

Temple of the Fool God

A solitaire adventure for Tunnels & Trolls

by Stuart Lloyd



Temple of the Fool God

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Introduction

Welcome to the realm of the Fool God! This is a Tunnels and Trolls solitaire adventure using the 7.5 edition rules. This adventure is aimed at a level 1 character of common kindred with up to 25 adds. Your character can be a warrior, rogue, wizard or paragon. If you feel like a real challenge, you could even play this solitaire adventure as a citizen. You begin this adventure with no equipment or gold, but you will pick up items as you play the adventure.

Rules for the adventure

DARO and TARO

When rolling 2d6, all doubles add and roll over (DARO) and when rolling 3d6, all triples add and roll over (TARO).

Magic in this adventure

Level 1 spells not used in this adventure

There are some level 1 spells that won't be used in this adventure, the main reason being is that they are used on another, willing target and since this is a solo game you will not find such targets. The second reason is that there is no reason to use such a spell in the temple.

The level 1 spells that are not used in this book are:

Crème de la kremm, know your foe, suppress kremm, teacher, who's there, lock tight

Level 1 spells that can be used just before combat

In this book, you may cast one spell just before combat. The spells that you may use before combat are:

Call flame, call water, dem bones gonna rise, hold that pose, take that you fiend, oh go away (if it scares away a monster, it counts that you win).

The Oh There It Is spell

You may cast this spell when you are rolling on the treasure table in order to discover more valuable treasures. When you do, you may add 1 to one roll on the treasure table (see below). You may cast this spell every time you roll on the treasure table, but only once per roll.

Recovery of WIZ

WIZ recovers normally in the Temple of the Fool God. You may restore 1 WIZ on every paragraph that does not involve you making a saving roll, casting a spell or fighting a combat.

Other rules

Returning to rooms

You need to keep track of the rooms that you have visited by ticking them off on the table at the back of the book. Some rooms will be different when you return to them. If this is the case, you will be told to turn to another paragraph. If the room does not change on return, there will be no paragraph to turn to and you may carry on reading as if you have visited there the first time.

Using ranged weapons

You may get your hands on some ranged weapons. If you do, you may use a ranged weapon once before combat begins unless you are instructed that you may not do so in the text. To hit an opponent, treat them as being less than 30 ft from you, so you must make a L1SR on DEX.

Playing a citizen

This is something that you should only do if you really want a challenging game. However it can be done. To make the challenge a little easier, if you decide to play a citizen, you may take any or all of the following benefits:

If any of your attributes were rolled up to be under 10, you may raise them to 10.

Your talent will give a +6 bonus to your attribute (see below for talents).

You may add 1 to any roll on the treasure table (see below for the treasure table).

Talents

If you are playing as a rogue, you will get the roguery talent which you can use for any saving throw that requires INT, LK or CHA whichever is highest.

If you are playing as any other class, however, you are free to choose whichever talent you like. However, there are some talents that will help you in this book and if you want to make your test a little easier, you can pick one of the following:

Labouring (STR + 1d6): You are skilled at working tirelessly at physically demanding jobs such as mining or shifting heavy loads.

Wilderness Lore (CON + 1d6): You are able to find food, build shelters and resist the effects of bad weather much better than most.

Athletics (DEX + 1d6): You are skilled at feats such as climbing, running, swimming and riding.

Dodging (SPD + 1d6): You can get out of the way quickly. Always a handy talent for an adventurer.

Appraise (INT + 1d6): You are skilled at knowing the value of various goods. You may also be able to identify ancient and magical artefacts.

Sense Magic (WIZ + 1d6): You get a tingling sensation when you are in the presence of a magical item. You feel it more strongly when you get near the item. You can also get a vague idea on the type of enchantment an item has.

Gambling (LK + 1d6): When it comes to playing games for money, you always seem to win more than your fair share.

Persuasion (CHA + 1d6): Your natural way with people means that they will do as you say.

If you are playing with a character who does not have these talents, King Vincentio has a magical device known as a talent swapper. For this adventure, you can store your talent in a bottle and replace it with another talent from this list. At the end of the adventure, you can get your talent back if you give up the talent from this list.



Treasure table

If you are lucky enough to find a good haul, you will be told to roll it up on the treasure table to see what you find. You may have to modify the result up or down. Assume that all jewels, gems and jewellery weigh 0 w.u unless told otherwise.



0 or less: You find a pouch containing 10 gold pieces.

1 You 10 pieces of low value jewellery (for example, a copper bracelet, a bronze ring, brass earrings, a brooch of amber). Each one is worth 5 gold pieces.

