pandora and thinks rest is just what she needs but is concerned about the chaffing she has suffered. He tells you to leave her well alone for the next 24 hours so you might as well explore the town's few charms (2126).



2054
Glassstones
You crawl on your belly up to an uruk opening a box he has just taken from within a bale of hay. He has a small glowstone on the hilt of his scimitar that is giving him just enough light to unfasten the clasp. Do you want to see what he brings out of the box (2120) or smack him on the back of the head with a milk churn by your right hand (2122)?

2055
Goblin Crag
The place Phoenicia has brought you to the home of one of Trollworld's most famous dungeons (written by A.R. Holmes, '***Goblin Crag'*** should not elude you, Gamer!). The goblins dominate the mountain but not at this altitude. Goblins know better than to intrude on the preserve of Phonicia. She keeps the zenith of the mountain at a comfortable temperature and the savage winds are warped away from the peak. Her palace is modest in size but exceptionally well appointed, hewn from the mountain itself by dwarves from Baroo Khazad centuries ago. You can come here whenever you end an encounter in the city – Phoenicia will escort you back and forth, never jealous of your exploits

and expecting you to ask no questions of her doings either. There is a *Healing Fountain* in the keep and a *Learning Chair* which will teach you spells, if you have the INT and DEX to cast them (you need to make a SR on INT a the level of the spell to process and store the knowledge). You can attempt to learn one spell each visit (up to L5). All Phoenicia asks in return is that you visit a witch in a town called Seamists and persuade this curse-witch, Blaervael, to lift a curse on this pinnacle preventing the conception of children. She doesn't just ask, she insists. Before she takes you to Seamists, she gives a gift – two ***Arrows of Taunting***. Take 100 APs and go to 2044. (And by the way, in case you were wondering, Khaboom society has no qualms about polygamy.)

2056
Lardass Street
The more you clean, the more khremm is drained from you! What is it with this gig! You can buckle down and carry on cleaning (Kenneth Williams and Hattie Jacques would be proud!) – go to 2124 or you can mop your brow as well as the floor and pause to think about this conundrum (2013).

2057
Hickory Docks
The Fat lady has a reviving salve which she applies first to your more delicate parts and then to the broader expanses of your flesh. You are fully healed and pepped up to the point of replay action (your CON has increased by 1d6). After more frolics (take 50 APs), Blumphoma suggests you come to meet Mr. Canzoni at the circus and get yourself a job there. "For a tyro like you, there's bound to be work. I can't recommend you because I like to keep any liaisons private but you'll do fine. Just go up to the ticket booth and see a hobbit called Studger." Blumphoma has to act the social butterfly again at the party so she heaves her mountainous carcass back into the throng of revellers and blows you a parting kiss. You can just disappear into the night (414) or take up her suggestion (831).

2058
Lardass Street
"Well, I will help you – I was spawned for cleaning. Mrs. Mop takes lessons from me. It will cost you though. If I do the job, you must let me draw khremm from you. I need it to keep my sparkle, as I've pledged to do." If you accept, you lose 2d6 WIZ (go to 2016); if you decline, carry on cleaning (Barbara Windsor and Jim Dale would love you for that!) – go to 2013.

2059
Higginbottom Gardens
If you made the saving roll, the minotaur goes head over heels into the garden pond, where he cools down enough to be a respectable date. If not, you miss your footing and end up in the pond yourself while he smashes headfirst into the khremmatically reinforced door and snaps his horns off (a hornless minotaur is a sad, impotent figure). If you have delivered a dud, you get no reward, just a flea in your ear (it bites you voraciously before you kill it – lose 1 CON); you can climb out of the pond and take a long walk up a hill to dry off (430). If it is Haywire who went in the drink, you get your pay day. The medusa is careful to avoid petrifying Haywire and you get the benefit of her consideration. She hands you a bag with an assortment of valuable objects and gives you the address of a pawn shop where you will get a fair price. Inside is something you might want to keep, along with the candelabra, the vases and the statuettes – it is an ***Arrow of Taunting***! The other stuff is worth a good 500 GPs (go to 1223 to sell it).

MISSING INACTION

2060
Alimentary Canal Street
You now have a puppy to love and to be loved by. Ditsi is, like so many creatures on Trollworld, imbued with a degree of magic that rubs off. As long as you keep Ditsi alive, your LK is increased by 1d6. Ditsi has a MR of 6 (WIZ and CON 6). If you can make a L1 SR on CHR, Ditsi will come when you whistle, otherwise it's a L1 SR on LK every time danger threatens as to whether Dtisi attacks your enemy loyally (that's if you miss the LK roll) or hides behind you (if you make the roll). You can go to 450 now.

2061
Territanoncarta
Can you swim? Let's find out… Roll 3d6 (DARO) and make a L1 SR on this ability (or lack of it). If your natural swimming ability is more akin to a brick than a dolphin, consider taking a talent (if you have no spare 'slots', you take the next one in advance). If you fail the saving roll, your lungs fill and you drown and become fish food. If you make it, you can swim on to the Fat Pig while Pugwash does his best to keep the Black Pig out of the range of Jake's guns. Make a L1 SR on LK and go to 2101.

2062
Alimentary Canal Street
Nux Fractor is no lightweight. He casts a double *Oh Go Away* on you and Lemmie and one of longevity at that. He can even direct where you run to – he sends you to join a caravan on the way to the small and damp town of Seamists. You can roll up Lemmie for any attributes you don't already know. He gets 4d6 (QARO) for STR, CON and SPD and 3d6 (TARO) for WIZ, LK and DEX. Lemmie, perhaps unsurprisingly, only gets 2d6 (no DARO) for INT and CHR. He has a scimitar, a poniard and wears leather armour (12 protection). He is quite skilled with the scimitar and for him it is a 5d6 weapon. He is loyal to a fault so you have a bodyguard/dogsbody if you can beat him on either an INT or a CHR SR. As he has a Watch insignia, he manages to hitch you a ride – go to1666.

2063
Pentagram Square
The broach has a demon locked within. The demon, Shadowsprite, has been locked inside for so long he would not come out even if he could. Agoraphobia can be nasty. If you make a L1 SR on WIZ while wearing this broach, you can attract his attention and become a shadow yourself for 1 minute x your level. Shadows can be hard to see… As a shadow, you cannot move physical objects but you can only be harmed by magical attacks and enchanted weapons (not ones merely *Vorpalled* or *Whammied)*. Imago wishes you well (you can go to 420).

2064
Dungbeetle Scrubs Stocks
If you failed the saving roll, the officer is too stupid to spot the masquerade and you get stoned to death. If you make it, Noel sees through the woman's thin disguise and yanks her beard off, exposing none other than the Mayor's wife! Nonplussed, Noel helps the hysterical lady back to her husband's offices, while the men grumble about their fun being spoilt and release you, saving you for another day. Take 50 APs and go to 440.

2065
Cauliflower Row
If you won the first round, he begs for mercy and grovels hysterically. If you let him live, go to 2103; if you finish him off, you can search his house and take the 60 GPs you find (everything else is at the bank or too well hidden). If you lost the first round but survived, Brickass is horrified at what he has done to you with his poker (go to 2105 to find out what that is); if he killed you, he chops your body up in tiny scraps and feeds his newts.

2066
Friday Woods
The smile ignites the fury within your dark reflection in the Mirrorman. You have a serious fight on your hands now. The Mirrorman's attributes are as yours for WIZ, INT and CHR but double yours for the other five attributes. He is equipped as you are, even down to magical possessions. If you can make a L1 SR on CHR, the bears will fight with you (they have MR 8 each) – otherwise they run away in terror. If you die, the Mirrorman sucks up your WIZ, LK and CHR and is more of a menace than ever. If you destroy it, go to 2128.

2067
Junket Road
Such mindless vandalism! Make a L1 SR on LK. If you make it, you can go to 440 after the demolition job is done; if you fail, you attract the attention of the City Watch, who overpower you and hand you over to the nearest Watch station (163).

2068
Friday Woods
Staring into the dark corners of your soul is not for the fainthearted. Make a L2 SR on CHR and a L1 SR on CON. If you make them both, you are a steely-eyed missile man in the making and the Mirrorman cracks, a spider's web of a pattern shrouding his glass surface – go to 2130. If you fail either or both those rolls, you are falling into the *Dark Abyss* of Ashgoleth, with whom this fiend made a pact long ago. You will spend eternity being tormented, your WIZ, LK and CHR being sieved out of your crushed being to feed the evil the Arch-Demon is forever brewing…

2069
Cauliflower Row
An unwary rogue, Sigfried Sardines, got caught by the monster when he was trying to find a way to break into his own Guild for a dare; he has just come round. Sigfried wants nothing more than to get out of here pronto but if you can make a L1 SR on CHR can be persuaded to take you with him, along with the other unfortunate victim. Sardines will get you out into the open (414) for a reward of 50 GPs otherwise you must wander on alone (he is too fast to catch as he has a talent for making the most of any second bites at the cherry that come his way – if you would like to emulate him, try **'Two Bites at the Cherries' available from Khaghbboommm Press via DriveThru RPG or Lulu Publishing**. If you failed the CHR SR, Sardines leaves you with a mumbled apology and you get eaten together with the other 'parcel' who never regains consciousness (while you know exactly what s being done to you). If you didn't pay Sardines, go to 2107.

2070
Acorn Lane
You cad! You begin climbing down Sultressa's tresses while she watches the ceiling descend to break her bones and leave her just another two dimensional character in a solo adventure. Getting down safely is not a given. Make a L1 SR on DEX to manage the descent – if you fail roll 1d6 to find how far you fell (you take 1d6 damage x the dice roll). If you die, your body is stuffed by Darwyn DiParma the Taxidermist and the plaque at the base invites all and sundry to pelt you with the rotten eggs from a large whicker basket topped up every morning by the Watch. If you make it, a watching Witch-Goddess is disturbed by your callous behaviour and curses you (all LK SRs are one level higher unless you can get the curse lifted by Blaervael of Seamists). Go to 450.

2071
Cauliflower Row
Being eaten alive is a horrible fate. The monster eats the other two 'parcels' first (at least they were not conscious). It pauses to digest its dinner before contemplating another helping. Now would be a good time for a helping hand. Demons are not known for their good deeds but Zorgoth likes to be unpredictable – it pays when you are not No. 1 in the demon pecking order. It will take a L3 SR on WIZ to attract him and spur him into action. Make it and you get dropped at your pig sty (1); fail and you feel every bite through every limb as you die here in the sewers…

2072
Acorn Lane
The bed is strong but there is a weight of stone pressing down on it. Make a L1 SR on LK – if you fail, metal fatigue sets in and you get crushed like a bug; if you make it, the bed holds and you can climb out the tower via Sultressa's tresses. Getting down safely is not a given. Make a L1 SR on DEX to manage the descent – if you fail roll 1d6 to find how far you fell (you take 1d6 damage x the dice roll – if you die your body is stuffed by Darwyn DiParma the Taxidermist and the plaque at the base commemorates you as a gallant rescuer). If you descend in one piece, you can either leave the scene (450) or go back inside to rescue Sultressa (2130).

2073
Longsorrow Street
If you failed the saving roll, you were not quick enough to elude the ghost. It moans mordantly, its maudlin wail coating the winds with melancholia. Its hands rake through your body, sending icy tendrils of despair down from the nape of your neck to your toes. You realise that you are sinking into the ground. You never do rise again but you find that over the years, the crowd of lonely spirits grows ever larger. If you made the saving roll and got the urn before the ghost got to you then you have what Mucuss wanted. Do you want to throw the urn to the troll (2109) or take its lid off and scatter the ashes at the ghost (2111)?

2074
Acorn Lane
The chest seems safe. Sultressa looks on with a worried frown. Will you go ahead and open it (2113) or heave it out the window (2115)?

2075
Wildebeast Plains
If you can make a L2 SR on DEX, you bag the snooks and can take them back to Grawp (2117); if you botch the attempt, the snooks set about you with a vengeance and there is soon not a scrap of evidence to suggest that you ever existed (Grawp burns the paperwork and erases you from his memory).

2076
Resurrection Road
Hermogenes likes to barter – he is adept in the art of the souk. If you can make L2 SRs on INT, LK and CHR, he has met his match and you get 50% more; if not, he beats you down to half the original offer. Either way, you can head off to 430.

2077
Wildebeast Plains
Roll 1d6. 1 and 2 means the manticroc wins; 3 and 4, the snooks; 5 and 6 they take such a heavy toll on each other that they are helpless and you can do as you please with them. If the manticroc wins, you can still get some snooks with a L1 SR on SPD and take them back to Grawp (2117) but, if you are not sharp enough, the victor (MR 200) takes you down, mistaking you for an overgrown snook in disguise. If the snooks win go to 2075. If the battle is even, you can bag snooks for Grawp and you can take the manticore's scalp which is worth 50 GPs (go to 2117).

2078
Quill Court
If you made the LK SR, Todger stays honest and you can get the horses any time you want. If not, he figures you're a crook so there's nothing wrong in treating you the same way. When you get to the lawyer's offices you need to pay 20 GPs to have the property registered in your name, not a guarantee in law but a good first step to proving ownership. If you can't pay, Todger figures they horses are his to sell and that he does. You can go to 450 when business is settled. Oh, and if you were robbed by Todger, don't think about getting even – he is a master of disguises and has more aliases than you have had hot dinners or dates…

2079
Arbuckle Hill
The sandwich boards are gaudily painted and attract lots of attention. The only problem is that a large and hungry hill giant out for a ramble mistakes you for his lunch (very partial to filled sandwiches, is our Selfie). You can evade him with a L1 SR on DEX or SPD and be safe – his attention span is very short and there are so many other non-foods for a non-discriminating hill giant to try to eat. If you don't get eaten, at the end of the day by Selfie, Buffie tells you to haul ass to his penthouse suite. His schemes have made a mint and you get a cut. You get 1,000 GPs a month for as long as Warren can play the market. Collect every time you end a city encounter and make a L1 SR on LK – fail and the well has run dry. Go to 414 with the first pay sack over your shoulder.

2080
Vulgaria
The goatkin smiles. “Nod’s as good a wink to a blind bat,” he confides smugly. The Baron’s got a diamond mine under the palace and my brother’s the Chief Assessor. I butt areas of the mine that’re about to be excavated for the first time to be it easier for the dwarves, they slip him a few gems on the QT and he goes halves with me. Say! You’re not going to give the game away, are you? You don’t work for the Baron, do you?” He reddens at his indiscretion. You can calm him down and leave him to his little schemes and get on with pinching the Baron’s Balls (2010) or attempt to muscle in on his scam (2119).

2081
Acorn Lane
You are aboard a confused and angry lion. Celer does the only sensible thing he can do – opens the door and runs! The lion has MR60 – it is not small. If you can make a L2 SR on DEX, you can cling on to its mane and jump for safety when it gets to the street (450). If not, the beast shakes you off and pounces. If you can survive one round and then make a L1 SR on LK, Celer will have been able to summon the Watch without delay and they will take care of matters. If you have to fight the lion and live, you can take 50 APs and then go to 450.

2082
Vulgaria
As she disappears noisily, you see a door with a cursive ‘B’ in gold in the centre. It must be the Baron’s bedroom. The door is unlocked and the room unoccupied, Now you need to find the Balls. Rummaging through the room, you exhaust the obvious possibilities without any joy. Then you hear a clacking sound from under the bed. Upon instigation, you find a crawlspace that leads on to a spiral staircase going upwards. Mounting the stairs, you come to small room in the top of a tower where two fist sized balls dangle from chains joined by a ring. This ring is suspended from the nose of a minotaur dressed in gleaning ice-blue plate armour. Every time the minotaur shakes his head and snorts, the balls clack together and smoke escapes from the collision. The minotaur’s eyes are shut. You can either attack the minotaur (2121), make a grab for the Balls (2123) or go back and hide in the bedroom and wait to see what the Baron does when he retires for the night (2125).

2083
Donkey Pits
Well, you are honest if dopey. The dwarf cyclops wretches the door off its hinges and tries to brain you with it – make a L1 SR on SPD or you go out with the trash. If you escape that death, it next raises it visor and fires a scarlet energy beam at you, capable of vaporising a rhinoceros (and you). You need to make a L1 SR on DEX to dodge that death. If you are still in the *Land of the Living*, you can mix it with Shortass the Cyclops. He has a height complex so if you can taunt him (L1 SR on CHR) he will be put off his stride (you can halve his combat total).

He has MR 50. If you escape this next possible outro, take 50 APs. If Shortass kills you, you are marinated in stout and make a nice lunch for the little guy; if you win, you can drag his corpse through the streets and collect your treasure map from Punch and Judy, who will be thrilled that the midget cyclops is out of the way. Go to 2133.

2084
Vulgaria
A Vulgarian dungeon in is no place for an ambitious adventurer! You have a large lump of spit on your nose deposited by a hunchback with a whip who is screaming 'Jailor's pet!" in your face. You might want to do something to discourage him but you are naked and chained wrists and ankles to a revolving wheel over which a double-bladed broadaxe is swinging. It seems as if this set up has been arranged for the axe to just miss you… but then the hunchback gives the wheel a shove to change the tempo. Make a L1 SR on LK and go to 2127.

2085
Donkey Pits
Shortass the dwarf cyclops is not especially bright. His INT is 2d6 (no DARO). Make a SR on INT for him. Go to 2083 for 'what happens next' but if he fails the SR, you get a 50% free attack on him and he doesn't get to use the door as a weapon but he does get to fire his energy beam after your initial surprise attack.

2086
Vulgaria
You shin up to the top and begin to edge the window to the Baron's bedroom open. As you haul yourself through, the window drops down and starts putting pressure on your back! Make a L1 SR on STR to force it open enough for you to get inside (go to 2082 and wait for the woman to disappear). If you fail, your head is inside and your rump is exposed outside. When the guards find you, a *Fly Me* spell allows Whacker Warner to beat your bottom soundly (lose 1d6 CON) before you are hauled off to the dungeons (2084).

2087
Heights of Decadence – Mayor's Residence
Rummaging about in the jewellery box, you find just what you came for. You can also take other valuables worth 5,000 GPs (the good stuff is in a safe, well hidden and protected with deadly traps Grimtooth would be proud to showcase). Getting out is no problem, you can do it with a swagger, nonchalantly strolling out with a cheery whistle and parting thanks. If you want to go to King Podgy, go to 2096 but if you want to fence all the loot for your own gain go to 2137.

2088
Khaboom City Bank
The door to the vault is slammed shut behind you as soon as Panticles has stepped inside. A single red glowstone lights the vault and it is bare except for a small bow-legged table with a yellow stain cushion atop.

Sat upon the cushion is a ring with a single, large ruby set into a band of silver. “You can put it on if you dare,” Panticles tells you, “or you can leave it to me if you’re wise.” If you want to put the ring on, go to 2129; if you let Panticles do the honours, go to 2131. The satyr tells you they will not let either of you out until the ring has been put on by one of you now that the vault has been opened.

2089
Heights of Decadence – Mayor’s Residence
The Mayor’s wife is eager but not easily satisfied. Make L1 SRs on STR, WIZ, INT, LK, CON , DEX and CHR (there is no need for SPD). If you succeed in all these rolls, whether there is hay or not, you may come back here whenever you end an encounter in the city. Every time you do so, you must make a L1 SR on LK not to be caught *inflagrante* – if that happens, go to 2164 – but the rewards are enticing… she will give you a trinket worth 1d6 x 1,000 GPs provided that you make a L1 SR on CHR (fail and she never wants you to darken the doorstep again as there are plenty more fish in the frying pan). If you satisfy her the first time of asking, go to 2087 for access to her jewellery box but only take King Podgy’s desired *objet d’art* if you are thinking of coming back for more easy action; if you failed to meet expectations, you are out on your ear (450).

2090
Greenfingers Market
As you smoke the charoot, you turn orange too! “Well, stone the crows!” cries Bob and a bunch of street urchins do as he tells them, obedient for the first time in their precarious lives. As the carrion birds fall from the sky and shoppers dodge falling stones, Bob begins to pack up his stall. “There’s going to be a riot and no mistake. Bugger off before the Watch come!” When you pick your way through the irate shoppers, you see that all the urchins with red, ginger or orange hair are following you – maybe you can become a cult figure in Khaboom! Go to 2139.

2091
Heights of Decadence – Mayor’s Residence
Very wise! Not only does he have powerful friends, he is powerful himself. His wife though feels spurned and a lover spurned is a dangerous enemy. Who is going to be believed if it comes down to her word against yours? Kinda obvious, isn’t it? If you want to stick around to find out, go to 2141; if you decide to strangle her and grab some jewellery, go to 2143; if you think it best to quit while before she calls the troops in, make a L1 SR on SPD and go to 2145.

2092
Distant Pastures
You travel swiftly along the stream until you come to a bridge. There is a troll underneath it. Do you want to turn round and swim back upstream (you can if you make a L1 SR on STR (go to 2094) otherwise it is too hard and you have to go on)? The stream is flowing too fast to get out and if you try magic or flight, you find the water in the stream douses the attempt. The troll grins and points to its mouth. “Come to Daddy!” it grins and spreads its arms wide. You can just fight it (2147) or try to speed up and go through its legs (make a SR on SPD and go to 2149).

2093
Dead Man’s Cove
Far from home, far from friends and facing a large simian intelligent enough to have a name… not so peachy. The Big Bopper raises a fist and looks as if he thinks it is time to bop you. You could speak to him nicely (2153) or set about stealing his crown (2155).

MISSING INACTION

2094
Distant Pastures
It is tough battling against the flow of the cold water. Make a L1 SR on STR. If you succeed, well and good (go to 2151); if you fail, you are forced to abandon the attempt (go to 2092).

2095
Root Canal
The snooks eye you hungrily and move in for the feast… Remember what Rip told you – the flourish is important. Make a L2 SR on CHR and a L1 SR on DEX. If you fail both or either rolls, your flourish is not flourishing and neither are you – they shred you and tease each other with little slivers of your flesh. If you flourished like a matador, go to 2157.

2096
Throgludite Crescent
The urchins loitering by the secret entrance to Podgy's subterranean hideout eye you with first suspicion and then admiration as they see your confident grin. They send a runner to tell the King the good tidings and then give you a guard of honour as you descend. Make a L1 SR on LK to avoid being spotted by the City Watch. If you fail, go to 2161 but if you are fortunate enough to avoid the eyes of the many agents and Watchmen on the look out for Podgy's boys, go to 2163.

2097
Root Canal
Rip kinda figured you'd try something like this and is waiting. He sprays an acidic liquid at you from the many orifices he can do this with. The acid doesn't do him any favours and you can see his eyes watering, only making matters worse. The spray attack can be deadly but maybe you can jump to safety and turn the tables on your adversary. Make L1 SRs on DEX and SPD. If you fail, the acid eats into you and has such an appetite it devours you in seconds while Rip gives you the bird and then dances on the grave he laboriously digs for you when he reaches land. If you make them both, you leap to one side and then onto the startled man. He gets just 1d6 +5 fighting with his bare hands. His CON is down to 11 and his WIZ is 12. If you kill him, go to 2159 but if he kills you… you already know what he will do.

2098
Mayor's Office – Pentagram Square
You can take something worth 2,000 GPs plus 500 x1d6. The Mayor's wife sees you out and thanks you profusely. Take 50 APs – if you ever get a real talent for plumbing, with a L1 SR on LK you can be put on a retainer of 100 GPs a month here (amazing how often beaurocratic toilets get blocked with b/s…). If you ever meet the Urchins they will assassinate you if you fail a L1 SR on INT (which would mean you spotted them before they spotted you). Now go to 420.

2099
Wildebeast Plains
Dame Fortune has smiled on you! Iron Nellie decides its time to find the road to Manderaly and trundle off to the Jungles of Phantog (**see the epic 'Wizard Went A-Wooing' from Khaghbboommm Press via DriveThru RPG or Lulu Publishing**). Trundling for Nellie means zooming forward at rocket speed, unseating Simon, who falls into the long grass right on top of a pack of snoozing snooks, who enjoy a wake up snack. Grawp rescues you and dusts you down, confirming you are once again free and saluting you for disposing of Wicked Uncle Simon. "I was going to use by right of veto over his life anyway but you've saved me from corroding my blade." He offers you a job at his safari park. You can come back here whenever you end an adventure in Khaboom to be fed and given a bed. Your work is not without risk – you get 100 APs every time you venture out into the park on your won but if you roll a critical fumble on a LK SR, you get bushwhacked by a bunch of snooks at that's your lot. The pay is 50 GPs per scouting run over the Plains. You can decline the post and you can hand in your notice (one more trip) whenever you like. Grawp buys you a beer at the Sullied Trouser Inn as he takes you back to town. He deals with Burt the Bouncer and his interest in wanted posters so that you can go inside (24).

2100
Gremlin Manor
Grolly the Sublime surveys you with an insouciant smile. "How nice to have a pet – *Spirit Mastery* time, methinks!" The gremlin is decked out in spandex robes and wears a ginger toupee; he is surrounded by his gloating, cackling entourage and you have been secured on a bench with winches at each end. "If this doesn't work, we can see how many gremlins it takes to winch this one in two!" the Sublime adds maliciously. Grolly's WIZ, INT and CHR add up to 97 – if you resist his magic, the winching begins. If you have been enslaved (and the tap on the forehead with a garlic press made sure you were subdued), go to 2165; if you are being winched apart inch by inch, make the best SR you can on CON and go to 2167.

2101
Territanoncarta
If you failed the LK saving roll, Pugwash flirts with disaster once too often and the Fat Pig's guns sink his ship; Jake takes you prisoner and has his tame wizard, Gerbilcheeks, a hobbit of no moral scruples, attempts *Spirit Mastery* on you (he has a combined WIZ, INT and CHR of 73 – go to 2169 if the spell works once they subdue you with 200% proof Kraken rum or to 2132 if the spell fails). If you make the LK SR, you can climb up the ropes hanging down from the stern of the Fat Pig and begin your stealthy mission to rid Trollworld of Public Enemy no. 69, Cutthroat Jake – make the best SRs you can on INT and LK and go to 2134.

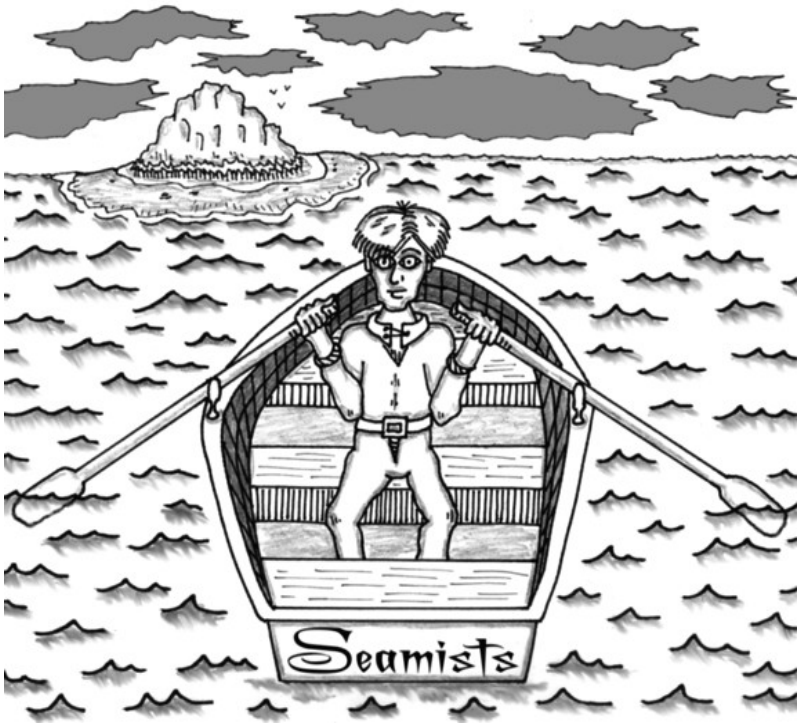
2102
Wildebeast Plains
Here are the results from the Khaboom Jury:

Lever 1 – This is the '**Charge!**' lever – this is incredibly dangerous in the hands of a novice; make a L1 SR on LK to bring Iron Nellie under control or you have to jump ship, taking 2d6 damage
Lever 2 – This is the **'Reverse**' lever – no problem, at least you know how to get out of trouble
Button A – This is the '**Trumpet Loudly**' button – this really is ear-splitting; make a L1 SR on CON or take 1d6 damage
Button B – This is the '**Use Trunk Destructively**' button – you manage to wipe out a pride of predatory librarians and thus save Grawp a big headache; you are rewarded with a monster-

catching net which will snare beasts up to cheetah size if you make a L1 SR on DEX to swoop effectively and the beast fails a L4 SR on STR
Button C – This is the '**Impale With Tusks**' button – you get Iron Nellie stuck in a tree; this causes Grawp much inconvenience extracting her and you get a bill for 500 GPs, which any city bank will deduct from your account as soon as you have the funds
Button D – This is the '**Ejector Seat**' button – you get flung very high, very fast; you need to make an emergency L1 SR on WIZ for a kindly Wizard-God rescue; make it and you land nimbly in your pig sty (1), fail and you are impaled on the spire of the *Temple to the Chaos God*, run by the High Priest, Lepacen, a rather large leprechaun permanently wreathed in flames

If you can still walk, Grawp has you patched up by his healers-on –a-retainer, Dr. Beesun Kilso and his eccentric friend, Dr. Banana Quicksand. They have you taken back to the city centre on a bier (even though you are not dead, they find biers more frequently called for than litters) by eight dwarves, seven of whom seem to know each other very well but of whom the eighth, Belchy, the words 'Walking Pollution Machine" seem to have been made (make a L1 SR on CON and take 1d6 gas damage if you fail an go to 414).

2103
Cauliflower Row
Although the immediate consequences of your clemency are quite good from your perspective, you do soon afterwards receive a letter from '*Disgusted of Tunbridge Wells*'. Brickass is a trembling wreck of a hobbit after his brush with you and it is doubtful that he will ever recover his composure enough to engage in social life again. With wet eyes and trousers, he hands you a slim box which he takes from behind his sofa. Inside is an ***Arrow of Taunting***. "I was planning to use this to shoot the neighbour's cat," he tells you through wracking sobs, "but you have it – take it away, I don't like that sharp tip one bit." As you leave his house, a small girl runs up to you and presses a scroll into your hand before giving a courtesy and running off. Why not stop for tea and cakes at Mrs. Miggins' Pastry Palace and read the letter at your leisure (go to 2136)?



2104
Seamists
Rowing is not something everyone is good at. Once you have cleared the small harbour, you can make out dimly through the ever-present mist a small, rocky island ahead but the tide is strong now and the wind is whipping up whitecaps. Make a L1 SR on STR and another on DEX. If you make the both, you can muster the muscle power to bring the little boat safely to the jetty (2138); if not, you find the boat being pulled out to sea and the roaring sound all about you cannot be the wind alone… (2140).

2105
Cauliflower Row
The poker was somehow inserted in your posterior (this is meant to have been the ending of Richard the Third but for you it is definitively thus). Flummoxed by the intense agony he has caused you, Brickass panics and digs a shallow grave in his back garden, rolling you into the cavity, poker and all. Your CON falls to -9 pretty damn quickly. In any other world, you would be facing the final curtain but on Trollworld you may yet be retrieved for further entertainment. Make a L3 SR on WIZ. If you make it, a Witch-Goddess, digs you up and cakes you in healing salve. Your body is restored but your mind is forever haunted by the trauma and you lose 1 point of INT (you are put back in your pig sty at 1). If you fail that slim chance, the worms soon keep you company…

2106
Vulgaria
This is what it must have been like in the October Revolution – the storming of the Winter Palace. The guards go down under a welter of angry citizens and fires break out all over the town square. You still have a job to do though and retrieving the Baron's Balls might be a more delicate proposition now… You can give up on that idea and concentrate on leading the revolution (2142) or you can bluster your way into the burning palace and fight your way up the grand staircase to the bedrooms (2144).

2107
Cauliflower Row
Well, you've saved 50 GPs but who are you going to leave it to? Did you make a will? Watching Wizard-Gods look at each other and shrug, deciding not to rescue someone so mean. "Do you remember mean Mr. Mustard?" one asks. "Well, I don't think he could hold a candle to this tight-ass!" "Not really," another replies, "but I did get well acquainted with his sister, Polythene Pam." The Wizard-Gods go back to their ambrosia and nectar cocktails while the monster eats you rapaciously.

2108
Vulgaria
Things are getting pretty heated in Vulgaria. The *hoi polloi* are marching on the palace while the guards form ranks to repel them and the secret police home in on you as the catalyst to the revolution, thinking that to neutralise you will be to cut the head off the serpent. Would you like to be neutralised? No? OK, you need to get out of here fast and shake them off your trail. Make L1 SRs on INT, LK and SPD and you might just pull the wool over their eyes. If you make all of them, you can still try to grab the Baron's Balls (2010) but if not you are dragged kicking and screaming off to the dungeons (2084).

2109
Longsorrow Street
"Thanks, pal," Mucuss says, giving a slight bow. "That is a noble sacrifice and brings tears to my eyes. I'll buy a round in your honour at the Joy Luck Club tonight while I'm counting my riches. So long – well, it won't be long at all by the looks of it." Mucuss puts on a turn of speed that would do Samos Treek proud as he leaves you in the clutches of the cloying ghost. It moans mordantly, its maudlin wail coating the winds with melancholia. Its hands rake through your body, sending icy tendrils of despair down from the nape of your neck to your toes. You realise that you are sinking into the ground. You never do rise again but you find that over the years the crowd of lonely spirits grows ever larger.

2110
Glassstones
It's not too hard to manage this in the general melee – the blood and the sweat and the beer are flowing frantically. Make a L1 SR on LK. Fail and a guard catches you and you are forced into the fracas (2112); make it and you are scott free for the time being – either explore Glassstones at your leisure (2146) or attempt the long journey back to Khaboom (2148).

2111
Longsorrow Street
The ashes do have power over the ghost, weakening it by reacquainting it with a tangible part of its previous self. That is not enough alone to avail you. There must be a spark within you to drive the ghost from the realm of the living to the care of the *Soul Keeper*, to put an end to its haunting ways. This arcane form of magic – curse magic – calls for WIZ, LK and CHR in equal measure. Curses come in a number of forms, including hexes and jinxes, but it is the lifting of a curse that is called for now, not the laying of one. Make L1 SRs on those three attributes. If you succeed, you banish the spirit forever and can take the treasure you came for (2150); if that is beyond you, the ghost moans mordantly, its maudlin wail coating the winds with melancholia. Its hands rake through your body, sending icy tendrils of despair down from the nape of your neck to your toes. You realise that you are sinking into the ground. You never do rise again but you find that over the years the crowd of lonely spirits grows ever larger.

