

RED CIRCLE

a Tunnels & Trolls™ solitaire adventure



by Michael A. Stackpole

RED CIRCLE

Solitaire Adventure #21 for Tunnels & Trolls™

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DEDICATION:

**Tori Bergquist and Russ Heller
for
The Sorcerers' Scrolls
(Box 117, San Simon, AZ 85632)**

Thanks for keeping the torch burning through the Dark Ages.

THE RED CIRCLE

The Red Circle is a solo adventure written for Tunnels and Trolls. Any single humanoid character may enter this adventure provided he has no more than 60 personal adds. This adventure has been written with the 5th edition of the T&T rules in mind. The rules presented in this book will allow you to play the game with no problem.

In addition to the rules presented here you will need many six sided dice, paper and pencils to play the adventure. Create your hero and begin.

Enjoy! --Michael A. Stackpole

Introduction

You've been traveling the caravan route alone despite the danger. You've heard all the stories about the raiders, The Red Circle, and you do find them interesting. Still you know the Red Circle will be a power only so long as they do not get powerful people angry.

You top a small hill on the road and rein your horse to a stop. Before you, at the base of the hill, you see the remains of the caravan you've been following for three days. All the horses, camels and pack mules are dead. The wares carried in the caravan are spread all over the little meadow below; the most valuable goods are gone. The bodies of the soldiers and people in the caravan are also lying there. Carrion birds are feeding on the remains.

It is rather obvious that the raiders took the caravan by surprise. The meadow around the battleground is pockmarked with holes, like shallow graves, where the raiders had buried themselves while waiting for the caravan. The attack was well planned, and executed ruthlessly.

If you want to continue down the road, past the carnage, and on your way go to 31. If you want to investigate the battleground for any possible survivors go to 62. If you want to look for the raiders' trail and backtrack them go to 93.

1 You sneak forward silently. Around a turn in the trail ahead you see two members of Red Circle crouched in ambush. Both are young and have bows. You note, with a certain amount of surprise, that their quivers and bracers are made of Dhesiri flesh. You were not aware any of the little dragonmen were this far north in Karesia.

If you want to talk to the youths, make a first level Charisma saving roll (20 - Charisma). If you make it go to 125. If you miss it go to 156. If you decide to attack mercilessly go to 65. Because you have sneaked up on them they will not have any hit point total for the first round of the fight.

2 Your move takes the Red Circle warriors by surprise. If you can avoid a couple of arrows you should be able to escape the Red Circle warriors.

Make a first level Luck saving roll (20 - Luck). If you

make it you may travel North to the next town at 13, or you may head West toward Goblin Mountain at 171.

If you miss the saving roll you are hit with one arrow for each point you missed it by. Each arrow does 3 dice of damage. If you survive, the above options are for you.

3 You pivot and grab the wrist behind the dagger heading toward your back. You twist the knife around and force it back into the stomach of the blonde woman who showed you the secret stairway. She drops to the floor, lifeless.

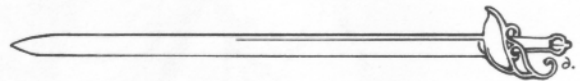
The Baron stands, his face pale. "Just you and me." He dismisses his guards, leaving his nephew the only other person in the room with you.

Because you slew his mistress right before his eyes the Baron is going to be a bit distracted in this fight. You will get a 20% bonus to your combat rolls for this fight. Go to 182.

4 The cavern is huge, and back near the dragon's tail you see what might have been an opening large enough to get two or three wagons into the cavern. Still it is much too small to ever have admitted the dragon.

Continuing around the dragon, ignoring the shifting carpet of coins and jewels, you locate three smaller doorways. One has a pair of hands carved into the rock above it. The second has a helmet carved above it. The last has a sword carved above it.

If you would like to enter the Hands door go to 128. If you want to enter the Helmet door go to 190. If you want to enter the Sword door go to 37. If you want to ask the dragon about this place go to 35.



5 "It must be all very confusing. As I understand it the situation is this. You and I are in the treasure laden Tomb of Rex Sunwolf, the first king of free Karesia. I happen to know, having been trapped here for the last 1000 years or so, that no one has come to visit. The people of the Red Circle live on the surface above us, pleased with the water that I warm for them. Between them and us are Dhesiri, introduced by Baron Valdemar to drive the Red Circle people out."

You blanch at the thought of anyone bringing the burrowing lizardmen into an area just to drive others out. "That's like setting a house on fire just because you don't like the color of the outside!"

The dragon nods. "True, but that will be academic soon. The Dhesiri will burrow in here and we'll both be killed. I'm so large I can only fry those near my head. It was nice knowing you."

If you want to ask the dragon to point out where the Dhesiri will come through so you can set up some defenses go to 159. If you want to search the cavern for treasure or tools that might help your defense go to 4. If you want to search for an exit go to 191.

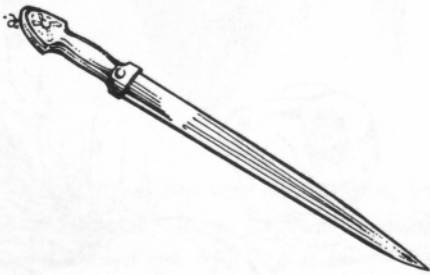
6 If this is your first time at this paragraph roll one die. Subtract the number you roll from 12. Keep the result noted on a piece of paper.

On every subsequent trip to this paragraph roll one die and subtract it from the total. If the total ever hits zero or goes negative go immediately to 100. If it is still positive you may go after any treasure you have not gotten. The Hand room is 128, the Sword room is 37 and the Helmet room is 190. You may also ask the dragon about the odd pounding sound you hear by going to 38.

7 The Dhesiri horde breaks through the cavern wall in several spots. The small scaly lizardmen are unarmed, their teeth and claws more than enough to deal with you or the dragon. You look up from your breastwork and can see no end to them. Your heart sinks and you prepare to sell your life dearly.

Roll two dice. This is the number of Dhesiri who can get at you in any one round. Since they care nothing for defense you may distribute half your hit point total, even if you lost the round, on to the horde. Divide the hits by 5 and count that number of Dhesiri as dead, the remainder being passed off on a surviving Dhesiri. Keep track of the number you kill.

The Dhesiri each get 2 dice and 2 adds. They have a con of 5 each. There is no end to them so you must just keep fighting. If you survive 5 combat rounds go to 131.



8 You are in a cell, of sorts, with 1 die + 1 other prisoners. They all look as if they have not been here long, but they all have a haunted look in their eyes. None of them seem very disposed to talking.

The cell is an alcove dug into the wall of the warren. Wooden bars prevent you from moving about freely, though it is really the presence of an eight foot tall Dhesiri Warrior that slows any thoughts of escape. It is huge and looks formidable.

The only chance you have for escape, realistically, is if you can convince your fellow prisoners to join you in fighting the Dhesiri warrior. To try this make a second level Charisma saving roll (25 - Charisma). If you make it go to 39. If you miss it your fellow prisoners are apathetic. In this case make a first level Luck saving roll (20 - Luck). If you miss it go to 70. If you make it you may try to convince your fellow prisoners to escape again. Repeat the above process until you either make the Charisma roll or miss the Luck saving roll.

9 Roll the other prisoners up as normal human characters. They will have no weapons so they will only get 1 die in combat. They will fight on your behalf, but you will have to take all the risks. Any saving rolls called for you will have to make, and you alone will suffer the consequences.

Having the prisoners with you automatically raises your Alarm level by 2.

Return to the paragraph you came from for your current options.

10 One of the prisoners grabs your arm. "We better hurry. An alarm will be sounded and we'll never get to the queen. I was there before, that's where they captured me." She leads off through a maze of tunnels to the Queen's chamber at 16.

11 The steaming pool is warm, but you notice turbulence in its surface. There is a current there. If you would like to slip into it, to see where the water comes from or is going to go to 196. If you decide to return to the Grand Gallery go to 154.

12 You have had the luck to stumble upon the sleeping quarters of the Dhesiri Warriors. There are three of them in here at this time. You may butcher them in their sleep. Each has a con equal to the roll of four dice. Roll your damage and apply it to them one at a time. If you finish a combat round with the Warrior you are attacking with a con of 5 or more, he will awaken, raise an alarm, and fight you.

In combat the Warriors are worth 6 dice and 3 dice worth of adds. Their Cons are as above, but in combat they also get 3 hits worth of armor from their leathery skin. Other sleeping Warriors will join the fight one round after the alarm is raised.

If the battle lasts more than 5 combat rounds go to 131. If an alarm is raised jack your Alarm level by 2.

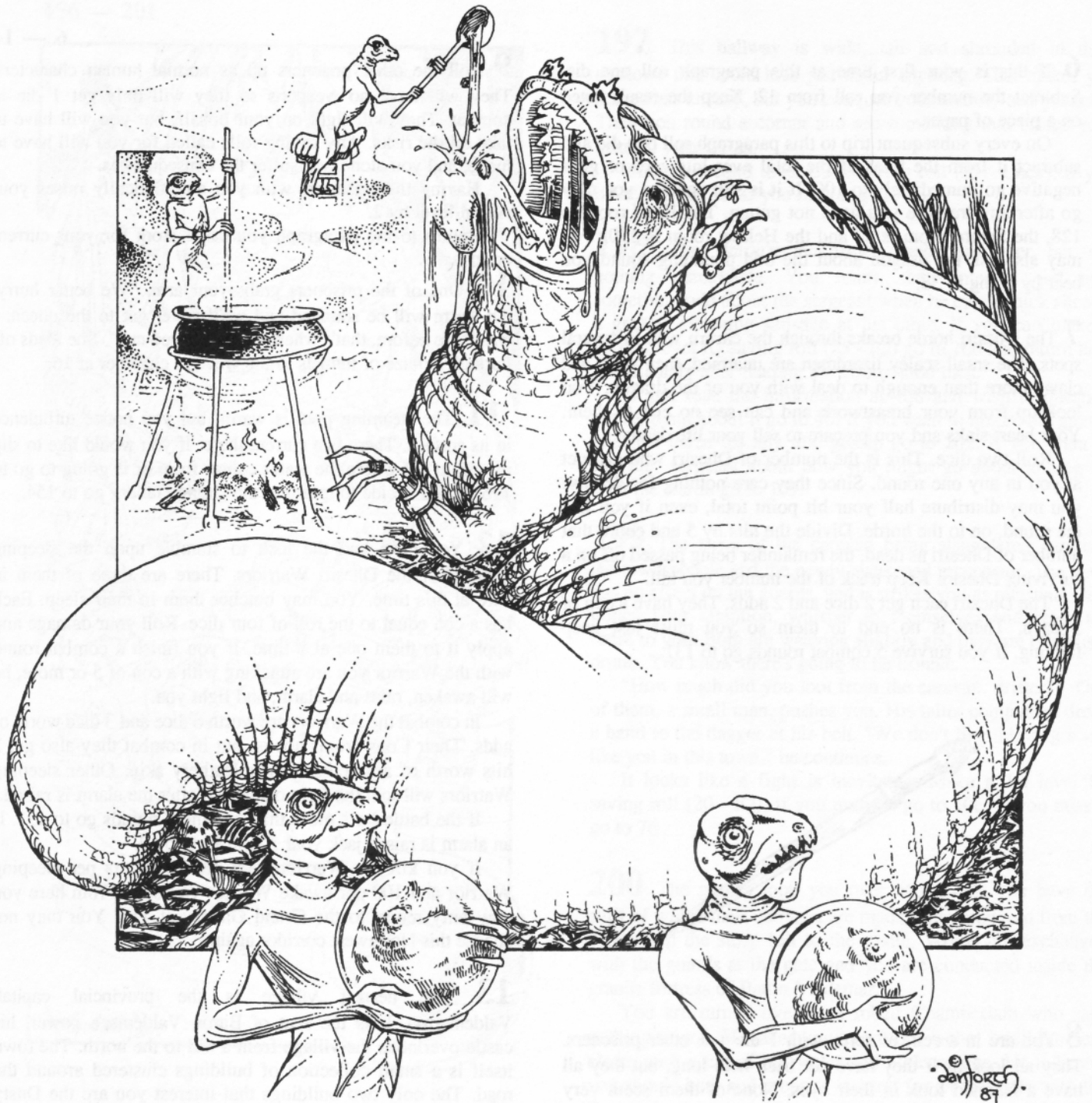
If you kill the Warriors you get 50 points per sleeping Warrior and 100 per awake Warrior you slay. From here you may only return to the Grand Gallery at 154. You may not choose this Northwest corridor again.

13 The nearest village is the provincial capital, Valdemarton. It is the seat of Baron Valdemar's power, his castle overlooks the village from a hill to the north. The town itself is a small collection of buildings clustered around the road. The only two buildings that interest you are the Dusty Rose Tavern and the Inn. All the other buildings look like houses or businesses used primarily by townspeople.

If you want to go to the Tavern go to 75. If you want to check into the Inn go to 137.

14 You awaken the prospector. His rheumy eyes clear and he strains to focus on your face. You motion him to silence and press a gold coin into his palm. In a whisper you say, "I understand there are Dhesiri about. You would know, in the mountains."

Make a 1st level Luck saving roll (20 - Luck). If you make it by more than 5 go to 45. If you make it by 5 or less go to 77. If you miss it go to 107.



15 The Baron's throne hall is large and very dark. Sunlight streams through the windows on both sides of the hall. The stained glass depicts the exploits of past heroes, though the Baron himself is featured in the newest pane. The red carpet leading from the doorway to the high throne is worn but suitable for the room.

There at two people at the far end of the room. One is a powerfully built man with a shaved head. He is dressed in dark blue clothing and wears a dagger. A broadsword and scabbard hangs from the left armrest on the throne.

Beside him is a stunningly beautiful blonde woman. She is

dressed in a blue velvet robe. A silver collar and chain link her to the throne. The chain is very light, and probably could be broken with ease.

"I have need of someone who could solve a problem for me. I need to know what you know of Dhesiri."

Add your Luck and IQ and divide that total by 2. To that total add your current level. Make a first level saving roll on that total (20 - Total). If you make it by 5 or more go to 50. If you make it by less than 5 go to 81. If you miss it and know something about Dhesiri go to 142. If you miss it and know nothing of Dhesiri go to 204.

16 You wander down a short corridor and turn the corner into the Queen's chamber. At once you are filled with conflicting emotions: wonder and fear. The scene you are watching is incredible, the stuff folktales are made of.

The Queen is huge, fully twelve feet long and fat like a walrus. Workers crowd around her, some spooning food into her mouth while others carry away the eggs she produces. Her only purpose in life is to produce the eggs that insure the life of the colony. It is amazing and revolting.