2 You get 100 gold pieces.

3 You find several jewels of all colours and sizes. They are worth 150 gold pieces.

4 You find a beautiful glowing gem worth 100 gold pieces. When you touch it, it also restores your WIZ to its maximum.

5 You find an expensive piece of jewellery (for example a jewel studded gold amulet, a platinum ring with a diamond set into it or an ancient silver bracelet) worth 200 gold pieces.

6 You find a magical dagger. It cannot be used in combat, but you may throw it at a monster before combat begins. It will have the same effect as a Take That You Fiend! Spell. It is worth 250 gold pieces but it will become worthless if it is used and its magic is spent.

7 You find 15 jade pieces, each one worth 20 gold pieces.

8 or more. You find 50 gold pieces. Also, you may roll again on the treasure table.

Background

You have waited all of your life to be old enough to enter the contest, so when you saw the parchment announcing that King Vincentio of Mountebank requested the presence of all who wished to risk their lives and sanity in the temple of the Fool God, you jumped for joy. The conditions are that the king will equip any contestants and aid them in their journey to the temple and in return, the contestants must give up half the treasure they find to the king. However, even half the treasure from the temple is beyond your wildest dreams.

It is a sacred tradition in the land of Mountebank to honour the fool. Ancient law dictates that the king must surround himself with twelve fools who he must consult on important matters of state. These innocents and buffoons are more open to divine wisdom and sometimes channel the words of the gods.

It is also a sacred tradition to test oneself in the temple of the patron god of fools, known as Nyan jam roly poly plugh boogaloo pittapatta hurly burley merly curly surly furry shirly shirty dirty dancing prancing pony hubbub quasihemidemisemiquaver smith. This name is actually a shortened version of His full name but it was deemed necessary to shorten the name after the first high priest of the god of fools, on accepting his position, started to praise His name but still did not finish it after dying of old age, forty years later. However, those less devout, use an even shorter name. They simply refer to this god as the Fool God.

You go to the nearest temple and tell the lavishly dressed priest that you are ready to test yourself in the Fool God's dungeon. He presents you with a gold ring, etched with runes. 'Take this to the King's palace in three days time.' He says, simply before going back to writing more goblin jokes.

The next three days are the three slowest days of your life, but eventually the time comes round to visit the King's palace. You present the ring to the guard at the gate who opens it and tells you to walk up to the main door. As you approach the huge mahogany doors set in the marble walls of the palace, they swing open. 'Enter!' you hear a deep booming jovial voice say from no particular source. 'Take the left hand set of stairs and then go in the third door on the left.'

You do as the disembodied voice says. You climb the stairs, walk down the corridor and open the door to find yourself in a huge domed room. The King sits on a throne in the centre of the room. Either side of his throne are six smaller thrones and upon these twelve thrones sit the twelve garishly dressed (apart from the one who is wearing just underpants and one sock) High Fools of Mountebank. You kneel before the King.

'Arise, brave contestant.' Orders King Vincentio. 'You are our first contestant this year. Are you aware of the dangers of the Fool God's temple?'

'I am my liege.' You reply.

'Too much sense! Too much logic! Too much reason!' Yells one of the fools, a harlequin with a bell ridden hat.

'You will not get far unless you learn the ways of the fool!' Says a sad looking clown.

One of the fools, a mime, then plays out being trapped in a box of sanity. He has an uncanny ability to wordlessly communicate a sense of loneliness and isolation that is obtained with being too sane.

'Ian' says the fool wearing pants and a sock.

'The fools speak the truth as always, young one.' Says the King 'The temple is a strange and unpredictable place. I will give you some basic gear, but to survive you must learn that all you believe in may be turned on its head. Some lose their lives in the temple, but they are considered luckier than those who lose their minds.'

'I am ready to enter their, my liege and losing my life or mind brings no fear to me when such treasure could be obtained.'

'I see you are willing to risk the good for the better. That is an admirable quality and it is definitely what you should do to win great treasure in the Fool God's temple. You must give up all of your treasure for the chance of a better one. However, beware. Nothing is as it seems in the temple of the Fool God, and His idea of a better treasure may not be yours.'

'The Fool God granted me a million marbles for my treasure.' says one of the fools, a young man in worn clothes, holding a small bag and a flower. A little dog sleeps at his feet. 'He did it because all my life, people told me that I had lost them. Now I'll never be short of marbles.'

'Ian' says the fool wearing pants and a sock.

'Trinculo, could you show our contestant the gear that we have to offer and tell them the direction to the Fool God's temple.'