2112
Glassstones
Sergeant-Major Grout is no match for the uruks in his inebriated condition and is coshed unconscious very easily by a big bruiser with an eye patch and a scar from his eye socket down to his chin. Betty fights bravely, smashing potato vodka bottles over the heads of the other two but they just grin and lick their lips. You have to face them both. They get a combined 6d6 +12 and are trying to overpower you, not maim you. If you win, go to 2152; if they take you hostage, go to 2154.

2113
Acorn Lane
As the lid opens just a crack, a swarm of demons flood from it. They have no interest in you or Sultressa – they want to enjoy their liberty after a long confinement and to wreak havoc in the city. It will take Wizard Control a while to mop them up. Roll 3d6 – that is the number of paragraphs for which all WIZ and LK SRs will be one level higher because of their malevolent mischief. At the bottom of the chest is something rather better for you to find – three ***Arrows of Taunting***. Sultressa has taken a shine to you. You can live here with her if you want. She gets a goodly supply of fine cuisine and healing salves. You can come back here whenever you end an encounter in Khaboom and keep her company. She knows more tales than Scherezade. "You've given new meaning to my dull existence," she says archly, as she massages your muscles and runs her fingertips down your spine. You can go to 440 when you have got well enough acquainted. Take 50 APs.

2114
Glassstones
When Dennis next peeps down to see you, he tells you that the uruks have seized control of the town and are looking for something in the old glassstones mine. Life for the citizens of Glassstones is barely tolerable with them having to act as unpaid servants to the brutes, cooking, digging and ‘entertaining’ at their slightest whim. Dennis tells you he can smuggle you out and set you on the long road back to Khaboom (2148) unless you want to join in an ambush at the entrance to the mine (2156).

2115
Acorn Lane
Make a L1 SR on STR. If you can’t lift it up to topple it out of the window you’ll have to open it (2113) or chat with Sultressa (2021). If you had the muscle to get rid of the chest, you see it smash as it hits the street below, squashing a passing lawyer flat (you won’t get charged for that, at least). As the chest smashes, a swarm of demons flood from it. They have no interest in you or Sultressa – they want to enjoy their liberty after a long confinement and to wreak havoc in the city. It will take Wizard Control a while to mop them up. Roll 3d6 – that is the number of paragraphs for which all WIZ and LK SRs will be one level higher because of their malevolent mischief. You can just make something you might have wanted – an urchin running off with an arrow… You may as well get to know Sultressa now (2021).

2116
Glassstones
The uruk gets 6d6 +8 in combat and has armour giving 10 protection. Snurtz has CON of 20 and WIZ of 9. If you kill the uruk, go to 2158; if he kills you, the rats gnaw on your bones.

2117
Wildebeast Plains
Grawp is delighted with your haul. “Great work!” he enthuses. “If you want a job, you can have one – you’re just the calibre of person I’ve been looking to recruit since Swoggler the Grim got eaten by a pack of aardvarks. If you take the job, you can keep the lumpenschtick and the stun grenades.” The lumpenschtick is a percussive, enchanted weapon that gets a basic 10d6 while there are 12 grenades which will stun anything that fails a L3 SR on CON that gets caught within 20’ of the detonation. You can come back here whenever you end an adventure in Khaboom to be fed and given a bed. Your work is not without risk – you get 100 APs every time you venture out into the park on your own but if you roll a critical fumble on a LK SR, you get bushwhacked by a bunch of snooks at that’s your lot. The pay is 50 GPs per scouting run over the Plains. You can decline the post and you can hand in your notice (one more trip) whenever you like. Grawp buys you a beer at the Sullied Trouser Inn as he takes you back to town. He deals with Burt the Bouncer and his interest in wanted posters so that you can go inside (24). Oh yes, and the Silver Springs scheme? It turns out to be a hoax and the bouncers on the door will *Wink-Wing* you to a Watch station (163) if you ever darken their doorstep.

2118
Glassstones
Great move! Unless you fail a L1 SR on LK, you burn the bugger – he doused himself in petrol as a substitute cologne to attract old Betty Turpentine at the Nag’s Rump Tavern. If you fail, you burn not just Snurtz but yourself as well, becoming nothing but a charred crisp all too quickly. Farmer Jhyles’ barn goes up like a guy on a bonfire, of course, as there is no fire brigade to gallop to the rescue. If you live, go to 2158.

2119
Vulgaria
Nanny snorts in derision. “Spilt my half with you? Ridiculous!” Then a mean looks passes over his glittering eyes. “Time for a SuperButt!” You might convince him that he really should cut you in or you might not… Make a L2 SR on CHR:

- If you make it, he grudgingly accedes to your compulsive presentation; if you can make a L2 SR on INT, you persuade him that it’s only fair that his brother splits his share with you too so you get 50% - you can either risk going for the Baron’s Balls (2010) or settle down here in Vulgaria to profit from the diamond scam (2160)
- If you fail the SR. you need to get out of here fast! A L2 SR on SPD will get you away and you can seek sanctuary at the Baron’s palace (2010); fail that and you are facing Nanny’s SuperButt – to survive takes a mixture of dexterity, toughness and good old fashioned luck so try L2 SRs on all of those (make them all and you fly out the door with just 2d6 damage (and can go to the palace – 2010) otherwise you are crumpled beyond all recognition, skull completely stoved in)

2120
Glassstones
You can see he has taken a large brass key out of the box. Do you want to crack him hard with the churn now (2122) or let him go (2162)?

2121
Vulgaria
You can strike the minotaur freely. It does not move as you close into deal it destruction. Roll your combat total and go to 2166.

2122
Glassstones
You need to make a L1 SR on Stealth (average of INT and DEX) to take him out cleanly. If you succeed, the uruk goes down like a sack of potatoes (go to 2158). If that does not happen, you can still do damage to Snurtz with a L1 SR on LK – succeed and you do 1d6 damage and he is at 50% hits for the first round of the combat you are now in for (go to 2116).

2123
Vulgaria
The minotaur remains motionless as you grab for the Balls. Make a SR on SPD, note the level, and go to 2168.

2124
Lardass Street
The broom is the problem. It has a *Leech* spell on it. It will drain your WIZ to zero whereupon you will die and it will not let you let go now it has a taste for your khremm-store. Your only hope is to appeal to Hylda. She’s not bad as demon’s go but she’s no bleeding heart liberal.

If you make a L2 SR on CHR, she will take the broom off your hands and save you from being literally swept off your feet. If her heart is melted by your plight, she will summon Spontaneous. Although not prone to acts of unnecessary generosity to the likes of you, if you can make a L1 SR on LK, he will 'tame' the broom for you and give it to you to carry on the good work you have started today. If you get the broom, you can use its WIZ as a boost to yours, either defensively or for spell casting. *Foxes*, as rhe demon within is known, has WIZ of 16 and can be used as a bludgeon getting 5d6 (it is almost impossible to burn or break, short of L12 magic). If you survive, you can go to 414.

2125
Vulgaria
The baron is not an early-to-bed sort of guy. It is well past the witching hour when he turns in. You hear his gusty ablutions and his tuneless whistling, then a clanking of hard objects, a grunt, a wheeze and finally a gasp before he clambers into his bed. What do you decide to do now? Wait until he sounds fast asleep and go into the bathroom (2170) or leap on him as he sleeps and beard the devil in his own bed (2172)?

2126
Seamists
In dreary town, it is hard not to feel yourself sinking into depression as you traverse the drab cobblestones. At the corner of the road to the light house, a crusty old man is proclaiming doom and despair for decades to come. The three men and a dog listening to him tell you the Old Ned the Norse Necromancer knows a thing or two. You can try to engage Old Ned in conversation (2178) or you can head back into the town centre (2044).

2127
Vulgaria
If you failed the saving roll, the axe cleaves you neatly in twain and one part of you is fed to the dogs, the half minced and baked in a pie. If you made the luck roll, the axe slices through your hair and grazes your scalp and the jailor laughs hotly. Then you hear a commotion outside – there's a riot going on! Men and women pour into the dungeon and carry the jailor and his pet outside, their screams diminishing in your ears but rising in terror with each step. Two of the peasants at the head of this mob eye you suspiciously. "We don't want criminals on the loose now the guards are being massacred, Dick," says one ruefully. "Yeah but this one's probably innocent, just couldn't pay the taxes like the rest of us, Mavis," her companion counters. Looks like it could go either way. "Give us a good reason for freeing you, handsome," Mavis relents. Make a SR on CHR, note the level, and go to 2174.

2128
Friday Woods
As the strange, reflective creature expires, a surge of khremm passes through the Woods, centring like a tornado on you. What is left of the WIZ, LK and CHR of the Mirrorman transfer to the nearest being. By now, you are not the only one on the scene. The two bears have pushed in to see what has become of you. Roll 1d6: if you get a 5 or a 6, the recipient of this happy boost is you! (Roll 2d6 for each of the three attributes to see what you gain.) The bears are glad to see you alive, either way and insist on escorting you back to Grizzly Lane, from whence you can easily find your way about the city. Go to 414 and take 50 APs.

2129
Khaboom City Bank
It feels cold against your flesh, not an icy chill but an ominous stab of glacier energy that you sense deep in your heart. Panticles looks at you and demands, “Well? Will you use this power unleashed within you? What do you want? Do you want the city?” His manner has changed and although he is clearly unsettled, it is if uncertainly, at least, has been lifted from him. “I know what I would have done. Kelba is a fool to think otherwise. If you are going to keep them caged inside of you, you must know you need blood!” Yes, you do know that, now he comes to mention it; you can feel them now, crashing against the walls of your heart, their painfully cold feet kicking as their nails scratch… It is either him or you… Go to 2176.

2130
Friday Woods
You find that cracks are appearing over your body too! The strain has told and you have aged prematurely. It is a curse and can only be lifted by a curse-witch from the town of Seamists, Blaervael by name. You have no more than 2d6 years left to live. Go to 2128 and take 50 APs.

2131
Khaboom City Bank

As the satyr slips the ring on to the middle finger of his left hand, he staggers and then laughs. “Kelba is a fool. I *know* the power I control and I *will* use it! There is nothing personal in what I am about to do but they *need* blood and it shall not be mine! This city – under the control of a satyr – how deliciously satirical!” Panticles draws a finger past his throat but his eyes pierce you with a look of ice. You feel your throat being torn apart. Time for intervention? Maybe. Make a L3 SR on WIZ. If you fail, no one was watching or, if they were, they do not care enough to stop your blood fountaining out as you die. If you made it, a shimmering being appears briefly and takes the satyr and ring with her as she teleports you back, healed, to your pig sty (1). You cannot know what has or has not been prevented or allowed to proceed unopposed but it is, or would have been, grim. Take 100 APs if you lived through the moment.

2132
Territanoncarta
Infuriated at the failure, Jake straps Gerbilcheeks to a cannon and lights the fuse. Messy but quick. “Do you want to follow the wizard or would you prefer the *Death of a Thousand Cuts*?” Jake enquires of you. For the former, go to 2180 or to 2182 for the latter.

2133
O’Vather Hill
Mr. and Mrs. Maririonette are having a ding-dong of an argument when you arrive, Judy attempting to strangle her husband with a string of sausages while Punch is trying to brain his wife with a large teapot, splashing both of them with scalding tea. They both look homicidal. You can try to break up the ‘domestic’ (go to 2186A) or give this up as a bad job and go about your business (450).

2134
Territanoncarta
If the combined levels total was three or better, you're in play but if not, you don't get close enough without being seen to carry out the killing. The bosun sees your approach and signals for the cabin boy to fire a dart from a blowpipe into the back of your neck. When you come to, you see a wizard flexing his fingers at you. Go back to 2101 and see if you get enslaved. If you didn't fall foul of the bosun and the cabin boy, you get close enough to Jake to smell his need of a bath. Strike now! Roll your combat dice as he makes a desperate attempt to fend you off and go to 2184.

2135
Captain Pugwash's Pawn Shop – Execrable Alley
The Captain keeps an antique pistol under his desk and it is now pointing at you. You can put your hands up and leave quietly, as he suggests, with him keeping the jewellery as 'compensation' for your ill manners (leave and go to 450) or you can rely on your speed and agility to dodge his shot and seize the old dog (2186B).

2136
Skulduggery Street - Mrs. Miggins' Pastry Palace
The tea shop is humming and you have to wait ten minutes for a table but the aroma of fresh muffins wafting from the kitchen and the look of immense satisfaction on the faces of all the clientele makes you decide to stay. Mrs. Miggins used to work as housekeeper to House Elf and Souza Fortescue but was given a generous long service award which enabled her to set up her own establishment and she now lives in a newly built wing of the wizards' mansion as an honoured and permanent member of the household. The plate of scones, laden with golden butter, lashings of whipped cream and mouth-watering strawberry jam takes your mind from the letter in your pocket but after your fourth scone, stomach bursting against your waistband, you settle back to read. Go to 2188.

2137
Captain Pugwash's Pawn Shop – Execrable Alley
The Captain switches his eye patch from one eye to the other as he examines the trinket you are offering him. "Paste, probably! From the Mayor you say? Common upstart! Wouldn't have the good taste to buy something really valuable. I'll give you 100 GPs and that's the best I can do. Being caught holding something like this would be a hanging offence! Take it or leave it and mind you wipe your boots next time you come to my shop!" You can accept and be on your way (450), change your mind and take the jewellery to King Podgy (2096) or put 'pressure' on the Captain to do better (2135).

2138
Seamists
Nerja congratulates you on your endeavour and says she will keep the boat safe (safe? safe from what?) and so you mount the rocky path to the summit of the island and from there see a smoking cauldron with steps spiralling down into the depths. A voice rises up, a voice ethereal and spine-tingling. "You may enter the *Cauldron of Blaervael* at your own risk. Once you enter, do not stop. I will accompany you on your journey at the bottom." Go to 2190.

2139
Greenfingers Market
The market mob soon sees the potential for greatness in you and bears you aloft to Temple Mount, where priests and seers crowd forward to examine you. “The *Testing*, the *Testing*!” they cry as one and you are placed at the centre of a great six-pointed rock in the middle of the temple buildings on the Mount. Six different priests encircle you, each holding a *Rod of Power*, tipped with the symbol of the cult they represent. Roll 1d6 and go to 2196.

2140
Seamists
The howling intensifies and Nerja waves her hands as you row, conjuring a wind to blow the sounds of madness from you both. It takes time to conjure the wind. Make a L1 SR on INT. If you fail, the pain borne on the ocean winds cracks your mind and you slump over the rollocks, letting go of the oars. Go to 2192. If you make the INT SR, you steel yourself against the stream of tragedy that assails you long enough for Nerja to clear the skies of this torment. A black hand rises from the sea and the little boat begins to rock. Do you want to hack at the hand (2192) or huddle beside Nerja (2194)?

2141
Heights of Decadence – Mayor’s Residence
The Mayor’s face is thunderous, just like your guts, as he hears his wife’s allegations while you are held in an arm lock by Ossifier, the hobgoblin captain. Ossie gives you elbow a subtle (well, by hobgoblin standards) twist from time to time to remind you to mind your manners (lose 1 CON). The things that woman says about you! If you really did all those things, you’d want to lock yourself up and throw away the key. Let’s see… make the best CHR saving roll you can and consult the table of possible outcomes below:

1 – **A critical fumble**: something you say triggers Ossie’s hairline temper; before the Mayor can have him stopped, he swings his bespelled axe and decapitates you
2 – **Fail L1**: your words sound pathetic and mealy mouthed even as you utter them; you splutter into silence and Ossie kicks your butt (lose 1d6+1 CON) all the way to the stocks, where you are set in place securely by duty officers who seem to relish the task (go to 1876)
3 – **L1**: your lying – as it is judged to be – gets you a spell of hard labour on a road gang leaving Khaboom for less civilised parts; roll 1d6 – on a roll or 1-3, go to 1383; on a roll of 4-6, go to 1385
4 – **L2**: the Mayor shakes his head in disbelief, or perhaps it is more in resignation; his wife storms about your lying tongue and Ossie sniggers something about that not be all that could be said about your tongue; to put an end to this ugly scene, the Mayor has Ossie frogmarch you off to a Watch station for ‘interrogation’ (go to 163)
5 – **L3**: the Mayor’s wife’s rantings get so extreme, the vitriol so acidic, that she loses the plot and all credibility; as Ossie helps her off to bed for a lie down and a sedative or therapy, the Mayor pats you on the shoulder and tells you that you’re the lucky one as he sees you out, slipping 30 GPs into your hand and urging you not to print a story about any of this – or else… (go to 430)
6 – **L4 or better**: the Mayor looks at his wife with cold fury and begins cataloguing the lovers who have cuckolded him: Old Ned the Norse Necromancer, Panticles the Satyr, Studger from Canzoni’s Circus, Boink and Bonk the clowns, a vampire named Boris… the list is longer than your arm; he has Ossie take his wife away for cold turkey and apologises to you, paying you 200 GPSs with an admonition not to print any story about any of this – go to 430

2142
Vulgaria
The Vulgarians are ready to do as you tell them – there is a incendiary sparkle in each man's, each woman's eyes as they stare at the palace, thinking of the Baron and all the luxury he wallows in through their oppression, luxury built on the sweat from their brows. Do you want to lead them straight for the Baron's personal quarters (2198) or head for the dungeons to set free the people's heroes, Steve Onya Biko and Leon Hot Trotsky (2171)?

2143
Heights of Decadence – Mayor's Residence
The Mayor's wife attempts to retaliate with a swift knee to the groin. Make a L1 SR on LK. If you fail, she takes you down no matter how tough or nimble or quick you are (she's had special combat training from Grawp and must be lucky (?) to be the Mayor's wife) – go to 163. If you make the roll, her eye's and tongue bulge and she croaks, kicking the bucket like a pro (her *Born Again* spell will kick in later) go to 2087.

2144
Vulgaria
Shielding your eyes from the flames and covering your mouth so as not to take in lungfuls of hot smoke, you do not see the Baron clinging to a curtain by a balcony at first but then you are up close to him and he cowers, cringing as he prepares for you to strike. Do you want to force him to jump from the balcony in a symbolic leap forward for Vulgarian peasants (2173) or listen to his entreaties for mercy, to his offers of riches undreamed of if you will only help him to his secret exit from the palace (2175)?

2145
Heights of Decadence – Mayor's Residence
Discretion is the better part of valour and cowardice is the other side of that coin. You get out if… you make a L1 SR on LK, otherwise the hobgoblin guards catch you and take you to the nearest Watch station (163). If you get out you can go to Robert Johnson's Crossroads (414) but you need to know that if you ever meet the urchins again they will try to kill you on sight (L1 SR on INT to cotton on to their deadly intent and to get away).

2146
Glassstones
There really is not much to discover in the town itself – a memorial to a deceased Dr. Moritz and the tavern. You can make your way to the old glassstones mine (2177) or settle for the pleasure of a punch up with the uruks back in the tavern (2112)

2147
Distant Pastures
The troll is big and tough. It regularly eats three shredded wheats for breakfast and snacks mid-morning on delver sandwiches. Its MR is 150 so it gets 16d6 plus 75. If you beat it, take 150 APs and go to 2179 (as if). If it kills you, it saves you for a suppertime treat.

2148
The Road to Khaboom (South)
It is a lonely road to begin with; it gradually swells with peasants and farmers as it nears the great wall and the people are generally pretty friendly. Roll the 'Encounter' dice – let's say 2d6 and the old 1,2 combination brings mercenaries, slavers, goblin raiders, a evil-tempered wizard, a lunatic with scythe – some such bad news at any rate. If you get the fatal roll, roll 2d6 and multiply by 10 for the effective MR you have to take on. Die here and the crime will probably be investigated. If you have no such trouble to contend with, you make it back to the city centre (414).

2149
Distant Pastures
This really as the smarter option but is still no piece of cake. While not quick itself, the troll has hands like shovels and is no slouch at scooping up trout. There's something fishy going on here… its hands have a net-like webbing. Make a L2 SR on DEX to worm your way past Trolldemort – fail and you are in fight for you life (2147); make it and you evade the trawling hands and cruise on down old man river (2179).

2150
Longsorrow Street
Not only can you lay your hands on the treasure Mucuss led you hear to garner, you have proved that you have Curse Magic ability. This is akin to a talent and you will need to acquire the forthcoming solo from **Khaghbboommm Press** before long, titled **'*The Caves of Nerja*'** to understand how it can be employed to your lasting benefit. For now, just look at the bottom of the urn, where lies a key. It is the key to a bank vault and Mucuss is keen to get right along to the bank now but he is, of course, barred from the bank for biting the head off a clerk who would not back down over charges imposed unilaterally for a letter about pensions – so he gets Kelba the Centaur lawyer's junior, Panticles the Satyr, to go with you… (go to 2031).

2151
Distant Pastures
As you battle on in the cold water, feet and hands numbing with each stroke, you see a glittering fish leap out of the water and then dive back in, heading towards you at speed. You can swim on to meet the fish (2181) or turn and race back with the flow (2092).

2152
Glassstones
The dead body of the leader has a map jutting out from his hip pocket. It is a map of the old glassstones mine and there is a descent marked to a point deep at the heart of the mine ending in an 'X'.

The sergeant-major has picked up a nasty head wound and is being tended to by Dennis. The apothecary has his hands full and you have a clear chance to get going while everyone is occupied or recovering. If you want to seize the day, go to 2183; if you want to discuss it with the locals, go to 2185.

2153
Dead Man's Cove
Boppy likes sounds. He often listens to the rain falling and the sea lapping. He likes the way the wind whistles through the fronds of the palm trees and the clack of the claws of the crabs on the beach. Maybe he will like the sound of you voice… Make a L1 SR on CHR. If you make it, he cranes his neck to hear better your soft intonations (2195); if not, your voice grates bitterly and he bops you (2155).

2154
Glassstones
The uruks are here on a very specific mission and decide to take you with to trip any traps they might encounter. Their destination is the old glassstones mine. The journey there is easy enough and they guard you carefully. The shaft looks close to derelict and the cable lift very rickety. The uruks shove you on a start winching the platform down. Your left ankle has a ball and chain attached to it so you won't be running off at any great speed. They do place a lantern beside you. The rope creaks horribly as you are lowered into the mine. Go to 2187.

2155
Dead Man's Cove
You are in combat with a great ape with a penchant for knocking opponents out at the first bell. He swings a round arm haymaker at you – it will be lights out if it hits. If you can make a L2 SR on SPD, you beat him to the punch (2197); if you make a L2 SR on DEX, you duck and can just fight (2199); if you can do neither of those things, you need to make a L3 SR on CON – go to 2201.

2156
Glassstones
The journey there is easy enough and you have time to inspect the opening to the mine. The shaft looks close to derelict and the cable lift very rickety. Dennis soon has the six country boys hunkered down and out of sight. Before long, you hear the uruks coming. There are good hiding places but timing is going to be critical. As you leap out, make L1 SRs on INT and SPD – go to 2189.

2157
Root Canal
Van Tinkle is duly impressed. He figures he can rely on you to take care of the snooks for the rest of the journey and he is correct – take 50 APs. You arrive safely at the Vulgarian dock and the snooks need unloading. By now, they know you and you have earned their respect. The Vulgarians at the wharf look on in wonderment as these lethal predators are disembarked in an orderly fashion and herded into a secure cage on the back of a wagon. Your part is all fine: it is the onlookers who have the potential to queer your pitch. Make a L1 SR on LK. If you make it, go to 2203 but if you fail, go to 2205.

2158
Glassstones
Outside, you see two more uruks hurrying along the path to the old glassstones mine, looking from side to side as if worried about being spotted. You can follow them (2191) or head into the centre of the one horse town (2193).

2159
Root Canal
You are now in sole charge of the barge and the snooks. It may occur to you that there is profit to be had. However, you do need to master and feed your inflammatory cargo unless you intend to let them starve and simply dump the barge when you get to Vulgaria (in which case go to 2207). If you are up for making your assets grow, read on… As you approach the cage and unlock it, the snooks eye you hungrily and move in for the feast… Remember what Rip told you – the flourish is important. Make a L2 SR on CHR and a L1 SR on DEX. If you fail both or either rolls, your flourish is not flourishing and neither are you – they shred you and tease each other with little slivers of your flesh. If you flourished like a matador, go to 2209.

2160
Vulgaria
The scam is well planned and Nanny has a surprisingly shrewd head on his/her shoulders. There are two potential pitfalls to a long and lucrative life of larceny: 1) simply that Dame Fortune might tire of you and 2) the little matter of insurrection – a revolution is under way to through off the new baron's harsh tax regime. Make a L1 SR on LK and then a L1 SR on INT (go to 2211).

2161
Throgludite Crescent

Watch surveillance officers move in swiftly – they've had their eyes of this location for a while now and, with the heist reported by Wizard Control relating to the Mayor himself, the handpicked agents are ruthlessly efficient. The urchins scatter and the hideout's emergency barrier is magically activated. You need to have had your wits about you and be sharp to avoid capture! Make L2 SRs on INT and SPD – if you make them both, you escape and pretend you never met Podgy (you can go to 1223 where you might get as much as 1,000 for what you have pilfered or gained); if you failed to pull both SRs off, you are carted away to the nearest Watch station (163).

2162
Glassstones
The uruk slips out after pocketing the key. When you leave the barn you see a small group of locals headed off towards the old glassstones mine. One hails you and introduces himself. Dennis tells you that a small group of uruks have terrorised the town but that he can smuggle you out and set you on the long road back to Khaboom (2148) unless you want to join in an ambush at the entrance to the mine (2156).

2163
Throgludite Crescent
You have made Podgy very pleased and he makes it plain to the urchins that you are now his no.2, his deadly right hand.

Apart from setting you up in a plush apartment in his underground headquarters, where you will be pampered, healed and thoroughly spoilt whenever you return after the end of an encounter in the city, he will give you other assignments that will pay very well. You get rewarded by his pet wizard, Maleficious, a grizzled and surly old man who will add 1d6 to an attribute at random – if you complete the hit or heist given to you. To succeed, you must make L2 SRs on INT, LK, DEX and CHR, a real rogue's test. Fail and you get caught (banged up at the nearest Watch station – 163); there is also the chance that Wizard Control and the Watch special agents raid Podgy and close his operations down – you must roll 2d6: less than 5 means the raid is efficiently carried out while a roll of 2 or 3 means you were killed in the skirmish, taken out by a *TTYF* from a agent licensed to kill.

2164
Heights of Decadence – Mayor's Residence
The Mayor is incandescent with indignation at being cuckolded and has an old fashioned and very public humiliation in mind for you. He has a hobgoblin whip you first (lose 1d6 CON) before kicking you along the street for a couple of blocks – lose another 1d6 CON and go to 1876.

2165
Gremlin Manor
You are now the slave of a gremlin wizard. Gremlin society is rather different to that of humans and the various tasks you are required to perform would be demeaning and soul-destroying if it were not for the fact that you are barely conscious of the diabolical intimacies you perform. (If only there was not part of your memory monitoring and recording every last disgrace.) Your CHR falls by 1 every day you are thusly abused by Grolly. If it reaches zero, you are soul-dead, a state just as bad as being brain dead. You might be rescued! Every day, you can attempt a L3 SR on WIZ. Succeed and a wrathful Wizard-God smites Grolly where the sun don't shine and deposits you back in your pig sty (1).

2166
Vulgaria
It has been a long time since Morris was pressed into active service and he is somewhat rusty. If your combat total was 50 or better, you rip his guts out and send him packing to the spirit world before he even blinks. If not, you must fight him. He gets 7d6 +20 and has WIZ of 14, CON of 40, DEX of 15 and SPD of 10 should they be relevant (he is L3). If Morris mows you down, you have reaped what you sowed; if Morris falls, you may take his Balls. As you do so, powerful magic kicks in and you find yourself whirling through space and time to the offices of Kelba the Centaur lawyer back in far off Khaboom – go to 1603.

2167
Gremlin Manor
If you made at least L3, you survive long enough for Grolly to grow bored ; if not, you die extremely painfully and literally fall to pieces. A bored gremlin is a danger to all those under his influence. Grolly decides to experiment on you. He has his lackeys (his minions are busy) set you on a narrow beam above a tank full of hungry alligators. You are some 12' above the reptiles and the beam is just one inch wide. As you watch, a gremlin greases the beam, a job he undertakes with evident enjoyment. Then Grolly conjures a door at the end of the beam, opposite you. "If you can walk across the beam, Slime, and open the door without losing your balance, you will be teleported home. No second chances and if you dawdle I shall zap you!" As you take your first step, Grolly casts his hedge spell, *Wibble Wobble*, on the beam. Make a L4 SR on DEX. If you make it, you scoot across and get teleported back to your pig sty (1); if not, the reptiles get some tucker. If you live, take 50 APs.

2168
Vulgaria
If you made a L2 SR or better you grab the Balls and the minotaur collapses to the ground, curling up in a foetal position, and groaning as if in its death throes. You have the Balls and are instantly catapulted through space and time back to a lawyer's offices in far distant Khaboom (1603). If you were not that quick, your grabbing for its Balls is enough to open the minotaur's eyes wide and for it to leap to one side before starting on you with the intention of creating havoc. Morris gets 7d6 +20 and has WIZ of 14, CON of 40, DEX of 15 and SPD of 10 should they be relevant (he is L3). If Morris mows you down, you have reaped what you sowed; if Morris falls, you may take his Balls. As you do so, powerful magic kicks in and you find yourself whirling through space and time to the offices of Kelba the Centaur lawyer back in far off Khaboom – go to 1603.

2169
Territanoncarta
You are now the slave of the ruthless and malodorous pirate, Cutthroat Jake. Jake has often wanted a personal groom and so your principal task becomes that of extracting the lice from his beard. What you find, you get to keep and that is all the food you get. Jake has a devil-may-care attitude to piracy and to life itself, attacking heavily fortified towns and heavily gunned ships with a reckless abandonment, admittedly influenced by the *Born Again* spell cast upon his underpants. Every raid the Fat Pig engages in brings the chance of death for you! A L1 SR on LK will keep you safe though. If you survive 20 vainglorious raids, Jake will set you free, whereupon a kindly Witch-Goddess will whisk you back home to your pig sty (1).

2170
Vulgaria
You have discovered a certain amount about the Baron's nocturnal habits but, that apart, you seem back to square one. The minotaur stands unchanged in the bathroom. You can attack the minotaur (2121), make a grab for the Balls (2123) or go back to bed with the Baron (2172).

2171
Vulgaria
With the Steve and Leon dream ticket in business, things really heat up in Vulgaria. The palace goes up like a tinderbox and the army switches sides – power to the people! Your part in the glorious liberation is not forgotten. For selfless disregard for personal safety in throwing off the yoke of repression, you are made a Commissar. You get to 'organise' workers and sleep in the all the best hovels and order the destruction of anything of value. The Baron's Balls are one of the early casualties of the uprising. You can stay here and have no need for money or you can take the long road back to Khaboom when everyone else is out working in the fields tilling the land (2148). You get to keep your rank regardless and can have 100 APs for over throwing capitalism and the aristocracy in Vulgaria.

2172
Vulgaria
Roll your combat dice. You need to generate damage of 21 to kill the sleeping Baron instantly. If you succeed, the peasants of Vulgaria will be rejoicing once they find out but for now you are little better off – if you want his Balls, you still need to deal with that minotaur in the bathroom so return to 2170 and make another choice. If your brave attack on a sleeping victim was not vicious enough to slay him instantly, he screams like a banshee wearing a big girl's blouse before suffering a cardiac arrest – you can hear voices outside and footsteps coming running (go to 2213).

2173
Vulgaria
The Baron flaps his arms and mutters the random sounds of terror that he hopes equate to a *Fly Me* spell. They don't - and he goes splat on the cobblestones (notoriously hard to scrub clean of blood and bone, cobblestones, so add that to his list of crimes against the proletariat).

For this act of artistic merit, you are made a Commissar. You get to 'organise' workers and sleep in the all the best hovels and order the destruction of anything of value. The Baron's Balls are one of the early casualties of the uprising. You can stay here and have no need for money or you can take the long road back to Khaboom when everyone else is out working in the fields tilling the land (2148). You get to keep your rank regardless and can have 100 APs for over throwing capitalism and the aristocracy in Vulgaria.

2174
Vulgaria
If you made a L2 SR on CHR, Mavis and Dick release you and urge you on to make the bourgeoisie pay for their centuries of crime against the proletariat. The coast is clear for you to scoot upstairs to the Baron's chambers. Storming past happy revolutionaries toasting each other in champagne and smearing themselves in caviar, you see a door with a cursive '**B**' in gold in the centre. It must be the Baron's bedroom. The door is unlocked and the room unoccupied, Now you need to find the Balls. Rummaging through the room, you exhaust the obvious possibilities without any joy. Then you hear a clacking sound from under the bed. Upon investigation, you find a crawlspace that leads on to a spiral staircase going upwards. Mounting the stairs, you come to small room in the top of a tower where two fist sized balls dangle from chains joined by a ring. This ring is suspended from the nose of a minotaur dressed in gleaning ice-blue plate armour. Every time the minotaur shakes his head and snorts, the balls clack together and smoke escapes from the collision. The minotaur's eyes are shut. You can either attack the minotaur (2121) or make a grab for the Balls (2123).

2175
Vulgaria
The Baron can see that the chips are down and his goose is cooked so he rapidly accedes to your demand for his Balls. Morris the Minotaur parts with them in the bathroom and then pushes the privy aside to reveal a ladder down to a tunnel where a boat is waiting. Morris is pretty decent with the oars and by the time he has powered the small craft, replete with now-activated *Hidey Hole*, the Baron's thoughts are turning to treachery (it never takes long for his sort!). Make a L1 SR on INT. If you succeed, you have kept him well covered with your blade and he gives you the account codes to his money with the Khaboom City Bank. You have the Balls and access to 50,000 GPs. You can either go to Kelba the Centaur lawyer's offices to claim your reward for the Balls (1603) or go to the city centre (414) – either way, take 100 APs. If you failed that INT SR, you turned your back on the Baron for one fatal moment and that is all it took for him to bite you in the neck with his cyanide-coated tooth (he has the antidote, you don't) – he rather enjoys watching you die as he contemplates life away from Vulgaria.