Scattered all around the room are the bones and remnants of previous meals. The stench of decaying meat is very strong. The production of life amid the charnel house atmosphere seems very inappropriate.

One Dhesiri Warrior stands guard over the Queen. The eggs are taken back into a chamber off toward the Southeast.

If you want to shoot or throw a missile weapon at the Queen you are trying to hit a large target at point blank range. If you hit go to 112. If you want to engage the Warrior in combat go to 143. If you want to dash past the Warrior to the Egg Chamber go to 174. If you want to back out and go to the Grand Gallery you may do so by going to 154. Write down the number of this paragraph, though, because once you are here you should be able to reach it from the Grand Gallery at will.

17 You pry open the long-sealed doorway into the Baron's castle. The stone around it is weathered and covered with faint carvings. Were you not so intent upon killing the Baron you might balk at entering such a doorway. Still, you are not daunted.

The corridor beyond the doorway is dark, but luminous moss and lichen provide enough light for you to navigate by. You head in toward the castle and marvel as you pass up through several different levels of basements. You hear things scurrying around in the shadows, but you decide not to investigate.

At this point you realize there are two ways to go about your task. One is to pursue a course of stealth, trying to pass unnoticed. The other is to power your way through the castle, killing others before they can raise an alarm. Both are effective ways of traveling.

At any paragraph you should have a choice between stealth and power, as well as options that offer themselves. If you want to choose the stealth option you will have to make a first level Dex saving roll (20 - Dex). If you make it you may choose that option. If you want to choose the power option you must make a first level Strength saving roll (20 - STR). If you make that roll you may take the power option.

If you miss the saving roll, either one, you must take the Failure option listed at the paragraph. If there is no Failure option any option other than Stealth or Power may be used at that paragraph.

You reach the first torchlit corridor and hear someone walking down it toward your position.

Stealth: 56 Power: 87 If you want to slip into the shadows and watch make a first level saving roll on Luck (20-Luck). If you make it go to 118. If you miss it go to 212. Failure: 26.

18 As a prisoner you are conducted before the headman of all the Red Circle. He is an old man, thin yet not frail. He wears the red headband you recognize on all Red Circle warriors. He points a crooked finger at you and your captors remove your bonds.

"We do not keep prisoners. We offer them a chance to join us, work for us, or to depart if we believe we can trust them."

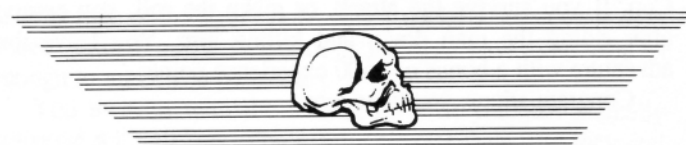
You rub your wrists where the leather thongs had rubbed the flesh a bit raw. If you want to join the Red Circle go to 85. If you are willing to work for the Red Circle roll one die. If it comes up odd go to 116. If it comes up even go to 147. If you want to convince them you are to be trusted and released go to 178.

19 You leap from the saddle, hit the ground and roll to your feet. Your horse screams and struggles as it is dragged down. You see the scaly claws of Dhesiri tearing at it. The Dhesiri had dug out a pit beneath the road and waited for prey to come along. You barely escaped being captured by them.

You scout around the area, knowing the Dhesiri do not like to range very far when hunting. With ease you locate the opening to their underground lair. Screwing your courage to the sticking point you enter and soon find yourself at 154, the Grand Gallery.

20 You were not lucky enough to be suspicious about the Baron. Just for your edification he has a vested interest in keeping the Dhesiri problem as undiscovered as possible. Now, far from his castle, three of his men murder you. They ride up like fellow travelers, and are quite pleasant. Unfortunately your luck fails you and they kill you with little or no resistance.

For you this adventure is done. Better luck next time.



21 Make a first level IQ saving roll. If you make it by 5 or more go to 206. If you make it by less than 5 go to 83. If you miss it go to 145.

22 You wedge yourself in between two smaller stalagmites and kick the big one free. It drops slowly, tumbling so the widest end hits the water first. The splash is deafening and you get covered with water.

The stalagmite has its expected effect. It displaces enough water to flood back into the other chambers of the Dhesiri warren. Furthermore it ripped a narrow hole in the cavern's roof, allowing you an exit. You climb up and out, taking great delight in the sunlight and lack of Dhesiri.

You have succeeded in destroying the Dhesiri threat to Karesia. This adventure has been worth 2500 experience points for you. Congratulations.

23 You find yourself in a huge cavern, scattered with gold and human bones. It is very dark and you squint to see anything. Then, suddenly, the room is lit with a ball of dragonfire! All too late you see the dragon and its claw arcing toward you.

Make a first level IQ saving roll (25 - IQ). If you miss it take 4 dice damage from the blow. If you are killed go to 153.

If you survive the attack or make the saving roll you feel the searing pain of the dragon's three claws slicing parallel scars in your left cheek. You black out.

You awaken in the Soulcave. You know you are now immune to damage from fire. This does not apply to your armor and equipment. This does not mean you can bathe in lava (it would smother you) but the heat and fire of anything will not harm you. Go to 30.

24 "Good, I am glad you are brave enough to undertake this mission." The headman pressed a small jade amulet into your hand. "This is a Dhesiri amulet. Our sorcerer Andar created it. With this you will appear to all other Dhesiri to be Dhesiri. It will make your journey easier in the Warren." He also tells you that he is sending 5,000 gold pieces to the nearest village for you to recover after you are done and the Dhesiri Queen is dead.

You are given whatever weapons you want and taken to the entrance to the Warren. It is unguarded and you slip unnoticed to the Grand Gallery at 154.

25 You rein your horse around and spur it forward. The only person standing between you and freedom is a warrior with a crossbow. He raises it and shoots.

Make a second level saving roll on Luck or Dex, your choice. (25 - attribute.) If you miss it take 5 dice off your Con. If you survive the attack, or make the roll, you escape after riding the man down and killing him. You leave the adventure with a bonus of 1500 experience points.

Congratulations, you have won.

26 You whirl around the corner, anticipating the guard's continued stroll toward you. As it is, the guard had a nasty feeling about the doorway to the lower dungeons and stopped a step ahead of it. With a push he sends you back into the wall where you smack your head and lose consciousness.

You awaken in one of the Baron's cells. Place this character card inside the front cover of this book. If you ever have a character make it to the dungeons of this castle and release the prisoners this character will be free to exact his revenge.

27 You silently slip inside the doorway. The Baron is sitting proudly on his throne. He sees you, but the four guards near the door do not. You slip up beside one of the guards and press a dagger to his throat. "Just you and me, Baron."

The Baron smiles and draws his broadsword. To the guards he says, "You are dismissed." Only one remains, his nephew. For this combat go to 182.

28 Your weapon is knocked from your hand, only your shield protects you. You run up some stairs and burst onto the castle roof with the Baron in hot pursuit.

Make a first level Luck saving roll (20 - Luck). If you make it go to 184. If you miss it the Baron catches you and throws you off the roof. Oddly, you note, the fall is not fatal. Hitting the ground is.

29 You round a corner in the corridor and discover you are in the dungeons. There are 1d + 1 prisoners in the cells. To free them you have to open the cells. You may pick the lock with a first level Dex saving roll (20 - Dex) or if you can do 15 points of damage to the lock you will open it.

For each turn you spend opening the doors roll one die. If it comes up a one you will have to fight a 4 dice, 6 adds guard with a Con of 12. Freed prisoners will join you, and you may pull prisoners from the front of this book (if there are any there), but no more than the number rolled above will join you. The others will flee. If you need more prisoners just roll them up as you would new characters.

From here the only place you can go is up the stairs at 57.

30 You walk from the Soulcave and present yourself to the Headman of the Red Circle. He smiles and presents you a red strip of cloth to be your headband.

If you have a symbol on your chest go to 148. If you have scars on your face go to 179. If you have no special marks on your body go to 65.



31 The carrion birds fly off and scream at you. They settle back down once you pass through their feast. You urge your horse forward and into the dark safety of the forest on the other side of the meadow. In no time you have left the caravan behind.

Make a first level saving roll on Luck (20 - Luck). If you make it go to 124. If you miss it go to 155.

32 Your approach was not as noiseless as you might have hoped. Roll two six sided dice, doubles add and reroll, as if you were making a saving roll. If your total is 10 or above the first archer hidden in the brush has hit you. Roll for the second archer as well.

Each arrow that hits you will do 2 dice plus 5 in damage. Armor may be applied against the damage, but may not be doubled because you have been attacked from ambush. If you survive the arrows you may run off, go to 64, or you may fight the hidden warriors at 211.

33 Attacking when you are outnumbered and covered is not the brightest of moves, but it does show heart. The archers take careful aim and shoot. Their arrows, blunt varminting arrows, strike you in the head. You black out.

When you regain consciousness you find yourself stripped of your weaponry and tied to your saddle. You are being led into the Red Circle encampment. Go to 18.

34 Excerpt from Encyclopedia Imperiana:

"Dhesiri, also known as goblins in some locales, are generally small lizardman creatures who live underground in colonies. Dhesiri break down into one of three types. At the head of each colony is a Queen. She is a large snakelike monster whose sole purpose is to produce eggs and the various hormones that determine the product of those eggs. A queen can produce over one thousand eggs from one mating.

Most common are the workers. They stand four feet tall, are sexless and tailless. They mindlessly follow the orders of the Queen or a Warrior. They do all work, from gathering food to digging and tending the eggs. While they are extremely easy to kill they always attack in groups, overwhelming their prey.

Lastly there are the Warriors. They are twice the size of the workers and very male. They mate with the queen and are used to destroy major threats to the colony. It is rare to have more than a half dozen Warriors in a colony at any one time since their appetites are voracious and they are not above cannibalism.

Dhesiri prefer temperate or warm climates."

35 "A thousand years ago this was the tomb of Rex Sunwolf, first king of free Karesia. He united Karesia and freed it from the Empire. He was a great king and upon his death he was interred here, beneath Goblin Mountain.

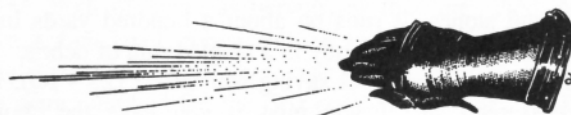
"His court wizard laid a curse on the tomb itself. The curse was in the form of a spell that would make any robber grow to 100 times his normal size, and would last for 1,000 years. The

wizard expected most robbers to die in that time, but he did not anticipate a dragon being one of the first in here."

You leap back off the gold coins. The dragon laughs.

"Don't worry, expanding my bulk burned out the spell. Pack rats have stolen gold and jewels without any problem in the last four hundred years. In fact, if you wanted to, you could probably get Rex's last three treasures. Better you than the Dhesiri."

If you want to ask the dragon about Dhesiri go to 129. If you want to explore the cavern go to 4.



36 Power floods through your body as your hands slip into the gauntlets. You ball your fists and the stone explodes. The gauntlets have formed themselves to your hands, they feel like a second skin.

Since you are very intelligent you grasp and can control the gauntlets and their full power. In addition to digging through 100 cubic feet of stone a turn at the cost of one strength, the gauntlets will let you double your strength in combat for five turns in any one day.

Sunwolf's shade smiles and fades. Go to 6.

37 The Sword room has rainbow colored walls. Hanging in the air, about two feet off the ground, is the tip of the six foot long crystalline blade Rex Sunwolf was known to wield. It slowly spins, light glinting from it.

Beyond the sword stands a ghost. It is a tall, handsome man. It speaks to you. "I am the ghost of Rex Sunwolf. I have long waited for someone to come take my sword. Though Sunshard was created for a hero, any who are worthy can wield it. Those who are not worthy will die by it."

If you decide not to try for the sword go to 122. If you decide to take it make a Charisma saving roll on your own level. If you make it by 5 or more go to 130. If you make it by less than 5 go to 161. If you miss it by rolling less than 5 go to 192. All others go to 69.

38 "That sound you hear is the sound of Dhesiri tunneling their way here. We'll be dead soon," is the dragon's reply.

If you want to go after one of the treasures you have not yet obtained you may. The Hand room is 128, the Helmet room is 190 and the Sword room is 37. If you would like to prepare some defenses against the Dhesiri attack go to 122. Keep track of the number of visits you have made to this paragraph — that number will be important at paragraph 122.

39 You grab a wooden bar and rip it free. You can use it as a quarterstaff. Roll up the characteristics for the other prisoners and arm up to three of them with quarterstaves as well. With this crew you must battle the Dhesiri Warrior.

The Dhesiri Warrior gets 6 dice in combat and 3 dice worth of personal adds. His Con is equal to the roll of 4 dice, and his leathery skin takes 3 hits in combat.

If you kill it everyone gets 100 experience points for it. Make a first level Luck saving roll (20 - Luck). If you make it go to 101. If you miss it go to 132.

40 This tunnel is fairly large and seems well traveled. The dusty floor is hard-packed, the earthen walls are trimmed of roots and stones. It runs on about a hundred yards into the darkness, then ends abruptly in a tangled ruin of debris.

Make a second level saving roll on IQ (25 - IQ). If you make it read 71. If you miss it you have the choice of continuing on to 102 or you may retrace your steps to the Grand Gallery at 154.

41 You scramble to the surface with Dhesiri clawing at your heels. You kill a few that dare poke their heads above ground but you know you've only bought a little time. The Dhesiri horde will be after you yet.

Then you notice one of the prisoners. She rises to her full height and changes. Her voice becomes spectral and hollow. "Free again, and granted the sunlight!" Light sweeps over her and she is transformed into a beautiful Sun-nymph. A cold, grim expression captures her features.

She gestures at the hole in the ground. Light flies from her fingers and a Dhesiri leaving the hole is fried on the spot. Then, like water, the light pours down into the hole. You hear muffled screams, see light pouring from countless warren exits all over the landscape.

"That will fix those disgusting creatures!" She smiles, sweet and ice cold, at you. "Thank you for your help." With that she turns into pure light and flies off to the sun.

The adventure is through for you. You get 10 points for each Dhesiri you killed, and a bonus of 1500 experience points for the adventure. You have succeeded in stopping the Dhesiri, which will stop the Red Circle from raiding. Try and tell anyone about it, though, and they'll assume the Sun-nymph you saw was a figment of your imagination.

Oh, you can keep any other prisoners you created and escaped with you.

Thanks for playing.

42 You slash and hack through some eggs, you know there are too many for you to ever be able to destroy. You decide you need a different plan to deal with this underground lake full of Dhesiri eggs. Go to 21.