With a loud jangle, the harlequin, Trinculo, nods, gets up and asks you to follow him. He heads for the door. Before you go, however, the mime also gets up and approaches you. 'He wishes to offer you a parting gift.' Says the king. The mime stands before you as you wait for him to get something from his pocket. However, he bends down, mimes picking up a box and then offers this mime box to you. With a sigh, you take it, thank the mime and walk to the door to get some more substantial help for your challenge.



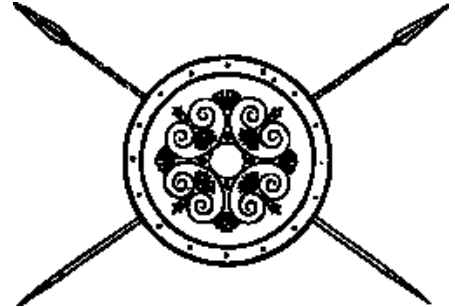
Trinculo takes you to a room stocked with weapons and equipment. He giggles nervously as you pick up each item to inspect it. All of the equipment here is of very good quality. You may take one of each item.

Armour

Heavy cloth (1 HIT, STR 3) 30 w.u
 Quilted (3 HITS, STR 6) 100 w.u
 Buckler (3 HITS, STR 2) 75 w.u
 Steel cap (1 HIT, STR 2) 25 w.u

Hand to hand weapons

Athame DICE 2 + 3 (DEX 7) 27 w.u
 Broadsword DICE 3 + 4 (STR 15/DEX 10) 120 w.u
 Shortsword DICE 3 (STR 7/DEX 3) 30 w.u
 Common spear DICE 3 + 1 (STR 8/DEX 8) range 15 feet 30 w.u
 Scimitar DICE 4 (STR 10/DEX 11) 100 w.u
 Longspear DICE 5 (STR 12/DEX 10) range 30 feet, two handed, 120 w.u
 Quarterstaff DICE 2 (STR 10/DEX 8), two handed, 50 w.u
 Pickaxe* DICE 3 (STR 15/DEX 10) 160 w.u
 Crowbar* DICE 3 + 3 (STR 12/ DEX 4) 200 w.u



*Although you may not want to or be able to use them as weapons, you may want to take the pickaxe anyway so you can break through rock or the crowbar to help open doors and chests.

Ranged weapons and ammo

Light crossbow DICE 4 (STR 12/ DEX 10) range 120 feet 120 w.u
 20 quarrels 20 w.u
 Common sling DICE 2 (STR 5/DEX 10) range 50 feet 1 w.u
 Bag of stones (unlimited ammo for sling) 5 w.u
 Light self bow DICE 3 (STR 12/DEX 15) range 70 40 w.u
 20 arrows 20 w.u

Other equipment

Backpack 10 w.u
 Waterskin (full) 15 w.u
 Grappling hook and silk rope 70 w.u
 Torch 10 w.u
 Flint and steel 4 w.u
 Wax candle (15) 10 w.u
 Shovel 60 w.u
 Mallet and iron spikes (10) 45 w.u
 A week's worth of dried rations 15 w.u



When you have made your decisions, Trinculo escorts you out of the palace. 'Hang on!' You say 'I don't know where to go!'

'Silly fish!'Laughs Trinculo 'No one knows where the Fool God stands. He is all over the place! Only those minds that are lost can find the way of the Fool God. Now get lost!'

Trinculo lightly kicks you up the bum then runs off, laughing hysterically. Shrugging, you think about his cryptic words. You decide to head into the Oberon Forest as during your childhood, you were also warned not to enter it because you would get lost there. Turn to [41](#).

2

The shredded remains of the toys lie around you. You do not find anything of value. If you have a dummy, turn to [91](#). If not, you leave. Turn to [21](#).

3

The man's body is gone as well as any equipment of his that you did not take from him. Strange.

There is nothing else to do here, so you look to the exits. If you go east, turn to [5](#). If you go north, turn to [62](#).

4

The door is locked and you can find no way of opening it. It has a *kremm* resistance so the Knock Knock spell will not work on it and it is too strong to break down in any way as it is made of thick granite. Turn to [141](#).

5

You are in a stone walled room which is empty but the walls are full of holes. There are four tunnels leading out of here.

If you decide to put your hand in a hole to see what is in there, turn to [186](#).

If not, you can exit through the north tunnel (turn to [13](#)), the west tunnel (turn to [45](#)), the south tunnel (turn to [52](#)) or the east tunnel (turn to [49](#)).

6

The dwarven bread is filling and fortifying. Restore 5 CON. Turn to [176](#).