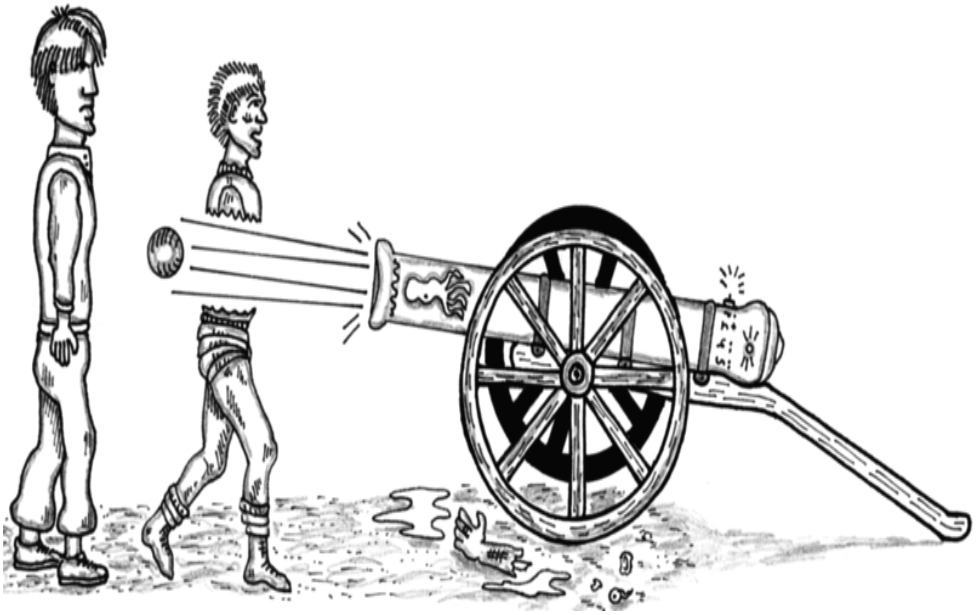
2176
Khaboom City Bank
Panticles closes on you with grim determination in his eyes. The satyr does not intend to go down without a fight. You can either battle him in normal combat (2215) or try to unleash the power within you (2217) or decide it is better that he lives and you bottle up this force brooding inside you (2219).

2177
Glassstones
The journey is uneventful and the mine looks long abandoned. The shaft going down is deep and the rickety platform and winching gear look to be in a dubious state of repair. It is impossible to winch yourself down.

You can either wait to see if someone else comes along to this forsaken spot (2200) or set about finding someone by heading back to town (make a L1 SR on LK and go to 2202).

2178
Seamists
What Old Ned spouts can only be described as gibberish. Make a L2 SR on INT – you might make some sense of his ramblings. If you succeed, go to 2204, otherwise head back to town (2044).

2179
Distant Pastures
After an easy surf along the stream for a good ten minutes, you see another bridge. This one has a man standing on it. He is wearing a tight brown knitted suit, a bowler hat and a gaudy pink tie. As he sees you, he puts his hands to his mouth. Do you want to wave to him (2206), turn back (2208) or duck under the water (2210)?



2180
Territanoncarta
The cannon is slippery with blood and body parts left over from the wizard. Jake lights the fuse and laughs. Then he realises he shouldn't be standing in front of you – and the cannon. It would be a very good time for an intervention by a Wizard-God! Make a L3 SR on WIZ. If you fail, you and Jake share a fate of very short duration and go out with a bang; if you make it, you feel yourself being teleported away in the nick of time, leaving Jake with a stupid look on his frankly unappealing face as his guts go one way and the rest of him stays put. You can take 100 APs as you land back in your pig sty (1).

2181
Distant Pastures
As you draw near, the fish blows a speech bubble at you. "Do you have something with you that you should tell me of?" If you tell the fish you have a locket, go to 2233; if you tell the fish you have something other than a locket, go to 2235; if you simply say no, go to 2237.

2182
Territanoncarta
It is a painstakingly slow task, administering one thousand cuts to someone who will not stay still. Painful too, of course (lose 1d6 CON for starters). This does give the watching tribe of Wizard-Gods and Witch-Goddesses the time to provide some much needed help to Pugwash though. If you can make a L4 SR on LK, Pugwash manages to board the Fat Pig, take Cutthroat Jake prisoner and save you. You can keep trying a long as you live but you lose 1d6 more CON with every failure. If you bleed out, the pirates salt you and use you as a veal substitute; if you live, take 100 APs and go to 2212.

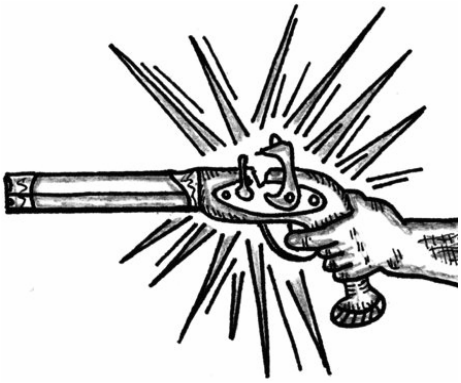
2183
Glassstones
You hear Dennis calling out to you as you sprint down main street in the direction of the mine but whatever he wanted to tell you is lost as you power on. It is a straightforward journey to the disused track a faded signpost indicates leads to your destination. When you get to mine, you see a derelict group of low buildings and a shaft going deep into the earth with a rickety platform and a rusty winch. It is impossible to operate alone. After some searching you find a rope in reasonable condition and it can be tied round sturdy metalwork's to allow you to descend. It is the only way down. Either return to town and talk to Dennis (2185) or begin climbing down (2218).

2184
Territanoncarta
Jake's CON is 36. You can try a L2 SR on DEX to add 50% to your combat total. If you kill him, his crew surrender (go to 2214). If not, you must fight it out with the scourge of the seas. Jake gets 8d6 +28 fighting with his cutlass. His WIZ is 17, DEX 14 and SPD 12, if you need them. If Jakes kills you, he dices you into cubes and feeds his pet clown fish pieces of you over the next few days. (The crew will not intervene in a fight, as this is a matter of personal honour in the *Pirate Code*.)

2185
Glassstones
Dennis is certainly interested in the map. He has never been down the mine but knows plenty of old timers that have, most of them long since dead. "The town made money from the glassstones – they were used by wizards for scrying. But the miners never lived long lives and it was hard on their families. We all come from families who lost good men and women far too young. The deeper down the miners had to go, the worse toll on their lungs the dust from excavating those glassstones took.. In the end we just had had enough. We thought the stones could be brought to the surface by magic but it just doesn't work there." He does a quick head count of those willing to enter the mine shaft. There are six youths. "Let's go before we change our minds," Dennis says, shaking his head. It is an easy journey to the mine where you see run down low buildings and a rickety platform to drop into the earth by rusty winching gear. Go to 2216.

2186A
O'Vather Hill
Trying to get between a battling Punch & Judy is like being between a rock and hard place except that the rock hits hard and the hard place hits like a rock. Make a L3 SR on DEX to avoid the whirlwind of blows raining down. If you miss take the difference in damage. To actually stop the fight, you need to make a L2 SR on STR to force them apart and then a L2 SR on CHR to calm them down.

You can quit at any time by making a L2 SR on DEX but otherwise you have to repeat the process. If you die, they feel pretty bad about you get caught in the crossfire when they finally calm down; if you stop their fighting, they take deep breaths and offer you the choice of 500 GPs for your services or a map showing where some valuable treasure is. Go to 440 and if go about your business with cash jingling in your pockets if you take the pay out or to 2220 if you choose the map.



2186B
Captain Pugwash's Pawn Shop – Execrable Alley
Pugwash is slow but he is an old hand at squeezing the trigger and he is on auto-pilot now. Make a L1 SR on SPD to dodge. If you fail, his shot kills you unless, rolling 2d6, the gun back fires (1, 1) or explodes (1, 2). If you die, he sells your corpse to the Bring-out-the-Dead man. If you dodge a bullet or his pistol packed the wrong sort of shot, you have the old dog and can throttle him here and now and take his business (2222) or pay heed to his desperate babbling about buried treasures (2224A).

2187
Glassstones
When you reach the bottom of the shaft, you hear the uruks voices calling down to you and the platform rises as soon as you get off it. Hobbled as you are, there is no sense in limping off into the myriad passages. Soon an uruk joins you and points down one tunnel. It is a slow journey and when you get to the end of a tunnel, the uruk hands you a pick axe and tells you to start digging straight ahead. He retreats out of the light cast by the lantern he hangs from the ceiling. As soon as you start digging, the dust clogs in your lungs and you start coughing. Make a L1 SR on CON and go to 2226.

2188
Skulduggery Street - Mrs. Miggins' Pastry Palace
Afternoon tea is truly scrumptious but the letter from '*Disgusted of Tunbridge Wells*' makes unsettling reading and your stomach lurches and gurgles alarmingly.

"*Dear Villain*," it reads, "*I am mortified at the manner in which you think, in your uncouth arrogance, that you can strut about this fine city robbing upstanding, right-thinking citizens and murdering as you will. I will not stand for it, do you hear me? The time has come to take a stand for law and order! You are banished, exiled, ostracised and expelled – do I make myself clear? You have 24 hours to leave town or the Curse of Damocles will descend upon you*." It is of course signed, '*Disgusted of Tunbridge Wells*'.

Well, that is plain enough. If you want to leave Khaboom as the writer demands, go to 2224B but of you intend to ignore the threat and go about your business without taking it seriously, go to 2226.

2189
Glassstones
The fight is bloody. The uruks are battle-scarred warriors and the country boys are hicks, yokels and bumpkins. If you made your saving rolls, you at least have the element of surprise. You can roll your combat total and add 50% if you had the advantage of surprise.

The boys and Dennis get 14d6 plus 10 between them; the uruks get 15d6 plus 21. The three uruks also wear armour that absorbs 6 hits each. If they uruks win the battle and kill everyone within three rounds, your bodies rot here without a grave; if you kill the uruks, you can bury them if you want or leave them (they have nothing of value except 3d6 short swords) – make a L1 SR on INT and go to 2228 if you make it and 2230 if you fail. If the uruks have not killed you all after three rounds of fighting but are on top and you live, go to 2232.

2190
Seamists
The *Cauldron of Blaervael* is not a place for the faint hearted. When you work your way down, woman joins you. She is tall, slight and has an ageless quality. She leads you through smoky mists along twisting pathways you cannot hope to commit to memory until you arrive in a grotto bestrewn with all kinds of shells. Blaervael seats herself in the nook of a large conch and regards you studiously. “Why have you come?” she asks pointedly. If you reply that you would have a curse lifted, go to 2236; if you tell her you would learn curse magic yourself, go to 2234; if you say that you wish to improve the lot of the folk of Seamists, go to 2238; if you have some other answer, go to 2240.

2191
Glassstones
Two uruks descend into the mine, using a rickety old lift with the third operating the rusty winching gear. You can either wait to see what happens when they emerge (2221) or attempt to take down the uruk left up top (2223).

2192
Seamists
Nerja screams at you to stop but the moment you strike the hand of friendship, that friendship is transformed by age-old suspicion and mistrust into the hand of vengeance. You are yanked powerfully from the boat and dragged to the seabed. **Your lungs burst and you die**.

2193
Glassstones
When you leave the barn you see a small group of locals headed off towards the old glassstones mine. One hails you and introduces himself. Dennis is the apothecary and barber in Glassstones and he tells you that a small group of uruks have terrorised the town but that he can smuggle you out and set you on the long road back to Khaboom (2148) unless you want to join in an ambush at the entrance to the mine (2156).

2194
Seamists
“That’s right,” Nerja says, her soft yet firm body both comforting and suggestive of brighter future days. “Keep still and you will be safe. The triton will help us – he understands where we go and will not refuse to help visitors to the *Cauldron of Blaervael.* ”The little boat is propelled vigorously through the water. Just before the rocky stack that is the home of the curse-witch, the creature guiding the boat shows his face. It is a triton, black and ominous and in its element. He speaks deliberately and ponderously, asking that you have Blaervael remove a curse on his people recently cast by a rogue naga. If you agree, he will take you safely to the stack (2138); if you refuse, he attacks you (2192).

2195
Dead Man’s Cove
You now have a friend here at Dead Man’s Cove. If you need to trap a shark, he can do this for you on a successful L1 SR on LK (failure means he is careless and gets eaten) – you can leave for 1781 if he bags one for you. If you don’t need a shark or just want to stay, you can live here with Boppy. He is more than happy to have you buddy up with him. Life is very nice on the island. There are no predators if you stay out of the water, the food is good, the drink copious and Boppy’s girlfriends are certainly engagingly. Paradise for some. If you get bored, a Wizard-God eager for you to provide more entertainment will zip you back through time and space to your pig sty (1) – you only have to ask.

2196
Temple Mount
Here are the possibilities:

1 – **The Bear Cult**: the rod touches you and (roll 1d6) on an **odd** number you are turned into a bear with MR equal to your CON, kept as a temple pet by the cult, and on an **even** number you are turned into a bearkin (STR and CON x2, INT x0.5, CHR x3, retractable claws (4d6 each) with hands and feet with the *Mark of the Bear Cult* (a splotch on your stomach in the shape of a bowl of porridge) – this means the Bear Cult will always look out for you and feed you)
2 – **The Codpiece Cult**: the rod touches you and you ‘grow’ a solid steel codpiece which gives you immunity to physical damage in the groin area, front and back; you have the *Mark of the Codpiece Cult* (a splotch on your forehead) – this means the Codpiece Cult will always look out for you and feed you)
3 – **The Wig Cult**: the rod touches you and your hair falls out instantly; a wig is placed upon your head – it is ginger and curly and shaggy, coming down to the middle of your back; you need this to retain WIZ, INT, LK and CHR or they plummet to just 1d6; the Wig Cult will always look out for you and feed you; you will tend to drink at the Addled Pate Tavern
4 – **The Curse Cult**: the rod touches you and you are cursed to never speak comprehensively again; you are sent packing to derisive laughter; a kindly soul sends you to a Tourist Information Office (1363B), telling you that a lady there will know where to send you to get the curse removed
5 – **The Scrying Cult**: the rod touches you and you are zapped with a quest spell – you must bring glassstones to make a new scrying stone for the cult; you would need L12 or higher magic to break the spell; a priest tells you how to join a hard labour gang to get to the now disused mine (go to 1383)
6 – **The Kraken Cult**: the rod touches you and you are instantly put under a *Spirit Mastery* spell; you are sent a human sacrifice to the far west of Khaghtch’an, to the city of Portree and then on to the high cliffs where the kraken can be observed in the ocean; you will die (quickly and relatively painlessly, albeit with a high degree of terror going down) unless you can attract the

attention of a Wizard-God willing to preserve your life for future entertainment value (a L2 SR on WIZ and go back to your pig sty (1) if successful); if you live, you will find yourself most partial to Kraken rum

2197
Dead Man's Cove
Boppy has a MR of 30 so he gets 4d6 +15. He is quite a big fellow. You get a free attack on him though because you are so fast on your feet. You can choose to stun or to maim. If you set your weapons on 'stun' go to 2225, if 'maim' go to 2227.

2198
Vulgaria
The children of the revolution get distracted by all the expensive things they can trash as soon as they reach the Baron's day rooms. You have made them very happy but there is surely more to life than this for you! Storming past happy revolutionaries toasting each other in champagne and smearing themselves in caviar, you see a door with a cursive '**B**' in gold in the centre. It must be the Baron's bedroom. The door is unlocked and the room unoccupied, Now you need to find the Balls. Rummaging through the room, you exhaust the obvious possibilities without any joy. Then you hear a clacking sound from under the bed. Upon investigation, you find a crawlspace that leads on to a spiral staircase going upwards. Mounting the stairs, you come to small room in the top of a tower where two fist sized balls dangle from chains joined by a ring. This ring is suspended from the nose of a minotaur dressed in gleaning ice-blue plate armour. Every time the minotaur shakes his head and snorts, the balls clack together and smoke escapes from the collision. The minotaur's eyes are shut. You can either attack the minotaur (2121) or make a grab for the Balls (2123).

2199
Dead Man's Cove
You have avoided the 'Big Bop" but now have to fight Boppy. Boppy has a MR of 30 so he gets 4d6 +15. He is quite a big fellow. You can choose to stun or to maim. If you set your weapons on 'stun' go to 2225, if 'maim' go to 2227.

2200
Glassstones
Sure enough, by and by, three uruks come trotting along down the track to the mine. Do you want to wait to see what they do (2191) or spring out and ambush them (2231)?

2201
Dead Man's Cove
You have been bopped big time by the Big Bopper, Boppy the Ape. If you made the L3 SR on CON, you withstood his best bop and can now battle the beast – Boppy has a MR of 30 so he gets 4d6 +15. He is quite a big fellow. You can choose to stun or to maim. If you set your weapons on 'stun' go to 2225, if 'maim' go to 2227. If you succumbed to Boppy's Big Bop, the lights go out – go to 2229.

2202
Glassstones
You can rest up a little in an old cowshed that is close to collapse. Don't worry, it won't fall down on you unless there is an earthquake! Make a L2 SR on LK. If you make it, go to 2193; if you fail, go to 2200.

2203
Vulgaria
All is good and you are able to sell your menagerie for 10,000 GPs, which is credited to an account with your name at the Khaboom City Bank, which has a branch in Vulgaria. You can either head back to Khaboom under escort (the voyage is uneventful – go to 414) or investigate Vulgaria (2008).

2204
Seamists
The Norse Necromancer tells you that he sees your destiny interwoven with that of the town – you must find Grandmother Mosiken. He gives you a map with indecipherable scrawl all over it but nonetheless showing a path to the cliffs at the far side of town. He shoves you repeatedly in that direction, making clear he wants you to go hither without delay. You can either do as he intends (2251) or get some more information in town (2004).

2205
Vulgaria
Things go horribly and fatally wrong. The Vulgarians panic and spook the snooks so much that they go wild, beyond your control. Screams crack open the heavens as people are being eaten alive by the voracious critters. Those still possessing them point fingers of blame at you. Your own life is at risk. You can either jump on to a boat just leaving in the direction of Khaboom (2245), make a run for the Baron's palace (2247) or beg their forgiveness (2249).

2206
Distant Pastures
Your wave is returned with a thunderous glare. He gestures and you find yourself shooting through the water to the bridge. When you stop, he demands in a voice that threatens to break your eardrums (take 1d6 damage) that you hand over a locket. If you do so, go to 2253, if you refuse or cannot, go to 2264.

2207
Vulgaria
Best to abandon the boat before questions are asked. You had been start finding out a bit about this place you have come to (2008).

2208
Distant Pastures
You find yourself ripped through the water at great speed until you stop dead under the bridge. He looks down with black satisfaction and demands in tones of thunder (tke 1d6 damage) that you hand over a locket. If you do so, go to 2253, if you refuse or cannot, go to 2264.

2209
Root Canal
If you fail both or either rolls, your flourish is not flourishing and neither are you – they shred you and tease each other with little slivers of your flesh. If you flourished like a matador, you can take care of the snooks for the rest of the journey – take 50 APs. You arrive safely at the Vulgarian dock and the snooks need unloading. By now, they know you and you have earned their respect. The Vulgarians at the wharf look on in wonderment as these lethal predators are disembarked in an orderly fashion and herded into a secure cage on the back of a wagon. Your part is all fine: it is the onlookers who have the potential to queer your pitch. Make a L1 SR on LK. If you make it, go to 2203 but if you fail, go to 2205.

2210
Distant Pastures
You suddenly erupt from the water, shoot some 50' in the air and land in a great belly flop (lose 1d6 CON) before the man on the bridge. In a voice that threatens to demolish the very bridge he stands upon – and your hearing with it (take 1d6 damage) – he orders you to hand over a locket. If you do so, go to 2253, if you refuse or cannot, go to 2264.

2211
Vulgaria
If you failed those saving rolls, the revolution that shakes the foundations of Vulgarian society rips the guts out of the mine scam. You can either join the revolutionaries (2266) or attempt to get out before it gets to hot on a boat headed back to Khaboom (2245). If you were successful on both, you get 20,000 GPs credited to an account in your name at the Khaboom City Bank, who do have a branch out here, before you have to quit and take the last safe boat out of here for an uneventful trip back to the big city (414) while all hell breaks loose in this neck of the woods.

2212
Territanoncarta
Pugwash dances jubilantly on the corpse of his old rival. Sadly, at his age, his dexterity is not up to it and he falls, breaking his nose and swamping his white pirate shirt with crimson. "Good work, Jim lad," he praises you, 'Jim lad' being an epithet for anyone younger than eighty for Pugwash. Pugwash is persuaded by Master Bates and Able Seaman Staines that it really is time to retire now and the old sea dog is not salty enough to argue. He gives you a choice: a) take charge of the Black Pig (2255) or go back to Khaboom and become his partner in the pawn business (2257). The pirates burn and sink the Fat Pig in one last act of frenzied glee. Take 50 APs.

2213
Vulgaria
"No! You monster, you traitor!" roars the Baron in a great pretence of outrage. "He changed me to look like him and him to be me! Don't let him get away with it!" Now the Baron has a degree of persuasion from Harvale University that is a valuable weapon at times like these and the revolting peasants are none too bright. You need to make L2 SRs on LK and CHR to turn the tide of public opinion in your favour fast enough to stop the bloodthirsty Vulgarians from killing both of you to be on the safe side, no questions asked. If you fail, they hang, draw and quarter both of you. If you make it, take 100 APs, and you can join in the evisceration of the Baron and then get on with the search for his precious Balls (2198).

MISSING INACTION

2214
Territanoncarta
When Tom the Ageing Cabin Boy sees that Jake is dead and the ship is yours, Pugwash hails you with grand sweeping gestures. Do you want to welcome him aboard (2268) or turn the guns of the Fat Pig on the Black Pig (2259)?

2215
Khaboom City Bank
Panticles gets 2d6 +3 for his dagger and his 7 personal adds. He is not wearing armour. Attributes that may be relevant are: WIZ – 14, CON – 12, DEX – 13, SPD – 12. If you kill the satyr, go to 2261; if he slays you, the Bank displays your skeleton in its atrium for the next few decades as a curiosity to its clients until they sell you off to a calcium merchant.

2216
Glassstones
The old gear creaks worryingly as the lift descends. Dennis leaves three of the youths as sentries up top and has the other three come down once you and he are at the bottom, not wanting to risk breaking something. With two lanterns shedding light, the apothecary leads the way along a very rough tunnel so low that you all have to stoop. After fifteen minutes of slow progress, the youngsters begin coughing – there must be gas down here, seeping out from fissures in the rock. Dennis begins to gag and gestures for a retreat. Make a L2 SR on CON and go to 2267.

2217
Khaboom City Bank
Make a L1 SR on WIZ and go to 2263.

2218
Glassstones
Dennis holds the rope steady and tells you to be careful. He assures you he will come back with help if he can. Holding a lantern before you, you make your way cautiously along a very rough tunnel so low that you all have to stoop. After fifteen minutes of slow progress, you begin coughing – there must be gas down here, seeping out from fissures in the rock. It is hard to resist the urge to gag and to retreat. Make a L2 SR on CON and go to 2267.

2219
Khaboom City Bank
Very noble. Your CHR is instantly raised by 2d6 by a watching Witch-Goddess. Panticles clearly is going to have no compunction about slaying you – his scruples are nakedly lacking as he approaches you, blade ready. If you can make a L2 SR on WIZ, the Witch-Goddess will intervene (2265); if not, the vault floor grows slippery with you blood and all hell breaks loose…

2220
O'Vather Hill
The map shows an 'X' in what appears to be a mine near a small town called Glassstones. There is nothing that tells you what the treasure may be. When you ask about this town, you learn that it used to produce glassstones used in scrying. It is meant to be about ten days away somewhere to the north of Khaboom but details are vague and inconsistent. Travelling there alone sounds dangerous but you hear from a drunk in a tavern that a hard labour gang is headed that way soon and you should commit a crime if you want to join it. It would be easy to smash a window in the nearest Watch station! If you want to do that, make a L1 SR on LK and go to 2269; you can just pocket the map and go about your business in the city (414).

2221
Glassstones
Time passes, as it tends to, and neither uruk emerges from the shaft. The remaining uruk begins to fret, whittling aggressively at a stick. Do you want to offer to team up with Krutch (2271) or sneak up and see if you can push him down the shaft (2223)?

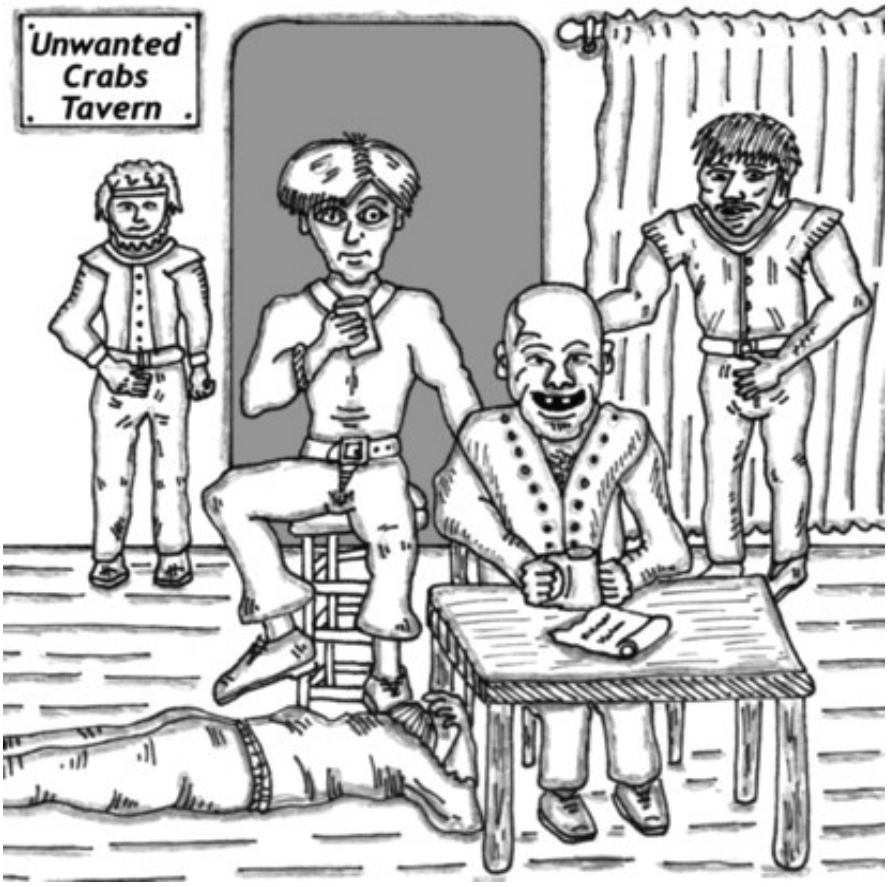
2222
Captain Pugwash's Pawn Shop – Execrable Alley
The pawn shop brings in an average 200 GPs per week. His bedroom is shabby and needs a thorough disinfecting but at least you will have a roof over your head. The only risk this business carries is that you take goods off the hands of someone or something big and ugly tempered who wants what they pawned back but can't pay. Every time you draw the 200 GPs, you must make a L1 SR on LK – if you make it, all is well and you may go to 414; if you fail, you need to roll 1d6 to find the level of the customer who is intent on doing you ill – then roll 1d6 again: 1 and 2 = CHR, 3 and 4 = INT, 5 and 6 = SPD, so giving the attribute you need to make a saving roll on at the level of your potential murderer (make that and all is well (you can go to 414); fail and you lose the business if you make another L1 SR on LK or your life if you fail – this customer obviously has enough associates to 'liquidate' you).

2223
Glassstones
Make a L2 SR on the average of any two from INT, LK and DEX. If you succeed, Krutch is too intent on his whittling and you shove him down the mineshaft in a terminal swan dive. As he yells out his final obscenity, you hear the lift ascending but when you glance down all you see lying on it is Krutch's broken body and a lantern (go to 2273). If you failed, you were too clumsy or stupid or he just happened to look up as you approached and so you must fight him (he gets 5d6 +7 in combat and gets 6 protection for his armour – if he kills you, he throws you down the shaft; if you kill him, you can go to 2273).

2224A
Captain Pugwash's Pawn Shop – Execrable Alley
The Captain takes you for a brew at the Unwanted Crabs Tavern on O'Vather Hill. It is a pub for old men who spend most of their time scratching their groins. As Pugwash gets up to visit the privies, he hands you a sheaf of parchment. You never do see the old dog again. Go to 2220.

[See art for Unwanted Crabs Tavern on next page.]

Missing Inaction



2224B
Skulduggery Street - Mrs. Miggins' Pastry Palace
Mrs Miggins helpfully directs you to a Tourist Information Office where the can advise on how to get curses removed. Go to 1363B. (Note – if you do not have enough money for what is recommended, go to 2226, not 414, as is written there.)

2225
Dead Man's Cove
If you racked up stun damage of 25 or more, you have yourself a dazed ape as hostage. When he comes round, which really doesn't take long because he is one tough monkey hombre, you can decide to speak very roughly to him and throw him to the floor (2275) or make friendly overtures (2277).

2226
Skulduggery Street
As you leave Mrs. Miggins' establishment and begin to saunter down Skulduggery Street in a carefree fashion, an axe flies through the air straight at you! Make a L2 SR on SPD to get out the way. If you fail, you take 6d6 damage and if you die the Bring-out-the-Dead man is quick to scoop you up and sell the axe too. If you were quick enough to dodge the axe or survived its kiss, you can either carry on along your merry way (414) or decide to heed the warning and leave town (go to 2224B).

2227
Dead Man's Cove
If you did 30 or more damage, he takes the big sleep and you are now King of the Cove (go to 2279); if your attack didn't take him down, you are in mortal combat with not just Boppy but his girlfriends too. They scratch and bite and yank tender parts. Given that you could not eliminate the big guy, you have no chance now – they end your time on Trollworld and pack you off to the *Soul Keeper* in a box, express delivery.

2228
Glassstones
Ever vigilant, you see that the dead body of the leader has a map jutting out from his hip pocket. It is a map of the old glassstones mine and there is a descent marked to a point deep at the heart of the mine ending in an 'X'. If you want to seize the day, go to 2183; if you want to discuss it with the locals, go to 2185.

2229
Dead Man's Cove
You wake up with a king—sized headache and a pain in most parts of your body. You have been tied to pegs on the beach and crabs are greedily probing you with their claws for signs of resistance. Such signs are slight. The apes chatter excitedly – they don't get too much in the way of spectator sports. Your number is up unless you attract Wizard-God attention. Make a L2 SR on WIZ. If you succeed, you get dumped back in your pig sty (1) with a stern warming about 'doing better next time'; if you fail, the crabs grow fat and juicy in Dead Man's Cove.

2230
Glassstones
The people of Glassstones are very grateful to you and ask you to stay in the town. If you agree, you can help Old Betty Turpentine run the tavern. There will be no profits because passing trade does just that – passes by. You will get a comfortable bed and plenty of hearty food. You can even be Mayor if you make a L1 SR on CHR. It is no more than an honorific title. Take 50 APs anyway. If you decline, the locals will escort you safely all the way back to Khaboom (414).

2231
Glassstones
Let us hope you are not hideously outmatched. Make L2 SRs on INT, DEX and SPD. If you make them all, you take the first uruk out with clinical precision and if you can follow that up with a L2 SR on LK then you do the same to the third. The uruks get 5d6 plus 7 each. The three uruks also wear armour that absorbs 6 hits each. If they uruks win the battle and kill you within three rounds, your body will rot here without a grave; if you kill the uruks, you can bury them if you want or leave them (they have nothing of value except 3d6 short swords) – make a L1 SR on INT and go to 2239 if you make it and 2241 if you fail. If the uruks have not killed you all after three rounds of fighting but are on top and you live, go to 2243.

2232
Glassstones
They soon take everyone hostage. The flaw in their plan is that, having taken everyone hostage, there is no one left to respond to their badly misspelled ransom note. Eventually, they forget what they were waiting for and remember why they came to this forgotten town in the first place – they seize you and force you to march out of town, leaving the poor locals huddled together, cold and hungry! Go to 2154.

2233
Distant Pastures
When you show the fish the locket from Percy of the Rogues' Guild, the fish transforms into a beautiful, vivacious fairy, who declares herself to be Fairy Nuff. "You have done well and I think it is fair enough that you get a reward. Let me see… wings? No, I think not. A tutu like mine… perhaps not that either! You have done well getting the locket here to me. We can bury it and Johnny Dogfood will know where to reclaim it. That will end his exile from the Guild and that in turn will stop an insidious corporate takeover of one Guild by another. Ah! I have it – you shall have the ability to change size, all the one down to fairy size, without losing any of your strength or power." The fairy waves her wand over you and you tingle as the magic takes its grip. What he has offered is indeed yours. "Fair enough – let's see you shrink." It is easy to do – you just have to wish for a size change. When the fairy is satisfied that you can grow or shrink at will, she bids you farewell, thanks for sincerely and whisks you back to Khaboom (414). You can take 100 APs and you find on your finger a copper ring which will assure you of the friendship of all members of the Rogues' Guild, provided that you are not working against their interests or set on harming their members.

2234
Seamists
"Very well", Blaervael declares solemnly. "Take my hands. If you fail, things will go badly for you but this is done of your own free will." As she grips your fingers between hers and holds your eyes, she hums in a high, proud tone. Make L2 SRs on WIZ, LK and CHR. If you make them all, go to 2242 but if you fail, go to 2244.

2235
Distant Pastures
The fish transforms into a beautiful, adorable fairy. "What a pity – that's no good. Fair enough – you must go home and we shall try again later!" With that, she waves her wand and sends you straight back to Khaboom (414). Take 50 APs. You find on your finger a copper ring which will assure you of the friendship of all members of the Rogues' Guild, provided that you are not working against their interests or set on harming their members.

2236
Seamists
"Very well! We shall see what we shall see… Take my hands. If you fail, things will go badly for you but this is done of your own free will." As she grips your fingers between hers and holds your eyes, she hums in a high, proud tone. Make L1 SRs on WIZ, LK and CHR. If you make them all, go to 2248 but if you fail, go to 2250.

2237
Distant Pastures
The fish transforms into a beautiful, adorable fairy. "What a pity – that's not very good of you! Fair enough – you must go home and we shall try again later!" With that, she waves her wand and sends you straight back to Khaboom (414). Take 50 APs. You find on your hand a fish tattoo which will indicate to all members of the Rogues' Guild that you are not a friend and should not be worked with or traded with.

2238
Seamists
The curse-witch regards you for a moment and then decides to accept your offer. “Take my hands. If you fail, you will never be able to leave this place but this is done of your own free will.” As she grips your fingers between hers and holds your eyes, she hums in a high, proud tone. Make L1 SRs on WIZ, LK and CHR. If you make them all, go to 2252 but if you fail, go to 2254.