43 You cautiously creep forward, hiding yourself as best you can. This close to freedom you don't want to be discovered and captured. Just as you are about to step into the sunlight the silhouette of a huge Warrior Dhesiri fills the opening.

The Dhesiri Warrior gets 6 dice in combat and 3 dice worth of adds. His con is equal to the roll of four dice, and his thick, leathery hide takes three hits in combat. You must fight it unless you have the Dhesiri Amulet. In the latter case go to 167. If you must fight do your best. If the fight lasts more than 5 combat rounds make a second level Luck saving roll (25 - Luck). If you make it go to 105. If you miss it go to 96. If you kill the Warrior go to 74.



44 You look fairly tough to the guards seated in the tavern. One of them, a sergeant from the patch on his shoulder, comes over to harrass you. "New people are not much welcome in Valdemarton, especially worthless drifters like you." He draws his knife and cuts off a small slice of sausage and pops it in his mouth. He waits for your reaction.

You study him. He does not look that tough. You notice something unusual about him, but you cannot put your finger on it unless you make a second level saving roll on IQ (25 - IQ). If you make the saving roll read 108 and return here immediately.

If you would like to attack the soldier with no warning, a less than honorable but more likely for success strategy, go to 169. If you want to challenge him to an even duel out in the street go to 170. If you ignore his taunting go to 201.

45 "Yeah, I see 'em. Hundreds of 'em and a Queen. They followed her from the south when she was brought in. Told all this to Handar when he was here. Only got him killed. If you want them they's at the south face of Goblin Mountain."

He lapses into silence as the guards look over at you. If you want to talk with the guards you may go to 138. If you want to go to the Inn go to 137. If you want to head out to where the prospector placed the Dhesiri den go to 154.

The last thing the prospector says is, "Handar wanted the 50 gp bounty per scalp, but he never got paid in coin. Just cold steel."

46 You stroll over to the sergeant and say, "A friend of mine had a dagger like that once. How did you get it from him? He'd never give it up this side of the grave."

The sergeant looks up at you, wide eyed with innocence. "I got it from his body. The Dhesiri got him. If he was your friend you might head off to the south face of Goblin Mountain. There you can avenge him."

If you want to head off in that direction go to 154. If you decide you'd rather quit the Inn and head to the Tavern go to 75. If you have decided that the sergeant is lying, and you want to lay in wait for him, go to 110.



47 In no time at all a group of ten warriors led by a red robed sorcerer confront you. You explain what happened, but you can see none of them believe you. The sorcerer gestures and a red light bathes your body. You black out.

You awaken and discover yourself painfully stretched out spread eagle on a table. You are naked. Sweat is pouring out of your body, the dungeon you are being held in is insufferably hot.

You lift your head and see the silhouette of a large man in the shadows. "You slew two of my guards. I could have you tortured, broken, killed or worse, and no one could gainsay me. Still I sense honor in you, and I may have another way for you to work off the punishment due you for your crime. Are you interested?"

Anything is better than this pain. You nod your head. The shadow withdraws and you are released from the table. You are taken to a room where you are bathed and freshly robed. Once you are ready go to 15.

48 You step from the Inn and are beset by the sergeant and four other men. They grab you before you can raise any weapon against them. Mercilessly they hammer you with punches and kicks. You black out. Go to 140.

49 The Dhesiri pit trap opens below you, sucking you and your horse down quickly. You would have leaped clear of the saddle but a stirrup got caught. As it is you are surrounded by hundreds of Dhesiri. If you do not have the Dhesiri amulet you are captured and bound. You are conducted as a prisoner to 8 and thrown into a cell.

If you have the Dhesiri amulet you are virtually ignored as they slaughter your horse. In that case you wander back into the Warren with the hunting party and find yourself, unmolested, at 154, the Grand Gallery of the Dhesiri Warren.

50 Between your Luck, Intelligence and experience you know you cannot trust this man any further than you could throw him. Despite your knowledge you feign ignorance.

The Baron smiles. "Good. Rumor has it there are Dhesiri in the area, but everyone knows it is too cold for them here. I need an agent who will believe what I say, and will act on my knowledge."

You listen to him as he offers you a job in his personal guard. You agree to work for him, but decide to leave at the first opportunity. That opportunity comes later that night. You steal a horse and head out of town to the west. Go to 171. This little lesson in trust was worth 300 experience points.

51 Your dash past the Warrior to the Egg Chamber is very successful. You artfully dodge his clawed swipe, then leap through the doorway. You noticed that he continued his attack and raked through a rope beside the doorway.

Your dive carries you far into the room. A wooden rack with spears crashes down behind you, and would have impaled you had you not jumped. You were very lucky. Go to 175.

52 The last rock rips free and the water rushes through the opening. Being as close as you are you get sucked into the opening. The water rushes you through a frothing underground river, but before you can drown, the river boils toward the surface and flings you out over the edge of a waterfall. Luckily you arc out through the air and splash down in the small pond at the waterfall's base.

You swim to the pond's edge and, exhausted, pull yourself from the water. The eggs, many of them broken, are being washed away on the flood and out toward the ocean. Although costly to life, your effort succeeded and destroyed the Dhesiri threat to Karesia.

This adventure has earned you 2500 experience points.

53 You dream you are running with a herd of wild deer. You spend whole seasons with them it seems. You feel the warmth of the summer sun, and the biting cold of a windy winter. You taste the delicate young shoots of plants in the spring, and you share the fear of hearing a predator stalking you. You watch their life cycle, you learn much from them.

What you bring away from the experience is an understanding of how a fawn can be safe by hiding. With this understanding if you can make an IQ saving roll against the IQ of anyone or thing pursuing you, you will avoid detection by remaining hidden in one place. This does not apply to when you are moving, only when you are still and hiding. Go to 30.

54 You find yourself in a dark cavern. Beneath your feet you feel coins, jewels and bones. You can see nothing in the darkness, but you hear the rustle of coins before you. Suddenly there is light, in the form of a gust of dragonfire heading straight at you!

Make a second level IQ saving roll (25 - IQ). If you miss it your body is incinerated beyond recognition. You are dead. Go to 153.

If you make the roll you feel the fire wash around you. You breathe it in and feel searing pain for the barest of moments. Then all is dark again and you awaken in the Soulcape.

On your chest is a black flame insign. You look around the cave and breathe out. A burst of flame erupts from your mouth. Because of your experience you can breathe flame. It costs you one strength point per burst, may be used in combat while you fight with other weapons, and will generate dice equal to your current level.

You have been blessed. Go to 30.

55 The headman looks furious. "Bind the outsider. Dispose of it!" Two warriors move to comply.

Make a second level Strength saving roll (25 - Str). If you make it you break free of your captors. You twist and run. You vault from a wagon and knock a rider from his horse. You settle yourself in the saddle, draw the broadsword from the saddle scabbard and prepare to fight your way free of the Red Circle crowd. Go to 117.

56 You slip around the corner right after the guard passes. He's heading up toward some stairs. Back in the direction he came from, you see a corridor. If you want to investigate the corridor go to 29. If you want to head up the stairs go to 149.

57 Apparently you and the prisoners made enough noise to be noticed. On the stairs there are 1 dice + 2 guards. All the guards get 4 dice for their swords and 3 adds.

If you are outnumbered you must stand and fight them. If you are victorious you may go to 149. If your allies outnumber the guards you may run ahead of them to 149, breaking through the line of guards. (Fight the combat out with the prisoners versus the guards because, for each prisoner who dies if you abandon them you will lose 300 experience points from the final bonus.)

58 You burst through the doors and within seconds lay two of the four guards out. A third lunges at you with his spear, you break it and punch him in the face. He collapses. The fourth guard near the door, the Baron's nephew, drops his sword and backs off.

You look at the Baron. "Just you and me."

The Baron stands and draws his broadsword. "Just you and me." Go to 182.

59 Barging or slipping into a room full of guards, and blowing the move, is not a bright idea. Suffice it to say the six men in here beat you senseless and have you sent down to the dungeon. Put this character inside the front cover of this book and save it until someone busts the prisoners out.

60 The Baron knocks you from your feet, your weapon falls just out of your grasp. He places his sword at your throat. "What have you to say before I kill you?"

You tell him about the armband, and the fact that it will reveal traitors nearby. Make a first level Charisma saving roll (20 - Charisma). If you make it he believes you and takes the armband. He puts it on. Go to 185.

If you fail the saving roll he does not believe you and kills you by leaning forward on his sword.

61 The dragon smiles, flames creeping from the corners of his mouth. "That's the answer I'd give if I was in your shoes." He puts you down.

If you want to explore the cavern go to 4. If you want to talk with the dragon go to 35.

62 The carrion birds scream protests at you when you dismount amid their feast. The stench of death is overwhelming. Most of the animals and warriors were killed by well placed bowshot, the black arrows with red fletching in evidence everywhere. You've seen worse deaths in your time as an adventurer, but never so much at one time.

There, from your right, you hear a moan. Someone is still alive. You rush over to a group of bodies, looking for the

survivor.

Make a first level Luck saving roll (20 - Luck). If you make it go to 186. If you miss it go to 157.

63 One Red Circle member advances and stripped you of your weapons. You are allowed to keep your horse and are lead on a long two day ride to the Land of Warm Springs, the homeland of the Red Circle.

During this journey you may decide to escape. If you want to reconsider your surrender you may do so either the first or second evening by going to 187. If you want to remain with the Red Circle members, who do not mistreat or abuse you go to 18.

64 Your move catches the Red Circle warriors by surprise. They shout curses at you, but do not pursue you. You count yourself as lucky until you hear them laugh. You feel doomed. Go to 111.

65 The Headman grasps you firmly by the shoulders. "Once you complete a mission for us you will be a full member of the Red Circle."

If you agree to do a mission for the Headman roll one die. If it comes up odd go to 116. If it comes up even go to 147. If you want to refuse go to 55.

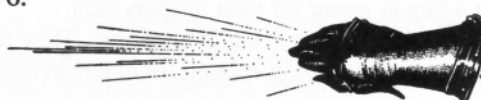
66 "Good, I'm glad you are a Dhesiri hunter. If they keep digging you should be up to your armpits in them before too long. They don't realize I'm the reason behind the warm springs in this area, and they see me as a source of food for their colony. If they kill me, though, they will be killing the young they have incubating in the Warren above us. But then again we did not create Dhesiri for their intelligence, we created them to bother humans."

His prognosis of future events does not sound good. If you would like to ask for specific points where the Dhesiri are going to come into the cavern so you can prepare defenses go to 159. If you decide to scout the cavern out go to 4. If you want to search for a potential exit go to 191.

67 You feel power ripple through your body, but you know you have not grasped the full power of these powerful gauntlets. With ease you withdraw your hands from the stone block, shredding it in the process. For you the gauntlets will dig through 100 cubic feet of stone per turn at the cost of one strength.

The only problem you have with the gauntlets is that they have grafted themselves to your hands. You cannot remove them, but this is not bad. At least no one can ever take them away from you.

The Shade of Sunwolf fades, a grin on his face. Go to 6.



68 You settle the helmet over your head and feel very relaxed. You look around the room and see instantly any flaws in the walls and floor. You look out the doorway and see all the vulnerable spots on the dragon. In any combat you will be able to cut the value of an enemy's armor in half because you can see the flaws in it. This will not eliminate the effects of warrior training, but will allow warriors to get the face value of their armor alone.

The shade of Rex Sunwolf fades with a smile on his face. Go to 6.

69 The ghost of Rex Sunwolf studies you critically. "You are not a hero, but you are redeemable. Take my blade, and use it well." His ghost fades with a questioning look on his face.

The crystal sword is worth 8 dice in combat for you. It has no other special powers as far as you are concerned. Go to 6.

70 You are unlucky enough to have been selected as the next meal for the Dhesiri Queen. You are dragged by a horde of Dhesiri workers through a twisted maze of low tunnels to the Queen's chamber. Once there you are shocked by the sight and smell, and are determined to escape.

The Dhesiri Queen is huge, twelve feet long and fat like a walrus. Workers are spooning food into her mouth and carrying away the eggs she produces. It is a grotesque sight, especially when you realize you are next.

Make a first level Strength saving roll (20 - Strength). If you make it you snatch a femur up from a pile of bones on the floor and attack her. She cannot defend herself. Roll 6 dice for her Con. If your attack kills her outright in one round go to 163. If you only wound her go to 194. If you miss the saving roll you struggle weakly while she devours you alive.

71 It makes no sense to you for the Dhesiri to have constructed such a large tunnel that leads to nowhere. You look around at this end and find a lever set about three feet high in the wall. You pull it and hear a sound from back down the hallway. You smile, turn and head to the newly opened corridor heading south at 16.

72 This tunnel is somewhat smaller than the others, built to allow Dhesiri to pass two abreast. You follow it for a couple of twists and turns. Make a first level Luck saving roll (20 - Luck). If you make it go to 103. If you miss it go to 134. If you have the Dhesiri amulet go to 103.

73 You have had the dubious honor of discovering the living quarters of the Dhesiri Warriors. There are three of them here in this dark, dank hole strewn with bones and other debris. Each gets 6 dice in combat and has 3 dice worth of adds for their sheer size and ferocity. Their Cons equal the roll of 4 dice and they get 3 hits in armor for their leathery skin.

All of this information is actually academic. They raise an alarm and engage you just long enough for others to arrive. Go to 96.

74 The Warrior lies dead at your feet. He was worth 100 experience points. If you want to reenter the warren and seek out the queen to kill her return to the Grand Gallery at 154. If you want to quit the adventure at this point you may leave with a 1,000 experience point bonus for all you have done at this point.

75 You step through the doors to the Dusty Rose and pause to let your eyes adjust to the relative darkness in the room. The place is fairly empty. There are two men in the black and gold livery of the Baron at a table back away from the door. An older man, a prospector from the look of him, is slumped asleep back on a bench by the fireplace. A couple of townies are seated at a table in the middle of the room, but they pay you no attention.

The bartender asks you what you want.

You order and drink deeply to cut the road dust from your throat. If you want to tell about the caravan slaughter go to 199. If you want to talk to the prospector about Dhesiri go to 14. If you want to talk with the guards about the Baron go to 138. If you want to talk to the townies about local events and news go to 168.

76 Your attack goes smoothly. The smaller man is spun away by the sheer ferocity of your assault. He smacks the back of his head on a table and lands lifeless on the floor. His partner lunges with his dagger, but you avoid the attack. You turn his dagger back on him and in seconds he joins his companion in oblivion.