7

You present all of your valuable items and the king gives you half their worth in gold pieces. 'You have not found the greatest treasure of the temple' He says 'But you have found a good haul.' You can get 150 AP for this.

8

You find yourself in a large room where there are several stone tables. In the centre of the room, there is a shallow pit above which there is a hole in the ceiling so it seems that the pit was for building fires. There are several glass apparatus on the stone tables - conical flasks, alembics, pipes, stirring rods, jars etc. so it looks like you are in an alchemist's lab. You poke around for a bit. Make a L1SR on INT or LK. If you succeed, turn to [111](#).

If you fail, you find several items that may be of use to you. You find several lab notes revealing that this is the lab of the wizard Astraglus who set up a lab in the temple of the fool god so that he could experiment in peace. However, he left after all of the shenanigans he got himself into. You may try each item or you may attempt to identify it once by casting the Detect Magic spell (once for each item) or with a L1SR on INT (or appraise) or on WIZ (or sense magic). If you fail, the only way you can identify the potion is by trying it.

A small pot of white cream. If you identify it, turn to [101](#). To try it, turn to [39](#).

A bottle of Green liquid. If you identify it, turn to [126](#). To try it, turn to [80](#).

A potion that glows faintly. If you identify it, turn to [113](#). To try it, turn to [68](#).

A vial of colourless liquid. If you identify it, turn to [145](#). To try it, turn to [155](#).

When you are finished here, you head south back down the corridor. Turn to [163](#).

9

Desperately, you run to the gem and hit it with all your might. It explodes into a searing blast of heat and light. Then all goes black. Turn to [125](#).

10

The answer is T. Well done. You have little difficulty in answering the other questions. When you finish, a crystal appears in front of you. You grab the crystal and run out. Turn to [158](#).

11

You climb down the God's body to pick up the valuable treasure he burped out. It's a small green gem with the number 93 inscribed upon it. It has a value of 50 gold pieces. If you thank the God for the gem, turn to [32](#). If you are angry and demand something more valuable, turn to [137](#).

12

You look down the pit and see the glint of treasure and what seems to be the lair of a monster. If you have a grapple and silk rope or a hammer and spikes, you could lower yourself down to the lair. Turn to [57](#). You could also jump down the pit. If you do, make a L1SR on DEX (or athletics). If you succeed, you get to the bottom unscathed. If you fail, you lose 1d6 CON in the process. Turn to [57](#).

If you decide to ignore the pit, you can move on. If you go west, turn to [5](#). If you go east, turn to [93](#).

13

You are in a room littered with rubble. The room has chunks of stone scattered all over the floor. There is a large pile of rocks in the centre of the room. If you wish to search through the rubble, turn to [53](#).

If not, you think about the exits to the room. If you go south, turn to [5](#). If you go North West, turn to [62](#). If you go north, turn to [83](#).

14

You spend hours traipsing back through the searing heat and twisty little passages, all alike. Unless you have a full waterskin (which you will empty through drinking) or a food pill, you must make a L1SR against CON (or wilderness lore) or lose 1 CON through dehydration. Also, make a L1SR on CON (or wilderness lore). If you fail, lose 1 CON through exhaustion. Turn to [83](#).

15

'Who is this Fool God?' Asks the man. 'I don't think he is one of our customers.' he says as he leafs through his pile of papers. You may choose an option that you have not already tried.

If you tell the man that the Fool God would like to open an account turn to [119](#).

If you say that you want to borrow 1000000 gold pieces, turn to [42](#).

If you ask the man who he is, turn to [124](#).

If you take a look at the man's papers, turn to [28](#).

If you try to find a loophole in the borrowing process, turn to [100](#).

If you attack the man, turn to [54](#).

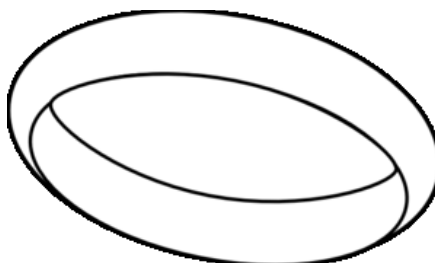
16

You return to the cave entrance, only to find a big rock blocking your way! You could turn back and try to find another way out (turn to [5](#)) or if you have a pick, you could try to break through the rock.

If you do try to use a pick, make a L2SR on STR (or labouring). If you succeed, you break through the rock and manage to get out of the temple (turn to [143](#)). If you fail, you manage to break through the rock, but you over exert yourself. Lose 3 CON and turn to [143](#).