2239
Glassstones
As you look down on their battered bodies, you spot a scrap of parchment sticking out of the leader’s hip pocket. It is a map of the mines and has an ‘X’ marked at the deepest part! Then you spot a rope coiled underneath some rubble. You can descend if you want to (2246) or you can head back into town (2270).

2240
Seamists
“Perhaps you have something for Grandmother Mosiken? If so, I will send you to her with my assurance that you come as a friend.” The curse-witch snaps her fingers and you are whisked away through time and space. As you begin this journey, you hear Blaervael promise that she will come for you when Grandmother Mosiken is finished with you. Go to 2262.

2241
Glassstones
You see that the old mine shaft is deep and the equipment is rusty and inoperable for one person. There is nothing for it but to head back into town (2272).

2242
Seamists
You have gained the power to lift curses and to place them! Blaervael warns you to use this gift wisely. If you make saving rolls on WIZ, LK and CHR at the level of a curse, you can remove it; if you make these SRs at the level of a target, you can make all saving rolls one level higher for that being (a curse takes one full turn to lay and another full turn of rest before another curse can be worked). You may take 100 APs. If you now wish now to offer to help the people of Seamists, go to 2238; if you want to visit Grandmother Mosiken, go to 2240; if you simply wish to return to Khaboom, go to 2274.

2243
Glassstones
The uruks make it plain that they are going to take you down into the mine now that they have overpowered you. They tie rags round any wounds you have picked up, clearly wanting you to keep going for a while at least. They give you a lantern and hobble your ankles, fitting a ball and chain. Go to 2187.

2244
Seamists
“This is not lore which you may partake in,” Blaervael says evenly. “Is there something else you want?” If you now wish now to offer to help the people of Seamists, go to 2238; if you want to visit Grandmother Mosiken, go to 2240; if you ask for a curse to be lifted from you, go to 2236; if you simply wish to return to Khaboom, go to 2274.

2245
Vulgaria
The captain of the *Scurvy Dog* is a kobold called Gnasher. He has a crew of twenty kobolds and is transporting whetstones back to Khaboom so the barge is heavily laden. You will need to work your passage and if you pull your weight there will be no questions asked and you will get fair rations. Gnasher can see it is high time to get out of Vulgaria. There is one stop on the way, where a branch from the main tunnel sees a sturdy jetty waiting for deliveries. Gnasher has the Scurvy Dog pull up to be moored but as soon as the barge is tied up, a group of ogres spring from behind containers and attack the kobold crew. Go to 2276.

2246
Glassstones
Just as you descended to the half way point, you hear a voice above. Happy days! It is Dennis the Apothecary and he shouts down that he will be here to get you up when you are ready. “I think we are safe now but I really wish I had back up,” he calls down. Let’s hope he is not falsely optimistic. Go to 2218.

2247
Vulgaria
There are a lot of angry people baying for your blood. If they catch you, your future looks bleak. Maybe you can break through the knot of vengeful Vulgarians and sprint away without being positively identified or tracked. Make L1 SRs on STR to bust through those seeking to apprehend you; make a L1 SR on SPD to get away from them; make a L1 SR on INT and another on LK to get away cleanly. If you make all those, you can find what is going down in this small town (2008); if not, you get clapped up in their welcoming dungeon (2084).

2248
Seamists
“You have enough inner fibre – that is good! The curse is lifted, you are free of your affliction. “ Blaervale smoothes your hair and pats your shoulders before sitting cross-legged on front of you. Any curses you may have picked up in your adventures are banished. Blaervael asks if you would be prepared to offer service to the town now you have gained from your sojourn here (2238) or if you would like to visit Grandmother Mosiken if you have something for her (2240); otherwise she arranges safe passage for you back to Khaboom (414).

2249
Vulgaria
After the havoc you have loosed on these downtrodden people, forgiveness is a commodity in extremely short supply. L2 SRs on LK and on CHR will see you get the break you scarcely deserve and you can slip off to a tavern to catch the local gossip (2008); if you can’t manage that, they give you a beating (lose 2d6 CON) and if you are still living, they hand you over to the Baron’s men at the town dungeon (2084).

2250
Seamists
“You lack the heart – that is a great shame! The curse cannot be lifted, you will never be free of your affliction. “Blaervale smoothes your hair and pats your shoulders before sitting cross-legged on front of you. Any curse you may have picked up in your adventures is permanent.

Blaervael asks if you would like to offer service to the town as it may be safer for you here and she has attempted to give you succour (2238) or if you would like to visit Grandmother Mosiken if you have something for her (2240); otherwise she arranges safe passage for you back to Khaboom (414).

2251
Seamists
As you begin to drop down on the narrow cliff path towards the beach below, you see a hunched old woman shuffling along some 100' lower than you. As you watch, you see a dark shape spring out on the path just ahead of her, leaping out from a bush or a rock. Do you want to run down to her rescue (2280) or watch to see what happens (2282)?

2252
Seamists
"This is indeed a noble gesture and a red letter day for the town. You are fitted to assist Nerja in the town, grandmother Mosiken in her house and me here on this islet. Your apprenticeship will not be short but you will grow in stature every year as you assist all of us. Welcome! I shall begin your tuition at once!" Every year you elect to stay in Seamists, you must a make a L1 SR on WIZ, another on LK and a third on CHR. If you make them all, you may add 2 to each attribute. If you reach 30 for all three attributes, you may go to 2278. You may end this work any time you wish and will be given safe passage back to Khaboom (414). Take 100 APs.

2253
Distant Pastures
"Thank you." The voice is soft, not grateful, whispering of latent danger. "I now have two Guilds in the palm of my hand. I have no need for Johnny Dogfood after this and the fairy will not stop me. I have no need for you either…" With that, he opens his mouth wide and shouts one single word… "Go!" Your eardrums burst, you take 2d6 damage and you rocket through time and space to drop into your pig sty (1) back in Khaboom. Take 100 APs for meeting the Shouting Man.

2254
Seamists
"You have given your utmost but it does not weigh heavily enough in the *Scales of Destiny*. Thank you. Your sincere goodwill is greatly to your credit." You may take 50 APs. Blaervael offers you the opportunity to have a curse lifted (2236) or to visit Grandmother Mosiken if you have something for her (2240); otherwise she arranges safe passage for you back to Khaboom (414), giving you the gift of a seaweed broach which will always add one to saving rolls you are required to make on WIZ, LK or CHR (it does not change critical fumbles!).

2255
Territanoncarta
Pugwash is too old for the naval lark and so he leaves you, as does his crew, as soon as the Pig reaches port. You are a long way from home and the *Portal* ticket back to Khaboom is beyond your purse and the Captain spends his last doubloon getting himself and the octogenarian pirates back to the city. He does leave you enough money to refurbish the ship and to hire a new, younger crew. You will need to be good, or failing that lucky, to get back to Khaboom. You can attempt to prey on other shipping and get enough treasure to pay for your passage home. You need to get 25,000 GPs worth of booty to fund your trip home and you get 3,000 for every successful storming of another ship. You need to make a L1 SR on LK to pull a raid off. If you fail, the Black Pig sinks and you go down to *Davy Jones' Locker*. You can have 100 APs for each raid you lead your men on which yields loot. If you get enough liquid funds to use the *Portal*, go to back to the city (414).

2256
Territanoncarta
You are now the top dog and you must live up to the glorious deeds of pirates past. First you must drink your own body weight in Kraken rum (it has a very high specific gravity) – make a L2 SR on CON to survive; then you must dance the hornpipe in the crow's nest – make a L2 SR on DEX to survive; then you must bury treasure in a spot that cannot be found on a desert island – make a L2 SR on INT to do it successfully or get buried up to your neck in its place. If you can do all those things and pull the anchor up single-handedly – make a L2 SR on STR or suffer a fatal hernia – you deserve all the treasure to be had in these distant parts. Roll 3d6 and multiply by 1,000 for your share of the booty. You can stay living the life of a rover (take 500 APs) or you can cash up and buy a *Portal* ticket back to Khaboom (414) – it will only cost you 1d6 x 1,000 GPs because everyone is so scared of big, bad you.

2257
Territanoncarta
On his way home, Pugwash drinks an excess of Kraken rum and washes it down with arak. He loses control of his speech and his bowels so you get the whole business but have to provide him with a wet nurse at 20 GPs per week. Go to 2222.

2258
Seamists
"That is a great shame. I had set my heart on good news this day." The old lady buries her head in her arms and sobs, her frail body wracked with sorrow. "I think you had better leave," Mosiken Snaker states flatly and Taz escorts you back to town. It costs 100 GPs to get a carriage back to Khaboom (414). If you don't have the money, you can work for it in the turnip fields but the damp, clammy air may wreck your lungs. You need to work for 2d6 days and each day you must make a L1 SR on CON to avoid contracting *lungbago*, a deadly infection that knows no cure.

2259
Territanoncarta
The Black Pig is completely unprepared for hostile action and Pugwash looks aghast! Will the guns sink Pugwash and his crew? Make a L1 SR on LK. If you succeed, you put the Black Pig on the ocean floor and drown its crew – take 100 APs and go to 2256. If you fail the fusillade falls short and Pugwash fires on you, irate epithets cascading in a torrent from his foaming lips.

Make another SR on LK – if you fail, Pugwash puts you to an ocean grave; if you make it, he too misses and you must repeat the process until someone proves vaguely competent and sinks the other… (Go to 2256 if you are the victor.)

2260
Seamists
As you show the old lady the small box with a piece of blue-green coral inside (if you have not truly brought this, you are whisked through time and space instantly back to your pig sty (1) with the permanent loss of 1d6 WIZ. LK and CHR), she claps her hands and squeals girlishly before handing the box to her granddaughter. “There! Now you can take up your birthright! I should never have trusted that vile wizard Strangebrew with it all those years ago. Now,” she turns to you, “you will have been put to great trouble to bring this here – I must do as the words inscribed on the lid say!” She has wet tea leaves dumped on a plate by Taz and bids you press a palm into the steaming, soggy mess. When you do, not only are any wounds healed and any curse laid upon you lifted, but you find your WIZ, LK and CHR are all raised by 1d6. There is also the added benefit that you have been rendered immune to all poisons and gasses and that you can ‘*Feather Fall’.* “You may stay here as long as you wish and return when you like. All your wounds will be healed here and any curse lifted. When you are ready, you can begin the return journey to Khaboom (414) in safety and style, courtesy of Grandmother Moisken.

2261
Khaboom City Bank
The blood of the satyr, every last drop, is vacuumed up by the ring and you feel yourself bursting with power. Eventually, the bank manager comes and lets you out, clearly relieved when you show that you will leave peacefully. His handshake is moist with perspiration. There are no questions asked about the white corpse in the vault and you soon hear the bell of a Bring-out-the-Dead man outside on the street. This ring you wear and have fed will not come off unless another is willing to take it. It needs blood once a day and will lend you all its forces for an hour before and after its feeding. Your attributes all go up by 20 during this time. The name of the demon within the ring is Tiglath Pileser. Take 100 APs and go to 414. (When you choose to feed the ring, unless there is someone readily available, you must make a L1 SR on LK to find someone you can dispose of without mishap or detection – fail and you are ‘neutralised’ by Wizard Control.)

2262
Seamists
Grandmother Mosiken lives in a rose-covered cottage on the cliffs with a commanding view of the misty oceans. You can smell the salt and hear the waves pounding against the rocks below.

Grandmother Mosiken is very old.

She is a naga and lives her with her willing servant, Taz, a sometimes human who gained minotaur-shaping shifting armour in a daring dungeon delve, and her granddaughter, Mosiken Snaker, a girl who has some human heritage to sit with her naga blood. Grandmother is not surprised to see you and has Taz don a pinafore to sit over his plate armour to serve tea and muffins. You may never have had a plate-clad warrior wait table on you before. Mosiken Snaker pours the tea from a pot with an image of you on its side while her grandmother asks if you have, perchance, brought her something. If you have, go to 2260; if you have not, go to 2258.

2263
Khaboom City Bank
If you fail, you cannot 'tune' yourself to the ring and must fight in normal fashion (go to 2215). If you succeed, you feel a surge of power run through every vein in your body and the satyr is putty in your hands. His eyes water knowingly as you close in for the kill. Go to 2261.

2264
Distant Pastures
"You wretch! " His words are so loud that your eardrums burst, you take 2d6 damage and you hurtle through time and space back into your pig sty (1) back in Khaboom. Take 100 APs for meeting the Shouting Man.

2265
Khaboom City Bank
Before your eyes, the satyr is turned into a statue and the ring melts into a blackened, pool of slag. Your have triggered the end of a great evil and your reward is the raising of every attribute by 1d6. Any wounds are healed and when the bank manager returns, he tells you that 2,000 GPs have been credited to an account in your name. You are wined and dined in style in the Board Room. Take 150 APs and go to 414 after cheese and biscuits.

2266
Vulgaria
Although on the brink of going into a 'trash and burn' frenzy, the Vulgarians remain suspicious of strangers. Make L1 SRs on LK and CHR. If you make them both, go to 2108; if you fail, you need to get out fast before they brand you as a palace lackey - there is a boat just leaving (go to 2245).

2267
Glassstones
If you failed, the gas leaking out from fissures in the rock is too much for you and you pass out. You might get rescued: try a L2 SR on WIZ – if that works, a watching Witch-Goddess takes a passing fancy to you and whisks you off for some R&R, raising your CHR by 1d6 for future reference and healing you, before dropping you back in your pig sty (1). If not, you lay there and become a desiccated corpse. If you made the CON SR and held out against the gas, you are able to tough it out and push on into the dusty depths of the mine, where the Glassstones miners had to give up their labours years ago. Then you see a small, gnome-sized door at the end of the tunnel where no door has any right to be… Go to 2284.

2268
Territanoncarta
Pugwash climbs aboard and promptly begins making Jake's pirate crew walk the plank. Those who complain get keel hauled instead.

Then a good deal of Kraken rum is drunk, hornpipes are played and Jake's treasure hoard is shared out – you get 1d6 x 1,000 GPs and a *Tardis Sack* to carry the booty in (*Tardis Sacks* hold anything that will go into them weightlessly). Pugwash has Jake's body brought to him for the climax of the party. Go to 2212.

2269
O'Vather Hill
If you failed the saving roll, the window was made of magically reinforced glass and the stone flies back and smacks you squarely on the forehead (all part of the charm!) – lose Id6 CON and, as you fall unconscious, you are collected by a grateful Bring-out-the-Dead man - go to145 . If you make it, you are roughly arrested (lose 1d6 CON) by two bull-troll patrolmen and put straight into the chain gang crew at the back of the line with a half-crazed hobbit called Mohawk in front of you (go to 1383).

2270
Glassstones
The journey back to Khaboom will be long and perhaps not without dangers. If you can make a L2 SR on LK, you manage to work your passage and get back without misadventure (414). If you fail the saving roll, not so… Go to 2281.

2271
Glassstones
Krutch is not the brightest bulb in the tulip garden and can be swayed with a L1 SR on CHR. If you fail, he will steam into you, taking no prisoners (he gets 5d6 plus 7 and wears armour taking 6 hits). If you succeed on the CHR SR, go to 2283; if Krutch kills you, he salts you down in case he has to spend a long time wandering the wilderness…

2272
Glassstones
On the way back to town, you meet at uruk named Krutch. After sniffing you thoroughly, Krutch decides it may make sense to team up with you but then he has doubts and presses you for a good reason not to just 'dispense' with your services there and then (go to 2271).

2273
Glassstones
Holding a lantern before you, you make your way cautiously along a very rough tunnel so low that you all have to stoop. After fifteen minutes of slow progress, you begin coughing – there must be gas down here, seeping out from fissures in the rock. It is hard to resist the urge to gag and to retreat. Make a L2 SR on CON and go to 2267.

2274
Seamists
Blaervale has you spend the night at Grandmother Mosiken's cottage, taking you along a sandy passage under the sea bed. In the morning, you wake in 100% tip top condition (fully healed, if necessary) and you are taken to Nerja's offices by Mosiken Snaker, the beautiful granddaughter to the old naga. Nerja and Mosiken employ an extra guard to ride on the coach headed to Khaboom – there have been reports of bandits on the road. Make a L2 SR on LK and go to 2285.

2275
Dead Man's Cove
This bold declaration that you mean (monkey) business may make you top of the tree or it may provoke all the other simians into a concerted attack. You need to beat your chest impressively now. Make a L2 SR on CHR: if you make it, you beat out an impressive cadence on your breastbone (go to 2195); if you fail, you break your own clavicle (1d6 damage) and then the apes stuff you into a coconut and stick straws in to drink your juices in a communal ceremony of renewal.

2276
Root Canal
The ogres are well versed in boat-jacking. Their leader, Ozzy Ozdeth, once went the distance with the famed wrestler, Donk Bonkyu (**see the epic novel 'Obscured by Clouds' from Khaghbboommm Press via Lulu Publishing**). The rest of the Chickenthrottler Gang are battle-scarred veterans who spit to kill and eat their prisoners. Gnasher looks as if he has seen a ghost – his probably since fortune telling runs in the family. You need to be on your game to tip the balance in favour of the Scurvy Dog crew: roll for combat and make the best saving rolls you can on STR, LK, DEX and SPD, noting the results. The family ghost Ghasher is summoning is his great grandmother, a formidably buxom lady called Fortuna Obessa – if you can make L1 SRs on WIZ, LK and CHR you might just give Obessa the nudge she needs to get her fat carcass *Solid-Side*. Go to 2286.

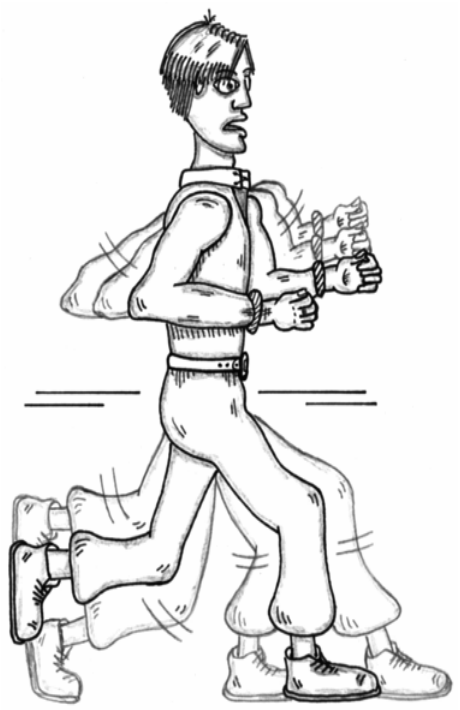
2277
Dead Man's Cove
Boppy likes sounds and he likes soothing voices. So do his mates. They often listen to the rain falling and the sea lapping. They like the way the wind whistles through the fronds of the palm trees and the clack of the claws of the crabs on the beach. Maybe they will like the sound of you voice… Make a L1 SR on CHR. If you make it, Boppy cranes his neck to hear better your soft intonations (2195); if not, your voice grates bitterly and he bops you with a rock hard fist that moves like lightning (2155).

2278
Seamists
You have become a curse-witch. Congratulations! Not only may you lift curses up to your own level with a SR at your level on LK but you may place them. This involves beating the target on a LK and CHR SRs and then choosing an attribute to curse (they will have to re-roll 5's and 6's on all saving rolls on that attribute). A curse takes 1d6 minutes to deliver and the target must be kept still during the process. You may go back to Khaboom (414) whenever you like, courtesy of Blaervale's friends.

2279
Dead Man's Cove
You are now 'King of the Swingers' on small desolate island. It is easy enough to survive here and you can learn how to catch sharks if you would like. The company is congenial and obliging. Your only hope of getting back to Khaboom is to attract the attention of a passing ship. Even then, it is going to be a matter of travelling first to another continent and then teleporting home, as the waters about Khaghtch'an are reigned over by monstrous kraken, making captains steer clear of its shores. You need to be very lucky, bright, charming and quick to avoid danger. If you can make a L2 SRs on INT, LK, CHR and SPD you will succeed in returning to the Kraken continent and its largest city.

You need to burn wood continually to be able to attract ships to Dead Man's Cove. You get just twelve tries at those saving rolls before the forestry of the island is depleted to the point of no return. Take 100 APs regardless.

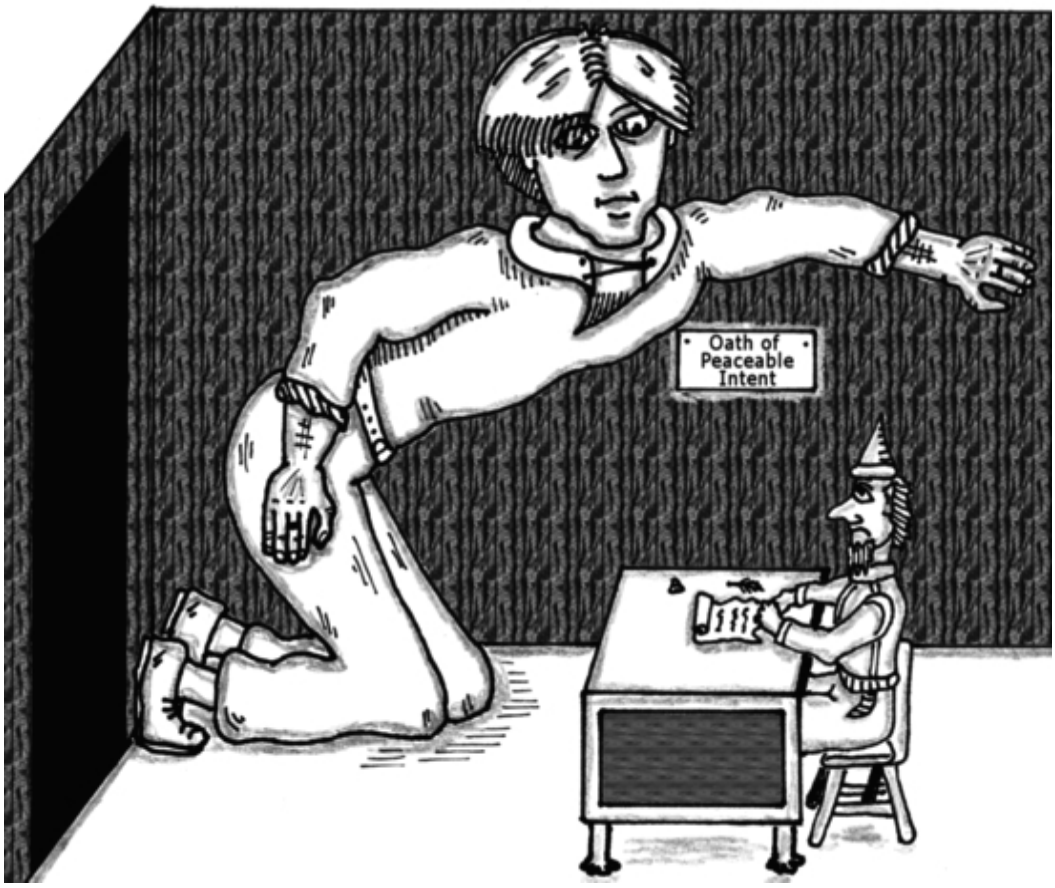
2280
Seamists
The struggle is fierce when you scramble down. The old naga may be getting on in years but she is still vigorous and is holding two goblins at bay. Two more lay dead on the path, smoking holes where there used to be noses. You can slash and stab from behind if you are quick and adroit. L2 SRs on DEX and SPD will gain you unguarded 50% hits. The goblins have leather armour on (6 hits) and they are armed with scimitars (4d6). Their CONs are 13 and 15 respectively, their WIZ 12 and 10 (roll 3d6 for all other attributes as needed). If you rout the goblins, go to 2287; if you fall foul to their dark ways, the small naga community living here build you a cairn and place fresh flowers on it every week.



2281
The Road South to Khaboom
On the way back to the big city, you have the great misfortune to have a roc fly above you. They are not at all common and normally they look for food rather more substantial than you… This one is ravenous (and has some much smaller black birds following in its slipstream). The roc swoops down and the down blast from its wings is normally enough to stun its prey. If you can make a L3 SR on STR, you can keep your feet in the whirlwind all about you and shelter under a rock formation until the monster tires of waiting for you to come out – then you do get back to Khaboom (414). If you fail the saving roll, you are pecked up (4d6 damage) and go down the roc's gullet (death).

2282
Seamists
A hand drops on to your shoulder. "Brave, aren't you… Leave it to me, handsome, and if I ever see you in these parts again, you're going to wish that your mother had joined a nunnery." A broad –shouldered shape in plate armour speeds past you to deal with the trouble ahead. You can see that whoever it is has horns. You can take his advice and take the road north to Khaboom (2285) or you can join in the rescue, albeit belatedly (2288).

2283
Glassstones
Krutch agrees to winch you down – it is quite clear that he is not going to be the one dependent on your good faith. He winches you down the shaft and soon you have to light the lantern he has provided you with. "Shout '*Cuckoo!*' three times when you want to come up and I'll know it's you," he says brightly. Holding the lantern before you, you make your way cautiously along a very rough tunnel so low that you all have to stoop. After fifteen minutes of slow progress, you begin coughing – there must be gas down here, seeping out from fissures in the rock. It is hard to resist the urge to gag and to retreat. Make a L2 SR on CON and go to 2267.



2284
Glassstones
For a human, fitting through the door would involve quite a squeeze; a minotaur or an ogre might fit no more than a head inside. No matter, it is not necessary to enter, although you can if you wish. The small chamber beyond the door houses a desk which is occupied by a seated gnome. He looks at you in alarm and bolts for the door behind his desk but it is obviously looked. Turning back to you, he begs for mercy. “I’ll do anything if you don’t hurt me!” he squeals. “I’m not made for man-handling – I have a very delicate system and I can’t afford any more medical bills…” He trails off, waiting and watching you apprehensively. When you take no overtly hostile action, he braves a wan smile and makes you an offer of a share of immense riches if only you will sign an *Oath of Peaceable Intent*. If you agree, go to 2291; if you decline, go to 2292.

2285
The Road North to Khaboom
Unless you have been put aboard this coach by Mosiken Sanker and Nerja, you need to buy a ticket. It costs 100 GPs to get a carriage back to Khaboom. If you don’t have the money, you can work for it in the turnip fields but the damp, clammy air may wreck your lungs. You need to work for 2d6 days and each day you must make a L1 SR on CON to avoid contracting *lungbago*, a deadly infection that knows no cure. Once aboard the coach, you will sense very quickly that everyone else is very nervous about the chance of bandits attacking. Make a L2 SR on LK: if you make it, you are safely (414); if not, go to 2289.

2286
Root Canal
You can add 10 to your combat total for each level of the STR, LK, DEX and SPD saving rolls you made, such is your dramatic impact on the battle. If you helped summon Fortuna Obessa, you can add a further 50 to the combat total for the spirit's demoralising effect on the superstitious ogres. As for Gnasher and the kobold crew, roll 2d6 and multiply by 10 – you should now have a grand total for the 'good guys'. And Ozzie and his ogres? Roll 3d6 and multiply by 20. The ogres generally muscle up with a score in the region of 200. Gnasher and his sidekicks are more like 70 at a pinch. With the ghost's help, you would need 80 odd to make the scales tip your way… (You must roll 6d6 to see if you suffer any Spite Damage in the fight – any 6's indicate 1 point of damage.) If you drive the ogres away, take 200 APs and enjoy the admiration of the crew and Obessa, who is in no hurry to leave the *Land of the Living*, on the rest of the trip to the city (414). If you succumb to the ogres, make a L1 SR on CHR – fail and they cut your throat, succeed and they hand you over to a troll they do business with for on sale to the slave market who thinks it best to cuff you and stretch you (lose 1d6 CON) before delivering you in person (959).

2287
Seamists
Grandmother Mosiken is very grateful to you and invites you into her home, apologising for the inconvenience she has put you to and enquiring solicitously as to your well-being. Go to 2262 (and note that even if you have not come here to return her box and its contents, you will be received and treated in the same way after your chivalry).

2288
Seamists
By the time you get there, the fight was been won and the goblin attackers have been slain. Grandmother Mosiken is being hurried into her cottage overlooking the misty ocean and the stocky minotaur in the plate armour throws a mess of seaweed at you. Before it hits you, it explodes into a million blue-green starry specks which cluster about you and whirl you off through time and space to your pig sty (1). It would seem there is no need of you in the little town of Seamists.

2289
The Road North to Khaboom
The coach is a bandit magnet and two groups of marauders attack simultaneously – nothing planned, one sweeps in from the right, galloping in on donkeys from where the trees are thick while the other charges out from behind a herd of cows on the other side of the road, yelling expletives and brandishing cutlasses. The driver cracks his whip and the horses bolt forward, the coach lurching sickeningly. The *short bow* guard looses a volley of arrows and thrusts a second bow through the window for you to use. This bow is enchanted so that there is no STR or DEX requirement and it gets 4d6; it is so well balanced that saving rolls to hit are one level lower than normal. To save the day you need to make a series of kill shots. Roll 2d6 six times: you need to avoid a critical fumble and you must roll doubles once at least. If you manage that, you get back to Khaboom safely (414) and may take 100 APs. If not, go to 2290.

MISSING INACTION

2290
The Road North to Khaboom
You have been captured by bandits who sell you into slavery. They hand you over to a troll they use as a middleman (troll) who roughs you up a bit, just because he can (lose 1d6 CON and go to 959).

2291
Glassstones
“Excellent. That will make everything in order! He will be pleased. Here – just sign and I will witness it.” He hands you a scroll with terms written in a strange script. When you have duly signed and he has added his signature, he claps his hands three times. You can run back for the main shaft (2296) or wait it out (2297).

2292
Glassstones
“Oh dear… he won’t be pleased… no, not at all.” The gnome is clearly agitated and he claps his hands together three times. You can run back for the main shaft (2298) or wait it out (2299).

2293
Glassstones
When it occurs to you that it would be best to stop struggling, you stop sinking in the *Slush Yuck*. A goggle-eyed fellow, clearly a wizard from his flamboyant tiger stripe robes and star-spangled conical hat, approaches you. “I am Malmsey and you have annoyed me, wretch! I had high hopes of you, more fool me. Show me your teeth and be quick!” You have no choice as he could easily force the issue. Make a L1 SR on CHR. If you make it, you can go to 2300 but if you fail, he switches the spell to a *Hard Stuff* and leaves you to die slowly and sickeningly, making sure that neither the uruks nor the townsfolk find you before you are dead.

2294
Glassstones
The people are thrilled at your generosity. Old Betty Turpentine blue rinses her hair again for the first time in a decade and Dennis takes up a correspondence course in first aid. You can share any amount of your revenue stream that you choose; for each 10% you donate to the town, you receive an increase of 1d6 to an attribute of your choice from a warmly appreciative Wizard-God. Now go about your business in Khaboom (414).

2295
Glassstones
You can go to 2297 to see what the wizard has to say next but the price you are given is 250 GPs not 500 because of the trouble you put him to.

2296
Glassstones
“Hey! Where are you going? Stop! He’s coming!” The gnome sounds frantic. Then you feel your feet glue to the floor of the tunnel and you start sinking. “A voice, not the gnome’s, booms out a question. “Would you like me to stop that happening? A rhetorical question! Of course you would!” As the *Glue You/Slush Yuck* combination spell is stopped, you find yourself knee deep in muck. The voice, you can see, belongs to goggle-eyed fellow, clearly a wizard from his flamboyant tiger stripe robes and star-spangled conical hat. “You committed yourself with that contract, I’m afraid. Let’s get down to business!” Go to 2295.

2297
Glassstones
A man steps through the doorway and immediately gets down to brass tacks. He is a goggle-eyed fellow, clearly a wizard from his flamboyant tiger stripe robes and star-spangled conical hat. “Let’s get down to business, shall we? Might as well, seeing as how you’ve committed yourself in writing… I am Malmsey and I need an agent, an intermediary, and you’re just the chap! See, I’ve worked out how to get these glassstones out without mishap but I ain’t sharing with the townsfolk, no sir, no way! I’m *persona non gratis* with the Wizards’ Guild back in Khaboom so you’ll be my mule, taking a bag of the stones – under maximum security guard, of course – to the Guild and then coming back for another. By the way, you have no choice now-you’re under a curse!” He goes on to tell you the terms: you get a 500 GPs per trip (net) and your bodyguard consists of a dwarf, a troll, a centaur and a fairy – a good all-round team. You can make one trip each month and all will be fine unless you fail a L1 SR on LK and also fail a L1 SR on INT – if that happens, something goes fatally wrong for you and the ‘Big Boys’, as the team calls itself. You can go to 414 each time you return to Khaboom and can come back here after one (or more if you so chose) city encounter. You are squirreled out of the mine via a secret tunnel but if you do want to share your wealth with the good folk of Glassstones, go to 2294.

2298
Glassstones
You take no more than ten paces when you start to sink into the ground. The more you run, the deeper you descend. Make a L1 SR on INT. If you make it, go to 2293 but if you fail, you keep going down until your mouth fills with *Slush Yuck* and you choke to death as the spell is changed to a *Hard Stuff*.

2299
Glassstones
A man steps through the doorway and immediately gets down to brass tacks. He is a goggle-eyed fellow, clearly a wizard from his flamboyant tiger stripe robes and star-spangled conical hat. “That was not a good decision on your part – no, quite the reverse! It goes against my principles to kill you in cold blood but I have no such qualms about teaching you a lesson!” He clicks his fingers twice and spits a fireball into the air between you. When the fireball explodes into a shower of rainbow sparks, you feel very weak and dizzy and feel yourself catapulted through time and space. You arrive back in your pig sty (1) and your STR and CON have been halved.

2300
Glassstones
“Let’s get down to business, shall we? Might as well, seeing as how I’ve forged your signature with magical authenticity so you’ve committed yourself in writing… I need an agent, an intermediary, and you’re just the chap! See, I’ve worked out how to get these glassstones out without mishap but I ain’t sharing with the townsfolk, no sir, no way! I’m *persona non gratis* with the Wizards’ Guild back in Khaboom so you’ll be my mule, taking a bag of the stones – under maximum security guard, of course – to the Guild and then coming back for another. By the way, you have no choice now - you’re under a curse!” He goes on to tell you the terms: you get a 200 GPs per trip (net) and your bodyguard consists of a dwarf, a troll, a centaur and a fairy – a good all-round team. You can make one trip each month and all will be fine unless you fail a L1 SR on LK and also fail a L1 SR on INT – if that happens, something goes fatally wrong for you and the ‘Big Boys’, as the team calls itself. You can go to 414 each time you return to Khaboom and can come back here after one (or more if you so chose) city encounter. You are squirreled out of the mine via a secret tunnel but if you do want to share your wealth with the good folk of Glassstones, go to 2294.