One of the townies grabs your arm. "Quickly, you must get away. If the Baron finds you. . ." If you want to head off with him go to 139. If you choose to ignore his advice, and wait around for the authorities to arrive go to 47.

77 "Sure, I seen Dhesiri. They're all over the Warm Springs area. Never had no trouble from the Red Circle until the Dhesiri arrived, curse them little dragonmen. Good thing the Baron has a 50 gp bounty on their scalps or they'd overrun all of us."

He adds a brief description of where he thinks their central warren is. If you want to leave town and head for it go to 171. If you want to talk to the guards about the Baron go to 138. If you want to break the news about the caravan go to 199.



78 Each guard has a poinard (2 dice) and 3 personal adds. Each has a con of 10.

If you slay them a townie grabs your arm and says, "Quickly, you must get away. If the Baron finds you. . ." If you want to head off with him go to 139. If you choose to ignore his advice and wait around for the authorities to arrive go to 47.

79 The two of you arm yourselves and face the Baron's men. The two you have to fight each have a Broadsword and 3 personal adds. Their con is 10 each. If the fight takes more than 5 combat rounds make a second level saving roll on Luck (25 - Luck). If you make it your compatriot has dispatched his guards and will fight with you (doubling your attack). If you miss he has been killed and one more guard comes to join those opposing you.

If you survive alone you realize that he gave his life for you when he could merely have pointed you out to the guards and saved himself the trouble. You may either quit this adventure now, with 1000 eps, or you may decide to venture forth and rid the Barony of the evil ruler on its throne at 17.

If Festus survives with you he'll note you really only have one option at this point. "We should join the Red Circle. " If you agree go to 173. If you want to decline his suggestion you may leave the adventure with 1000 eps or can go after the Baron at 17.

80 Black water boils up from beneath you as an underground river washes the earth below you away. In seconds you are sucked down and everything, save your weapons and armor, is swept away from you. You manage to gulp down a lungful of air, but the wild ride through the dark underground river is too long for you to hold it. Just when you think you are going to drown you see light and are plucked from the river. Go to 127.

81 Eager to please the Baron you tell him everything you know about Dhesiri, and include a hint that there might be some about.

The Baron smiles. "Good, I cannot stand ignorance. I need you to search the Dhesiri out and destroy them, or bring me proof they do not exist. Will you do that? I'll pay you 500 gold pieces for each Dhesiri you kill."

That is an incredible offer and you accept it. The Baron assigns a man to get you outfitted and on your way. You ride out of town toward the west and Goblin Mountain.

Make a second level Luck saving roll (25 - Luck). If you make it go to 205. If you miss it go to 20. If the name Handar means anything to you add 10 to your Luck for the sake of this saving roll.

82 You artfully dodge the Dhesiri Warrior's clawed swipe. You rush on toward the Egg Chamber doorway.

Make a second level saving roll on Luck (25 - Luck). If you make it go to 144. If you miss it go to 113.

83 The obvious solution, it seems to you, is to drop pieces of the cavern ceiling down on the eggs. You study the roof and select a huge stalagmite as a likely candidate for dropping. The most difficult part of the job, though, is getting to it. You'll have to climb.

Roll one die. This is the number of first level Dex saving rolls (20 - Dex) you'll have to make to get to the stalagmite. If you miss a roll, roll dice equal to the number you missed by and take that as damage from the fall. At that point you'll have to start the climb all over again. Good Luck.

When you get to the stalagmite go to 22.

84 You are torn from your sleep by the serpentine hiss of a Dhesiri worker. The dragonman leaps at you, his teeth and claws worth 2 dice in combat. He gets 2 adds and his con is 5.

Fight the creature. If it kills you go to 153. If you defeat it go to 30. Note: even if it gets hits on you you will not have any scars from this attack.

85 "While we allow outsiders to join us, the test to join is perilous. Are you willing to accept any risks of that test?" The chieftan's voice reinforces the gravity of the words he has spoken. If you want to proceed go to 123. If you would like to ask to leave instead go to 178. If you want to perform a mission for them go to 116 on the odd roll of one die or 147 on the even roll of a die.

86 The Headman is very pleased. He pulls a silver armband from his own right arm and hands it to you. "This armband is something no one should be without. If one you trust is about to strike you down it will warn you. I hope it helps."

You thank him. He appoints two guides and they lead you from Goblin Mountain on the ride to Valdemarton where you are directed toward a hidden passage into the Baron's castle. "It goes in through the foundations of several previous castles built on the same spot," you are told.

You thank your guards, adjust the armband on your swordarm and head to 17.

87 You pivot around the corner and hit the guard walking the hall hard about the head and shoulders. He pitched forward on his face and stays down. You drag him back into the corridor, bind and gag him with his own clothing. He is out of the picture.

Out in the corridor you notice, off to the right, stairs leading up. The corridor he was walking down leads off to the left. If you want to follow the corridor left go to 29. If you want to head up the stairs go to 149.

88 If you want to Stealth through the door go to 151. If you want to Power through the door go to 183. If you just want to knock and enter go to 214. Failure means the door is locked and your choices are 180 up the stairs or 213 to the doorway on this landing.

89 You enter the throne room. The Baron is sitting in the throne across from the door. "Did you think it would be this easy, getting here to kill me?" he asks.

Make a first level IQ saving roll (20 - IQ). If you miss it you stand still and answer him as four arrows shoot through your chest. This cuts down your ability to answer, and happens to kill you.

If you make the saving roll you dash forward as the arrows smash into the door behind you. "Enough games, Baron, now it's just you and me."

The Baron smiles. His nephew steps from the shadows to watch the fight. "You don't mind my heir being here, do you?"

You shake your head. He draws his broadsword. Go to 182.

90 You are knocked sprawling, your weapons flying far from reach. The Baron runs at you, his sword up high for the death blow.

Make a second level Dex saving roll (20 - Dex). If you succeed you plant a foot in the Baron's stomach even as he is swinging at you, and flip him over onto his head where he breaks his neck. Go to 209.

If you miss the roll you miss the foot placement, but The Baron does not miss you. You are terminated.

91 You ride into the Red Circle's camp as bold as brass. A crowd quickly gathers, centering around you and the village chieftan. He is a thin old warrior, his silver hair bound back with a red headband. "Rare is the adventurerer who can enter our camp unheralded."

You smile at the compliment. "The raiding you are doing, it must stop." Your voice carries over the whole crowd and some of the warriors grumble.

The Chieftan smiles. "There are two ways you can stop the raiding. One is to work for us and eliminate the cause of our discontent. The other is to kill us all."

If you decide to work for the Red Circle to help them roll one die. If it comes up even go to 147. If it comes up odd go to 116. If you decide that killing the Red Circle is preferable go to 117.

92 On your way out of the Barony you scan the horizon, hoping perhaps for a glimpse of the dragon. You don't see him, but you do smile. There, far away on the horizon, you see a cloud of smoke that could only represent a castle burning.

Thank you for playing.

93 The raiders' trail is painfully easy to pick up. No only did they neglect to hide their trail, but some of them blaze it with a circle surrounding a lightning bolt, a symbol of the Red Circle. Their arrogance annoys you slightly.

Suddenly the hackles rise on the back of your neck. Something feels wrong. Perhaps the trail was too obvious. There, ahead of you, something seems wrong.

You dismount and advance, weapon in hand and ready.

Make a first level Dexterity saving roll (20 - Dex). If you make it go to 1. If you miss it go to 32.

94 Your horse smashes into the three men. They are unhorsed, their mounts are a tangle of screaming animals. You race the beast down the road toward the nearest town, not pausing for fear the Red Circle warriors will catch up with you. Finally, at the top of a hill that lets you study your back trail. You are not being pursued.

There, on the horizon, is the next town. Go to 13.

95 The authorities in Esturiat are glad to hear about the loss of the caravan. Now they know to send more warriors with the next caravan.

You have earned 300 experience points for what you have seen and done so far. You may head back out and tell the next town down the line about the tragedy at 13 or you may leave well-enough alone and quit right now.

96 The fight has raised enough of a commotion that Dhesiri from all over the warren come and overwhelm you. You are knocked unconscious, stripped of your weaponry, and carried off to the prison in the warren. You awaken at 8.

(The only nice thing about this turn of events is that your Alarm level drops back down to zero) If you had the amulet when you arrived here, it is stripped from you in the fight.

97 "Well, join the club. I came in here to pad my trove and got caught in the old spell laid down by Rex Sunwolf's wizard. Old Rex didn't want anyone walking off with his treasures. The curse was to make the thief grow to 100 times his normal size, and the change was to last 1000 years. That would have killed someone like you, but not me.

"If you're interested I think there are a few of Rex's trinkets still in here, aside from the gold that is..."

You wander around and see three doorways. One has a pair of hands carved above it, the next a helmet and the last a sword. If you want to enter the Hand room go to 128. If you want to enter the Helmet room go to 190. If you want to enter the sword room go to 37. If you are confused and want to ask the dragon what is really going on here go to 5.

98 You fail to comprehend the incredible power these gauntlets can offer you. You struggle in vain to withdraw your hands from the gauntlets. The stone suddenly stops floating and drags you down to the ground. From outside you hear the dragon scream in pain and soon Dhesiri are swarming all over you. Mercifully your end is swift.

99 The helmet settles onto your head with ease. You feel more confidence, more sure of yourself. While wearing the helmet you will have a doubled Charisma for the purpose of leading others, avoiding the nasty effects of spells, and scaring foes off.

Sunwolf's shade fades with a smile on his face. Go to 6.

100 A horde of Dhesiri descend upon you in an ambush. These little four foot tall dragonmen use their teeth and claws in combat. Each gets 2 dice and 2 adds, they have a con of 5. In fighting them do not distribute hits evenly divide the hits you do by 5, killing that number of Dhesiri, and apply the remainder to any Dhesiri left.

Roll four dice. This is the number of Dhesiri who break off from the main attack on the dragon to attack you. In each combat turn roll one die, this is the number of Dhesiri that attack you in that round. For each subsequent round roll the die again. If you beat your earlier roll fight the higher number of foes. If you tie the old roll add one to it and fight that number of Dhesiri. If your roll is lower than the number of foes you fought in the last round you will fight the same number you fought last time. The only exception to this rule is if you have killed off all the Dhesiri facing you.

If you survive 7 combat round go to 131.

101 You catch, out of the corner of your eye, the motion of a Dhesiri running down the tunnel toward the Grand Gallery. You may shoot it, a small target at medium range, or you may try to outrun it. For shooting it to be effective you must get atleast 5 hits on it.

If you want to outrun it roll one die. This represents the headstart it has. Roll three dice for it to give it a speed rating. Make a first level speed saving roll for it (20 - Speed) and one for yourself. If you both miss your positions have not changed. If you make it and it misses, the difference between your total and its total is subtracted from the number you rolled above. If you both make it the difference by which you made the roll is added or subtracted from the headstart number.

If you miss the roll and it makes it, it has escaped. Go to 132. If the headstart number is reduced to zero or a negative number you have caught the Dhesiri and killed it. If the Dhesiri is dead go to 10. You get three chances at making the rolls to catch the Dhesiri. If you fail to catch it go to 132.

102 Make a second level Luck saving roll (25 - Luck). If you make it go to 133. If you miss it the roof comes down as you step into the debris. You get tangled up in vines and sticks and dirt. Suddenly there are a dozen Dhesiri on you. They strip you of your weapons. You are pulled free of the deadfall trap and conducted to the South corridor and thrown into the prison there at 8.

103 A party of six workers passes you, ignoring you in the shadowed tunnel despite the squeeze. You are either very lucky or, for some reason, look to them like one of their own.

You wander deeper in the tunnel and come to an open pool of water. The water steams gently. You touch it and find it soothingly warm. Then, behind you, you hear Dhesiri voices.

If you want to stand and slay all the Dhesiri coming down the tunnel go to 165. If you want to slip into the water to hide go to 196.

104 This Northern tunnel is a little low but you manage

to get through it with no problem. It ends in a large oval shaped room. The walls have small alcoves carved in them, each alcove being home to a sleeping worker. The floor is littered with bones, debris and trash.

If you would like to search the floor for valuables go to 166. If you want to kill all the Dhesiri in the room go to 135. If you want to return to the Grand Gallery go to 154.

105 The battle lasts for, what seems to you, an eternity. The Dhesiri Warrior knocks you down and raises one claw to rake your face off. Then, from outside the warren entrance, three arrows fly into his back. The Warrior stiffens and falls.

You scramble to your feet and run from the warren. You're stopped by three men, all of them wearing the red headbands of the Red Circle.

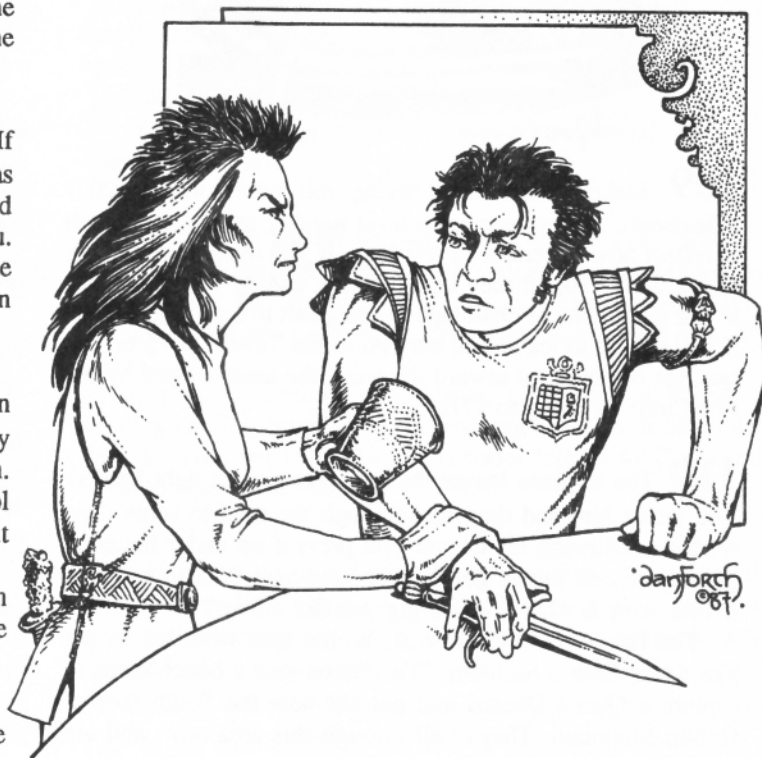
You thank them for your life. The smile. "You can discharge your debt to us, if you wish. We need someone to slip into the castle of Baron Valdemar and kill him."