17

You climb down the God's body and pick up the valuable treasure he burped out. It's an enchanted platinum ring of invisibility. When you are wearing it, you may pay 10 WIZ to cast the Hidey Hole spell upon yourself. The ring is worth 2000 gold pieces. It has the number 42 etched onto it. If you thank the God for the ring, turn to [32](#). If you are angry and demand something more valuable, turn to [114](#).



18

You force yourself onwards. After an hour of walking, you come across something that you thought you wouldn't find underground - a forest. It is a beautiful place with a little stream running through it (you may refill your waterskin here). If you decide to search the forest, make a L1SR on CON (or wilderness lore). If you succeed, turn to [177](#). If not, turn to [152](#).

19

The left hand door opens. You go into a room where there are several riddles on a piece of parchment which you have to answer. Riddles such as 'What gets bigger as you take more away?', 'What gets wetter as it dries?' and 'What is the next letter in this sequence OTTFFSSEN?' If that wasn't difficult enough, you also have a three minute time limit and someone seems to be playing a harmonica really badly while you do it.

Make a L2SR on INT. If you succeed, when you write the final answer on the parchment, a crystal appears before you. Turn to [158](#). You grab it and run out of the room. If you fail, you have to run out of the room before the time runs out. Turn to [116](#).

20

You can feel a magical aura around the oak rod, the bottle of blue liquid and the wolf's skull. Turn to [165](#).

21

You come to a room with a door in the west wall and exits to the north and south. If you have been here before, turn to [36](#). In the centre of the room is a huge muscular man wearing nothing but a nappy. He is gazing with wonder at a large sapphire on the floor. As you approach him, he clings to the sapphire and stares at you accusingly. 'Go away! Mine!' he shouts. If you want that sapphire, you are going to have to do something special to get it. If you attack him, turn to [136](#). If you want to fascinate him with the Sparkle spell, turn to [34](#). If you try to befriend him, make a L1SR on CHA (or persuasion). If you succeed, turn to [108](#). If you fail, he does not want to speak to you and so you will have to try another option.

You may also leave. If you wish to head north, turn to 23. If you wish to head south, turn to [123](#). If you wish to take the west door, turn to [150](#).

22

The dwarves are playing all kinds of card and dice games. You may only play if you have treasure worth 200 gold pieces or more. If you wish to play, make a L0SR on LK (or gambling). If you succeed, roll once on the treasure table. If you fail, you lose 200 gold pieces. You may try again, but the level of the saving throw increases each time. On the second attempt, it is a L1SR on LK, on the third attempt, make a L2SR on LK. When you have finished, you may try elsewhere.

If you want to visit the tavern, turn to [148](#).

If you want to visit the shop, turn to [161](#).

If you want to leave the town, turn to [83](#).

23

You are a little nervous to see that the walls of the corridors are painted with clowns and tricksters of all kinds. You are approaching the inner sanctum of the fool god. You hear faint laughing as you approach wooden door. Cautiously you open it. The sight you see makes you stop in your tracks. Turn to [120](#).

24

Your weapon passes straight through them. The snakes are also illusions. How much longer is this passageway? You are getting tired. Make a L1SR on CON (or wilderness lore). If you fail, lose 1 CON through tiredness. Dare you sleep in this mad place? If you feel that it will fortify you to take a short nap, turn to [73](#). If you force yourself onwards, turn to [18](#).

25

'Good! Good!' He exclaims. A secret door in the east wall opens up. You follow a maze of twisty little passages, all alike until you come to another bust of Rich O'Brain. He stands between two doors. 'Now.' He says. Do you want a mental or a physical challenge? If you choose mental, turn to [19](#). If you choose physical, turn to [40](#).

26

You travel through the cave's passageway, picking your way through stalactites and stalagmites. Sometimes, you come across huge underground caverns full of beautiful natural sculptures. After two hours of walking, it starts to get hotter. If you wish to continue, turn to [46](#). If you wish to turn back, turn to [83](#).

27

You charge the leprechaun who flies up into the air and starts to shoot rainbows from his hands. These rainbows sting and burn as they strike you. The Leprechaun has an MR of 24 (3d6 + 12). Whenever it rolls a 6, it waves its hand and blasts you with a gold coloured ray. This transports some of your gold pieces to its own pot of gold. Lose 100 gold pieces (this only affects coins, not gems or other treasure). If you win, the leprechaun's body disappears. You find nothing, so you continue your journey. Turn to [62](#).

28

'What are you doing? Don't touch my forms! You'll crease them!' He grabs your arm and tries to stop you from touching the forms. Make a L1SR on STR or DEX. If you succeed, turn to [74](#). If you fail, you have to fight him. Turn to [54](#).