2301
Ghoulish Gardens
As you meander about from one crumbling gravestone to the next, you come to the attention of a party eager to make your acquaintance (go to 122).

2302
Desolation Row
As you walk through the streets, a man sees where you are headed and slips in beside you, telling you that you are headed for a most interesting part of town (go to 416).

2303
Dungbeetle Scrubs
This is the location of a very busy Watch station. They are so overworked here that they tend to arrest first and ask questions later (maybe…). That is exactly what happens to you – big bruisers with short tempers bundle you into the station (go to 163).

2304
Dungbeetle Scrubs Hospital
The hospital is a grim place. You see several Bring-out-the-Dead men hanging around expectantly. The porters here look more like mercenaries but this is a prison hospital as well as catering for those too poor for a sane doctor. No nonsense porters not interested in listening ‘detain’ you inside the hospital (go to 1686).

2305
Blacksoot Place
This area of the city houses a crematorium and always has black smoke billowing out above its roofs. The best way to see what’s what here is to climb up an accommodating tree and look out from the flat roof. It is very windy though… (go to 375).

2306
Lardass Street
You may well be minding your own business but in this city Watch officers have a habit of stopping citizens and visitors whenever they feel like it so everyone knows it is best to stay on the right side of the law. An officer spots you and soon has you baled up (go to 354).

2307
Execrable Alley
You stumble across a pawn shop and have reason to go inside when a chariot comes tearing along the street with knies protruding from its wheels. The old boy inside is rather short-sighted now and just assumes you have something of interest with you (go to 1223).

2308
Vulgaria via Root Canal
You can buy a passage on a barge dominated by a large snake just about to set out for Vulgaria if you feel intrepid. The price is only 20 GPs. The snake is sound asleep and the captain seems harmless enough. If you change you mind or don't have the money, go to 414 but if you splash the cash go to 1761.

2309
Seamists via the Great Road South
There is just one place in the city that organises trips to this unloved destination (go to 1363B).

2310
Glassstones via the Great Road North
There are very few safe ways of getting to this forgotten town. One wag tells you who you should see and before you know it, you have been added to a hard labour gang but at least there is a safety in numbers… The soldier in charge hums and haws about taking you on and needs a bit of persuasion (go to 1682).

2311
Viletooth Crag via the Great Road East
An ugly and evil-looking harpy is willing to take you on a tour at no cost. If you decline, go to 414; if you accept go to 202.

2312
Dead Man's Cove (by Portal)
The trip is not cheap but discounted tickets are available for the fortunate few. If you make a L1 SR on LK, you can step through for just 50 GPs, otherwise it's 200. If you pay up the appropriate amount, go to 1190, otherwise return to 414.

2313
Forest of Hemnin via the Great Road West
You can travel is comfort with an elf named Garnet (it may be until death do you part!). The ticket price is 100 GPs. Garnet is keen for you to accompany him and whispers that he thinks he might be able to pass you off as an elf-friend. If you pay up, go to 1082, otherwise return to 414.

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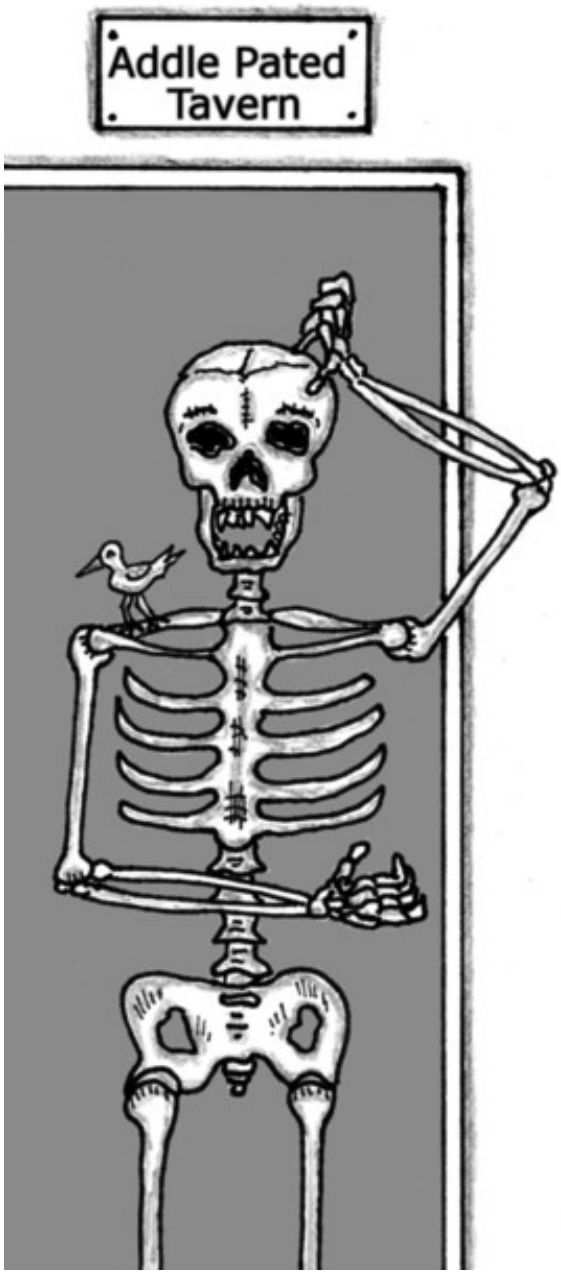


2314
Addle Pated Tavern
The skeleton bouncer on the door grins at you, rubs his polished skull and bows to admit you. Go to 297.

2315
Lizardlick Lane
As you skip along, ignoring the temptations of the Sullied Trouser Inn, you see an ogre loitering outside a house, holding something behind his back. He grins in a guilty fashion and beckons you over to him – go to 1664.

2316
Cauliflower Row
Turning the corner on to Cauliflower Row, you trip over a bucket a street cleaner is using – go to 326.

2317
Mortuary Lane
As you enter this ominously quiet street, lined with pall-bearers, something hits you hard on the back of the head (lose 1 CON). When you wake, you seem to be inside a box (go to 242).

2318
Junket Road
You are approached by a patrolman who clearly mistakes you for someone else. He is firm and insistent, his tone brooking no argument – go to 988.

2319
Razorwit Road
It is not long before someone slides up to you, eager to engage you in conversation. Go to 101.

2320
Netherwallop Road
A man comes rushing up to you and it is clear that a) he is a doctor and b) he thinks you need help. You can accept his attention (go to 12) or get away from him quick (return to 414).

2321
Sourgum Street
You see a wagon unattended. It is clearly laden with something valuable. You can approach it (go to 35) or mind your own business and return to 414.

2322
Pentagram Square – Wizards' Guild
As you stand in Pentagram Square, gazing up in wonder at the ever-changing but always fabulous Wizards' Guild building, a man – clearly a wizard – comes out to speak with you.

"My name is Ambrose Nougat. I don't have time to tell you much but we may have need of your services. Go now if you have no appetite for earning our favour (414) but if you know which side your bread's buttered and you are neither gluten nor dairy-free, step inside and we will assess your suitability. And be warned – no vegans!" (Go to 289 if you wish to be 'assessed'.)

2323
Pentagram Square - Mayor's Offices
As you admire the exquisite gothic architecture of the Guild building (it changes at least once every day), an overly-zealous Wizard Control trainee assumes you are here to learn magic and uses her charms to get you inside – go to 836.

2324
Rogues' Guild on Stealth Street
There are a good number of dubious looking characters on Stealth Street – or are there? As you look again, they have either slipped into the shadows or seem much more ordinary at second glance. The Guild building is a grey stone affair, easy enough to pass by but the sign outside says "*All Welcome*" and the couple on the door take an arm each and literally sweep you off your feet through the great doors – go to 544.

2325
Champs Elysee
A learned but kindly centaur in a top hat sees that you are new to this street, one of the premier shopping experiences in the city, only topped by Shoppy's Emporium itself. He speaks clearly, albeit in archaic phrases more at home in the law courts, but it is hard not to like him. Go to 602.

2326
Flaggon Fields
This is a spacious open part of the city and there are many people out with their dogs. Others are out with their pet alligators, sabre tooth's or wart elephants and one lady even has a shoggoth on a leash. The people are relaxed and chatty and soon someone targets you for a chat. Go to 385.

2327
Alrond Rise
The elvish bank is the focus of interest on this street, sloping up to one of the thirteen major hills in the city. The elderly elf standing at the top of the steps is remarkably sprightly as he comes down to take you arm and lead you within – go to 807.

2328
Savage Street
Two or three men point to you, utter threats and come running at you as you turn into this unpleasant neighbourhood. It was a mistake to come here – run! (Go to 21.)

2329
Liliyliver Lane
Roll 1d6 to determine what happens to you down Liliyliver Lane:

1-3: You feel a tingle of magic and know that you are in the grip of a *Hold That Pose* spell. When you come to, you are rather warmer than you were before – go to 231.
4-6: A woman with hypnotic eyes requests that you mount her horse because it just won't let her get into the saddle. The moment you are up top, the horse bolts but after only 50 metres comes to a halt and stands quietly by the kerb. Go to 396.

2330
Swattage Hill
As you get to the top of the hill, an old man suddenly leaps from his bath chair, pushes you into it and shoves the bath chair down the hill! Go to 225.

2331
Foulsore End
You are attracted by the sight of a man going into a building from which excited shouts are issuing forth from. There is nothing to compete for your attention so in you go (218).

2332
Pestilence Park
As you walk into a street backing on to a scrubby wasteland somewhat euphemistically called a 'park', a large troll picks you up with a ribald laugh and shoves you into a barrel. What a liberty! Not that you are at liberty any longer… go to 134.

2333
Threesun
You amble along in the sunshine until you come to a dusty street leading to a strange area of the city littered with cacti. It may well be that powerful *Mirage* magic has been cast here! A man in a cowboy hat and black leathers stops to give you a ride on the buggy he is carrying provisions back to the ranch his brother owns. Go to 1488.

2334
Friday Woods
When you wind down quiet lanes to the edge of the city where the streets give way to trees, a group of bearkin take your arm and carry you along as they head out to their favourite picnic spot. One, Urticus, invites you to join in all their games. They have to be finished by 6 o'clock when they will be tired and their mummies and daddies will take them home to bed. Go to 1319.

2335
Punchdrunk Arcade.
This area is home to the city's arena, an imposing amphitheatre climbing high above the street to allow the citizens of Khaboom to pack themselves in to the rafters. An Arena official mistakes you for a likely champion… go to 788.

2336
Toe Rag Square
In the square, you find people arguing with a Bring-out-the-Dead man who doesn't seem to fussy about whether he replenishes his stock with the dead or the not-quite-dead. After a noisy round of squabbling, he reckons you would be just the chap for his cart – go to 76.

2337
Trollcough Street
You find yourself outside a club. One of the bouncers, a troll of course, 'accidentally' treads on one of your feet, causing you to dance wildly. His boss seems impressed and the troll pushes you inside – go to 335.

2338
Donkey Pits
You almost walk into a group of dwarves working a chain gang towards the docks as you turn the corner. These vertically-challenged stalwarts are nothing if not opportunistic. Go to 271.

2339
Scabbyrag Alley
You get jostled into a dead end street by a shifty elf, who then regrets his decision to try to take advantage of you in a dark corner when an even more menacing woman makes it clear she doesn't much like him intruding on her patch – go to 52.

2340
Sickle Street
This street often lives up to its name with raving lunatics running riot, leaping out from behind garbage bins and scaring people witless with their scything sickles. A gummy woman with straggly blonde hair and gangly legs jumps out at you! She grins so hideously that she shaves the hairs from your legs and you faint. Fortunately you are near a hospital; unfortunately, none of the staff are both qualified and sane. Go to 1528.

2341
Mickey Murphy's Bakery
As you make your way up O'Vather Hill, an old lady asks you for help moving her hand cart which has got stuck in a rut. It takes a moment of study to work out what to do so that it won't just roll away when it comes free. Go to 331.

2342
Longsorrow Street
On your way to the street with a bad reputation for attracting kamikaze merchants, you are accosted outside the Sullied Trouser Inn by a troll who insists you must help him. He is not the sort to disappoint or to argue with – go to 1301.

2343
Gutsplatter Hill
Roll 1d6:

1-3 – You are engaged by a wheezing old man who is struggling to light his pipe. He asks for your help and gives you the pipe and matches. When you succeed easily enough in doing what he wants, the smoke makes your eyes water and your head spin… Go to 1456.
4-6 – You have come to the wrong place at the wrong time. A condemned criminal has just escaped from justice and the authorities do not want to disappoint the large crowd assembled for the spectacle. Watchmen seize you… Go to 1534.

2344
Life's End
This is not a good place to wander into. It is aptly named. There is just one building here – more of a fortress in truth. Most of those unfortunates who are brought here do not leave, certainly not as they came… An ogre steps out from a group of uniformed uruks he has been chewing someone's fat with and takes hold of you in a vice-like grip. There is more than a hint of vice in his eyes. Go to 1586.

2345
Turncoat Lane
This is clearly a rum neighbourhood from the winos sat at their fires swigging back over-proof Kraken rum. One group stops their inane chanting when you appear and fix their bleary eyes on you. Go to 11.

2346
Pigwhistle Parade
In such a big city with so few signposts (most people are illiterate so it would not be a democratic use of ratepayers money and the tourists just have to lump it), it is all too easy to get lost. When you realise that is what has happened to you, the obvious thing to do is to ask the next person you meet for directions… Go to 16.

2347
Epicurean Avenue
You are on the finest dining street in the city – how could you resist going in to the decadent restaurant with the long queue outside when you see a drunken fellow fall over into a water trough and drop the reservation card he had in his hand? Answer: you can't. Go to 233.

2348
Moonshine Parade
All this foot slogging can wear you out. There are more comfortable ways to get about the city and this street is full of buggies, carriages and coaches, many of them for hire. Time for a ride! Go to 108.

2349
Chaffing Way
A splendid fellow you stumble across tells you he has just won the lotto and wants to feel like a king by treating you to a meal out. He just won't take no for an answer but there is a shifty look in his eyes… Go to 352

2350
Watermelon Street
A fine manly fellow called Sparticles tells you he is on an important errand for his mistress and that he will get fired if he doesn't get it done properly. "I'm so nervous I think I'll screw it up!" he confesses, shaking his head ruefully. "Be a pal, lend me a hand – there'll be a drink in it for you." Something about him makes you say 'yes' when perhaps 'no' would have been wiser… Go to 1219.

2351
Paladian Plaza
As you cross the street and enter the plaza, a Siamese twin squidkin trips you up with his tentacles and then apologises profusely, offering you a crutch when he sees how swollen your ankle is. It seems he is either rash in the extreme or has conflicted personalities. Go to 56.

2352
Greasepaint Boulevard
A confusing place as the other side of the same street is called *Fraudwa*y, actors mill about hoping for casting calls and stunt men and women perform minor miracles of personal danger that seem to impress precisely no one. A fellow smoking a fat cigar in a velvet jacket with a yellow carnation is his buttonhole tells you he thinks he has a role that would suit you down to the ground. Go to 349.

MISSING INACTION

2353
Pilgrim Street
A fellow obviously possessing more money than sense from the way he is throwing gold coins at other people on the street tells you he is sick of seeing people like you wearing out perfectly good shoe leather. He adjusts his ludicrously unconvincing toupee and orders you with a haughty toss of his head to get yourself some wheels. The choice boils down to Rufus the Dwarf's Handsome Cab (614), Rocket Carriages run by a hobbit named Ludlow (604) or Rinunculous' Flying Carpets (841) - the price is not relevant as Ronald Chump is paying.

2354
The Blue Cheese Café
An elegant and alluring woman beckons you over to her and tells you she has just had her tea leaves read and they revealed that you and she are a match made in Devon. She invites you with an irresistible flirtatious smile to join her at her favourite eatery to discuss the entertaining of you destinies. Go to 1931.

2355
Stealth Street
A street urchin tells you an important dignitary has just sent him to tell you to hurry inside the Rogues' Guild on the other side of the street. You can do as he suggests (1016) or just go about your business, getting well away from any trickery about to unfold here (414).

2356
Quill Court
A plutocrat with a keen sense for a good tailor hustles you into his lawyer's office with the help of his burly henchmen, telling you he has just the job for someone of your calibre. He is clearly used to getting his own way. Go to 1073.

2357
Solitude Street
As you tread warily onto this lonely stretch of dirt road, a guilty looking fellow rushes up to you and thrusts what appears to be suspiciously like a stick of dynamite into your hand, sprinting off like the wind before you can say anything. Happily, the dynamite is unlit. Go to 458.

2358
Ackland Street
A sweet old lady takes your arm on Ackland Street and begs you to come into her house for a cup of tea and a chat. Perhaps she is lonely. The house is just there and looks very well cared for. The woman herself is well dressed and does not overstep boundaries of good manners. You can of course decline her invitation (414) but she obviously hopes you will accept (596).

2359
Silver Springs
A wizard strides up to you rather pompously and congratulates you on your new-found wealth. Perhaps he has mistaken you for someone else. He takes your arm in a manner which suggests you would be unwise to try to shrug him off and goes with you to the doors of what can only be a financial institution. Go to 265.

2360
Trollhalla Row
A troll – no surprise given where you find yourself – takes a fix on you and grabs your hand in his massive fist before you quite know what is going on. He looks a real bruiser but he is doing his best to smile, even if his huge paw threatens to crush yours to pulp. Go to 186.

2361
Faraway Close
A priestly man in immaculate white robes, hands clasped before his chest beseechingly, asks you if you would be willing to give some of your time to helping alleviate the sufferings of the lepers in the 'House of Healing', tucked away at the back end of this cul de sac. You can turn your back (414) or you can agree to do what you can to ease the pain of those less fortunate than you (199).

2362
Skulduggery Street
This is another street aptly named… A thoroughly bored rogue thinks it funny to *Hold That Pose* you on to the back of a small alligator standing placidly in the sun. Lots of other people see the joke and maybe you will too… Go to 133.

2363
Mrs. Miggins' Pastry Palace – Skullduggery Street
Several people coming out of the tea rooms tell you what a treat is in store for you. They have crumbs in their whiskers and buttery lips and all have trouser buttons undone. Yes, this is the place to pig out in. Go to 2136.

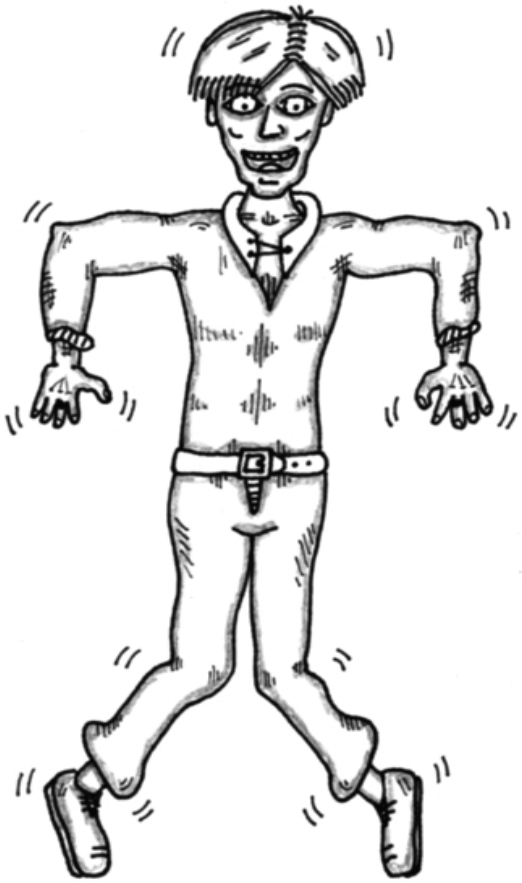
2364
Higginbottom Gardens
Roll 1d6:

1-3: A well-spoken, well –to-do gentleman invites you in to freshen up. His house is certainly plush and he looks as if he has never seen a hard day's work in his life. If you accept, go to 44; if you turn your back on his hospitality, go to 414.
4-6: You see a woman bending over doing her gardening. She has rather a large derrière and a minotaur leaning against a lamppost winks at you and points first at her bottom and then at his horns. Then he puts his head down and runs for the open garden gate. You could leave him to it and carry on your merry way (414) or you could be chivalrous and try to prevent him from horning her where the sun don't shine (go to 1951).

2365
Resurrection Road
As you make your way down Resurrection Road, you see a crowd running towards you, yelling something about gorgons entering this street from both ends in the next minute! The doorways to shops are blocked and householders are barring their doors and closing their curtains but you get a lucky break – a handsome cab stops as the driver curses the crowd and cracks his whip over a few backs. You can jump inside if you are quick – go to 177.

MISSING INACTION

2366
Arbuckle Hill
Roll 1d6:



1-3: You have the chance to learn some dancing if you would like (412) or you can just step lightly on your way (450).
4-6: You have the chance to learn the devious ways of options and derivatives if you would like (917) or you can count your pennies and trundle on (420).

2367
Peaswasse Street
On this very ordinary street, you see a very ordinary tarpaulin covering what may be a very ordinary heap of something very ordinary. *Or not*. You can lift the corner of the tarpaulin (235) or keep on keeping on (430).

2368
Heights of Decadence
A boy tells you that you must steal an emerald and sapphire necklace from the Mayor's wife's jewellery box. He tells you it is for 'King Podgy' and that you have been marked – fail and you will be assassinated. He spits at your feet and points to the steps to the front door where guards stand proud and tall. "In you go then! She's hiring now – just play your cards right and you'll live to be two hundred, just like them pointy ears do!" You really have no choice but to do your best when you see what he has in his hand… Go to 1401.

2369
Abbey Road
You say you want a revolution? Well, in Abbey Road you beat a bearded chap with bare feet who certainly wants to put an end to the '*Rule of the Few*'. Although his eyes betray madness, his words are cogent and when he points to a rich man treading down on the nose of a poor old woman, you may not want to be counted out. Go to 557.

2370
Menagarie Street
Why not? You find yourself facing the municipal zoo. Could be an interesting outing in a magic city! Go to 1210.

2371
Prettyplease Pass
The trouble with passes is that they are good for ambushes. Try to remember that when your head clears. It certainly has not cleared when you wake up and hear someone talking about you. Go to 90.

2372
Grimtooth's Gaming Gauntlet
A jaunty, jocular wizard who introduces himself as Flusho the Wonder Nit nudges you in the ribs as you enter. "Game on!" he exclaims jovially. Probably safer than meeting Grimtooth himself… Go to 263.

2373
Dunleavin Street
As you come down a street you might have been better to steer clear of, a red-faced man rushes up to you. It is plain that he has something to say to you. Go to 6.

2374
Sullied Trouser Inn
As you try to enter, the bouncer takes exception to the cut of your jib and makes a grab for your throat. Go to 20.

2375
Ratfricassee Road
You find a creaky-jointed skeleton standing outside no. 13 asking people if they have a magic lamp. As he has no expression, it is hard to be sure but he sounds sad. If you want to help him in some unfathomable fashion go to 2408; if you think it best to avoid unnatural nutters, go to 440.

2376
Armitage Shanks Lane
The street smells like a public lavatory and you soon fall foul of an unsavoury character who asks you to kiss his butt and gives you the finger when you don't take him up on the kind offer. Go to 46.

2377
Mean Street
A man rushes up to you and hands you a bag with 50 GPs inside as well as a Watch uniform. "A mate of mine will feel very reassured if he sees you wearing this. It's his birthday and I want to make it a special one for him. Be a sport and help us out!" How can you refuse, especially as the favour is paid for. Go to789.

2378
Nosebleed Lane
Something strange is going on here. People are staring at a house thought to be the bolthole of a pair of nair-do-wells. Everyone is spooked by the eerie signs of the supernatural and, you being a stranger in these parts, the other residents elect you to investigate. Go to 1635.

2379
Alimentary Canal Street
A Watchman starts chatting to you. He thinks he is hot on the trail of a major criminal and will get a promotion if he pulls off an arrest. He deputises you to aid and abet him in this enterprise. Go to 2017.

2380
Slugfest Street
The street is caked in guano and you can see why when you have a screeching harpy drop down in front of you, displaying an injury she demands you attend to. She has a whopping great splinter stuck in her. Some might not be sorry but she is literally spitting feathers so best to help out. Go to 160.

2381
Amnesia Street
Why did you come here? There must have been a reason but nothing comes to mind… Go to 414.

2382
Elsie Street
Another street, another rabid uruk seeking you out for some *Urukish massage*… Get out of here quick! Go to 49.

2383
Back Passage
A dead end and an unwanted confrontation with an old crone babbling manically about wanting to pickle your brain. Best be clear and give her the finger. Go to 68.

2384
Throglodite Crescent
A gang of scruffy street urchins corner you and back you up. If they have met you before and you have given them reason to have a ‘mark’ on you, knives slip seamlessly through each pair of ribs… If you are blemish-free in their little black book, go to 80.

2385
Greenfingers Market
You have stumbled upon the home of Khaboom’s freshest produce market. They cream of the crop here is the banana. Go to 1212.

2386
Insalubrious Heights
There is the whiff of death in the air here – and not just because of the graveyard you are approaching. A dark figure turns in your direction… You can stand your ground (124) or turn tail (414).

2387
Solitude Street - Percy’s Picture Palace
A man in black leathers hands you a lit bomb as you stand outside a gallery displaying hallucinogenic potato print abstracts. It is clear that he is not much impressed by this so called ‘art’. You can hand the bomb back and run (414) or you can stand shoulder to shoulder with this *Defender of the Arts* (698).

2388
Piranha Alley
A squad of Watchmen are about to enter the alley but then see that this is where you’re headed. Go to 1287.

2389
Ebony Square
There are a lot of women in black with tall pointy hats clutching broomsticks. It could be Coven(t) Garden but in fact it is Ebony Square. There are a lot of black cats too. One of the witches seems to have made a target of you. Go to 69.

2390
Acorn Lane
Roll 1d6:

1 or 2: As you get your bearings on this busy street, a gremlin jumps out from behind a wagon, doing his best to unsettle you. Go to 32.

3 or 4: The street is busy so you can have your eyes everywhere. Suddenly you feel something snapping at your ankles… Go to 150.

5 or 6: You see a spiral staircase outside a building leading up to a tower and hear dulcet singing from up high. You find yourself drawn up the stairway until you are looking in at a beautiful woman at work with her wool. Go to 2021.

2391
The Joy Luck Club
You stop to look at the Joy Luck Club and the bouncers beckon you inside. Maybe you just look swell or maybe they know the adage about a fool and his money… Go to 285.

2392
Sandune Street
Roll 1d6:

1-3: An exotic woman with an entourage of gleaming, oiled muscle men picks you out of the crowd and crooks her finger and pouts her lips. She gives a shimmy and then goes into a house, leaving the door open for you to follow (219); you can just leave her to whatever it is she has in mind and go on your way (414).
4-6: A hooded figure hands you a rod and a compass and lifts a man-hole cover. “Quick! In you go!” he urges. You can do as he wants (1529) or drop what he has given you and get the *‘halla* out of here (414).

2393
Krisstrasse
Roll 1d6:

1-3: You are in the street which ends in Piccadilly Circuit where the Canzoni’s Circus sets up its big top. There are a lot of excited children hanging about. A knife-thrower is looking for a new assistant after the last one suffered a perforated eardrum. If you are interested, go to 464; if not, head on to 414.
4-6: A mob of angry and drunken rioters is descending on a circus at the end of this street in Piccadilly Circuit. They seem hell-bent of its destruction. A stormy-looking fellow thrusts a bow and flaming arrow in your direction. You sense the mood is so edgy that refusing would be to sign your own death warrant. He wants you to set the tent on fire! Go to 1652.

2394
Moneybags Place
As you pass by the Khaboom City Bank, a fellow in a trench coat with the collar turned up takes your elbow and walks inside with you. “Need ya help, pal,” he says with a distinctly swinish accent. Before you know it, you have been caught up in someone else’s business again. Go to 304.

2395
Temple Mount
You should not have picked a ritual day to take a look round here. Human sacrifice is normally frowned upon in a civilised city such as Khaboom but some days are deemed to be open season… Go to 1810.

MISSING INACTION

2396
Shiloh
Somehow – Trollgod only knows how – you have managed to stumble through an invisible portal at a time when the guards are having a tea break. You are probably going to wish that you stayed in bed today… Go to 1237.

2397
Piccadilly Circuit
Coming out of Krisstrasse, you enter the looped road where the circus has been set up. May as well check out the ticket prices: it has a reputation for never being dull… Go to 831.

2398
Jherri Quarry
Why would you stray into a stonework's where angry ogres and uruks are breaking rocks in the hot sun? A chunk of granite clunks into the back of your skull and knocks you out cold. An accident? Go to 1304.

2399
Punchdrunk Arcade
The only reason to come here is to visit the continent-famous Arena. They're always looking for new performers… Go to 2335.

2400
Carbunkle Lane
Not the sort of street you look to rent a room on, its denizens look and smell as if there is no sanitation here. There are men and women sitting around kicking cans, cats and babies. One sticks a leg out as you pass by. Go to 45.

2401
Hickory Docks
Roll 1d6:

1 or 2: On your way down to the dockyard, where the dwarven canal disgorges barges with goods laden for the city's merchants and traders, a piratical figure engages you in cheery conversation. Soon you find yourself at the gangway to a boat where it appears he is no stranger. Go to 153.
3 or 4: Now this is a rare moment indeed! The frail old wizard who hobbles up to you and begins a conversation is none other than the mythical co-founder of civilisation on the Kraken continent… Go to 428.
5: A curious figure appears out of nowhere at your shoulder. "Pssst! You don't know me but I'm a Wizard God. My friends and I think you might be worth investing in for the sake of good entertainment. Here – take this: it's a ticket for a boat ride." Then he vanishes into thin air, although thick air would have presented no greater challenge. You can abandon this part of the city, not wishing to provide sport for the high and mighty (go to 414) or you can be one of those who does not look gift horses in the mouth… (Go to 611.)
6: As you walk along, you get swept up by one of the frantic mobs that appear so often on the streets of this metropolis. (Go to 1650.)

2402
Grizzly Lane
There is a lot of background noise on this street – a low growling coming from most of the houses. One has its door wide open… You can intrude (223) or hurry along to quieter streets (414).

2403
Watergate
You hand is taken by an earnest man in a flowing off-white rob. “I’m not the messiah!” he tells you, rather quizzically. His grip is strong and you either run with him or get dragged… Go to 533.

2404
Wildebeast Plains
A Watchman comes up to you and hands you an envelope. “This is a voucher for a safari outing. I won it in last night’s prize draw at the Sullied Trouser Inn but my wife won’t let me do it! She’s scared of being left a widow with our fifteen bairns…” A dark shadow passes across the sky and a whistling sound is followed by a large rock hitting the man on the head and killing him stone dead, as rocks can do. “Bloody rocs!” shouts a woman pushing a pram. You can take the voucher and hand it in at the office to the safari park (1400) or give it to the woman and rock on... (414).

2405
Gordon Hill
Two men, one dressed as a woman, fall in beside you as you hike up another of the city’s hills. Go to 1564.

2406
Five Card Frank's
The bar you are outside on Razorwit Road seems to promise easy action – go to 594.

2407
Curse Street
If you like bananas, this could be your lucky day. Outside of Grennfingers Market, there is no easier opportunity to gorge yourself on the calcium-rich fruits. Go to 183.

2408
Ratfricassee Street
"Oh, thank you so much," he says gratingly. "I am Gnord and I work for Nelson X. Rockerfeller on the Champs Elysee. It's a steady job but I want out! I stole this lamp and I'm never going back! This is my chance of making something of myself and getting my flesh back. If you will hold the lamp for me, I'll rub the lamp and control the genie inside…" If you are up for this, go to 2420; if not, you can leave Gnord gnashing his teeth (414).

2409
Distant Pastures
You feel the wind in your hair (or on your pate if you are bald) and the throb of power between your legs as you hurtle to where the Knot of Knights are gathered in the lee of great granite fortress. You can see that they are scratching their heads ruefully and seem at an impasse… "Sire, the castle has been taken by supporters of Cargot! See – on the ramparts – see how rampantly they taunt us!" You can see that Sir Galivant has had his feathers ruffled.
Atop the battlements, soldiers are mooning in your direction and one grins down at you, sticking his tongue out and waggling his fingers from his ears. When Sir Bedlam leads a charge at the castle's gates, a portcullis slams down and a cow flies through the air from a catapult – directly at you! Make a L1 SR on SPD to get out of the way. If you fail, go to 2418; if you succeed, go to 2410.

2410
Distant Pastures
The cow sails over your head and lands on a haystack, where it begins munching dazedly. As the fellow on the walls lets loose a torrent of invective, Sir Patsy bids you let him have it in the throat with an ***Arrow of Taunting***. If you have an ***Arrow of Taunting***, make a L1 SR on DEX and another on WIZ and go to 2415; if you have no such arrow, go to 2417.

2411
Distant Pastures
With Sir Prancelot in the lead, struggling as ever to control his prancing horse, you gallop *post haste* for Caerbannog. Ahead lurks the dense barrier of another forbidding forest and there is no choice but to penetrate its fastness if you not to waste precious time. Under the canopy of leafy green, shadows dance and seem to jump out at you. Sir Bedlam is quaking in his armour and looking about himself nervously. Suddenly, the sound of a minstrel spooks the horses and you are all fighting to control your mounts as a song is sung:

"Bravely bold Sir Bedlam, rode forth from whence he came.
He was not afraid to die, o Brave Sir Bedlam.
He was not at all afraid to be killed in nasty ways.
Brave, brave, brave, brave Sir Bedlam!

MISSING INACTION

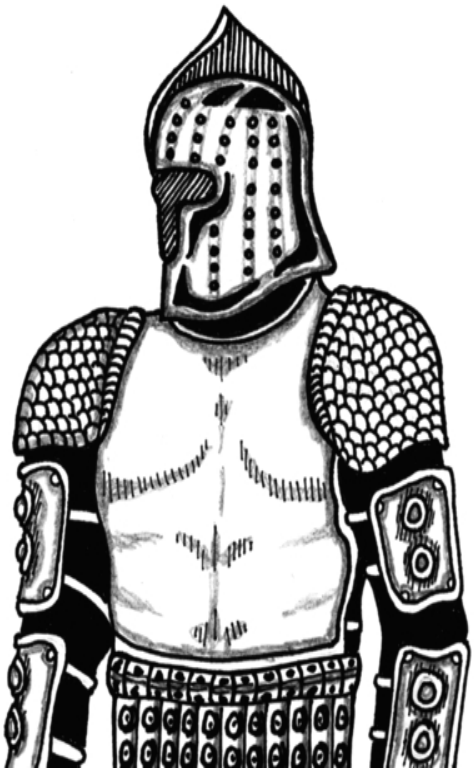
He was not in the least bit scared to be mashed into a pulp,
Or to have his eyes gouged out, and his elbows broken.
To have his kneecaps split, and his body burned away,
And his limbs all hacked and mangled, brave Sir Bedlam!