If you accept this mission go to 56. If you want to quit the adventure at this point you get a bonus of 750 experience points for everything you've done.

106 You knew from the first that even sober the guards would not be great fighters. You smash your tankard across the short one's face. He reels away unconscious. His partner hesitates, then draws his dagger. You parry his feeble cut and slam him into the bar. He grunts loudly and sinks to the floor.

From behind you, at the door, you hear mild applause. You turn and discover a handsome young man in the Baron's colors standing there. He nods a brief salute. "I thank you for not killing them. They are stupid, but not so stupid as to be killed for it. I apologize for their treatment of you."

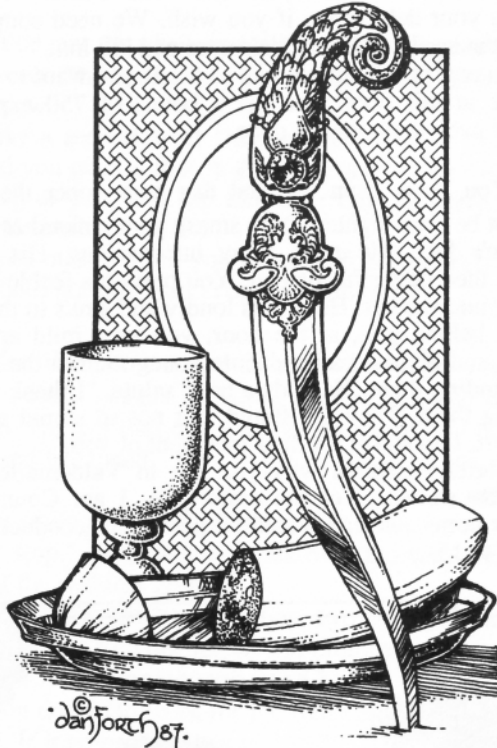
You briefly explain why you are in Valdemarton. The young man smiles. "Let me assist you. I am Count Vlad. Valdemar is my uncle. I would be pleased to conduct you to him." Go to 15.



107 Despite your caution the Baron's soldiers overheard your question. Your first sign of trouble comes from the look of horror in the prospector's eyes. You turn and see both guards rushing at you, weapons drawn.

Make a first level Dex saving roll (20 - Dex). If you make it go to 78. If you miss it a glancing blow catches you on the head, knocking you out. Go to 140.

108 You recognize the knife the sergeant is using as one owned by Handar, a Dhesiri hunter from Boucan. You met him in Jania a year or two ago, and he commented about how that knife was a sweetest skinning blade a man could ever hope to handle. He said he'd never part with it in life.



109 Make a first level saving roll on Charisma (20 - Charisma). Add your current level number to this saving roll to reflect how experienced you look. If you make it go to 200. If you don't make it they laugh at you, calling you worthless. If you would like to challenge the sergeant to a duel go to 170. If you decide to leave you may go to the Tavern at 75 or you can ride out of town toward the west, the lands owned by the Red Circle by going to 171.

110 The sergeant leaves the Inn feeling quite light headed. You tackle him and drag him through the mud to some deep shadows. Drawing his dagger you press it up under his chin. "There are odd things going on around here. You're going to tell me what is what or I will gig you like a frog."

The fear in his eyes is real. Words spill from his mouth like water from a fountain. "The Baron sent a bunch of us to capture a Queen Dhesiri and put her near the South face of Goblin Mountain. They're all through this area now, and are

supposed to drive the Red Circle out. The Red Circle has a treasure the Baron wants, but they don't know it."

From that point he babbles. If you want to head off toward the Dhesiri warren go to 154. If you have decided the Baron is evil and ought to be deposed go to 17 to steal into his castle and kill him. If you decide you just want to ride away from this town you may go west to 171, or any other direction out of the adventure with 1000 eps.

111 The ground beneath you shifts. Make a first level Luck saving roll (20 - Luck). If you make it go to 80. If you miss it you feel legions of grasping claws dragging you down into the boiling earth. You know it must be a Dhesiri hunting party, but you cannot raise an alarm or accurately defend yourself before you have been pulled out of sight.

If you have the Dhesiri amulet the stupid little dragonmen ignore you and tunnel on hunting better prey. You brush off the dirt and, stooping over in the narrow tunnel, backtrack them and discover yourself in the Grand Gallery of the Dhesiri warren at 154. If you do not have the amulet you are bound and carried back to the warren. You are thrown into a cell at 8.

112 Roll 6 dice. This is the Queen's Constitution. If your damage kills her outright go to 163. If you only wound her go to 194.

113 While you dodged the Dhesiri Warrior's clawed swipe, you failed to attach significance to the rope it snapped as it followed through with the blow. The rope released a rack of spears that crashed down in the Egg Chamber doorway.

This is of interest to you because you are caught by it as it falls. The spears do enough damage to you to kill you. This means the adventure is over for you. Better luck next time.

114 You dream yourself in a thick, green jungle. You feel you are being stalked. You panic and run, but broad tree trunks box you in. You turn and turn but cannot escape the small clearing you are in. You hear something, spin and look behind you. Advancing on you is a huge tiger.

You see the tiger gather itself back on powerful haunches to pounce. It leaps and shrinks as it flies through the air. The size of a small statuette, it strikes you lightly and dissolves into your chest!

Make a second level IQ saving roll (25 - IQ). If you miss it you feel your heart seize and burn. You fall over dead. Go immediately to 153.

If you make it you see the outline of a tiger paw appear in the middle of your chest. At will you may shift into the form of a were-tiger as outlined in the Tunnels and Trolls rules.

Your test is finished, go to 30.

115 Your sleep is dreamless. Your experience within the Soulcape is painfully average (as was your die roll). Console yourself with the fact there was no way, with this die roll, to fail your test. Go to 30.

116 The Headman smiles at your decision. "We have a problem. Dhesiri have been brought to a sacred series of caverns in Goblin Mountain here. We cannot go in and destroy them, but we can and will help you if you want to kill the queen and destroy the hatchlings."

If you are willing to accept this task go to 24. If you refuse go to 55.

117 The chieftan points at you. "Slay the outsider!"

On horseback your chances of survival are fairly good. For each combat round you spend in the village roll your dice. Divide your combat total by 10. This is the number of Red Circle people you kill per round. Each is worth 20 eps.

For each round you also need to make a first level Luck saving roll (20 - Luck). The number you miss it by is the number of hits you take in combat during that round.

On any round you make the Luck saving roll you may decide to escape instead of fighting. If you choose to escape go to 25.

118 The guard wandering the hallway doesn't even see you in the shadows. He walks past and up some stairs to the right. He came from down the corridor to the left. If you would like to head up the stairs go to 149. If you want to head down the corridor go to 29.

119 Failure as such a crucial junction as this is very dangerous. In this case it is fatal. The Baron had four men with spears waiting near the doorway. Your entrance was detected and they used their spears to good effect. Unfortunately that disrupts your internal organs and causes you terminal discomfort.

Your adventure is at an end. Good Luck next time.

120 This is one of those instances when the Power approach might not have been the best idea. There are six guards in here. Each gets 4 dice for his sword and has 3 adds. All have a con of 12. Because you powered into the room you will get a free combat round. I hope you trim them down enough because if you don't you are history.

If you survive you can head up the stairs at 180.

121 The armband tickles your arm. You cut to the left, driving your weapon back through the space where you had been standing. The blond had just lunged at your back with a dagger. Your blow takes her in the head and kills her instantly.

The Baron is on his feet. A look of shock washes over his face. He dismisses his guards, only his nephew remains.

"Just you and me," he says.

Because you have just slain his mistress in front of his eyes you may multiply your combat rolls by 20% to account for his distraction. Go to 182.

122 Roll two dice and subtract from that total 5 times the number of visits to paragraph 38 you have made. If the

resulting number is zero or negative go to 100.

If the number is positive it represents the number of turns you have to construct defenses against the coming Dhesiri. The dragon is nice enough to point out places where they will be coming through, and he even managed to help you move some boulders around to make a wall.

For each turn make a first level IQ saving roll (20 - IQ). For each saving roll you make roll one die. The total of the dice will be the "armor" you have behind your fortress. It will not wear out but cannot be doubled if you are a warrior.

Good luck because here they come. Go to 7.

123 You are led to a dark, warm cavern high in Goblin Mountain. You are stripped of your clothing and told to drink from an earthenware bowl. The liquid in the bowl is noxious stuff, but you begin to drift off into a stupor before you have finished it. You seat yourself and begin to dream.

Roll two dice. Go to the paragraph that corresponds to the die roll on the table below. 2=114 3=176 4=207 5=53 6=5016 7=115 8=146 9=177 10=208 11=23 12=54

124 You duck your head to avoid a low hanging branch. A lasso snakes out through the air but misses you. You dig your heels into your horse's ribs and it bolts forward. There are shouts from behind you, but you ride low, pulling your horse left and right. Arrows whistle past your head.

Ahead of you are three members of the Red Circle. Each is a man mounted on a horse. They wear no armor, are armed with broadswords and wear red headbands. They are not a savory lot.

If you wish to rein up short and surrender go to 63. If you urge your horse on to charge through the trio go to 94. If you want to turn your horse off the roadway, and race the beast down the hill to your left go to 2.

125 You startle both of them. You talk and they listen, and they decide to trust you, and you them. They take you back to their encampment, a huge village, and introduce you to the Headman of the Red Circle.

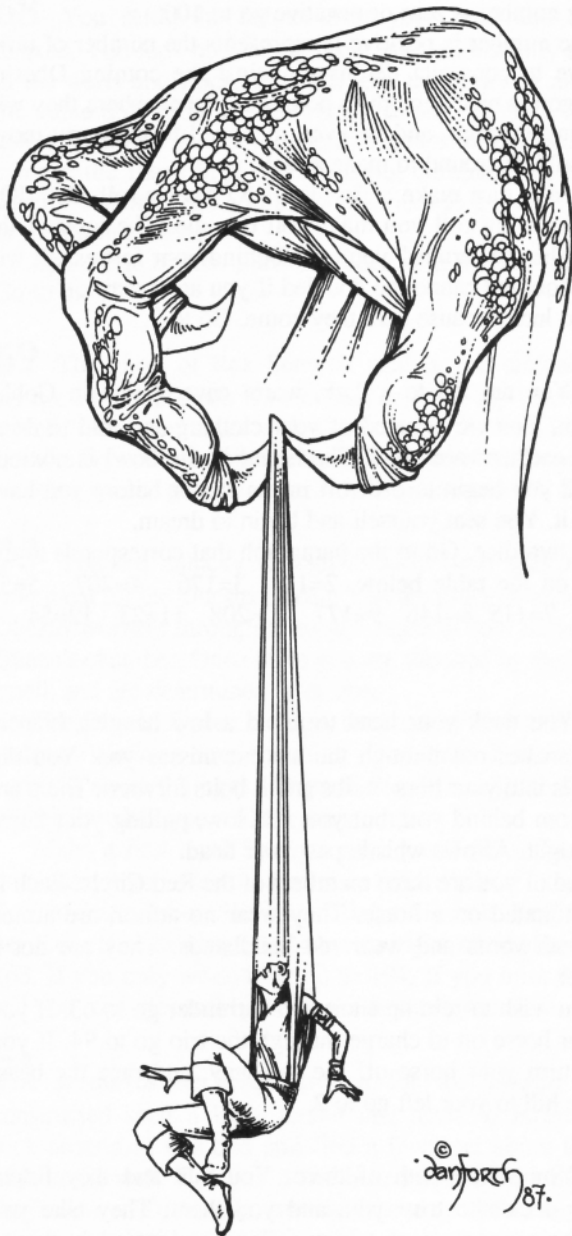
"You seem trustworthy. I have a job that needs doing. Are you willing to undertake it?"

If you accept the job go to 116. If you refuse go to 55.

126 To reach Alarm level 6 you must have done a great deal, or been very unlucky. Well, you'll have to do more or you luck will have to improve to survive now.

With each new group of Dhesiri you will have to face a Dhesiri Warrior. The Warriors are huge, eight feet tall and full of muscle and claw. They get 6 dice in combat and 3 dice worth of adds. Their Con is equal to the roll of 4 dice and their skin takes 3 hits in combat like armor.

There is one nice thing, there are only six Warriors in the warren, and three of them are guarding specific sites, so if you killed three Warriors you will no longer have to worry about them. Good luck. Return to the paragraph you were playing.



127 Dripping wet you are being dangled high in the air by a dragon. He has you neatly and gently held in the razor-edged talons of one massive claw. Smoke curls and drifts lightly upward from his golden muzzle, his green-gold eyes study you with the fascination of a child watching a bug before he squashes it.

This dragon is much larger than you have ever imagined any dragon could be. Beyond it you can see a huge cavern, the dragon virtually fills it, but there is no entrance large enough for the dragon to have entered the cave. The floor beneath the dragon is littered with gold and jewels.

The dragon's eyes slit and a clear membrane nictitates up over the lower half of the malachite orbs. "Friend or foe?" it asks fatefully.

If you answer friend go to 61. If you answer foe go to 158. If you shrug your shoulders go to 188.

128 The Hand room is small and very dark. The walls of the room sparkle as if diamonds are set in the walls. Still, the walls have a distant feel that makes it easy for you to imagine they are the night sky and the diamonds are stars.

Floating in the middle of the room, about four feet off the ground, is a solid block of gray granite with two ornate and handsomely worked gauntlets sticking out of it. The gauntlets are positioned so you could slip your hands into them with ease. In fact, they look inviting.

Beyond the block you see a ghost materialize like fog rolling into city streets. It is of a tall man, strong and handsome, wearing a crown and armor still famous even so many year after his death. It speaks. "I am the shade of Rex Sunwolf. I have waited for a hero to come claim my gauntlets. If you succeed great power can become yours. If you fail you will be trapped here. The choice is yours."

If you choose not to try for the gauntlets go to 122. If you choose to try for them, slip your hands into them and make a second level saving roll on IQ (25 - IQ). If you make it by 5 or more go to 36. If you make it by less than 5 go to 67. If you miss it go to 98.

129 "Dhesiri are disgusting little lizardmen," the dragon shrugged. "Dragons created them eons ago. We gave them all the annoying habits we saw in humans, and made them prolific. We also made them stupid so they would constantly bedevil mankind." The dragon looks down at you and a low, rumbling chuckle booms like thunder in his broad chest.

"The majority of them, workers, stand about four feet tall and do one of three things: get food, care for the Queen and her young or dig more tunnels. The Queen does nothing but lay eggs. The Warriors, larger workers, do nothing but kill. With any luck those burrowing in here will have a few Warriors with them; workers are so clumsy when they kill, it could take us a long time to die."