29

As is typical of adventurers, you drink the strange liquid that you have found in a dungeon. Luckily for you this time, it is a potion of charisma. Increase your CHA by 1d6 then turn to [173](#).

30

'It's been a while since I've seen a friendly face.' Says the man. 'I daren't go any further, but when I returned to the entrance, it was blocked by a boulder.'

'It's OK.' You say. 'I'll find us a way out.'

'Well watch out if you go east' warns the man. 'I fell down a pit in a corridor that just opened up.'

You thank him for his advice. If you are on paragraph 138, you do not need to make a saving roll and can continue as if you have succeeded.

If you go east, turn to [5](#). If you go north, turn to [62](#).

31

You look at the disc, flip it, roll it, even taste it, but nothing happens. You conclude that all you have found is a gold piece. Turn to [173](#).



32

'You're welcome.' Says the god. Your surroundings around you fade and you find yourself somewhere familiar. Turn to [171](#).

33

You come to a huge stone door with dwarfish runes inscribed upon it. If you have a stone amulet, the doors open for you. Turn to [117](#). If you do not, a muscular dwarf warrior wearing lots of gold chains sticks his head out of a window and shouts 'Get away from here, you crazy fool!' If you want to persuade him to open the gates, make a L2SR on CHA (or persuasion). If you succeed, he does so. Turn to [117](#). If you fail, you have no option but to turn back. Turn to [83](#).

34

The rainbow lights bounce around the room, fascinating the big baby who drops his sapphire and forgets all about it, letting you pick it up. It is worth 500 gold pieces and weighs 0 w.u. 'Again!' says the huge baby. If you want to cast the spell again, turn to [58](#).

If you do not want to cast it again, you leave. If you wish to head north, turn to [23](#). If you wish to head south, turn to [123](#). If you wish to take the west door, turn to [150](#).

35

You find yourself in a room full of hundreds of identical broadswords. They lie on the floor, lean against the wall and even hang from the ceiling on ropes. If you have been here before, you may take a broadsword (DICE 3 + 4 (STR 15/DEX 10) 120 w.u) and return the way you came (turn to [163](#)). If this is your first visit here, you search through the room to see if any of the swords are distinguishable from the others. Make a L1SR on INT (or appraise), WIZ (or sense magic) or LK (or gambling). Alternatively, you may cast the Detect Magic spell. If you succeed or if you cast the spell, turn to [149](#). If you fail, all the swords appear the same to you. You may take a broadsword and leave. Turn to [163](#).

36

The giant baby is no longer here. If you wish to head north, turn to [23](#). If you wish to head south, turn to [123](#). If you wish to take the west door, turn to [150](#).

37

The king looks at the magical sword. 'Now that is a powerful weapon and one of my knights will be very grateful to have it. You have found a mighty magical treasure, but even this was not the greatest treasure that the Fool God could offer. Nevertheless, you have done very well.' Cross the sword off your equipment list. As a reward, the king gives you 2500 gold pieces. You get 250 AP for your achievements. You leave the palace ready to face other challenges that the world has to throw at you.

38

You carry on over the hills for another day, but you still find nothing. You have now spent a week in the wilderness.

If you had a week's worth of rations, cross them off your adventure sheet as you have eaten them all. If you did not, make a L1SR on CON (or wilderness lore). If you succeed, you found enough food to survive. If you fail, lose 1 CON due to hunger. If you have a waterskin, you drink all of its contents as you can't find water all of the time. If you do not have a waterskin, make a L1SR on CON (or wilderness lore). If you succeed, you find enough water. If you fail, lose 2 CON through thirst.

The next morning, you find a nondescript cave on the side of the hill. As you are looking down the cave, you hear a roar coming from it and a bear charges out of the darkness at you! It is quite small for a bear, so it has an MR of 24 (3d6 +12) which could be worse.

You do not have time to use a ranged weapon here, but you could try to scare the bear with a L2SR on CON (or wilderness lore). If you succeed, the bear slinks back to its cave with a whine. If not, you have to kill the bear or end up as its lunch. You could try to outrun the bear with a L2SR on DEX (or athletics). If you succeed, you leave it to go back to its cave. If you fail, the bear catches up with you and you have to fight it to prevent yourself from ending up as bear food.

If you win, the wild goose lands on top of the bear and honks at you loudly. You

imagine that it is laughing at you. The goose then hops off the bear and starts walking off. This time, you follow it. If you cast any spells, your WIZ is restored to its maximum while you walk. Turn to [48](#).