His head smashed in and his heart cut out,
And his liver removed and his bowels unplugged,
And his nostrils ripped and his bottom burned off,
And his…"

With that, the not-so-brave knight shrieks in terror and gallops off to the sound of damp armour and is never seen again… Fortunately, you soon get out of this forest without further mishap and see before you yet another castle… Go to 2422.

2412
Caerbannog
Trotting on side by side with Sir Galiant, you see a man who surely must be Tim the Enchanter from the ram's horn helmet he wears and the rune-spangled robes. He is standing casually with one finger raised in ribald salute. It is clear from his salivating look that he is eager to eat you both for breakfast. You may fire an ***Arrow of Taunting*** if you have one (make a L1 SR on DEX to hit and another on WIZ to activate its charm) and go to 2473; if you have no arrows left or wish to pursue a different tactic, go to 2461.

2413
Distant Pastures
Three ***Taunting Arrows*** have struck home and all of the *Knights Who Say 'Ni'* have their heads down. As the last head flops, a puff of magic brings forth the jester head again and the knights heads jerk up, eyes open wide with terror.



"Well, you still want a shrubbery? I'll ask 'im, but I don't think 'e'll be very keen -- 'e's already got one, you see? (throwing down a goose) Hey, this one is for your mother! (and a duck) And this one's for your gran! " (and finally a dead parrot) And this one's for your sister!"

As the birds settle on each knights face and peck their eyes out, the strange creature collapse and Sir Patsy gives a great cry of victory.

"We have vanquished the fabled *Knights Who Say Ni!* Nothing can stand before our mighty sword arms!"

Sir Galivant is not impressed.

"You did nothing – you just stood back behind that tree!"

"So did you. And him! And he just shut his eyes and pretended to be a statue (points at Sir Prancelot).

“It was a cunning plan, a ruse. It would have worked if he (points at you) hadn’t ruined it with his arrows!”

Eventually, the Knot of Knights lapses into an uneasy silence and the *Snail* appears in the sky again. The deep bass voice booms out further instructions:

“On to the next castle. The son must replace the father for a new age to dawn in this land!”
Go to 2416.

2414
Distant Pastures
As you fire on one of the Knights of the Knot assigned to you, a crack of thunder resounds overhead and the arrow bends in flight and homes in on your nose. The tip passes through like a knife through cheesecake and emerges out the back taking a large and vital part of your brain with it. Your attack on your fellow knight has cost you dearly.

2415
Distant Pastures
If you failed the DEX SR, you missed! If you failed the WIZ SR, the arrow turns round in mid-flight and homes in on you! (Go to 2457). If you made, both the arrow flies straight and true and not only sticks into the villain but explodes to become a giant jester’s head that begins ridiculing the dying man. For the first, go to 2421, for the second, go to 2425 and for the third, go to 2429.

2416
Distant Pastures
It may well occur to you that your Knot of Knights seems to do very little to help you. True thus far, but there time will come. At least you have company and you are two stages down the line to retrieving the *Holy Snail* and restoring your family’s honour. And you have company as you trot along the highways and the byways, passing pockmarked peasants and festering serfs and giving them a wide berth. By and by, another castle hovers into view, this one with the great gates wide open, yeomen and yeowomen bustling about their Lord’s business. Go to 2426.

2417
Distant Pastures
The Knot of Knights freezes in horror, all hit by a massive *Hold That Pose* spell from on high. The watching Wizard-Gods decide to put an end to this fiasco and send you spinning through time and space back to Robert Johnson’s Crossroads (414).

2418
Distant Pastures
You have been struck squarely by a low flying herbivore. The weight to the bellowing bovine is enough to snap your spine. Your race is run, your day is done.

2419
Distant Pastures
Your quest for the *Snail* has come to a crashing halt as you pitch off the horse, land on your backside and watch it (the horse, not the backside) go galloping off into the distance. The watching Wizard-Gods decide to put an end to this fiasco and send you spinning through time and space back to Robert Johnson’s Crossroads (414).

2420
Ratfricassee Street
Make a L1 SR on WIZ. If you fail, the lamp explodes with the force of a *Hell Bomb Bursts* and so do you… If you succeed, try a L1 SR on LK – if you make it, your chance of going to the following 'A' paragraph is 1-4 on the roll of 1d6, otherwise it's just 1-3…

A – A djinn appears and points accusingly at Gnord. "Thief!" it proclaims and promptly teleports Gnord's bones into yours, ending his existence and adding 4d6 to your STR and CON. You can go to 414;
B – A djinn appears and points accusingly at you. "Thief!" it proclaims and promptly teleports your flesh onto Gnord's bones, letting him live out his dreams but ending your existence.

2421
Distant Pastures
The fellow on the wall waggles his crotch in your general direction and howls with disgust: "Ah don' wanna talk to you no more, you empty-headed animal food-trough wiper! Ah fart in your general direction! Your mother was a hamster, and your father smelt of elderberries!" Make a L4 SR on CHR. If you fail, the taunting is too much for you – go to 2417; if you make it, you may fire a second ***Taunting Arrow*** if you have another (make a L1 SR on DEX and another on WIZ and go to 2415); if you have no such arrow, go to 2417.

2422
Distant Pastures
"That, my friend, is Castle Anthrax. We must avoid it at all costs or woe shall be our bedfellow! Is this not so, Sir Prancelot?"

"Never let it be said that Sir Prancelot feared anything, not man, not monster, not magician!" His words are soon forgotten as a most delightful singing is carried to you on the breeze, its melody so pure, its harmonies so seductive that the remaining Knights of the Knot dig their heels into their horses' flanks and ride like the wind to the castle, careless of all dangers. If you wish to follow them, go to 2432; if you prefer to keep your distance, go to 2442.

2423
Distant Pastures
As the arrows finish their work, leaving only one of the threesome capable of offence, the remaining knight gives you all he's got, screaming at the top of his lungs:

"Ni!"

Make a L3 SR on INT and on CON, taking the difference in damage to both. If neither has fallen to 3 or less and you have more ***Taunting Arrows***, you may fire again to take out the last man taunting (same SRs to hit). If you fail with your attack on the surviving triplet, go to 2417 (as you do if you have no arrows left); if you succeed with the attack, go to 2413.

2424
Distant Pastures
Make the standard ***Taunting Arrows*** saving rolls on DEX and WIZ – if you succeed, go to 2450 but if you miss one or both, go to 2446.

2425
Distant Pastures
The fellow on the wall plucks out the arrow and squeals with laughter:
You don't frighten us, English pig-dogs! Go and boil your bottoms, son of a silly person! Ah blow my nose at you, so-called "'ero"! You and all your silly Knnnnnnnn-ighuts!!! (The soldier proceeds to bang on his helmet with his hands and stick out his tongue at the knights, making strange noises.)

Make a L4 SR on CHR. If you fail, the taunting is too much for you – go to 2417; if you make it, you may fire a second ***Taunting Arrow*** if you have another (make a L1 SR on DEX and another on WIZ and go to 2515); if you have no such arrow, go to 2417.

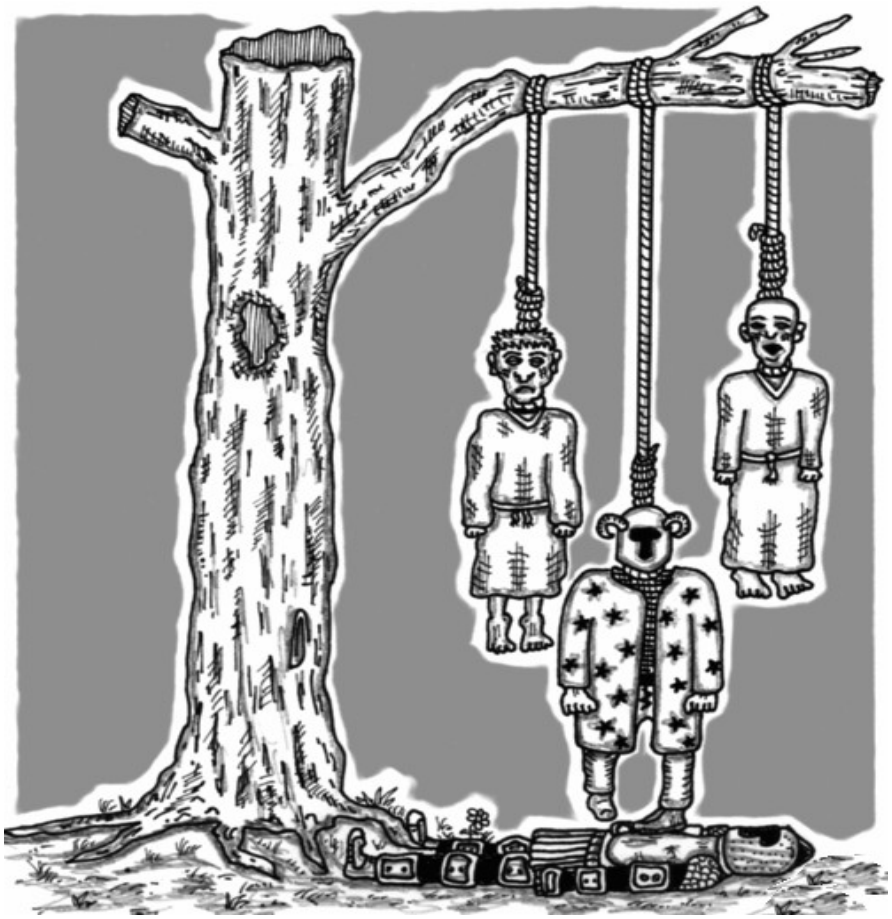
2426
Distant Pastures
From the castle, comes a young man with a simpering manner, side saddle upon a horse, followed by an uncouth middle aged man in a tabard with a dragon embroidered upon it. The boy is quick to call out to you:

"Oh, thank goodness! My prayers and dreams are answered at last. A knight in shining armour, come to rescue me from this drab and dreary life. Oh! You can't imagine who I have suffered with my father's poor dress sense, his lack of wit, his insistence on our servants working instead of dancing and making our seamstress make me ludicrous tunics instead of the flouncy ball gowns I yearn for. Oh, take me away, kind sir, sweep me off my feet and onto your pommel – your loving Herbert awaits you!"

As he ends his impassioned plea, Sir Patsy flies forward and the pimply youth's father raises a fist and yells for his men at arms.

You can fire a ***Taunting Arrow*** at the father (2434), the pansy son (2424) or Sir Patsy (2414). If you have no arrows to fire, go to 2430.

2427
Distant Pastures
Shaking yourself free from the clutches of the seductresses' song, you advance slowly through the castle's gates there to see the remaining Knights of the Knot held fast by the enchantments of a group of beautiful young women clad only in the flimsiest gossamer gowns. Sir Prancelot is on the point of entering their embrace, while Sir Galivant sits stock still and slack-jawed on his horse. You may fire upon the women if you have the resolve (go to 2431) or you may command them to release your fellow knights from their wicked spell (go to 2443).



2428
Caerbannog
You see the dreadful sight of dead monks strung from trees and your fellow knight in sickening peril… a man who surely must be Tim the Enchanter from the ram's horn helmet he wears and the rune-spangled robes. He is standing with one foot on the head of the prone Sir Galivant, who does not appear to be at all well. You may fire an ***Arrow of Taunting*** if you have one (make a L1 SR on DEX to hit and another on WIZ to activate its charm) and go to 2473; if you have no arrows left or wish to pursue a different tactic, go to 2461.

2429
Distant Pastures
"Are you the front of an ass? No? Are you the rear end of an ass? No? Then you must be a complete and total ass!" It is a tired old joke that people still love, sadly, on the Kraken continent.

As the jester's head delivers the final jibe, all the villains on the castle pitch forward and a moat filled with crocodiles appearing beneath them. They do not last long. Then the drawbridge comes down as the portcullis is raised and the Knot of Knights cheers and urges you to lead them triumphantly into the castle. Once inside, you see a vision. Go to 2440.

2430
Distant Pastures
It would appear that you have shot your bolt, you are a spent force and you came to early. You need more ***Taunting Arrows***. A kindly Wizard-God (well, actually one who wants to see real action somewhere down the track) sends you spinning through time and space back to Khaboom (go to 414).

2431
Distant Pastures
As ever with the ***Arrows of Taunting***, you need to make a L1 SR on DEX and a L1 SR on WIZ for them to take effect against magical foes. If you succeed in your first shot, go to 2460; if you do not, go to 2456.

2432
Distant Pastures
The sirens' noise is close to irresistible – the knights hurry through the gate. Do you want to do the same (2453) or will you rein in your horse and wait (2442)?

2433
Distant Pastures
The triple-bodied knight staggers as the centre-man goes down, his head lolling haplessly on his breast. The other two commence their attack:

"Ni! Ni!"

The word lances into your heart, its barbs clawing your brain. Make a L4 SR on CON and take the difference in damage to INT and to CON. If neither has fallen to 3 or less and you have more ***Taunting Arrows***, you may fire them (same SRs to hit). If you fail with both attacks on the surviving triplets or have too low an INT and/or CON to fire again, go to 2417 (as you do if you have no arrows left); if you succeed with one attack, go to 2423; if you succeed with both, go to 2413.

2434
Distant Pastures
Make a L1 SR on DEX and another on WIZ. If you do not succeed in both, you may fire another arrow if you have one. If you miss again or have no more ***Taunting Arrows***, go to 2450; if you made both rolls, you have scored a palpable hit and invoked the jester head again. Go to 2452.

2435
Distant Pastures
After a merry canter across rolling hills, through dappled dales and over chattering streams, you arrive at a dark glade of gnarled trees. The suns rays seem to reflect outwards, leaving the darkness sole sovereign of this grim place. As the Knot rides up, the trees part to allow you to enter and an eerie light permits some vision. Your eyes slowly acclimatise and ahead you see the terrible sight of Siamese triplet knights of gargantuan proportions. As you, draw closer, they speak:

“We want a shrubbery. Bring us a shrubbery and you shall live. Bring us no shrubbery and you shall die. Bring us something other than a shrubbery and you shall die.”

“What sort of shrubbery?” asks Sir Gallivant.

“How big does it have to be?” enquires Sir Patsy.

“Your barking!” exclaims Sir Prancelot.

“Have at ye!” roars Sir Bedlam, charging at the triple-headed foe.

You may fire ***Arrows of Taunting*** now.

To hit each of the *Knights Who Say ‘Ni’*, you need to make a L1 SR on DEX and a L1 SR on WIZ. If you make all the saving rolls, go to 2413; if you make at two pairs, go to 2423; if you make just one pair, go to 2433; if you make none or you have no such arrows, go to 2417.

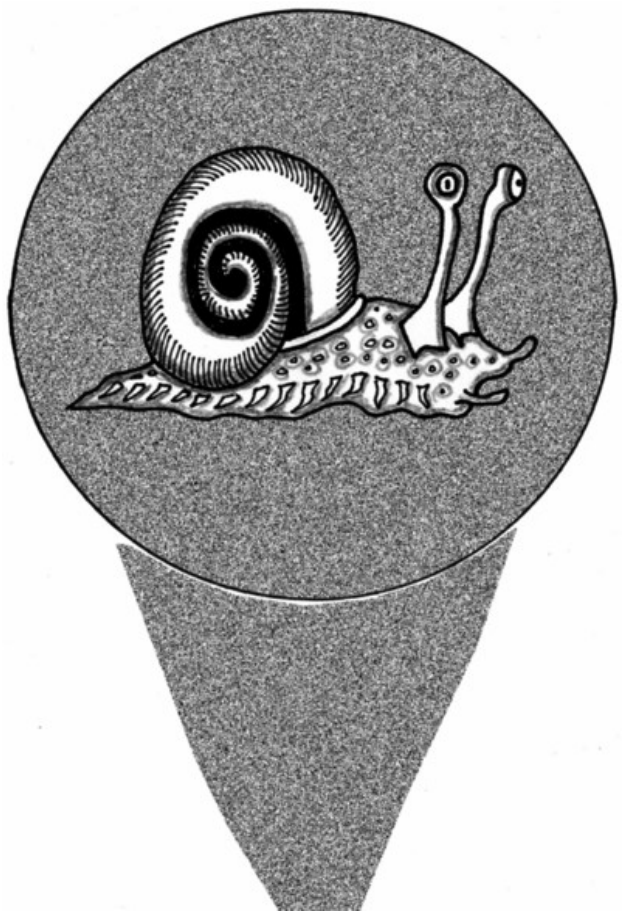
2436
Caerbannog
You need the *Holy Hand Grenade of Antioch*! You had better go back and get it. Make a L1 SR on LK: if you make it, go to 2437; if you fail, go to 2445.

2437
Caerbannog
All is well – you find what you need, including the instruction manual (which is clearly written by someone whose first language is the same as yours!). Go to 2441.

2438
Caerbannog
A long time passes. If you are with Sir Galivant, you can either send him on ahead (2468) or go with him to clean up any trouble (2412); if you are alone, you have no choice but to face the danger ahead – go to 2428.

2439
Khaboom – Pentagram Square
Walking through the city streets, now the owner of property and someone of increased stature, you notice many people looking at you with curiosity… Go to 2454.

2440
Distant Pastures
Inside the castle, you hear a fanfare of trumpets and a enlarged *Holy Snail* floats high above the centre of the fortress. A deep bass voice booms out, shaking the masonry and causing gargoyles to evacuate their bowels. Showers of pebbles fall to the ground, blistering the flagstones.



“This is what you seek, stripling! You must journey south to battle the *Knights Who Say ‘Ni”*. Defeat them and I shall give you the next stage of your quest. Be gone!”

The Knot of Knights spur their horses out through the gates without pause for thought. “South!” yammers Sir Prancelot. “We shall have at those varlets!” Go to 2435.

2441
Caerbannog
Further down the road, you see a dark cave mouth set in a sheer rock face. The bass voice thunders:

“You must use the Grenade, nothing else will do!”

With either the brothers to help you or by reading the instruction manual. This is your task:

"First shalt thou take out the Holy Pin. Then, shalt thou count to three, no more, no less. Three shalt be the number thou shalt count, and the number of the counting shalt be three. Four shalt thou not count, nor either count thou two, excepting that thou then proceed to three. Five is right out. Once the number three, being the third number, be reached, then lobbest thou thy Holy Hand Grenade of Antioch towards thou foe, who being naughty in my sight, shall snuff it."

Straightforward? You never know with dice… Make a L1 SR on INT. If you make it, go to 2451; if you fail, go to 2448.

2442
Distant Pastures
Make a L2 SR on INT and another on CHR. If you fail to make both, you lose your grip on reason as the seductive chant drums out its rhythm within the walls of your skull (go to 2453); if succeed in both rolls, go to 2427.

2443
Distant Pastures
You attempt at a commanding performance is inept even by the standards of *Olivier's Acting School for the Recently Deceased*. The sirens are neither moved nor impressed but they are hungry – go to 2467.

2444
Caerbannog
Time passes slowly. Eventually, Brother Maynot appears worried; then he insists that something is done to rescue Sir Galivant. If you wish to go ahead with the brothers, go to 2447; if you want to send them on to sort things out, go to 2438.

2445
Caerbannog
Of the *Holy Hand Grenade*, there is no sign. There is, however, a handwritten note which reads: "*To Whom It May Concern*: Thank you for leaving this device. With it, my plans for world domination are complete. I look forward to enslaving you along with all other sentient beings. Yours sincerely, *Monsieur Pompidou*."

The watching Wizard-Gods decide to put an end to this fiasco and send you spinning through time and space back to Robert Johnson's Crossroads (414).

2446
Distant Pastures
A voice booms out from above the clouds, wrathful in its righteous indignation:
"You twerp, you pipsqueak! You are meant to usher in the *Changing of the Guard*, not uphold the Status Quo. I want to hear an electric-folk troubadour, not a denim-clad heads-down no-nonsense mindless-boogie band! Try again, dough-brain!"
Return to 2426 and select another target.

2447
Caerbannog
You journey on, heart filled with trepidation, until you see a man who surely must be Tim the Enchanter from the ram's horn helmet he wears and the rune-spangled robes. He is standing with one foot on the head of the prone Sir Galivant, who does not appear to be at all well.

You may fire an ***Arrow of Taunting*** if you have one (make a L1 SR on DEX to hit and another on WIZ to activate its charm) and go to 2473; if you have no arrows left or wish to pursue a different tactic, go to 2461.

2448
Caerbannog
Maybe you were impatient or maybe you froze under pressure. Three is not the number you counted to before lobbing the *Holy Hand Grenade*. If it was less than 3, the potent relic exploded too close to you; if it was more than 3, you never got to *lobbest* it. The price of throwing too early or too late? A mess, an awfully big mess, with you caught in the impact zone. It may interest you to learn that sub-atomic particles from your body accelerate at a speed that surpasses light and eventually carries them beyond the Event Horizon and therefore beyond the discernable Universe…

2449
Distant Pastures
As the third ***Arrow of Taunting*** hits home, the sirens shrink back, taking poor Sir Prancelot with them, and the head of the jester reappears, screaming at them as it looms over them:

"I won't attend your funeral, but I will send a nice letter saying I approved of it!"

At that barb, the women shed their human cloaks and stand revealed for the demons they are. They shimmer and fade, forced to depart for the Demon Plane, taking the unfortunate knight with them.

At that, the deep voice thunders out again:

“You fool! You have lost all but one Knight of the Knot. Do not lose him too! Now – on to Caerbannog for your life depends upon it!”

A flaming torch appears in the darkening sky, beckoning you on to your destination (go to 2470).

2450
Distant Pastures
You have not stuck to the plot. It is a simple plot and to fail to adhere to it is not considered cricket by the watching Wizard-Gods. You are plucked from the Knot of Knights and sent rocketing through time and space to meet a most fearsome adversary, the *Black Beast*. Go to 2455.

2451
Caerbannog
Wundebar! The pin slides out, *thou lobbest* most accurately (not hard as the *Grenade* has a guidance system) on the count of not two, not four but three and – **KHABOOM!!!** A small white rabbit is blown to *Smithereens*, job done, on you go!

Unfortunately, you see that you have no companions left as any still with you were subjected to lethal fallout you have a khremmatic immunity to. The bass voice booms out again:
“Well done, my child! You are close, very close. Forward, to the Bridge of Death where you must have your wits about you! Avast!” Go to 2459.

2452
Distant Pastures
“You silly excuse for a teutonic sausage! Your son, Herbert, is twice the woman you’ll ever be. Your closet full of frilly fripperies is his now and you must go play with the swine. I shall give you a pretty little curly tail and trotters so that you can be a pig in clover, just like what you always wanted!”

With that, the lord of the castle is transformed into an enormous boar, befitting his after-diner conversation. His son is ready to leap into your arms but Sir Patsy intervenes and plies his troth on bended knee, thus saving you from a marriage made far from heaven. With the Knot reduced to three, the voice booms above again as the *Snail* appears:

“Get thee hence before divorce ensues and you are struck by Cupid’s Arrow! Go south again to face the Rabbit of Caerbannog. You will find what you need along the way but you must avoid the Enchanter and the Sirens of Castle Anthrax. Tarry not – time is short!”

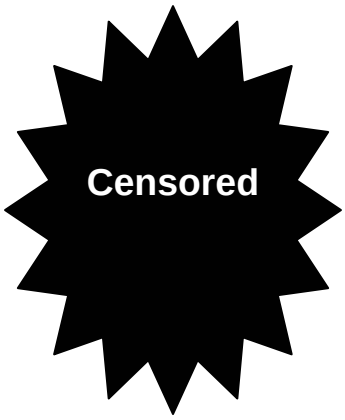
Leaving poor Sir Patsy to his bride’s tender mercies, go to 2411.

2453
Distant Pastures
Inside the castle, you see a group of women in gossamer gowns, pouting at you and the Knights of the Knot as they sing their siren song. Sir Prancelot rushes towards them and they extend their arms wide and grasp for his flesh. Sir Galivant is frozen and does not respond to your urging. The idea that these women must be dispatched without delay flickers in your mind but the siren song pulls at your heart and your gristle. Make a L2 SR on INT and another on CHR. If you make both, go to 2463; if you fail in that effort, go to 2467.

2454
Khaboom – Pentagram Square
Pentagram Square, that hub of life in the metropolis, is suddenly silent… more than that it is empty of the life that it teemed with a moment before. You are the only living soul to be seen. Go to 2465.

MISSING INACTION

2455
Distant Pastures
The Black Beast is so hideous, so monstrous that it may not be described in a publication which may fall into young hands. Suffice it to say that it's breath is rank, its face turns milk sour and the drool from its mouth causes the rock you stand on to crack and crumble. It has a MR of 1,000,000 and is invulnerable to magical and physical attacks. It has no mercy and attacks at lightning speed. Bad luck…



2456
Distant Pastures
If you have more ***Taunting Arrows*** fire again! If you fail again, go to 2467; if you succeed this time, go to 2560.

2457
Distant Pastures
The ***Arrow of Taunting*** hits you painfully (lose 3d6 CON) and – if you are still alive – a hideous grinning skull with chattering teeth and fire-snorting nostrils begins to *lambaste* you with diatribe not fit for human ears (what it would do to elven lugholes!).

"The trouble with you is that you lack the power of conversation but not the power of speech." The words cause your heart to bubble and blister and your tongue to swell to such epic proportions you can no longer breathe and die, goggle-eyed and purple-faced.

2458
Caerbannog
Brother Maynot warns you that before you reach the Caves of Caerbannog where the rabbit waits, you must first pass Tim the Enchanter. At this, Sir Galivant rouses himself from his stupor and reminds you that the Enchanter is to be avoided. He gallantly offers to go ahead and deal with this Tim himself. If you accept his noble sacrifice, go to 2444; if you will not let him face such danger alone, go to 2466; if you wish to have the brothers give Tim a good seeing to, go to 2438.

2459
The Bridge of Death
You have reached the Bridge of Death, which spans the unfathomable *Gorge of Peril*. Standing before the Bridge are four figures, three knights and one burly strongman, who identifies himself as the Keeper. Of the knights, one has a cardboard crown painted gold; this knight introduces himself as King Ethelred and the other two as Sir Loins and Sir Feit.

Ethelred: We are here to assist you in your quest by forcing the Keeper to stand aside. He asks each traveller five questions--

KNIGHT: Three questions.

Ethelred: Three questions. He who answers the five questions--

Keeper: Three questions.

MISSING INACTION

Ethelred: Three questions may cross in safety.

Sir Feit: What if you get a question wrong?

Ethelred: Then you are cast into the Gorge of Eternal Peril.

Sir Feit: Oh, I won't go.

Keeper: Who's going to answer the questions?

Ethelred: Sir Feit!

Sir Feit: Yes?

Ethelred: Brave Sir Feit, you go.

Sir Feit: Hey! I've got a great idea. Why doesn't Sir Loins go?

Sir Loins: Yes, let me go, my liege. I will take him single-handed. I shall make a feint to the north-east--

Ethelred: No, no, hang on, hang on, hang on! Just answer the five questions--

Keeper: Three questions.

Ethelred: Three questions as best you can. And we shall watch... and pray.

Sir Loins: I understand, my liege.

Ethelred: Good luck, brave Sir Loins. God be with you.

Keeper: Stop! Who would cross the Bridge of Death must answer me these questions three, 'ere the other side he see.

Sir Loins: Ask me the questions, bridge-keeper. I'm not afraid.

Keeper: What is your name?

Sir Loins: My name is Sir Loins of Cummerbund.

Keeper: What is your quest?

Sir Loins: To seek the *Holy Snail*.

Keeper: What is your favorite color?

Sir Loins: Blue.

Keeper: Right. Off you go.

Sir Loins: Oh, thank you. Thank you very much.

Sir Feit: That's easy!

Keeper: Stop! Who approaches the Bridge of Death must answer me these questions three, 'ere the other side he see.

Sir Feit: Ask me the questions, bridge-keeper. I'm not afraid.

Keeper: What is your name?

Sir Feit: Sir Feit of Cummerbund.

Keeper: What is your quest?

Sir Feit: To seek the *Holy Snail*.

Keeper: What is the capital of Assyria?

Sir Feit: I don't know that! Auuuuuuuugh!

Keeper: Stop! What is your name?

Ethelred: King Ethelred of Cummerbund.

Keeper: What is your quest?

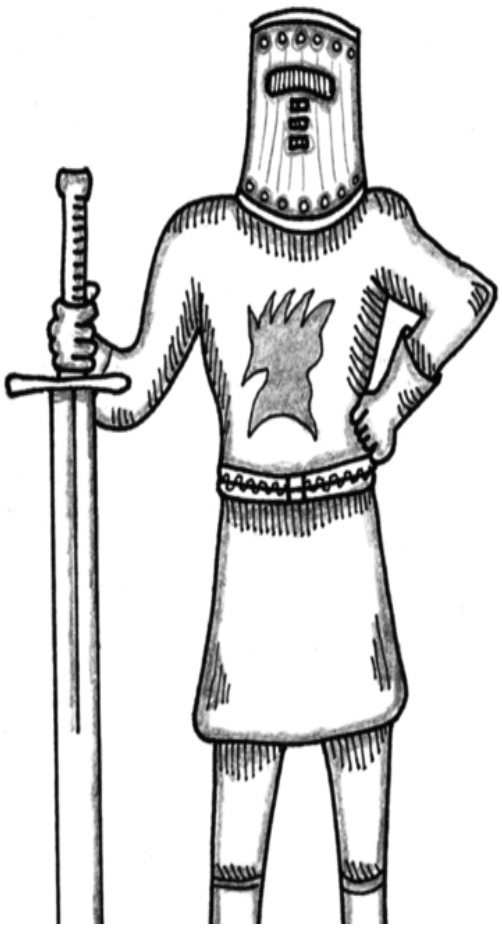
Ethelred: I seek the *Holy Snail*.

Keeper: What is your favorite color?

Ethelred: Blue. No yel-- Auuuuuuuugh!

Keeper: Heh heh. Stop! What is your name?

This is where you come in… Go to 2462.



2460
Distant Pastures
Jolly good show! You need to do it again and, once more dear friend, again. If you succeed in all three shots, go to 2449; if not, go to 2457 as an arrow boomerangs about and comes at you like a bat out of hell.

2461
Caerbannog
Tim the Enchanter grinds his heel down on Sir Galivant's nose, snorts with derision and casts a *You're Screwed* spell. You twist in circles down into the earth and are never seen or heard of again.

2462
The Bridge of Death
The Keeper turns to you and grins a gap-toothed grin no sane dentist would get within a bargepole of touching. After asking your name and quest, he delivers the third and fatal question:

“What is the air-speed velocity of an unladen swallow?”

You can give him a direct answer (go to 2469) or meet his question with one of your own (go to 2472).

2463
Distant Pastures
You may fire upon the women if you have the resolve (go to 2431) or you may command them to release your fellow knights from their wicked spell (go to 2443).

2464
The Other Side of the Bridge of Death
The jester’s head appears once more and bites the Black Knight’s other arm off.

“Come on then - have at you! Just a flesh wound. Chicken! Chicken!”
If you have more ***Arrows of Taunting***, you may fire again (same SRs to hit and spark the jester magic). If you hit, go to 2476; if you miss, you may fire again but if you run out of arrows go to 2480.

2465
Khaboom – Pentagram Square
Ta-da! From all the great Guild buildings people of all kindreds spring forth, cheering, clapping, laughing, crying, singing your praises. Banners unfurl in the sky and the Guild’s highest wizards kneel before you, joined by the Mayor, House Elf, Souza Fortescue, the two hobbits, Boodle and Nozzer, the great merchant Shoppie, the plutocrat Davor Pisk and the noblest of the elves, trolls, dragons and naga. Your story has been published in full in the *Khaboom Chronicles* and you are, for the time being at least, the best known face in the city. Enjoy your five minutes of fame. It may die down but the *Door of Opportunity* is always there to be opened again when you are ready to sally forth!

2466
Caerbannog
“An Enchanter, hey?” muses Sir Galivant. “I’ll give a taste of my steel and then we’ll see if the fop feels like standing in our way. Forwards, for Trollgod, chivalry and shrubberies!”
Clearly, your companion has a zest for battle - go to 2412.

2467
Distant Pastures
Your feet move as your brain registers in horror your progress towards the arms of these woman who shake off their human disguises and engulf you in demonic fury. They share you reluctantly but nonetheless each one gets a substantial part of you and thus it is that you become of no substance and no consequence on Trollworld.

2468
Caerbannog
A long time passes. You have no choice but to press on to discover what fate has met Sir Galivant and what fate lies in store for you… go to 2473.

2469
The Bridge of Death
If you gave **11 meters per second**, or **24 miles an hour** as the answer, you are correct – go to 2479; if your answer was anything else, you are deemed to be incorrect – go to 2485.

2470
Caerbannog
The road is quiet as you travel on with only Sir Galivant for a companion. He whistles tunelessly as he rides, listless without his fellow knights. Just as you begin to despair of ever finding the Bishop and the knight, you spy a band of monks walking the highway ahead of you. When you catch up, their leader, Brother Maynot, is eager to share good news – the Rabbit lives in a cave up ahead and the brothers carry the *Holy Hand Grenade of Antioch*, a magical relic alone capable of destroying the dread rodent. Go to 2458.

2471
The Other Side of the Bridge of Death
Roll your combat total and go to 2488.

2472
The Bridge of Death
If you asked “What do you mean? An African or European swallow?” go to 2489; if you asked any other question, go to 2485.

2473
Caerbannog
As the arrow strikes the Enchanter, the jester’s head appears again, cackling manically:

“I evacuate my posterior as I squat above your mother’s chandeliers, you silly polisher of other people’s candlesticks. I squirt my ink pen on you baby-talk spell book, you horrible dromedary!”
The words cause Tim’s face to crack open and the Enchanter’s brain rolls out onto the ground whereupon a small army of ants appear to eat it. The *Snail* looms in the sky again and the thunderous voice booms out its command”

“On to the Rabbit! Take no prisoners!”

If you have the brothers with you, go to 2441; if not, go to 2436.