If you would like to ask the dragon about setting up defenses against the Dhesiri go to 159. If you'd like to search for a way out of here go to 191. You can explore the cavern at 4 if you wish.

130 Your fingers wrap around the crystal hilt of the sword and it slowly stops its spinning. The blade is perfectly balanced for you and the hilt feels cool to the touch. The edge is sharper than a razor, and therein, you sense, is its power for you. If you inflict damage on a foe the wound will not close until you will it to be healed. This means the wounded enemy will be bleed to death, losing half a six sided die (1 - 3) in damage each turn. Magic may repair that damage, replacing the Con, but the wound will continue to bleed until you, of your own free will, wish it to heal. The only wounds this will not hold true for are wounds inflicted outside a battle. (If you cut someone slightly in an attempt at assassination, the magic in the sword will not work.) This is truly a weapon worthy of a hero, and one you will greatly need in the near future.

The sword is worth 8 dice in combat. The shade of Rex Sunwolf fades with a smile on his face. Go to 6.

131 Your arms are weary from the fighting. More Dhesiri are pouring into the cavern. You know you are going to be overwhelmed, your death is at hand. Then it happens.

A sheet of dragonfire washes the Dhesiri away from you. You turn and see the dragon, now normal size, sitting up, lacing the cavern with ropes of fire. Dhesiri are flung high and wide as the dragon shakes itself like a dog flinging off fleas.

The Dhesiri are caught in a sea of flame. They realize, all too late, the battle is lost. They try to retreat but the dragon has torched their tunnels. Mindlessly they run into the inferno and are killed.

When the last Dhesiri is dead the dragon laughs and lies back down. "What timing! The thousand year curse wore off with not a second too spare!"

You and the dragon have destroyed the Dhesiri threat. You get 10 experience points for each Dhesiri you killed plus a bonus of 1500 points for surviving the battle. If you wish you may quit the adventure now, carrying any weaponry you have gained and a small sack with 6 gems in it (roll on the treasure table). Or you may discuss what has gone on with the dragon. If you choose to discuss go to 162.

132 A Dhesiri has run to the Grand Gallery and given the alarm. Dhesiri come pouring into the prison from all over the warren. You have one chance for survival. You march into the tunnel, plant your feet and begin to kill Dhesiri.

Each Dhesiri is worth 2 dice and 2 adds, with a con of 5. At any one time two dice worth can get at you. For each round roll the two dice and fight that number of Dhesiri. You start the battle twelve feet forward in the tunnel. For each round you lose, divide the hits you normally would have to take from the combat by 10. that is the number of feet you are forced back. You take no damage from the combat, but you do get pushed back. There is no way you can recover ground you have lost. Once you have lost 12 feet you will be overwhelmed.

The prisoners in the prison are busily digging a tunnel to the surface. Each one can dig one foot per combat round. They are 4d6 feet from the surface. If you are forced back into the prison you will be slain. If you hold the Dhesiri off long enough for the surface to be reached go to 41.

133 The debris at that end of the tunnel looks untrustworthy so you approach it cautiously. You steady yourself by grabbing a piece of wood stuck in the tunnel wall. It shifts and you hear a sound back to the West. You look and see another tunnel has opened to the South. You smile and decide to investigate. Go to 154.

134 A band of six workers rounds a corner and runs smack into you. Instantly you're in combat.

Each of them is worth 2 dice and 2 adds. Each has a con of 5. If the fight goes longer than 5 round go to 96. If you live through the combat raise your Alarm Level by 1. If you win you may press on and investigate the warm spring in the chamber at the end of this hallway or may return to the Grand Gallery at 154. To investigate the spring go to 11.

135 Roll six dice. This is the number of Dhesiri sleeping in this chamber. Roll your attack and divide the number by 5. That is the number of Dhesiri you kill in one round. If you have a remainder of 1 or 2 you have lightly wounded one of them and it will raise an alarm. Raise your Alarm level by one for each time you leave a Dhesiri lightly wounded and deal with that emergency at that point.

Any Dhesiri with 3 or 4 hits on its con of 5 is unconscious and unable to sound an alarm. You get 10 experience points for each Dhesiri you kill. Once you are finished killing Dhesiri you may return to the Grand Gallery at 154 for another choice of tunnel.

136 This tunnel slopes up toward the surface. It one of the tunnels out of the warren. If you want to leave the Dhesiri behind go to 43. If you want to still lurk around in the warren return to the Grand Gallery at 154.

137 The quaint little inn feels friendly and homey. A pleasant faced woman wipes her hands on a calico apron and greets you. "Welcome to the Inn. Would you be wanting a room or just a meal?"

You opt for a meal, for the time being, and are conducted into the common room. There you see three men dressed as the Baron's guards seated at one table, and about a dozen townies all nursing ales sitting elsewhere. You select a table alone and sit with your back to the corner of the room.

Make a first level saving roll on Charisma (20 - Charisma), adding your current level number to your Charisma for the purpose of the roll. (This reflects how experienced you look.) If you make it go to 44. If you miss it go to 198.



138 As bold as brass you walk up to the two guards. "I'm new in this town. What are the rules and regulations. Is your Baron hiring, and is there a reason I'd want to work for him?"

The guards look you over. Make a first level Charisma saving roll, adding your current level number to your Charisma for the purpose of this saving roll. (This reflects how experienced you look.)

If you make it go to 200. If you miss it they rise up and verbally abuse you. One drops a hand to a dagger. Go to 76.

139 You hurry from town with your new friend. On the journey to his farm he tells you about the Baron and his men. "The Baron is deeply in debt. He spends great deals of money on foolish projects, most of them looking for lost treasures he can use to finance more expeditions. I know because he pressed me into service on one of his digs.

"He thinks the Red Circle are sitting on top of a treasure trove and he's trying to get them all killed. Whatever he's done has made them mad and they raid all over this barony to exact revenge."

You reach his farm, but before he can introduce you to his family or offer you any food riders crest the hill a mile back. "Looks like the Baron's men, after you or me or both of us."

Your friend, Festus, offers you two choices. Either you can stand with him and fight off the soldiers at 79 or you can hide in the root cellar at 172.

140 You awaken with your head splitting. A man stands over you in the cell where you have been thrown. "Brawling in public is an offense, but the Baron is lenient with outsiders. If you wish he might pardon you in return for some work."

You have nothing to lose so you agree. You are taken to a room and bathed. You are given a clean robe and conducted to 15 and the Baron.

141 A thin, handsome man in the Baron's colors steps over the body. "In this death you have given the sergeant more honor than he has granted his victims. I am impressed. I think my uncle the Baron would like to speak with you. If you permit me I will conduct you to him."

You are surprised at his reaction to the death of one of his men, but you agree to go with him. Go to 15.

142 The Baron rises from his throne and claps his hands. "Guards, take this petty adventurer away. He has insulted me!"

You look around and find yourself surrounded by a dozen men with spears. Your chances of survival, if you resisted, would be nil. Take this character and tuck him inside the front cover of this book. If you ever get a character into the castle and the prisoners are freed this character would be free. Until then this character languishes in the dungeon.

143 The Dhesiri Warrior gets 6 dice and 3 dice worth of adds in combat for his teeth and claws. His Con is equal to the roll of 4 dice, and his leathery hide takes 3 hits in combat just

like armor. If the fight takes longer than 5 combat rounds go to 96. Dead the Warrior is worth 100 experience points.

Once he is dispatched there is nothing that will stop you from killing the Queen. Roll 6 dice to determine her Con and attack her. If you kill her outright in the first round go to 163. If you only wound her go to 194.

144 You have an uneasy feeling about the Warrior's attack. He missed you by a mile, but his follow through broke a rope. At the last second you leap through the Egg Chamber doorway.

A rack of spears crashes down behind you. Your leap carried you beyond it and into the Egg Chamber. Go to 175.

145 While you sit there thinking you become mesmerized by the warmth and peaceful quiet of the cavern. This, unfortunately, is not a good idea. A Dhesiri Warrior, on a regular patrol of the area, discovers you here and breaks your neck. At least you have the comforting knowledge that your last moments were peaceful...



146 Your dream is abruptly shredded when a man in Baron Valdemar's livery grabs you by the throat.

Make a first level Strength saving roll (20 - Str). If you make it you break his grip and can fight him evenly. He gets one die for his hands and has 4 combat adds. His con is 15.

If you miss the roll subtract 5 from your Con and try again. Continue trying to break free until you succeed or until he kills you. If you kill him go to 30. If he kills you go to 153.

147 The Headman smiles at your decision. "We have a problem. Baron Valdemar wants us out of this area around Goblin Mountain. He brought Dhesiri to this area and they are driving us out of our homes. We need someone to enter his castle and kill him. Will you do this for us?"

If you agree go to 86. If you refuse go to 55.

148 The Headman touches your shoulder. "By the mark on your chest I know you have been selected for great things. I release you from any obligation to us. You are free to go on your way."

Your adventure here is finished. You have earned a bonus 2000 experience points. Congratulations, you have won.

149 You reach the first landing. The stairs continue forward and up. To the right there is a doorway. To the left there is a closed door.

If you want to continue up the stairs go to 180. If you want to deal with the doorway go to 213. If you want to deal with the door go to 88.

150 You are fortunate. You see a half dozen guards in this room before they see you. You can back out and either choose to go up the stairs at 180 or investigate the door across the landing at 88.

151 You are in a curious position. You have slipped into the room somewhat silently. Facing you is a beautiful blond woman. She has a crossbow leveled at your chest.

Make a first level Charisma saving roll (20 - Charisma), adding 5 to your Charisma if you've seen her before. If you make it she puts the crossbow down. "I suppose you've come to kill the Baron? This way, I know a secret." Go to 181.

If you miss the roll she drills you. You are dead.

152 In the polished interior of the silver shield you see movement behind you. You step to the right and swing the shield back through where you had been. The blond woman was lunging with a dagger toward your back. The shield catches her in the head. She drops to the floor quite dead.

The Baron stands, his face drained of color. "Just you and me." He dismisses his guards, only his nephew remains in the room with the two of you.

Because you have just killed his mistress right before his eyes you will get a 20% bonus to your combat rolls to reflect his state of distraction. Go to 182.

153 Two members of the Red Circle shake their heads as they carry your body from the Soulcape. You are not the first to die there, and probably not the last. You are done.

154 This is the Grand Gallery of the Dhesiri warren. To you it looks like the inside of a wheel hub with tunnels running out of it like spokes — a central hole in the warren where all the tunnels come together.

Though the warren is dark there is a chance you will be discovered. Because the Dhesiri, as a race, are stupid, it will only be through the failure of your luck that they discover you. With each paragraph where you move you must make a luck saving roll. The first will be a "zero" level saving roll. Roll two dice as you would in a normal saving roll. You can only miss this one if you fail to roll a five or more.

For each failed saving roll you must add one to the level of the saving roll you are trying to make. In addition you must roll one die, add in the current level of your saving roll (hereafter Alarm level) and fight that number of 2 dice, 2 adds, 5 Con Dhesiri. If the fight ever takes longer that 5 combat rounds go to 96. If the Alarm level ever reaches 6 go to 126.

If you have the Dhesiri amulet you may ignore the above.

There are six different tunnels that are large enough to accomodate you. They are North 104, East 40, South 164, Southwest 72, West 136, Northwest 197. In addition to those choices if you would like to take a moment, risking discovery, to recall everything you know about Dhesiri you may do so by going to 34. Lastly you will probably want to note the number of this paragraph, 154, so you can return to it when fighting is needed.

155 A lasso settles itself around your throat, tightens, and jerks you from the saddle. You land hard in the road, incurring one die of damage in the process (armor does apply but cannot be doubled). You rise and throw off the rope only to discover yourself surrounded by five members of the Red Circle.

Two of them have bows drawn and arrows pointed at you. The other three are armed with broadswords. None of them wear armor, but all of them have red headbands, a mark of the Red Circle.

If you wish to surrender go to 63. If you want to draw your weapon and attack go to 33. If you want to run off to the left, downhill, go to 64.

156 Both of them, as nervous as they are, shoot at you. Make a first level saving roll on Luck (20 - Luck). If you make it they miss their shots and you may attack them as if they were unarmed for the first combat round at 211. If they hit each arrow does 2 dice plus 5 damage. If you are not killed go to 211 and fight for your life.

157 The survivor you locate is a member of the Red Circle. Fury and defiance blazes in his eyes. He's been stabbed through the stomach, and though he must be in great pain, he gives no sign of it.

"We will kill you all until you stop hunting us. Baron Valdemar will not have our lands. The lands of Warm Springs are ours."

His eyes roll to heaven and he dies in your arms. You are surprised by his words. You know Baron Valdemar is a local noble, one known for his pride in his title and the lack of gold in his treasury.

If you want to head into the nearest village to investigate the Baron go to 13. If you want to backtrack the raiders go to 93. If you decide to return to the last village to report the demise of the caravan go to 95.

158 Make a first level saving roll on IQ (20 - IQ). If you miss it go to 189. If you make it you reply "foe" with a smile on your face. The dragon stares at you for a moment, flames rising up toward your feet.

The dragon shakes his head. "Stuck here for 1,000 years and I get a joker for a companion." He sets you down.

If you would like him to explain that remark go to 35. If you want to explore the cavern go to 4.

159 Roll two dice. This is the number of turns you have to construct defenses against the coming Dhesiri. The dragon is nice enough to point out places where they will be coming through, and he even managed to help you move some boulders around to make a wall.

For each turn make a first level IQ saving roll (20 - IQ). For each saving roll you make roll one die. The total of the dice will be the "armor" you have behind your fortress. It will not wear out but cannot be doubled if you are a warrior.

Good luck because here they come. Go to 7.

160 Unfortunately for you the helmet does not want to be yours. With alarming swiftness it contracts, crushing your head. You fall lifeless to the floor. Your only consolation might be that the Dhesiri that discover your body also try the helmet on, and they die in droves before one of them kicks it off into the shadows.

161 The sword's hilt is cool to your touch. The blade feels light and balanced. It is a good weapon, and one that you will get better with as you practice with it.

In any combat you may increase the hits done by the sword (before personal adds are included), equal to a percentage determined by multiplying your level number by 10. A first level character would get an increase of 10% in a combat round. This option costs strength equal to the character's level number, and if the character's strength ever drops to 5 or below, he will not be able to wield the blade. The sword itself is worth 8 dice in combat.

Rex Sunwolf's ghost fades smiling. Go to 6.