39

You taste the cream, but nothing happens. Then you rub some on your face and a giant beard grows within seconds. The wizard Astraglus had a shameful secret. It takes a lot of effort to become a respected wizard and you need a lot of paraphernalia - staff, hat, robes etc. However, one also needs a big beard and Astraglus was terrible at growing huge facial hair. For this reason, he made a lot of hair restorer cream. There is one use in this pot and this means that when you are told in the text that you may use the That's a Natty Beard spell, you may use this cream in place of the spell without using any WIZ points. The pot is worth 250 gold pieces and has weighs 5 w.u. Turn to [8](#).

40

The right hand door opens. You enter a room that has a body of water between you and the other side. There is a bucket on the other side of the water. There is a cylindrical bridge across the water and a rope to hold onto. There is also a spring producing red water. You also have a bucket.

'Fill the bucket on the other side with the magic water from the spring. You have 3 minutes. Oh, and the bucket has holes in it.'

You grab the bucket, fill it up from the spring and get on the bridge. The cylinder rolls around, sending you flying into the water. You are going to have to take this steady. Make a L2SR on DEX (or athletics). If you succeed, you manage to get enough water into the bucket on the other side and a crystal appears in front of you. You grab it and run out. Turn to [158](#). If you fail, you start to run out of time, so you sprint for the door. Turn to [116](#).

41

You enter the forest in high spirits. It is a beautiful autumnal time of year. The leaves are turning various colours under the yellow autumnal sun. You camp in a clearing that night.

The next morning, your high spirits have been considerably dampened by a downpour that went on all night. You head on through the rain, not knowing exactly where you are going. The rain and the journey do not stop for three days. Make a L1SR on CON (or wilderness lore). If you fail, lose 1 CON due to cold.

Eventually, the woods thin out to leave hills that gradually climb higher. On the sixth day, while you are sitting on a rock after traipsing through hills and valleys, a wild goose flies over head. It starts to honk loudly and fly around you. It then lands and stares at you. You ignore it for a while, but when you get up to walk off, it starts to honk and walk off in a different direction. When you follow it, it waddles off in front of you. If you stop, the goose stops and honks at you angrily. If you wish to follow the wild goose, turn to [43](#). If you continue the search yourself, turn to [38](#).



42

'I see.' says the man. He looks at some documents. 'I don't seem to have any record of your employment or mortgage. Do you have any capital to offer?' What is he talking about? You may choose an option that you have not already tried.

If you say that you left them at home, turn to [47](#).

If you say that you would actually like to borrow 1 gold piece, turn to [172](#).

If you ask the man who he is, turn to [124](#).

If you demand to see the Fool God, turn to [15](#).

If you take a look at the man's papers, turn to [28](#).

If you try to find a loophole in the borrowing process, turn to [100](#).

If you attack the man, turn to [54](#).

43

You follow the goose for a day before it leads you to a nondescript cave entrance on a hillside. It honks and then takes off. You guess that this must be it. You are glad that you have finally found the cave after a week in the wilderness.

If you had a week's worth of rations, cross them off your adventure sheet as you have eaten them all. If you did not, make a L1SR on CON (or wilderness lore). If you succeed, you found enough food to survive. If you fail, lose 1 CON due to hunger.

Also, if you have a waterskin, you drink all of its contents, emptying it. If you do not, make a L1SR on CON (or wilderness lore). If you succeed, you find enough water. If you fail, lose 2 CON due to thirst.

Here's a good question. Did you bring a torch, lantern or candles? If you did, turn to [131](#). If you didn't, turn to [130](#).



44

You climb down the God's body and pick up the valuable treasure he burped out. It's a bejewelled sparkly broadsword (DICE 3 + 4 (STR 15/DEX 10) 120 w.u). It is enchanted with the Whammy spell. This means that before each combat, if you pay 10 WIZ, you may triple the damage that the sword causes in combat. This sword is worth 2000 gold pieces. The sword has the number 15 etched onto it. If you thank the God for the broadsword, turn to [32](#). If you are angry and demand something more valuable, turn to [114](#).

45

You are in a circular room. If you have been here before, turn to [188](#).

If you have not, you see a glum looking man turning between the north exit and the east exit. He is carrying a torch and a shortsword and seems surprised to see you. If you attack him, turn to [162](#). If you talk to him, turn to [170](#).

46

The heat starts to rise as you traipse through the cave. After three hours of walking, you are in an almost unbearable heat. Unless you have a full waterskin (which you will empty through drinking) or a food pill, you must make a L1SR against CON (or wilderness lore) or lose 1 CON through thirst. If you want to continue, turn to [167](#). If you want to turn back, turn to [14](#).