2474
The Other Side of the Bridge of Death
“You have made a grave mistake in coming here and now you shall die!”

The Black Knight raises his greatsword above his head and charges at you. Do you want to meet his charge (go to 2471) or let off an ***Arrow of Taunting*** (go to 2482)?

2475
The Other Side of the Bridge of Death
As the arrow strikes the Black Knight with unswerving aim, the jester's head appears and bites the Black Knight's left leg off.

"Right, I'll do you for that! Come 'ere! I'm invincible! The Black Knight always triumphs!"

If you have more ***Arrows of Taunting***, you may fire again (same SRs to hit and spark the jester magic). If you hit, go to 2478 if you miss, you may fire again but if you run out of arrows go to 2484.

2476
The Other Side of the Bridge of Death
As the arrow strikes the Black Knight with unswerving aim, the jester's head appears and bites the Black Knight's left arm off.

"'Tis but a scratch. I've had worse. Come on you pansy!"

If you have more ***Arrows of Taunting***, you may fire again (same SRs to hit and spark the jester magic). If you hit, go to 2464; if you miss, you may fire again but if you run out of arrows go to 2481.

2477
The Other Side of the Bridge of Death
Make a L1 SR on DEX to hit and a L1 SR on WIZ to trigger the arrow's magical power. If you make it, go to 2475; if you fail, you may try again and keep trying until you hit (go to 2475) or run out of arrows (go to 2481).

2478
The Other Side of the Bridge of Death
As the arrow strikes the Black Knight with unswerving aim, the jester's head appears and bites the Black Knight's other leg off.

"All right; we'll call it a draw. Oh, oh, I see, running away then. You yellow bastard! Come back here and take what's coming to you. I'll bite your legs off!"

You may now circumnavigate the stump that is all that remains of this once fearsome knight to confront the Bishop, who has descended from his vantage point to confront you. Go to 2487.

2479
The Bridge of Death
The Keeper gasps in amazement.

"How do know so much about swallows? Auuuuuuuugh!"

With that, he staggers on to the bridge and topples into the bottomless chasm leaving your way clear. The bass voice booms out again:

"The Bishop and the Black Knight await you. Have at them!"

Go to 2483.

2480
The Other Side of the Bridge of Death
Seeing you have no more ***Arrows of Taunting***, the Black Knight saunters forward and head butts you so hard that you skull splits open and your brains ooze out…

2481
The Other Side of the Bridge of Death
Seeing you have no more ***Arrows of Taunting***, the Black Knight saunters forward and swings his greatsword… (go to 2488).

2482
The Other Side of the Bridge of Death
Make a L1 SR on SPD. If you make it, go to 2477; if you fail, go to 2486.

2483
The Other Side of the Bridge of Death
As you cross the bridge over the *Gorge of Peril*, you see before you a clearing where a man in grey robes sits atop a 10' high platform on a high-backed chair. He is holding a wooden box on his lap and he wears a tall mitre hat. His eyes sparkle with green light and his lips are pursed in a mocking smile.

"Have you lost your mummy and your daddy? How sad! You can join them if you like but first you must be made to dance to my tune! Hop to it!"

He clicks his fingers and a knight dressed in black armour springs up from the earth, interposed between the two of you. The knight speaks in a slow, drawn out challenge:

"None shall pass. I move for no man!"

At this he raises his two-handed great sword menacingly. Blue flames flicker from the tip of the steel blade. If you want to rush at him to engage him in combat, go to 2471; if you wish to parley with him, go to 2474; if you wish to fire an ***Arrow of Taunting*** at him, go to 2477.

2484
The Other Side of the Bridge of Death
Seeing you have no more ***Arrows of Taunting***, the Black Knight hops forward and bites you so savagely that you collapse and he eats you mouthful by mouthful…

2485
The Bridge of Death
The Keeper looks at you with utter contempt and vicious laser beams shoot forth from his eyes, disembowelling you and leaving you watching your entrails slide from your stomach in a slimy, steaming mess. Make a L2 SR on WIZ: if you fail, that the end of the line for you but if you succeed, watching Wizard-Gods save your for further sport, heal you and whizz you back to your pig sty (1).

2486
The Other Side of the Bridge of Death
Too slow! Before you can notch your shaft, the Black Knight is upon you, armour clanking as he sprints forward, greatsword already in motion for its deadly descent… (go to 2488).

2487
The Other Side of the Bridge of Death
The Bishop snarls his displeasure as he clasps the box close to his heart. His lips flutter to issue more taunting magic. If you want to fire an ***Arrow of Taunting***, make a L1 SR on SPD and go to 2490; if you have none left, go to 2491.

2488
The Other Side of the Bridge of Death
The blue fire from the knight's greatsword crackles malevolently as he chops it down to meet you, turning all your force against you, coupled with his. The greatsword slices you clean in two…

2489
The Bridge of Death
The Keeper reels at your volleyed return.

"What? I don't know that! How do know so much about swallows? Auuuuuuuugh!"
With that, he staggers on to the bridge and topples into the bottomless chasm leaving your way clear. The bass voice booms out again:

"The Bishop and the Black Knight await you. Have at them!"

Go to 2483.

2490
The Other Side of the Bridge of Death
The arrow flies straight and true and transfixes the Bishop's heart against his ribcage but as the jester's head appears he brings the wooden box smashing down on it. There is a flash of khremmatic energy that is blinding in its intensity. You glimpse the *Holy Snail* falling to the ground. Make a L1 SR on CON and go to 2492 if you make it or 2493 if you fail.

2491
The Other Side of the Bridge of Death
Oh no! So near yet so far… The Bishop nods and his obscene grin widens.

"You little garbage-bauble. Your mother liked to scrimmage with trolls and your father feasted on the earwax of balrogs – I wave my scented pillowcase in your specific direction!"

He doesn't… but what he does do as set off a *Hell Bomb Bursts* in your back passage. That's another fine mess you're in.

2492
The Other Side of the Bridge of Death
You get the chance to fore again! The same SRs are required. If you make them both, go to 2496; if you do not, go to 2495.

2493
The Other Side of the Bridge of Death
The blindness is permanent. You hear the Bishop laugh and start muttering an incantation. If you have another ***Taunting Arrow*** to fire, do so now and go to 2494; if you have no arrow left, go to 2495.

2494
The Other Side of the Bridge of Death
If you failed to make both the DEX and the WIZ SRs, you missed! Go to 2495. If you made them both, you still need a L1 SR on LK as you can't see anything. If you make it, go to 2496; if you fail, go to 2495.

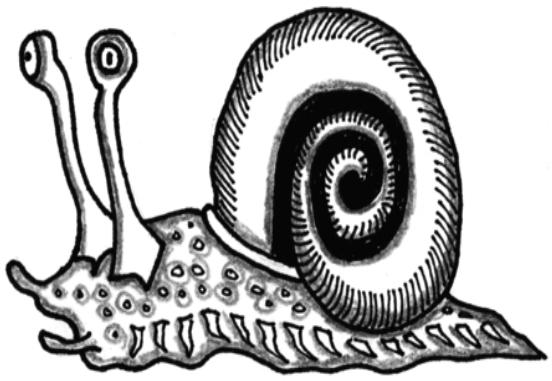
2495
The Other Side of the Bridge of Death
You feel khremm tingling inside your nostrils and a mere second later, twin *Hell Bomb Bursts* produce the biggest sneeze known on Trollworld. You never know of the record you hold…

2496
The Other Side of the Bridge of Death
A second arrow strikes home and this time, when the jester's head appears, the Bishop has nothing to fend him off with. You see the man blanche and then curl up into a ball as the jester shouts out:

"Hands up who likes the Bishop?"

If you put your hand up, go to 2499; if you keep both hands firmly in your pockets, go to 2498.

2497
The Other Side of the Bridge of Death
Although it is really all as one to them, the watching Wizard-Gods retain a residue of affection for the Wizards' Guild and you work in stopping Les Cargot from establishing a new school of taunting magic through mastery of the *Holy Snail* is certainly in the Guild's interest. As a token of their esteem, they reward you by restoring your sight and giving you a choice between a) a raising of one attribute of your choice sufficiently to make you four levels higher than you are now or b) raising four attributes of your choice sufficiently so that you would be two levels higher based on any one of these four levels. With that benefaction bestowed upon you, they send you not back to your pig sty but back to your home, fully refurbished, with the deeds now showing your name as the owner, courtesy of Kelba the Centaur lawyer. These Wizard-Gods also cast a spell over the *Holy Snail* and when they return it to you, you can immediately tell its power has been frozen in some strange manner. The deep bass voice sounds one more time, bidding you to take good care of the relic. Go to 2439 to return to the city of Khaboom.



2498
The Other Side of the Bridge of Death
Since no one owns to liking him, the Bishop loses the will to live and you are victorious! You have avenged your family and restored their honour. What's more, you take the *Holy Snail*, which lies pulsing with khremm on the ground. If you are blind, go to 2497; if your eyesight is undimmed, go to 2450.

2499
The Other Side of the Bridge of Death
Unfortunately, you are a *Rik*. You are in the wrong solo at the wrong time and you have shattered the jester's power. Laughing, the Bishop rises and plants *Hell Bomb Bursts* in both your ears. Not only are you deafened by the explosion that occurs one second later, your head is obliterated too.

2450
The Other Side of the Bridge of Death
Although it is really all as one to them, the watching Wizard-Gods retain a residue of affection for the Wizards' Guild and you work in stopping Les Cargot from establishing a new school of taunting magic through mastery of the *Holy Snail* is certainly in the Guild's interest. As a token of their esteem, they reward you by casting a *Born Again* spell upon you and giving you a choice between a) a raising of one attribute of your choice sufficiently to make you four levels higher than you are now or b) raising four attributes of your choice sufficiently so that you would be two levels higher based on any one of these four levels. With that benefaction bestowed upon you, they send you not back to your pig sty but back to your home, fully refurbished, with the deeds now showing your name as the owner, courtesy of Kelba the Centaur lawyer. These Wizard-Gods also cast a spell over the *Holy Snail* and when they return it to you, you can immediately tell its power has been frozen in some strange manner. The deep bass voice sounds one more time, bidding you to take good care of the relic. Go to 2439 to return to the city of Khaboom.

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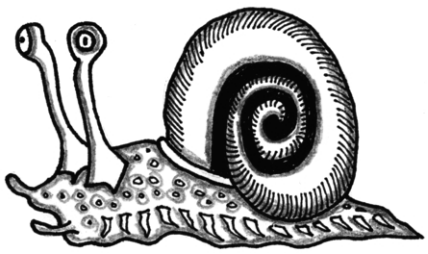
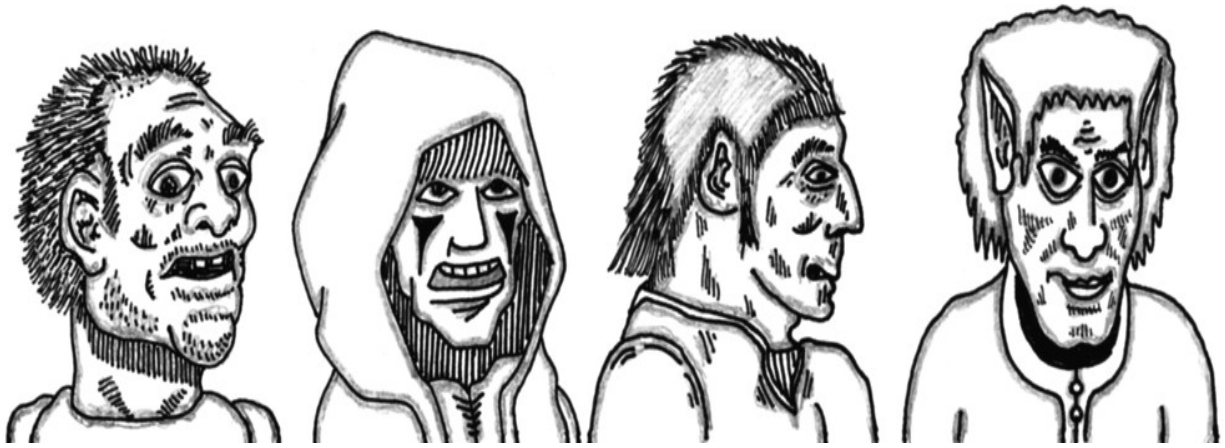


Wandering People



Chet Cox helped me out by ascribing occupations to my wandering citizens of Khaboom (I just gave him a long list of names). Here's what Chet sent me about the 'why' of his choices:

"I meant to tell you the logic (?) behind the choices - or I should say, the logic why there are so many farmers.

Your Trollworld, like the usual fantasy world, is based on an agrarian Dark Ages Europe. Farming was organic and all natural -- which meant the vast majority of people had to farm or EVERYBODY starved. Every other career or class completely depended on this. Thus the serf farmer, the basic unit, had to be the majority -- and, being the vast majority, rulers had to ensure they STAYED serfs and never tried to exert their real power or learn freedom.

Thus, real world farmers were brought up for generations to not have any idea of what freedom was, beyond a concept. (This continues today, with generations taking freedom for granted and rejecting its responsibilities.)

If your villagers do get a concept of freedom, but no experience in handling it, you get the French Revolution chaos. Not that this isn't a bad plot in role-gaming and I've used it frequently. Since PCs, by their nature, have a grasp on freedom, they get to be the guys caught in the middle.

Almost every village, and certainly every town, was a potential French Revolution. I tried to create the sort of "classes/trades" which would cause such tension if anything went out of balance. Heck, three bad crops in a row would do it.

FRPGs can sidestep this with magic or railroading, but I tried to build it into your NPCs because I like the way you think - and I have seen you use reality, history, and fantasy to play one tension off another often. I couldn't offer you less than real people."

Wandering People

Roll 2d6 (no DARO) to find what type of person you have found wandering the streets of Khaboom and then follow the instructions found at that sub-section.

2 -3 - **Criminal**
4 - **Healer**
5 - **Wizard**
6, 7 or 8 – **Citizen/Trader/Grower/Labourer**
9 - **Delver**
10 - **Thief**
11-12 - **Thug**

The reaction you get from these citizens of Khaboom and its other visitors will vary from warm, open arms to downright hostility to sneaky attempts at theft. It just depends what side of bed the dice rolled out from!

2 - Wandering Criminals

1 – Attempt at murder – you must fight to survive! A fight to the death, a L2 SR on INT, LK, DEX or SPD will allow you to flee before the fight starts.
2 – Attempt at kidnapping – you must fight or be taken captive! You can see them coming and escape with a L2 SR on INT; if captured, you need a L2 SR on LK to be ransomed by the city.
3 – Attempt at extortion/blackmail – you must fight to shrug off this bullying: you need to fight to the death or make a L2 SR on CHR to charm your way out of this.
4 – Attempt at theft – watch out for your valuables! You must make a higher SR on the average of INT and DEX or lose all your money/gems.
5 – Attempt at scaring – don't back down! You must win on CHR or you lose 1 point of CHR through loss of face.
6 – No interaction attempted – maybe you want to make a citizen's arrest? You can fight on a 'no damage' basis but the reverse will not be true; if you make an arrest, you receive 100 GPs x LK SR level as a reward.

3 - Wandering Healers

1 – Apology sought for perceived offence – can you make amends? Make a L2 SR on CHR and you can roll again.
2 – No interaction offered – where's that winning smile? Make a L2 SR on CHR and you can roll again.
3 – Willing to heal at normal price – you get what you pay for! The price is 10 GPs for every point to be healed.
4 – Willing to heal at discounted advice – time to play the sympathy card! The price is 5 GPs for every point to be healed.
5 – Offers free healing – don't look a gift horse in the mouth! Maximum is 2d6 (DARO) points of CON.
6 – Willing to add you to list of regular clients – time to sign on the dotted line. No need to roll in future – pay full price now and get a 50% discount from now on.

4 - **Wandering Wizards**

1 – Hostile magic attempted: Roll 1d6 – 1 = *TTYF*, 2 = *Oh Go Away*, 3 = *Curse You* (on your best attribute), 4 = *Dem Bones*, 5 = *Blasting Power*, 6 = *Death Spell #X* where X equals level of wizard.
2 – Threat of hostile magic: Make a CHR SR at wizard's level or apply 1 above.
3 – No interaction attempted: Count your lucky stars!
4 – Willing to accept drink: If you pay for a *Big Night Out*, he or she may cast a spell for you according to his/her level (you must make a LK SR at the wizard's level +1 and can add 1 to your dice roll for every 10 GPs you spend) – L1 = *Unerring Blade*, L2 = *Vorpal Blade*, L3 = *Whammy*.
5 – Willing to buy drinks: see above, wizard will cast a spell for you according to his/her level
6 – Willing to enchant item permanently for a price: this depends on the wizard's level - L1 = *Unerring Blade* (50 GPs), L2 = *Vorpal Blade* (200 GPs), L3 = *Whammy* (300 GPs).

5-9 – **Wandering Citizens/Traders/Growers/Labourers**

1 – Attempt to gain apology for perceived insult –make L1 SR on CHR to apologise and roll again; fail and a fist fight ensues (stun damage only) but a critical fumble means weapons are drawn.
2 – No interaction attempted - make L1 SR on CHR to roll again.
3 – Willing to have drink – spend 1d6 GPs and, with a L1 SR on CHR, NPC will accompany you to your next city encounter, interfering and allowing you to break away on a L1 SR on LK.
4 – Willing to buy drink – with a L1 SR on CHR, NPC will accompany you to your next city encounter, interfering and allowing you to break away on a L1 SR on LK.
5 – Willing to trade or offer labour – you can trade or buy items for anything the NPC has at (10% x1d6) less than normal value; you can hire NPC for work related to his/her skills for 2d6 GPs.
6 – Willing to team up – the NPC will join you on your next city encounter if you make a L1 SR on CHR (subsequent encounters require L2, L3, etc saving rolls).

10 - **Wandering Delvers**

1 – Attempt at intimidation - you must win on CHR or you lose 1 point of CHR through loss of face.
2 – Attempt at barging aside – equal his/her SR on STR or DEX to hold your own or to avoid contact; if you fail, you lose 1 point of CON (a critical fumble means you fell badly and lose 1d6 instead)
3 – No interaction attempted - make L1 SR on CHR to roll again.
4 – Willing to accept drink - spend 2d6 GPs and, with a L2 SR on CHR, NPC will accompany you to your next city encounter, interfering and allowing you to break away on a L1 SR on LK.
5 – Willing to buy drink - with a L2 SR on CHR, NPC will accompany you to your next city encounter, interfering and allowing you to break away on a L1 SR on LK.
6 – Willing to team up - the NPC will join you on your next city encounter if you make a L2 SR on CHR (subsequent encounters require L3, L4, etc saving rolls).

11 - **Wandering Thieves**

1 – Attempt at kidnapping– you must fight or be taken captive! You can see them coming and escape with a L2 SR on INT; if captured, you need a L2 SR on LK to be ransomed by the city.
2 – Attempt at extortion/blackmail – you must fight to shrug off this bullying: you need to fight to the death or make a L2 SR on CHR to charm your way out of this.
3 – Attempt at robbery with violence – take care! You must make a higher SR on the average of INT and DEX or lose all your money/gems; you must make an equal SR on SPD or take 1d6 damage for every level you are beaten by.
4 – Attempt at theft – watch out for your valuables! You must make a higher SR on the average of INT and DEX or lose all your money/gems.
5 – Attempt at pick pocketing – keep your wits about you! Make an equal SR on LK or lose your most precious item.
6 – No interaction attempted – walk on by!

12 - **Wandering Thugs**

1 – Attempt at murder – you must fight to survive! A fight to the death, a L2 SR on INT, LK, DEX or SPD will allow you to flee before the fight starts.
2 – Attempt at grievous bodily harm – mindless violence alert! You either fight it out in a full on battle or attempt a higher SR on the average of INT and SPD to get away (fail and you take 3d6 damage).
3 – Attempt at serious injury - mindless violence alert! You either fight it out in a full on battle or attempt a higher SR on the average of INT and SPD to get away (fail and you take 2d6 damage).
4 – Attempt at beating up - mindless violence alert! You either fight it out in a full on battle or attempt a higher SR on the average of INT and SPD to get away (fail and you take 1d6 damage).
5 – Attempt at passing swipe mindless violence alert! You either fight it out in a full on battle or attempt a higher SR on the average of INT and SPD to get away (fail and you take 1 point of spite damage).
6 – No interaction attempted – walk on by!

2 - Wandering Criminals
Roll 1d6 twice

DICE ROLL	NAME - Occupation	STR	WIZ	INT	LK	CON	DEX	CHR	SPD	GPs	ADDS	OTHER
1-3, 1	Eddie Yates - Boss of Prickler, runs garbage bin scams	20	6	14	8	12	21	19	7	358 GPs	+14	Kukri (2+5), Poniard (2), Leather armour (6)
1-3, 2	Fatty Turner - Fence, obsessed with navel jewellery	8	10	5	17	13	6	25	13	834 GPs	+2	Kukri (2+5), Poniard (2), Leather armour (6)
1-3, 3	Dick Emery - Fence, specialises in altering jewellery	18	8	20	9	20	24	23	12	714 GPs	+18	Kukri (2+5), Poniard (2), Leather armour (6)
1-3, 4	Boris Lugosi - Grave robber/body snatcher	22	6	13	9	11	11	11	4	840 GPs	+5	Kukri (2+5), Poniard (2), Leather armour (6)
1-3, 5	Loquat Yakasabi - Mad scientist wanting to blow up capitalists	23	6	19	13	25	8	6	20	693 GPs	+19	Kukri (2+5), Poniard (2), Leather armour (6)
1-3, 6	Zorro - Politician keen on bribes	8	18	8	18	18	10	25	10	291 GPs	+5	Kukri (2+5), Poniard (2), Leather armour (6)
4-6, 1	Clever Trevor - Politician needing extra votes	10	4	7	19	24	12	14	16	728 GPs	+11	Kukri (2+5), Poniard (2), Leather armour (6)
4-6, 2	Bela Karloff - Secret boss of Minotaur Mafia	22	6	17	10	18	24	14	19	828 GPs	+29	Kukri (2+5), Poniard (2), Leather armour (6)
4-6, 3	Miss Scarletta - Suspect in every murder case but always has an alibi	16	8	14	19	20	15	18	11	524 GPs	+14	Kukri (2+5), Poniard (2), Leather armour (6)
4-6, 4	Lois Plain - Unsuccessful hooker but never gives up	12	12	10	17	17	6	13	8	526 GPs	+1	Kukri (2+5), Poniard (2), Leather armour (6)
4-6, 5	Portly Porter - P T Barnum type, heads travelling freak show, hiring now	11	10	6	20	24	12	8	24	762 GPs	+20	Kukri (2+5), Poniard (2), Leather armour (6)
4-6, 6	Talcy Malcy - Can pretend anything is something it patently is not	22	9	11	12	14	8	9	19	101 GPs	+16	Kukri (2+5), Poniard (2), Leather armour (6)

3 - Wandering Healers
Roll 1d6 twice

DICE ROLL	NAME - Occupation									
STR	WIZ	INT	LK	CON	DEX	CHR	SPD	GPs	ADDS	OTHER

1-3, 1 Abbey Rhode - Nurse known for sleep-walking the streets at night
8 17 24 23 5 18 15 3 51 GPs +10
Kukri (2+5)

1-3, 2 Penny Lane - Nurse known for sleeping in the streets by day
13 12 22 12 13 8 18 6 381 GPs -3
Kukri (2+5)

1-3, 3 Mad Roy Cram - Quack doctor and storyteller; kids hang around his tent
8 18 10 9 5 11 17 12 194 GPs -1
Kukri (2+5)

1-3, 4 Rat Scabies - Cheap healer with poor complexion, no kneecaps or elbows
11 18 25 14 14 19 11 3 5 GPs +3
Kukri (2+5)

1-3, 5 Vemonella - High priced healer with expertise in poisons
13 10 20 19 4 8 18 12 281
Kukri (2+5)

1-3, 6 Peter Perfect - Initiate of Our Lady of the Light, student of Samos the Just
11 11 12 18 12 11 25 5 158 GPs +2
Kukri (2+5)

4-6,1 Fanny O'Coley - Runs bed & breakfast with hospital wing, wheelchair-bound, if she didn't have bad luck she'd have no luck at all
8 19 17 3 8 20 14 3 302 GPs -5
Kukri (2+5)

4-6, 2 Taumalolo - Former hypnotist making it up to ex-clients for unprofessional misconduct
13 16 19 23 7 25 16 14 145 GPs +27
Kukri (2+5)

4-6, 3 Latroubua - Convinced she is really a princess, scared of ageing
13 15 22 13 10 24 10 11 456 GPs +14
Kukri (2+5)

4-6, 4 Demererah Sugar - Acidic wit but kind to a fault, is plagued by illnesses herself
9 18 15 11 3 19 12 7 15 GPs +5
Kukri (2+5)

4-6, 5 Grandelf - Dislexic uruk with false ears
12 20 17 18 13 10 21 4 412 GPs +1
Kukri (2+5)

4-6, 6 Shamantra - Hypochondriac able to help others but not self
12 20 10 13 8 20 14 14 40 GPs +11
Kukri (2+5)

4 - Wandering Wizards
Roll 1d6 twice

DICE ROLL								NAME - Occupation		
STR	WIZ	INT	LK	CON	DEX	CHR	SPD	GPs	ADDS	OTHER

1-2, 1 Nestertium - Specialises in floral mirages

5	25	11	18	13	14	19	17	933 GPs	+9	

Poniard (2), Wand of Focus, Leather armour (6)

1-2, 2 Leopold Bloom - Has accidently transformed himself into a human-sized lizard

4	15	25	6	6	19	8	10	97 GPs	-1	

Poniard (2), Wand of Focus, Leather armour (6)

1-2, 3 Melons Muldoon - Initiate & wife of Samos (see above)

7	11	30	7	6	23	27	10	636 GPs	+7	

Kukri (2+5), Wand of Focus, Leather armour (6)

1-2, 4 The Thunderbolt Kid - Uses only one spell (Bolt From The Blue – WIZ cost 5, does 5d6 damage) but 1,000 variations on that one spell

16	24	27	7	14	15	18	22	922 GPs	+15	

Kukri (2+5), Wand of Focus, Leather armour (6)

1-2, 5 William Thackery - Sand sculptor and predictor of dire things

18	13	29	9	4	13	6	9	445 GPs	+7	

Kukri (2+5), Wand of Focus, Leather armour (6)

1-2, 6 Ralph Malph - Spaceman from future, trapped in past, masquerades as wizard

16	20	11	4	16	18	19	12	980 GPs	+5	

Kukri (2+5), Wand of Focus, Leather armour (6)

3-4, 1 Jil Blains - eternal student, troubled by sore feet

13	13	17	5	9	25	7	13	952 GPs	+11	

Kukri (2+5), Wand of Focus, Leather armour (6)

3-4, 2 Pat Pending - Waitress, monster niece (gargoyle face) and dabbler in the mystical arts

14	12	17	23	14	18	8	5	640 GPs	+15	

Kukri (2+5), Wand of Focus, Leather armour (6)

3-4, 3 Sweetie Beattie - Enchanted candymaker

19	15	17	14	9	22	20	17	62 GPs	+24	

Kukri (2+5), Wand of Focus, Leather armour (6)

3-4, 4 Lemonestria - Sour-natured enchantress with tiny wings

11	18	13	14	13	14	15	4	429 GPs	-1	

Kukri (2+5), Wand of Focus, Leather armour (6)

3-4, 5 Ciantana - Juggler of death stars

11	12	15	20	17	14	18	19	720 GPs	+17	

Kukri (2+5), (Lots of) Death Stars (2) and of Focus, Leather armour (6)

3-4, 6 Barry John - Uses leek for wand, able to weave in and out almost invisibly

20	17	21	25	14	19	9	7	929 GPs	+26	

Kukri (2+5), Wand of Focus, Leather armour (6)

Missing In Action

5-6, 1 Methusaleh - Sage (50% bluff)

19	10	25	17	8	16	23	11	445 GPs	+16

Kukri (2+5), Wand of Focus, Leather armour (6)

5-6, 2 Nebuchanezzar - Tamer of lions and similar creatures

17	14	15	10	6	20	29	5	474 GPs	+9

Kukri (2+5), Wand of Focus, Leather armour (6)

5-6, 3 Horlicks - Potion maker

18	23	19	13	17	10	18	10	85 GPs	+7

Kukri (2+5), Wand of Focus, Leather armour (6)

5-6, 4 Crozier - Master of Gasses

7	22	17	19	7	25	25	15	573 GPs	+21

Kukri (2+5), Wand of Focus, Leather armour (6)

5-6, 5 Catherine Wheel - Explosive gal, never still

5	25	29	20	16	20	6	10	751 GPs	+12

Kukri (2+5), Wand of Focus, Leather armour (6)

5-6, 6 Whim Slitman - Random causer of cuts and abrasions

12	12	30	20	8	21	13	25	253 GPs	+30

Kukri (2+5), Wand of Focus, Leather armour (6)

5-9 – Wandering Citizens/Traders/Growers/Labourers

Roll 1d6 four times

DICE ROLL				NAME - Occupation						
STR	WIZ	INT	LK	CON	DEX	CHR	SPD	GPs	ADDS	OTHER
1-3, 1, 1-3, 1				Kordwayne -	2-headed man, very confused physically					
15	10	13		3	10	7	3	5	23 GPs	-9
Poniard (2), Leather jerkin (3)										
1-3, 1, 1-3, 2				Tenpole Tudor -	Acrobat busker					
10	15	7	7	13	14	9	11	149 GPs	no adds	
Poniard (2), Leather jerkin (3)										
1-3, 1, 1-3, 3				Pattie Cake -	Baker with a finger in every pie					
14	11	6	17	13	12	8	7	124 GPs	+5	
Poniard (2), Leather jerkin (3), 24 rock cakes										
1-3, 1, 1-3, 4				Su Perb -	Tourist information officer with no sense of direction					
10	5	7	3	13	6	5	7	134 GPs	-11	
Poniard (2), Leather jerkin (3)										
1-3, 1, 1-3, 5				Jackie Blewitt -	Balloon clown					
10	19	11	8	11	11	3	13	124 GPs	no adds	
Poniard (2), Leather jerkin (3), 20 assorted balloons										
1-3, 1, 1-3, 6				Willium Wortsnuff -	Bearded lady trans-sexual					
10	6	8	4	9	10	3	11	126 GPs	-5	
Poniard (2), Leather jerkin (3)										
1-3, 1, 4-6, 1				Voltaran -	Bisque chef – and ONLY bisque					
15	5	15	5	13	7	11	7	2 GPs	-5	
Poniard (2), Leather jerkin (3), steaming pot of bisque										
1-3, 1, 4-6, 2				Bobby Obadiah -	Blacksmith scared of horses					
14	5	5	18	15	14	13	13	10 GPs	+11	
Poniard (2), Leather jerkin (3), forge hammer (3) and 10 horseshoes										
1-3, 1, 4-6, 3				Led Belly -	Blues lute player with indigestion, fast fingers					
8	5	9	7	12	9	4	14	17 GPs	-1	
Poniard (2), Leather jerkin (3), lute and harmonica										
1-3, 1, 4-6, 4				Sadie de Sade -	Brewer of foul cheap beer					
9	9	7	15	15	15	11	8	77 GPs	+5	
Poniard (2), Leather jerkin (3), big bag of yeast										
1-3, 1, 4-6, 5				Rocknarat -	Butcher specialising in sewerkill					
11	15	12	14	12	9	15	9	78 GPs	+2	
Poniard (2), Leather jerkin (3), plate of pork chops										
1-3, 1, 4-6, 6				Phil McCracken -	Candlestick maker with strange waxing habit					
10	19	15	17	8	11	5	7	12 GPs	+3	
Poniard (2), Leather jerkin (3), 10 candles										
1-3, 2, 1-3, 1				Dick Twist -	Candy - confectioner with high voice					
12	20	11	8	15	7	10	4	26 GPs	-8	
Poniard (2), Leather jerkin (3), large bag of toffees										
1-3, 2, 1-3, 2				Whacker Warner -	Caricaturist who can't take a joke					
15	9	10	20	12	13	9	15	54 GPs	+15	
Poniard (2), Leather jerkin (3), sketch pad and crayons										

MISSING INACTION

1-3, 2, 1-3, 3 Lodka - Carpenter with squeaky voice
9 13 14 4 10 9 15 15 59 GPs -2
Poniard (2), Leather jerkin (3), full tool box

1-3, 2, 1-3, 4 John Bovey - Cattle breeder
14 10 6 18 14 8 14 11 141 GPs +7
Poniard (2), Leather jerkin (3), branding iron

1-3, 2, 1-3, 5 Ruby Tuesday - Part-time chef
9 16 15 20 9 6 14 8 21 GPs +4
Poniard (2), Leather jerkin (3), tall hat and spatula

1-3, 2, 1-3, 6 Dodoticus - Chicken farmer
10 16 10 6 10 15 11 7 17 GPs -2
Poniard (2), Leather jerkin (3), 6 caged hens

1-3, 2, 4-6, 1 Gumby Dawson - Cobbler (shoemaker/repair)
11 7 15 15 8 10 5 11 10 GPs +3
Poniard (2), Leather jerkin (3), bradawl and clogs

1-3, 2, 4-6, 2 Eggy de Beggy - Short order cook at B&B
14 14 10 15 11 9 12 11 57 GPs +5
Poniard (2), Leather jerkin (3), apron and bag of flour

1-3, 2, 4-6, 3 Harry Worth - Cosplayer
14 3 12 13 11 6 4 11 132 GPs no adds
Poniard (2), Leather jerkin (3), cos

1-3, 2, 4-6, 4 Todger O'Toole - Cowboy, baked beans aficionado
15 18 6 7 8 9 9 9 102 GPs +1
Poniard (2), Leather jerkin (3), stetson and lasso

1-3, 2, 4-6, 5 Wild Bill Hiccups - Cowboy, nervous disposition
8 16 8 14 13 8 6 9 118 GPs no adds
Poniard (2), Leather jerkin (3), banjo and baked beans

1-3, 2, 4-6, 6 Tiglath Pileser - Dairy farmer
8 15 12 11 9 10 15 7 49 GPs -3
Poniard (2), Leather jerkin (3), full milk churn

1-3, 3, 1-3, 1 Ashurbanipal - Dairy farmer, prone to self-inflicted wounds
8 5 15 4 11 8 13 4 4 GPs -12
Poniard (2), Leather jerkin (3), milking stool and cheese

1-3, 3, 1-3, 2 FuiFui MoiMoi - Exotic limbo dancer
12 20 6 3 8 18 5 6 39 GPs -3
Poniard (2), Leather jerkin (3), tutu and ballet shoes