162 The dragon agrees that the Dhesiri threat has been destroyed, yet he notes, "The evil that brought the Dhesiri here still rules the land. What he did once he could do again. I think he should be taught a lesson."

If you want to accompany the dragon on his raid on the Baron go to 193. If you decide to leave the adventure here you still get 10 points per Dhesiri, a 1500 point bonus and 6 gems. In this latter case go to 92.

163 The Queen dies from your attack. As she dies she exudes a strong scent and the other Dhesiri present go mad. They start clawing at the walls and attacking each other. The scent, it would appear, was a signal to fight and kill, but was not directed at any target. The colony, by order of the Queen, is destroying itself.

You run from the Queen's chamber and out of the warren. All around you there are dying Dhesiri. You catch a glimpse of a couple Dhesiri Warriors shredding each other, but you feel absolutely no remorse or regret.

You win free of the warren and stand in the warm sunlight. You have succeeded in destroying the Dhesiri colony, which will relieve pressure on the Red Circle, stopping their raiding. You have won.

The adventure is over for you. You get a bonus of 2500 experience points for having destroyed the Dhesiri Queen.

164 The South corridor is dark and smells different from the warren in general. As you round a corner you see why. The chamber at the end of this tunnel is the prison where prospective meals are kept before they are eaten. There is 1 die worth of humans in the cells. They are being warded by a Dhesiri Warrior!

The Dhesiri Warrior is huge, fully eight feet tall. It has thick leathery skin that will take 3 hits in combat. It fights with teeth and claws, an awesome 6 dice worth. Roll three dice for its personal adds. It has a con equal to the roll of four dice.

If you want to attack it do so now. If the fight takes more than 5 combat rounds go to 96. If you kill it go to 195.

165 The two dice worth of Dhesiri who enter the room attack ferociously. Each is worth 2 dice and 2 adds in combat, and each has a con of 5. When you get hits on them, divide the number of hits by 5 and count that number of Dhesiri as dead. Even if you lose a round you may count half your hit point total against your foes as they are unconcerned with defense. If the fight goes longer than 5 rounds go to 96. If you survive the fight you may return to the Grand Gallery at 154, or may give the warm pool a better look at 11.

166 The trash is fairly consistent in quality and type, suggesting to you that the Dhesiri find round stones and shiny bits of metal attractive. You find 3 dice worth of gold pieces in gold nuggets.

Make a first level saving roll on luck (20 - Luck). If you make it no Dhesiri wakes up to see you looting the common treasure. If you miss it one wakes up. If you can kill it with a thrown dagger or other hand held missile weapon (no time to fit arrow to bow here), the Dhesiri being a small target at point blank range; make the attack. If it dies -- it has a con of 5 — you may either kill all the other Dhesiri at 135 or you may return to the Grand Gallery at 154.

If you cannot kill it instantly raise your Alarm level by one and treat the situation as if you missed your saving roll. This does apply for those who have the Dhesiri amulet. If you survive the options above apply to you.



167 Because you have the Amulet the Warrior does not give you a second glance. You leave the warren and, once out of sight of the Warren, you sink to the ground and sigh.

If you want to return to the warren, to try to locate the destroy the queen you may return to the Grand Gallery at 154. If you want to quit the adventure here you may do so. You get a bonus of 500 experience points for all you have done so far.



168 The townies seem a bit reluctant to talk about anything with the Baron's guards in the area. One of them, seated with his back to the guards mouths the words, "Follow my lead."

You nod your understanding.

He smiles at you. "I thought you looked familiar. I've not seen you since my wife's sister's wedding, Cousin. You'll have to come to the house and see Mary, she'll be glad to see you."

He rises to leave and indicated the door. If you want to accompany him go to 139. If you would rather stay and speak to the prospector about Dhesiri go to 14. If you'd like to announce the news about the caravan's death go to 199.

169 You shove your table forward, catching the sergeant in the middle. He takes two dice damage from his con of 15. You get a chance to punch him (worth one die plus your adds) before he will be able to defend himself. If you lower his con to 0 he'll be knocked out. If this happens go to 203.

If you do not knock him out you will have to fight him. He has whatever is left of his con of 15. He also fights with a broadsword and gets 10 adds. If you kill him go to 141.

170 "I'll prove my worth, against you if you have the guts for it. Out in the street, now."

You rise and leave. You enter the street and draw your weapon. You make a couple of practice passes and wait. The sergeant joins you. He has a con of 15, personal adds of 10 and uses a Broadsword.

If you kill him go to 141.

171 The ride west is simple and easy. You are unmolested almost to the foot of Goblin Mountain. Then the totally unexpected happens. The ground beneath you opens up.

Make a second level saving roll on Luck (25 - Luck). If you make it go to 19. If you miss it by an odd number of points go to 49. If you miss it by an even number go to 80.

172 You hunker down in the root cellar and hear the sounds of shouting above. If you decide this was less than the honorable thing to do you may go out and attack, getting one free round on the pair of soldiers you'll face at 79. If you decide to hide longer go to 111.

173 You and Festus make it unmolested almost all the way to Goblin Mountain. You both feel giddy about the degree of your success, so much so that you do not pay enough attention to the trail ahead of you.

Suddenly you find yourself surrounded by Red Circle warriors. Resisting would be stupid so both of you surrender your weapons and allow yourselves to be bound. As such you are lead to 18.

174 Roll two dice, doubles add and reroll. Once you get your total add your luck to it. If the total is 25 or more go to 51 and take double the dice roll as experience points. If the total is 20-24 go to 82 and take the dice roll as experience points. If the total is less than 20 go to 113.

175 The Egg Chamber is quite a sight. Thousands of white, leathery eggs are floating on a vast, steaming underground lake. The eggs vary in size from a grapefruit to a watermelon, and the outline of Dhesiri young can be seen in each. There are enough eggs here to literally overrun Karesia in the next generation.

If you want to start hacking eggs to bits go to 42. If the job looks hopeless to you go to 21.

176 You find yourself in a thick, humid jungle. You are being pursued by something, but you can only catch faint glimpses of it through the verdant underbrush. Suddenly you reach a clearing and look back to see a tiger stalking you. Before you can do anything it leaps.

Make a first level IQ saving roll (20 - IQ). If you miss it roll four dice and take that as damage. Remember you are wearing no armor. If you are killed go to 153.

If you make the roll or survive the attack you feel the searing pain of the tiger raking four parallel scars in your right cheek with a quick swipe of a massive paw. The pain is enough to make you pass out.

You awaken with the knowledge that you can mentally converse with all cats. You cannot control them, but they feel comfortable with you and will provide you with as accurate information as they can. Go to 30.

177 You find yourself deep beneath the ocean surface, yet this causes you no consternation. You watch a huge shark courses lazily through the water and stalks prey. The fish it has selected is swimming erratically. It is nervous and is reacting oddly — and this strange behavior increases as the shark gets closer. The shark homes in on the distress and attacks savagely.

From this you learn the secret to locating those trying to elude you. Within a 100' if you can make an IQ saving roll against the IQ of the prey you will be able to locate it. You will not be able to see it, you will just know it is there. (If the prey has a power that would block this whichever character makes an IQ saving against the other's IQ by the largest margin wins.) Go to 30.

178 The Headman claps his hand and an equally ancient sorcerer moves through the crowd to your side. "Andar will determine if you can be trusted." The sorcerer places his hands on your temples and you can feel his mind probing yours.

Average your IQ and Charisma. Make a saving roll on that number on a level equal to your own level, as modified by the following. If this character is truly trustworthy and honorable, subtract 1 from the level of the saving roll. If the character is treacherous add 1 to the level of the saving roll.

If you make the saving roll go to 210. If you miss it take the number you missed by in hits off your con. If you survive that go to 210.

179 The headman traces the scars on your cheek. "Because of these marks I know you have been selected for great things. Leave us and seek your fame. We will rejoice in stories of your success."

Your adventure here is done. You have earned a bonus of 1500 experience points. Congratulations, you have won.

180 The stairway ends in two massive doors. The Chamber beyond is the Baron's chamber. If you want to enter via Stealth go to 27. If you want to enter by Power go to 58. If you just want to walk in go to 89. Failure go to 119.

181 She wanders back to a corner of her room and presses the button on the wall. A chest of drawers slides back to reveal a secret passage. "This leads to his throne room. He is there."

You head up and open the door at the other end of the passage. It lets you out into the Throne room. At the doorway off to your right four men stand waiting in ambush with spears at the ready. The Baron is seated in his throne almost directly in front of you, his profile outlined by one of the stained-glass windows.

You draw your weapon. "Now, Baron, between us."

The Baron turns, looks at you and smiles. "Not quite."

If you have the armband go to 121. If you have the Runeshield go to 152. If you make a first level Luck saving roll (20 - Luck) go to 3. If you miss it you feel cold steel enter your back and kill you. As you die you see the woman walk from behind you and wipe her blood-stained hand on a handkerchief given her by Baron Valdemar.

182 The Baron gets 5 dice for his special broadsword and gets 6 dice worth of adds. He fights without armor.

If you kill him go to 209. If you are losing and have the armband go to 60. If you are losing and have the Runeshield go to 28. If you are losing and have nothing special go to 90. (Pick a losing options just before you think he'll kill you.)

183 You power into the room. A crossbow bolt whistles past your ear. You strike out at the only target in the room. The Baron's blonde mistress collapses, dead.

Killing her quite probably saved your life. Head up the

stairs to 180. She was worth 100 experience points.

184 A gout of dragonfire blasts the Baron from the roof just as he was about to kill you. The dragon circles the roof, screaming a victory cry. Then it flies over to you. "I think that makes us even, eh?"

You laugh and agree. The dragon fires off a salute to you and flies away. You pick your way down through the castle to where the Baron's body still smoulders. Go to 209.

185 The Baron puts the armband on and immediately turns to stare at his nephew. "You! I should have known!"

You grab your weapon and strike upward. You catch the Baron totally unawares. He dies.

Go to 209.

186 You find the survivor, a small man who took an arrow through the left lung. You know he is not long for the world. He does too. You give him some water, he chokes it down, then smiles weakly at you.

"I don't have much time. You can stop the Red Circle. They would not be out raiding except that their lands have been overrun by Dhesiri. The dragonmen are forcing them out and the Red Circle are attacking to expand their territory."

The man pulls an amulet from around his neck and presses it into your hand. "If you wear this you can understand Dhesiri and will appear to be Dhesiri to other Dhesiri. Slay the Queen, destroy the eggs, and the Red Circle will no longer raid."

The man coughs hard, twice, and dies.

Please note your character has the Dhesiri amulet.

If you wish to backtrack the raiders go to 93. If you wish to ride on to the next village and learn more about Dhesiri go to 13. If you know something of Dhesiri and wish to head off west toward the Red Circle lands go to 171.

187 Make a first level Dex saving roll (20 - Dex). If you make it you slip out of camp easily, taking a horse and weapons with you. If you want to surprise the Red Circle members you may do so by riding into their home encampment at 209. You could also, from here, head toward Goblin Mountain at 171 or Valdemarton at 13.

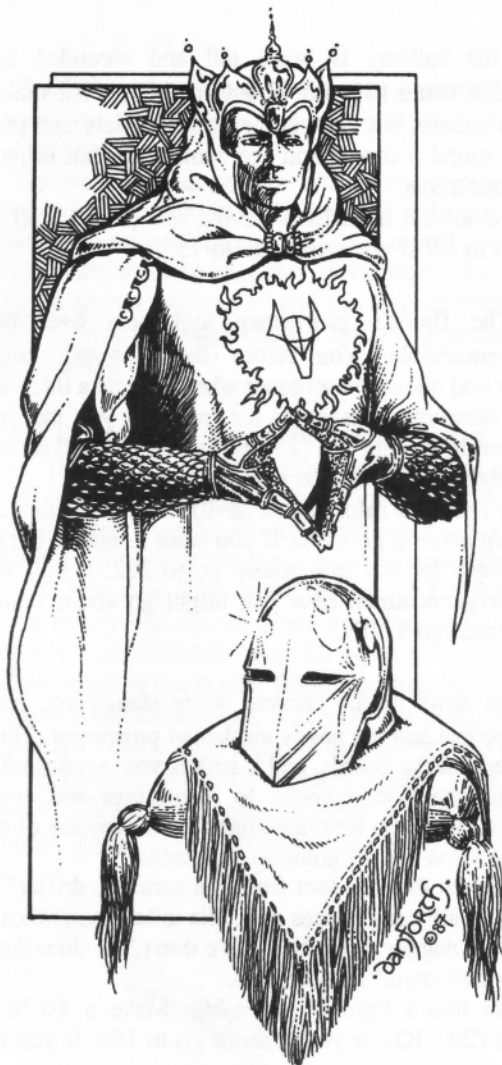
If you miss the saving roll you are knocked unconscious and taken in bonds to the Red Circle homeland. Go to 18.

188 "I can appreciate honesty." The dragon smiles at you and sets you down on the ground. "Let me guess, you are either a Dhesiri hunter who got caught in the river, a treasure hunter looking for this trove, or an unfortunate person who got pulled in here without knowing quite what is going on."

If you claim to be a Dhesiri hunter go to 66. If you claim to be a treasure hunter go to 97. If you claim not to know what is going on go to 5.

189 "Not any more!" The dragon opens its mouth and pops you into it. You are dead. Perhaps, in a future incarnation you won't answer such a perfectly easy question with such a dumb answer.

surrounded by three members of the Red Circle. Go to 18.



190 The Helmet room has very white walls, yet the light is muted enough to make them feel warm. Resting atop a white marble pedestal, on a white satin pillow, is a silvery helmet. It is a full helm with no ornamentation, two eye slits are the only decoration on it.

Behind it stands a ghost. It is the outline of a tall handsome man. It speaks. "I am the ghost of Rex Sunwolf. I have long waited for a hero to come claim my helmet. If you can master it you will know great power. If you cannot it will kill you."

If you choose not to take the helmet go to 122. If you try it on make a second level Luck saving roll (25 - Luck). If you make it by 5 or more go to 68. If you make it by less than 5 go to 99. If you miss it go to 160.

191 You find a small crawlway leading up toward the surface. You know you can get out, but the dragon will be left behind to perish. If you want to return to help the dragon prepare defenses go to 159. If you want to escape you continue on until you reach a fork in the crawlway. If you go left you find yourself in the Dhesiri warren, in the Grand Gallery at 154. If you head right you reach the surface and find yourself

192 The blade spins quickly and slashes through your body. You obviously had some deep dark secret that the blade felt made you unworthy of it. Sorry, better luck next time.