1-3, 3, 1-3, 3 Zane Wayne - Dancing bear trainer
9 20 5 14 15 15 12 10 23 GPs +5
Poniard (2), Leather jerkin (3), bear (MR26)

1-3, 3, 1-3, 4 Jack Flash - Delivery boy
9 18 13 9 8 10 13 12 69 GPs no adds
Poniard (2), Leather jerkin (3), sack of newspapers

1-3, 3, 1-3, 5 Fanny Stubble - Drag queen
13 6 5 12 14 10 14 5 82 GPs -3
Poniard (2), Leather jerkin (3), make up and costumes

1-3, 3, 1-3, 6 Al Fresco - Editor of Khaboom City Chronicles
10 13 12 3 10 9 7 14 91 GPs -4
Poniard (2), Leather jerkin (3), box of cigars and dictionary

1-3, 3, 4-6, 1 John Peel - Espionage agent
13 19 9 15 14 12 9 7 73 GPs +2

Missing In Action

Poniard (2), Leather jerkin (3), disguise kit

1-3, 3, 4-6, 2 — Phil the Geek - Farm labourer

13	15	11	17	13	8	15	15	82 GPs	+8

Poniard (2), Leather jerkin (3), mattock (3)

1-3, 3, 4-6, 3 — Cleetus - Farm labourer

9	19	10	3	15	9	12	10	101 CPs	-6

Poniard (2), Leather jerkin (3), haybale

1-3, 3, 4-6, 4 — Penderecki - Farm labourer

12	7	15	9	12	8	4	8	23 SPs-2

Poniard (2), Leather jerkin (3), piglet

1-3, 3, 4-6, 5 — Sartre - Farm labourer

13	5	7	4	15	8	9	7	98 CPs	-6

Poniard (2), Leather jerkin (3), imaginary friend

1-3, 3, 4-6, 6 — Ariovistus - Farm labourer

13	17	7	6	9	7	5	9	50 SPs-4

Poniard (2), Leather jerkin (3), pitchfork (3)

1-3, 4, 1-3, 1 — Estevez - Farm labourer, cow puncher

13	12	15	7	15	13	7	13	3 GPs +1

Poniard (2), Leather jerkin (3), bullfighting gear

1-3, 4, 1-3, 2 — Justin Thyme - Farm labourer

15	18	14	20	8	6	9	6	24 SPs+5

Poniard (2), Leather jerkin (3), medical and recreational herbs

1-3, 4, 1-3, 3 — Krebz - Farm labourer, gambler

8	9	6	17	9	9	3	7	41 GPs	+2

Poniard (2), Leather jerkin (3), dice and jacks

1-3, 4, 1-3, 4 — Belper - Farm labourer, one-eyed

10	17	5	7	11	11	14	12	48 SPs-2

Poniard (2), Leather jerkin (3), eye patch, mule (MR8)

1-3, 4, 1-3, 5 — Puskas - Farm labourer

15	18	9	4	13	13	3	4	104 SPs	-6

Poniard (2), Leather jerkin (3), stuffed cat and whip

1-3, 4, 1-3, 6 — Grunhilda - Farm labourer, daydreamer

9	14	9	9	9	11	4	3	33 CPs	-6

Poniard (2), Leather jerkin (3), flugelhorn

1-3, 4, 4-6, 1 — Fiddle Castrol - Farm labourer, polisher and lubricator

13	3	11	5	15	9	9	14	5 SPs -1

Poniard (2), Leather jerkin (3), flask of oil and sponge

1-3, 4, 4-6,2 — Lendl - Farm labourer

14	12	9	5	14	10	11	6	89 SPs-5

Poniard (2), Leather jerkin (3), bag of peas and beans

1-3, 4, 4-6, 3 — Kraputchnikov - Farm labourer, alcoholic

11	17	7	19	13	15	9	14	43 GPs	+12

Poniard (2), Leather jerkin (3), flagon of potato vodka

1-3, 4, 4-6, 4 — Cloghopper - Farm labourer

11	5	9	5	13	8	5	5	54 CPs	-10

Poniard (2), Leather jerkin (3), flippers and snorkel

1-3, 4, 4-6, 5 — Huskvermer - Farm labourer, lumberjack

15	10	9	7	13	8	6	3	117 CPs	-6

Woodaxe (4), Leather jerkin (3), two-man saw

1-3, 4, 4-6, 6 — Gnarlborough - Farm labourer, scaremonger

13 17 14 11 9 14 12 11 2 GPs +3
Poniard (2), Leather jerkin (3), witch doctor mask

1-3, 5, 1-3, 1 Yurlugh - Farm labourer, stargazer
12 13 9 5 11 13 11 12 112 SPs -3
Poniard (2), Leather jerkin (3), abacus and telescope

1-3, 5, 1-3, 2 Sordroth - Farm labourer, tanner
12 7 11 20 9 7 12 6 11 GPs +3
Poniard (2), Leather jerkin (3), 3 bottles of tanning fluid

1-3, 5, 1-3, 3 Noddy Husk - Worm farm labourer
13 18 9 16 15 14 15 6 16 SPs+4
Poniard (2), Leather jerkin (3), bucket of worms

1-3, 5, 1-3, 4 Stanley Ogden - Farmer, sumo wrestler
12 5 7 20 9 10 9 14 84 GPs +10
Poniard (2), Leather jerkin (3), hen that lays a copper egg

1-3, 5, 1-3, 5 Vic Reeves - Pig farmer
12 5 8 8 10 7 5 12 45 GPs -3
Poniard (2), Leather jerkin (3), bag of onions and string of sausages

1-3, 5, 1-3, 6 Rin Tin Can - Farmer, poet
14 18 10 3 12 7 14 15 118 GPs -3
Poniard (2), Leather jerkin (3), rusty tin can 'telephone' set

1-3, 5, 4-6, 1 Titus Oates - Farmer, sower of wild oats
9 12 8 20 11 10 9 15 27 GPs +10
Poniard (2), Leather jerkin (3), sack of oats

1-3, 5, 4-6, 2 Caecilius - Farmer and city council member
13 6 7 14 12 8 14 8 51 GPs +2
Poniard (2), Leather jerkin (3), wagon laden with asparagus

1-3, 5, 4-6, 3 Augusta Bertram - Farmer
11 16 6 15 12 9 9 8 97 GPs +2
Poniard (2), Leather jerkin (3), handcart filled with cabbages

1-3, 5, 4-6, 4 Dai the Steam - Farmer
8 8 10 16 9 13 15 8 11 GPs +4
Poniard (2), Leather jerkin (3), steam-driven cart heaped with turnips

1-3, 5, 4-6, 5 Ennis - Farmer, fast planter but very unlucky
13 15 7 4 8 12 14 15 49 GPs -1
Poniard (2), Leather jerkin (3), strings of garlic

1-3, 5, 4-6, 6 Lutaslawski - Farmer and vintner
15 13 12 3 10 15 12 11 122 GPs no adds
Poniard (2), Leather jerkin (3), wagon piled high with grapes

1-3, 6, 1-3, 1 Niedzwicki - Geriatric farmer
12 8 8 6 9 9 6 4 16 GPs -8
Poniard (2), Leather jerkin (3), wagon loaded up with barley

1-3, 6, 1-3, 2 Padaruski - Farmer and brewer
14 4 5 6 11 11 15 10 99 GPs -1
Poniard (2), Leather jerkin (3), accordion and handcart stacked with hops

1-3, 6, 1-3, 3 Gubbins - Turkey farmer
9 5 9 12 12 9 7 10 15 GPs no adds
Poniard (2), Leather jerkin (3), flock of turkeys

1-3, 6, 1-3, 4 Rooney - Farmer
14 11 14 18 12 12 9 11 6 GPs +8
Poniard (2), Leather jerkin (3), sheep dog and 20 sheep

1-3, 6, 1-3, 5 Pumpkin Butternuts - Farmer
12 8 8 7 11 11 8 11 90 GPs -2
Poniard (2), Leather jerkin (3), wagon of carrots and cauliflowers

1-3, 6, 1-3, 6 Niblick - Farmer
12 5 10 5 14 14 12 8 56 GPs -3
Poniard (2), Leather jerkin (3), set of golf clubs and barrel of beer

1-3, 6, 4-6, 1 Dunlop - Rubber tree farmer
11 18 5 9 12 9 11 4 17 GPs -5
Poniard (2), Leather jerkin (3), wagon laden with rubber trees

1-3, 6, 4-6, 2 McEnroe - Angry farmer
11 12 5 14 14 14 3 14 61 GPs +6
Poniard (2), Leather jerkin (3), trays of bratwurst

1-3, 6, 4-6, 3 Dumnacus - Yam farmer
9 18 15 11 8 8 8 14 82 GPs +1
Poniard (2), Leather jerkin (3), bags of yams

1-3, 6, 4-6, 4 Nietzche Farmer – brother to Niedzwicki
15 10 14 10 15 13 10 8 75 GPs +3
Poniard (2), Leather jerkin (3), Book of Madness (L1 SR on INT to resist), sack of figs

1-3, 6, 4-6, 5 Alf Knuckleset - Feathered man with big fists 16 12
8 8 17 7 3 12 94 GPs +1
Poniard (2), Leather jerkin (3), flock of caged homing pigeons

1-3, 6, 4-6, 6 Zurkhana - Fire breather and meths drinker
15 15 12 12 14 12 3 12 49 GPs +3
Poniard (2), Leather jerkin (3), bottle of butane, tinder box and flints

4-6, 1, 1-3, 1 Eileen Dover - Fishmonger with no sense of balance
12 17 9 9 14 6 8 6 57 GPs -6
Poniard (2), Leather jerkin (3), tank of pickled herrings

4-6, 1, 1 -3, 2 Flutterbutt - Flatulent broad bean farmer
14 14 12 13 8 7 5 5 113 GPs -3
Poniard (2), Leather jerkin (3), gasmask and syphoning tube

4-6, 1, 1-3, 3 Violet Plectrum - Florist
15 4 5 17 15 8 3 13 106 GPs +8
Poniard (2), Leather jerkin (3), 20 red roses

4-6, 1, 1-3, 4 Dirk Whitesox - Goat sniffer 1
4 12 5 19 12 12 7 6 140 SPs -1
Poniard (2), Leather jerkin (3), bored goat (MR10)

4-6, 1, 1-3, 5 Largely Legless Len - Lucky gravedigger, stealer of personal effects
14 14 7 18 11 6 6 10 146 GPs +5
Poniard (2), Leather jerkin (3), shovel and wreath

4-6, 1, 1-3, 6 Don Quijacket - Gravefiller
9 14 7 17 13 11 11 15 59 SPs+8
Poniard (2), Leather jerkin (3), shovel and coffin

4-6, 1, 4-6, 1 Biddy Baxter - House painter (slapdash)
9 20 6 9 9 6 10 10 131 SPs -3
Poniard (2), Leather jerkin (3), brushes, paints and ladder, Blue Peter sigil

4-6, 1, 4-6, 2 Arthur Float - Ice cream shop owner
10 15 8 9 12 6 14 5 116 GPs -7
Poniard (2), Leather jerkin (3), large box of wafers and ice cream churn

4-6, 1, 4-6, 3 Paddy McGinty - Innkeeper with a thousand stories
9 14 13 3 9 13 3 8 63 GPs -6

Poniard (2), Leather jerkin (3), large boar's head
4-6, 1, 4-6, 4 Billericay Dickie - Inventor (of what?)
9 19 7 8 13 9 3 15 62 GPs +2

Poniard (2), Leather jerkin (3), box of metal scraps and magic soldering iron
4-6, 1, 4-6, 5 Jimmy Jazz - Jazz drummer with no sense of timing
14 14 5 14 11 12 15 9 18 GPs +4

Poniard (2), Leather jerkin (3), drumsticks and tom-tom
4-6, 1, 4-6, 6 Zena Atkinson - Launderer with sticky fingers
8 11 14 4 12 15 13 5 139 GPs -7

Poniard (2), Leather jerkin (3), packet of starch and iron
4-6, 2, 1-3, 1 Sugar Dave Dobinson - Launderer with obsession for cleanliness
14 15 5 13 15 13 4 7 14 GPs +2

Poniard (2), Leather jerkin (3), pile of clean ladies' undergarments
4-6, 2, 1-3, 2 Murray Walker - Orthopedic shoe salesman
11 16 12 14 8 10 14 7 18 GPs no adds

Poniard (2), Leather jerkin (3), selection of platform boots
4-6, 2, 1-3, 3 Owen Meanie - Outkeeper with height complex
15 15 5 5 8 10 11 11 12 GPs -1

Poniard (2), Leather jerkin (3), collection of 'Keep Out!' signs
4-6, 2, 1-3, 4 Immanual Gearbox - Oxcart repairman
11 17 11 4 13 11 12 11 8 GPs -5

Poniard (2), Leather jerkin (3), three spare wheels and a whistle
4-6, 2, 1-3, 5 Alf Wiedersein - Printer of Khaboom City Chronicles
9 3 14 4 10 9 4 8 45 GPs -6

Poniard (2), Leather jerkin (3), a complete set of last year's papers
4-6, 2, 1-3, 6 Poly Styrene - Secretary to water commissioner
9 16 7 9 13 9 12 10 61

Poniard (2), Leather jerkin (3), water testing kit
4-6, 2, 4-6, 1 Gaga Morgore - Torch singer
14 20 14 12 11 15 9 4 56

Poniard (2), Leather jerkin (3), songbook and maracas
4-6, 2, 4-6, 2 Homer Unwin - Singer/compulsive gambler
8 16 11 6 8 9 4 9 132

Poniard (2), Leather jerkin (3), pack of marked cards
4-6, 2, 4-6, 3 Giggly Tooty - Wheelchair-bound stand up comedian
10 17 13 10 8 6 15 9 6 GPs -3

Poniard (2), Leather jerkin (3), clown outfit and jokebook
4-6, 2, 4-6, 4 Sarah Jane Smith - Waiting for the Doctor to take her home but willing to go with anyone
9 19 7 7 13 11 11 14 147 GPs no adds

Poniard (2), Leather jerkin (3), Book of Prophecies (inaccurate)
4-6, 2, 4-6, 5 Bill Stickers - Storyteller; owns Zane Wayne
10 18 5 17 15 13 15 6 148 GPs +4

Poniard (2), Leather jerkin (3), set of shackles and knuckledusters
4-6, 2, 4-6, 6 Nanook of the North - Street sweeper
10 3 12 6 11 6 8 10 137 CPs -6

Poniard (2), Leather jerkin (3), curling stones and brooms
4-6, 3, 1-3, 1 Colin Nevard - Taffy puller
10 15 12 4 13 8 12 4 30 SPs-10

Poniard (2), Leather jerkin (3), rubber gloves and bottle of nail varnish remover

Missing Inaction

4-6, 3, 1-3, 2 Jog'n Riggins - Teacher of riddles
8 6 12 12 12 15 5 11 54 GPs +2
Poniard (2), Leather jerkin (3), inflated pig's bladder and set of coloured chalks

4-6, 3, 1-3, 3 Cackling Butts - The other town gossip
9 16 9 7 11 6 7 9 117 SPs -5
Poniard (2), Leather jerkin (3), pack of flatulence pills

4-6, 3, 1-3, 4 Slightly - Thinnest man in the world
10 5 7 20 11 15 4 12 143 GPs +11
Poniard (2), Leather jerkin (3), inflated rubber ring

4-6, 3, 1-3, 5 William Waggledagger - Town crier
9 13 10 19 9 7 5 7 80 SPs+3
Poniard (2), Leather jerkin (3), box of voice-boosting pills

4-6, 3, 1-3, 6 Nikki Quieta - Town gossip
9 4 15 16 13 10 4 10 13 GPs +4
Poniard (2), Leather jerkin (3), Book of Rumours (inaccurate)

4-6, 3, 4-6, 1 Rocky Racoon - Trapper
13 8 11 5 11 15 5 4 123 GPs -6
Poniard (2), Leather jerkin (3), beaver trap (hand caught in it)

4-6, 3, 4-6, 2 Neezweke - Trying to invent airplane
12 6 8 14 10 9 6 3 126 GPs -4
Poniard (2), Leather jerkin (3), box with fifteen different designs of paper aeroplanes

4-6, 3, 4-6, 3 Eleanor Rigby - Undertaker
15 10 9 17 8 9 8 4 14 GPs +2
Poniard (2), Leather jerkin (3), flagon of embalming fluid

4-6, 3, 4-6, 4 Troy Tempest - Weatherman for newspaper; bribes Ralph Malph to "fix" weather for him
15 4 10 11 9 12 13 7 17 GPs +1
Poniard (2), Leather jerkin (3), weather-scrying stone (inaccurate)

4-6, 3, 4-6, 5 Captain Sensible - Whaler
14 18 5 16 10 12 6 8 139 GPs +5
Poniard (2), Leather jerkin (3), harpoon and slab of blubber

4-6, 3, 4-6, 6 Captain Ahab - Whaler
14 13 9 11 13 10 6 15 109 GPs +5
Poniard (2), Leather jerkin (3), Ice pick (3) and cetacean-summoning whistle

4-6, 4, 1-3, 1 Dumnorix - Woodcutter
16 6 11 8 9 12 4 4 145 SPs -2
Poniard (2), Leather jerkin (3), magic scissors for cutting trees

4-6, 4, 1-3, 2 Hector House - Works in ice cream parlour (above)
10 10 14 20 8 13 11 7 131 SPs +7
Poniard (2), Leather jerkin (3), magic gloves of coldness

4-6, 4, 1-3, 3 Johnny Dogfood -Baker of pet treats
9 8 5 11 11 6 13 4 94 GPs -8
Poniard (2), Leather jerkin (3), magic portable oven

4-6, 4, 1-3, 4 Dollar Bill Williams - Merchant banker
14 7 10 12 9 13 9 11 64 GPs +3
Poniard (2), Leather jerkin (3), credit supply at 10% per month

4-6, 4, 1-3, 5 Ossie Hosea - Cheese straightener
13 20 10 17 9 14 14 10 77 SPs+8
Poniard (2), Leather jerkin (3), set of curling tongs

4-6, 4, 1-3, 6 van Persie - Cheesemaker

Missing In Action

10 7 10 19 10 11 5 7 133 GPs +5
Poniard (2), Leather jerkin (3), cow-shaking contraption
4-6, 4, 4-6, 1 Bungalow Bill - Dirt peddler ("from Blackmoor's 94th level!")
10 19 15 11 13 8 7 4 121 GPs -6
Poniard (2), Leather jerkin (3), filthy old tandem bike
4-6, 4, 4-6, 2 Mini Caldwell -Dressmaker
8 12 15 18 15 15 12 12 120 GPs +8
Poniard (2), Leather jerkin (3), yards of satin and book of dress patterns
4-6, 4, 4-6, 3 Tuivasa –Sheck - Dry goods salesman to delvers, including MRE type rations
9 6 14 13 15 11 9 10 86 GPs +1
Poniard (2), Leather jerkin (3), box of hard tack biscuits (one suffices for a week)
4-6, 4, 4-6, 4 Billy Bonehead - Grocer/warehouser
9 7 5 10 13 8 4 15 96 GPs +2
Poniard (2), Leather jerkin (3), 20 flat cardboard boxes of assorted sizes
4-6, 4, 4-6, 5 General Motors - Horse breeder
9 3 12 19 15 10 4 4 126 GPs +2
Poniard (2), Leather jerkin (3), mounting stool, saddle
4-6, 4, 4-6, 6 John Boy Walnut - Lumberjack/matchmaker
10 10 5 16 15 9 8 3 63 GPs -3
Poniard (2), Leather jerkin (3), large sack of walnuts
4-6, 5, 1-3, 1 Peevley - Pharmacist
15 12 6 16 13 13 12 5 62 GPs +5
Poniard (2), Leather jerkin (3), supply of aphrodisiacs
4-6, 5, 1-3, 2 Eskimo Nell - Piemaker
8 6 15 15 14 10 13 6 133 GPs -1
Poniard (2), Leather jerkin (3), quantity of salted seal meat
4-6, 5, 1-3, 3 Studzi - Raises puppies and giant were-bison
12 3 7 6 9 11 5 10 102 GPs -3
Poniard (2), Leather jerkin (3), training whistles appropriately pitched
4-6, 5, 1-3, 4 Eddison Lighthouse - Raises/sells rosemary, parsley, sage, thyme
14 3 7 14 10 9 8 7 110 GPs +2
Poniard (2), Leather jerkin (3), packets of seeds of all kinds
4-6, 5, 1-3, 5 Gloria Mundi - Singer
10 14 10 19 14 10 14 7 27 GPs +5
Poniard (2), Leather jerkin (3), rent-an-audience in tow
4-6, 5, 1-3, 6 Billy Corkhill - Spider salesman
12 12 13 20 14 10 11 3 148 SPs +3
Poniard (2), Leather jerkin (3), jar of spiders and jar of flies
4-6, 5, 4-6, 1 Dick Bodger - Storekeeper and obsessive conversationalist
10 7 5 19 14 6 13 4 17
Poniard (2), Leather jerkin (3), pro forma deeds to transfer stores legally
4-6, 5, 4-6, 2 Terry Collier - Tailor, special on pants
11 8 15 15 12 8 7 15 103 GPs +6
Poniard (2), Leather jerkin (3), wardrobe-on-wheels filled with pants of all colours and sizes
4-6, 5, 4-6, 3 Scruffy McGuffy - Travelling barber
11 8 8 19 14 9 14 15 2
Poniard (2), Leather jerkin (3), razor (2+2), shaving foam and supply of false beards
4-6, 5, 4-6, 4 Eddie Waring - Travelling dinnerware saleslady
8 5 9 8 9 14 6 9 32 GPs no adds

Poniard (2), Leather jerkin (3), box-on-wheels filled with broken crockery

4-6, 5, 4-6, 5 Banana Quicksaw - Travelling knife sharpener

13 10 14 9 13 13 14 10 62 GPs +2

Poniard (2), Leather jerkin (3), grindstone and tin of wax

4-6, 5, 4-6, 6 Roscoe P Coltrane - Travelling tailor

9 11 12 13 12 13 4 8 92 GPs +1

Poniard (2), Leather jerkin (3), box-on-wheels filled with neck ties of all colours and patterns

4-6, 6, 1-3, 1 Rubik - Travelling yo-yo man (see Donald Duncan Sr)

12 17 12 20 11 15 14 14 115 GPs +13

Poniard (2), Leather jerkin (3), 30 yo-yos

4-6, 6, 1-3, 2 Tulips McGraw - Over-amorous mudwrestler

13 20 6 3 15 9 14 6 10 GPs -8

Poniard (2), Leather jerkin (3)

4-6, 6, 1-3, 3 Arkangle - Metalworker

13 15 6 11 8 15 14 10 15 GPs +4

Poniard (2), Leather jerkin (3)

4-6, 6, 1-3, 4 Leprus Bush - Nervous hedge trimmer

8 13 8 9 12 10 14 12 20 GPs -1

Poniard (2), Leather jerkin (3)

4-6, 6, 1-3, 5 Stibble Worbels - Experimental fertiliser

15 11 10 11 8 13 9 11 4 GPs +4

Poniard (2), Leather jerkin (3), wheelbarrow of compost

4-6, 6, 1-3, 6 Fragrance Chic - Perfumier

14 16 7 9 14 13 13 7 27 GPs +1

Poniard (2), Leather jerkin (3), bottle of cologne

4-6, 6, 4-6, 1 Bull McLaren - Frog pondkeeper

12 4 9 6 10 10 9 7 20 GPs -5

Poniard (2), Leather jerkin (3), large net

4-6, 6, 4-6, 2 Marge Proops - Spinster therapist

15 13 8 18 8 15 10 4 53 GPs +7

Poniard (2), Leather jerkin (3), knitting set

4-6, 6, 4-6, 3 Tavish Lochniver - Barge painter

11 20 12 3 10 7 9 3 50 GPs -11

Poniard (2), Leather jerkin (3), pot of paint

4-6, 6, 4-6, 4 Bayleaf Gardner - Park ranger

13 20 13 7 12 15 4 9 50 GPs +2

Poniard (2), Leather jerkin (3), leaf spiker (2)

4-6, 6, 4-6, 5 Lola Minardi - Charioteer

8 5 6 17 9 14 10 13 135 GPs +7

Poniard (2), Leather jerkin (3), dead horse, whip

4-6, 6, 4-6, 6 Angus Cummerbund - Butler

14 20 9 16 10 13 15 14 46 GPs +9

Poniard (2), Leather jerkin (3), set of silver cutlery

10 - Wandering Delvers

DICE ROLL									NAME - Occupation
STR	WIZ	INT	LK	CON	DEX	CHR	SPD	GPs	ADDS OTHER
1-2, 1				Ambiorix - Addicted to delving, edgy and agorophobic					
	24	19	9	9	8	11	20	16	1128
Broadsword (3+4), Kukri (2+5) Leather armour (12)									
1-2, 2			Robin Banks - Archer; not much use in most tunnels, has twitchy finger						
	20	19	18	11	19	16	18	9	1675
Broadsword (3+4), Kukri (2+5) Leather armour (12)									
1-2, 3					Uncle Cranky - Centurion unable to count				
past ten	9	18	13	17	23	12	16	16	516
Broadsword (3+4), Kukri (2+5) Leather armour (12)									
1-2, 4				Cingetorix - Even more addicted and edgy than					
Ambiorix	12	12	5	22	24	18	20	17	1544
Broadsword (3+4), Kukri (2+5) Leather armour (12)									
1-2, 5				The Hooded Claw - Evil oriental genius (battles Alter-					
Ego)	12	4	11	5	21	10	20	11	1631
Broadsword (3+4), Kukri (2+5) Leather armour (12)									
1-2, 6			Hugh Jarse - Known for getting stuck in tunnels; useful for parking						
bicycles	21	11	18	14	14	14	12	3	394
Broadsword (3+4), Kukri (2+5) Leather armour (12)									
3-4, 1					Iron Bottom - Mercenary, butt of many a joke				
	16	11	17	14	14	18	15	16	1238
Broadsword (3+4), Kukri (2+5) Leather armour (12)									
3-4, 2						Splodger - Full of threats, mostly talk			
	20	18	18	8	9	18	6	6	1418
Broadsword (3+4), Kukri (2+5) Leather armour (12)									
3-4, 3				Blubba Bear - Preparer of picnic baskets for delving					
parties	14	3	17	6	12	20	16	8	1068
Broadsword (3+4), Kukri (2+5) Leather armour (12)									
3-4, 4							Clinkster - Tin man		
	19	14	18	9	23	16	7	20	782
Broadsword (3+4), Kukri (2+5) Leather armour (12)									
3-4, 5					Fahtinghorst - Noisy pointman, fearless to a fault				
	13	15	12	16	9	8	14	14	1499
Broadsword (3+4), Kukri (2+5) Leather armour (12)									
3-4, 6				Wreckless Eric - Clumsy opener of doors and treasure					
chests	18	8	16	18	9	15	4	5	1626
Broadsword (3+4), Kukri (2+5) Leather armour (12)									
5-6, 1							Lena Lovich - Deranaged goth		
	21	18	18	17	12	10	10	18	1272
Broadsword (3+4), Kukri (2+5) Leather armour (12)									
5-6, 2						Ripsnort - Dwarf with blocked passages			
	14	3	5	15	23	19	6	20	722
Broadsword (3+4), Kukri (2+5) Leather armour (12)									
5-6, 3			Dungeonetta - A real dragon, disguised as a human exotic dancer						
	17	6	13	7	14	18	3	15	1645
Broadsword (3+4), Kukri (2+5) Leather armour (12)									

MISSING INACTION

5-6, 4 Gauntlet - Plate-armoured adventurer, always throwing down challenges
23 12 11 17 24 12 6 8 888
Broadsword (3+4), Kukri (2+5) Leather armour (12)

5-6, 5 Detritus - Trasher of dungeon rooms
9 15 6 11 13 19 18 15 828
Broadsword (3+4), Kukri (2+5) Leather armour (12)

5-6, 6 Lunkhead - Popular meat shield
8 18 17 9 11 20 9 12 1946
Broadsword (3+4), Kukri (2+5) Leather armour (12)

11 - Wandering Thieves
Roll 1d6 twice

DICE ROLL	NAME - Occupation									
STR	WIZ	INT	LK	CON	DEX	CHR	SPD	GPs	ADDS	OTHER

1-3, 1 Olly Jameson - Bartender, friend of Micky Finn
12 15 6 17 16 21 23 21 178 GPs +23
Kukri (2+5), Poniard (2), Leather armour (6)

1-3, 2 Archie Bunker - VERY unsuccessful hooker
8 8 17 23 7 29 6 21 17 GPs +38
Kukri (2+5), Poniard (2), Leather armour (6)

1-3, 3 Johnny Jarvis - Unwanted slave
6 19 13 18 16 14 13 19 122 GPs +12
Kukri (2+5), Poniard (2), Leather armour (6)

1-3, 4 Stinky Pete - Cutpurse/prestidigitator – moves very deliberately if at all
12 7 11 21 6 21 21 4 7 GPs +13
Kukri (2+5), Poniard (2), Leather armour (6)

1-3, 5 H-Block O'Finn - Tax repairman
15 13 20 19 7 14 15 11 17 GPs +12
Kukri (2+5), Poniard (2), Leather armour (6)

1-3, 6 Claude Rainballs - Invisible Man
12 3 16 20 13 26 12 12 77 GPs +22
Kukri (2+5), Poniard (2), Leather armour (6)

4-6, 1 Amos Quito - Councillor and counsellor with stinging wit, a bloodsucker
8 11 12 23 11 8 9 6 15 GPs +6
Kukri (2+5), Poniard (2), Leather armour (6)

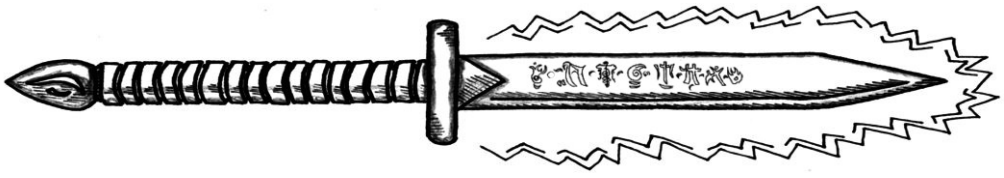
4-6, 2 Serene Dipity - Farm labourer, smart but bone idle (not honest)
13 8 18 20 12 21 9 7 41 GPs +16
Kukri (2+5), Poniard (2), Leather armour (6)

4-6, 3 Tristan Bull - Insurance salesman and repo man
6 7 12 24 6 10 3 25 79 GPs +22
Kukri (2+5), Poniard (2), Leather armour (6)

4-6, 4 Eddie Stobbard - Pizza delivery boy gone bad
6 6 6 13 8 12 14 8 116
Kukri (2+5), Poniard (2), Leather armour (6)

4-6, 5 Ernie Bilko - Travelling salesman and card sharp
11 9 20 20 14 24 6 19 51 GPs +27
Kukri (2+5), Poniard (2), Leather armour (6)

4-6, 6 Mutton Jeff - Gambler and Russian Roulette expert
7 15 7 25 13 19 6 18 174 GPs +25
Kukri (2+5), Poniard (2), Leather armour (6)



12 - Wandering Thugs
Roll 1d6 twice

DICE ROLL								NAME - Occupation	
STR	WIZ	INT	LK	CON	DEX	CHR	SPD	GPs	ADDS OTHER

1-3, 1 — Uncle Mort - Bullies storytellers, likes small beer

23	20	8	20	22	14	6	15	12 GPs	+25

Bludgeon (3), Leather armour (12)

1-3, 2 — Lt. Pidgeon - Cop on the take

16	6	10	7	14	6	8	14	55 GPs	+1

Bludgeon (3), Leather armour (12)

1-3, 3 — John Prigg - Cop with licence to kill, so ponderous he puts people to sleep

22	15	3	14	9	5	10	3	99 GPs	+2

Bludgeon (3), Leather armour (12)

1-3, 4 — Webster Slaughter - Dim-witted but a killer

24	7	3	13	13	15	3	9	95 GPs	+16

Bludgeon (3), Leather armour (12)

1-3, 5 — Prickler - INT of 4; Lon Chaney Jr lookalike, ex-wizard (*Dum Dum*'ed himself)

16	18	4	6	15	11	4	12	81 GPs	+1

Bludgeon (3), Leather armour (12)

1-3, 6 — Mickey Packer - Hatchet man who goes for the ankles

26	17	10	8	22	5	10	5	31 GPs	+5

Hatchet (3), Leather armour (12)

4-6, 1 — Hackaway Downs - Breaker of kneecaps

16	9	4	15	18	7	9	13	30 GPs	+6

Bludgeon (3), Leather armour (12)

4-6, 2 — Hampton Downs - Like his dumber brother but its only an act

17	6	8	13	21	14	4	7	16 GPs	+6

Bludgeon (3), Leather armour (12)

4-6, 3 — Killatrov - Robotic brawler who never quits

19	16	10	17	25	13	6	8	16 GPs	+12

4-6, 4 — Bludgeon (3), Leather armour (12)

4-6, 5 — Acco - Hard man from the Badlands

25	20	9	6	10	10	8	8	9 GPs	+9

Bludgeon (3), Leather armour (12)

4-6, 5 — Lumpy Kowalski - Takes a punch as well as he gives one

24	6	6	9	24	5	9	15	8 GPs	+11

Bludgeon (3), Leather armour (12)

4-6, 6 — Frank the Tank - Water commissioner's numbskull son

23	13	6	4	21	14	7	3	21 GPs	+2

Bludgeon (3), Leather armour (12)

Encounter Log/Journalist Scoops

(Keep track of your adventures and stories for the Khaboom chronicles)

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As the young son/daughter of a nobleman, you have had an easy start to life but now you are on your own, family and home ripped from you overnight, and you have to make your way in a city that can be capricious and cruel. Your only skills are those of a fledgling reporter for the Khaboom Chronicles and the chaotic and never ending series of misadventures ahead of you should give you plenty of scope to sharpen those skills and sell stories to keep the wolf from the door.

As you blunder, out of control, from danger to disaster, you will soon be either missing in action (if you die) or missing inaction (if you survive).

This monster of a solo builds on the world of Khaghtch'an, the Kraken continent, and contains many short solo adventures within the sprawling tapestry woven by the author and quirkily depicted by the artist. You know who to blame…

Get those dice ready and navigate the endless possibilities that are the hallmark of Khaghbboommm Press.

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