193 The dragon picks up a silver target shield from the treasure hoard and lightly breathes on it. On the fire blackened surface he scratches a complex serpentine rune. "This rune is a dragonrune, and it says the bearer of this shield is a friend. Keep this with you, it is probably all that would prevent me, in the heat of battle, from roasting you."

You take the warm shield gladly. The dragon indicates you should mount up and you climb up on his shoulders. You grab hold of a scale or two and the dragon turns his attention to the long blocked off entrance to the cavern. With a blast or two of dragonfire the rocks melt and you walk out into the open.

He spreads his wings and is airborne. "When we near the village I will need you to sneak into the castle to flush the Baron out. Get him to the roof. I'll keep his guards busy for a moment or two while you do your job. If the Baron does not die he will simply rebuild and keep up his evil. Amazingly like Dhesiri you humans. . ."

Beyond a hillock near the village the dragon lands. You climb down. "The castle is built on the foundations of two or three others. Over there, about a hundred feet from that lightning blasted oak, there is a secret passage leading into the dungeons left over from the first castle. It is your way in. I'll give you time to get to the Baron before I attack."

Shield in hand you set off. Go to 17.

194 Merely wounding the Dhesiri Queen is a fatal mistake. At her wounding she exudes a heavy scent that instantly fills the chamber and beyond. You watch as the workers gnash their teeth, frothing at the mouth. They advance upon you and are unstoppable. They drag you down and, eventually, feed you yet living to the Queen you tried to kill.

Your adventure is at an end. Better luck next time.

195 The Dhesiri Warrior you just killed was worth 100 experience points.

You can free the prisoners by cutting the stout rope that held the cage doors shut. If you want to have them join you the prisoners are more than willing to do so. Go to 9 to see what having them with you will do.

Make a 1st level Luck saving roll (20 - Luck). If you make it go to 101. If you miss it go to 132.





196 You slip into the pool and immediately are drawn down in by a strong current. Roll two dice and take that as damage off your Con. The current drags you through a narrow tunnel of rock, battering you against the granite sides. Luckily you retain your weapons.

You are released by the current, but being prudent you don't immediately strike for the surface of this new pool. Instead you look up and see white, translucent sacks floating on the water. Through them you can see the outline of Dhesiri young. You have been dragged into the warren's Egg chamber!

You strike for the surface and you find the chamber empty. You are left alone to destroy all the eggs you can. Go to 42.

197 This hallway is wide, tall and shrouded in deep shadows that could hide just about anything. That makes you somewhat uneasy, but you conquer your anxiety and press on. Then you round a corner and see something that brings your heart to your throat.

Make a second level Luck saving roll (25 - Luck). If you make it go to 12. If you miss it go to 73.

198 The Baron's guardsmen look you over but see nothing remarkable. You return their interest, and note something odd about the sergeant when he cuts a thick slice of a greasy, steaming sausage at his table. If you can make a second level IQ saving roll (25 - IQ) go to 108 and return here immediately after reading the information there.

If you read the information at 108 and wish to question the sergeant about it go to 46. If you want to ignore the guards and just listen for any idle gossip go to 202. If you want to ask the sergeant about how you might go about joining up with the Baron go to 109.

199 The news of the caravan being slaughtered surprises the townspeople and the newly awakened prospector. The news has no effect on the guards, and it strikes you as unusual. They notice your attention, whisper to themselves and cross the room to you. Both are weaving slightly and they are obviously drunk. You know there's going to be trouble.

"How much did you loot from the caravan, drifter?" One of them, a small man, pushes you. His taller compatriot drops a hand to the dagger at his belt. "We don't like thieving scum like you in this town," he continues.

It looks like a fight is inevitable. Make a 1st level IQ saving roll (20 - IQ). If you make it go to 106. If you miss it go to 76.

200 The guards look you over and decide you have the stuff of which their numbers are made. They lead you from the Tavern up the steep hill to the castle. Words are exchanged with the guards at the gate and you are conducted inside the granite fortress of Baron Valdemar.

You are turned over to a robed Chamberlain who says nothing to you. He takes you to a room, rather small but very clean, with a tub of hot water and a clean robe. He indicates you should bath and prepare yourself for an audience with the Baron. Once you are presentable go to 15.

201 The sergeant hurls a few invectives in your direction then returns to his table. His compatriots laugh at you then, returning their limited attention to their food, ignore you. Soon a townsman rises from the table where he's seated and comes to you. "Let's leave. You've made no friends here, and your enemies are my enemies." He smiles and you feel he's trustworthy.

If you leave with him go to 139. If you decide to stay and eat a meal, you will finish and leave after the Baron's men have left the Inn. Go to 48.

202 Listening to idle gossip in an agricultural village is about as exciting as watching grass grow. You learn there is a worm blight on a farm North of the city and you gain the impression that the Baron is not well liked. If you had gone to 108 before you may still question the sergeant about the information you learned there by going to 46. You may also go to 109 and ask about signing up with the guard. Lastly you could go to 75 to see if the Dusty Rose Tavern is as boring as the Inn.

203 The crowd in the Inn stands stunned. From behind you comes applause. You turn and see a handsome man clapping. He is dressed in the colors of the Baron. "You have dealt with him quite well. I think my uncle, the Baron, would like to speak with you. If you will permit me I will conduct you to him."

Go to 15.

204 The Baron looks down his nose at you. "Ignorance is so boring." He hits a panel on the right arm of his throne and the floor drops away from beneath you.

You drop 20' onto rocks that make up the foundation of the castle. Take 3 dice damage, armor counting for half strength (no doubling allowed). If you survive that you manage to crawl from the castle through the sewers. A townsman finds you.

"Anyone the Baron has dropped to the sewers has an enemy in common with me. Come on, let's get you far away from him." Go to 139.

205 You realize, a bit late, that the Baron is not the sort of man to be trusted. Luckily you recognize this fact just as three riders come out of the shadows at you. They ride up slowly, like fellow travelers, but you hear one of them say, "There, that's the adventurer."

You spur your horse forward and knock one of them down. The other two get a total of 6 dice plus 2 for their weapons and 3 combat adds each. Each has a con of 10.

If you kill them the third man, lying with a broken leg beneath his horse, tells you of a secret passage into the castle that he and his buddies discovered when exploring the forbidden subbasement of the castle.

You can leave the adventure with a bonus of 1500 experience points right now, or you may go to 17 to teach the Baron that when he plots to kill he should get it right.

206 The solution to the problem is obvious to you. The lake is fed by a warm spring, but has not flooded out the cavern. That means there is an outflow. If you could enlarge the outflow the lake would drain and the Dhesiri eggs would be swept out to sea where the cold water would destroy the eggs.

You shuck your clothing and dive into the lake. You can feel the current. You follow it and discover the outlet, and note there are some rocks blocking it, limiting it.

Roll three dice. This is the number of hits you'll have to generate to open the outflow. After each combat round you

will have to surface to breathe. When you surface roll to see if you are discovered (unless you have the Amulet). Once you open the outflow go to 52.

207 You dream that you are big and strong. You have long claws and a thick shaggy coat. You spend what seems to be an eternity wandering, eating and preparing a resting place. At one point you see a reflection of yourself in a pool and you are a bear. Suddenly and savagely another bear attacks you.

Make a first level Strength saving roll (20 - STR).

If you miss it take 3 dice damage. If you die go to 153.

If you survive the combat or make the saving roll you have learned something about being a bear. Part of you finds this metaphysical experience funny, but another part remembers how a bear slows down his body during hibernation. This is a gift you retain. You may survive on no food or water for four months provided you remain quiet and do nothing during that time. Four months should be enough time to have friends rescue you from even the worst dungeon cave in. Go to 30.

208 In your dream you see yourself running with a pack of wolves across a moonlit snowfield. The pack leader howls and you feel a thrill go through your blood. He's located a moose trapped in deep snow and you are going to help taking it. It is at this point you recognize you are in wolfform.

The fight is long and grueling. Quickness is your only defense against the massive rack of antlers. Two other wolves are hit and broken in the fray. Make a first level Dex saving roll. If you miss it take 3 dice damage. If you die go to 153.

If you survive the combat or make the saving roll you learn how to avoid taking damage in a fight. If you can make a Dex saving roll against the Dex of your opponent you can use the number you made it by as "armor" for that one turn only. The "armor" cannot be doubled by a warrior. Go to 30.

209 The Baron lies dead at your feet. His nephew, Count Vlad, bows to you. "Thank you for freeing us of the tyranny of my uncle."

In a celebration that lasts for the next two weeks you are feted and rewarded. You are officially knighted so Sir or Dame may be added to your name. You are given 5000 gold pieces and have earned 3000 experience points on this adventure.

Congratulations, you have won.

210 The sorcerer nods to the headman, and the headman smiles. "I grant you your freedom. I also tell you that if you want to work for us I would gladly accept your aid."

If you want to work for the Red Circle roll one die. If it comes up even go to 116. If it comes up odd go to 147.

If you choose not to work for them the adventure is over for you. It has been worth 1750 experience points, and your reputation as a person who can be trusted will spread from this point so all will trust you. Trust you, that is, until you prove no longer worthy of that trust.

Congratulations, you have won.

211 Each of the Red Circle youths has a dagger worth 2 dice plus 3 in combat. Each one gets 1 die worth of adds and has a Con equal to the roll of 3 dice. If you kill them you discover a map of the area. It notes their camp is to the west at 209. There is also a town at 13 that looks to be the largest city in the area. On their bodies you also find 3 dice times 100 gold pieces.

212 The guard spots you and draws his weapon. You have no choice but to defend yourself. He gets 4 dice for his sword and has 3 adds. His con is 12.

If you kill him you can head up the stairs to the right at 149 or head back down the corridor he came from at 29.

213 If you want to Stealth through the doorway go to 4015. If you want to Power into the room go to 120. Failure go to 59.

214 You enter the room and see a very beautiful blonde woman standing in the middle of a pleasantly appointed room. She sighs and almost collapses. "I was so afraid it was Baron Valdemar. I suppose you have come to kill him."

You nod.

She smiles. "Thank the gods. Come with me, I know a secret."

If you decide to follow her go to 181. If you would rather just leave her here and head up the stairs go to 180.



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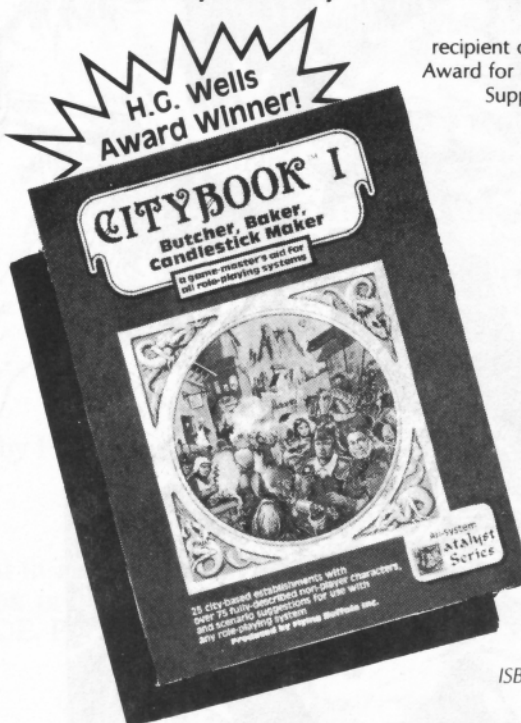
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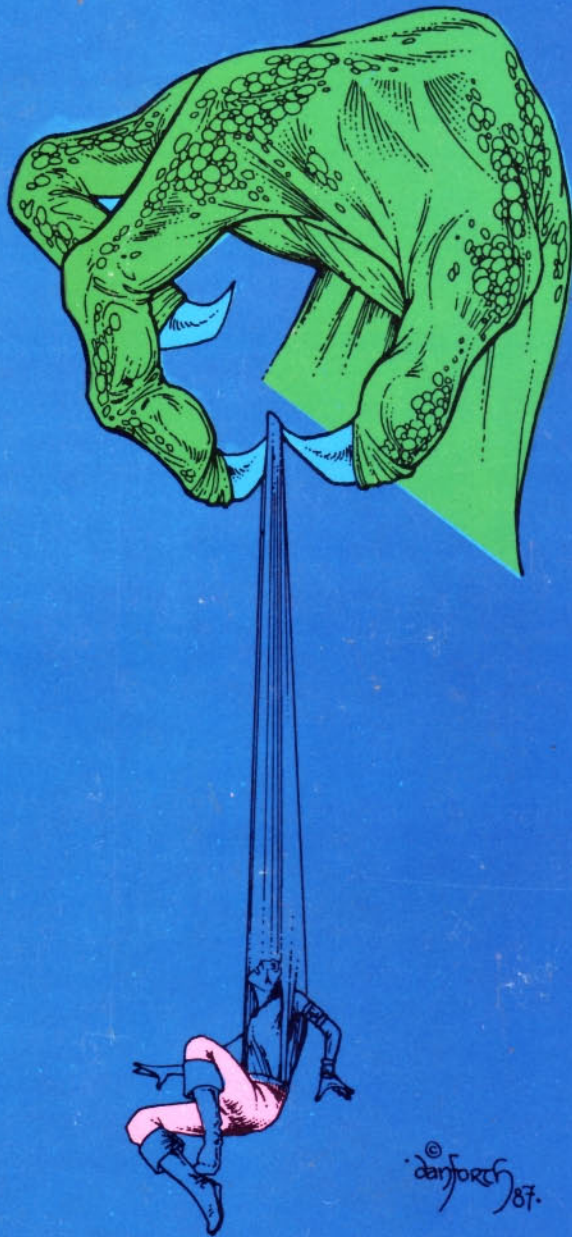
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Just hearing the name sends a chill down your spine. No one is quite certain why these normally friendly, tribal nomads have become savage raiders, but the bloody evidence of their marauding can be seen throughout the region. This would not normally disturb you, but your wanderings have drawn you into the besieged holding of Baron Valdemar.

The Baron doesn't seem to be that bad a sort, but the folks in his employ lack certain manners. The Baron makes you an offer: eliminate the raiders, and he'll make you richer than you could possibly imagine.

Sound too good to be true? It probably is. Though the Baron forgets to mention it, you'll soon discover his offer has a number of "fine print" clauses that spell danger for any adventurer foolish enough to accept it. The Baron doesn't really worry about that, though, because your only alternative to accepting his offer is **death**.

But who wants to live forever, anyway? If you do, you'd best keep away from the

RED CIRCLE

This solitaire adventure is suitable for individual humanoid adventurers of any level, with no more than 60 personal adds. It is not meant to be read through like a book — that will spoil the adventure. Read each paragraph only when you are instructed to do so.

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