47

'Well that's no good, is it? Everything needs to be in order if you are going to get any more gold. You go straight home, and get your documents and I'll wait here for you.' The man waves his hand and the door behind you opens. However, instead of seeing a corridor, you see the throne room of King Vincentio. You may pick an option that you have not already tried.

If you take the portal back to the throne room, turn to [171](#).

If you try to persuade him to give you the loan, despite your lack of documentation, turn to [87](#).

If you say that you would like to borrow 1 gold piece, turn to [172](#).

If you ask the man who he is, turn to [124](#).

If you demand to see the Fool God, turn to [15](#).

If you take a look at the man's papers, turn to [28](#).

If you try to find a loophole in the borrowing process, turn to [100](#).

If you attack the man, turn to [54](#).

48

You follow the goose for two days before it leads you to a nondescript cave entrance on a hillside. It honks and then takes off. You guess that this must be it. You are glad that you have finally found the cave after a week in the wilderness.

Here's a good question. Did you bring a torch, lantern or candles (the Will o the wisp spell does not last long enough to use)? If you did, turn to [131](#). If you didn't, turn to [130](#).

49

You are walking along a roughly cut tunnel. If you have been here before, turn to 129. If you have not been here before, turn to [138](#).

50

As you land the killing blow on the bear, it explodes in a multi coloured blast. The colours hit you with searing pain. All goes black. Turn to [125](#).

51

On closer inspection, you see that the baton contains a bright yellow liquid which glows faintly. You have found a glowstick which will light up when you break the seal. It has 3 w.u. Turn to [173](#).

52

You are in a natural looking cave. If you have been here before, turn to [16](#). If not, read on.

The cave looks like any other and leads deeper into the hill. You could go deeper into the temple (turn to [5](#)) or leave the cave and head home (turn to [143](#))

53

Make a L2SR on LK or INT. If you succeed, turn to [154](#). If you fail, or if you have already made the test, turn to [66](#).

54

The man is actually pretty vicious when you threaten his forms. You must fight the demented bank manager. He has an MR of 30 (4d6 + 15). If you win, the room around you dissolves and you find yourself in familiar surroundings. Turn to [171](#).

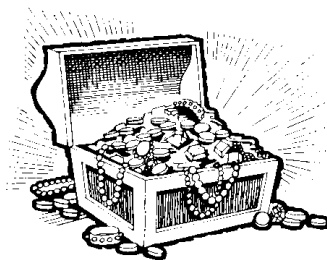
55

The man is sitting on the floor, looking glum. He does not speak when you greet him and continues to sit, wallowing in despondency.

There is nothing else to do here, so you look to the exits. If you go east, turn to [5](#). If you go north, turn to [62](#).

56

You open the door to find a nice treasure horde inside. Roll 5 times on the treasure table. Once you have done that, you return from whence you came. Turn to [65](#).



57

You are at the bottom of a stinking pit. A tunnel runs north. You hear the sound coming from the tunnel and prepare for battle. Then a flock of bats flies out of the tunnel, buffeting you. Eventually, they stop. Warily, you go down the slime covered tunnel for a few metres to find a pile of treasure scattered amongst some leaves and rotting fruit, just begging to be taken. Roll three times on the treasure table. Wary that you are definitely in some creature's lair you hastily return to the pit opening. Turn to [110](#).

58

The baby is fascinated by the spell and reaches around for its dummy. It offers the dummy to you. You are slightly confused but take it anyway. Add the dummy to your equipment list. If weights 0 w.u.

If you wish to head north, turn to [23](#). If you wish to head south, turn to [123](#). If you wish to take the west door, turn to [150](#).

59

You come to a cold room. If you have been here before, turn to [65](#). If not, as you enter the room, a man shimmers into view. It is a knight and its translucent appearance suggests that it is a ghost. 'Please traveller, have you found my magic sword?' If you have a magic sword that you wish to give to the ghostly knight, turn to [183](#). If not, the knight disappears. Turn to [65](#).

60

You do not walk far before you come across a curious sight. If you have been here before, turn to [109](#). If not, you stare in wonder at what you see. In the centre of the corridor stands what seems to be a man in smart clothing, but he seems to be painted silver. At his feet lies an upturned hat, filled with gold pieces. If you wish to walk past him, turn to [71](#). If you want to return to the machine room, turn to [93](#).

61

The gem is gone now. There is nothing else to do, so you go back. Turn to [62](#).

62

You find yourself in a room used to store mining gear. Picks and shovels lean against the walls while miner's helmets litter the floor. You may take any of the following items:

Pickaxe DICE 3 (STR 15/DEX 10) 160 w.u
Shovel 60 w.u
Miner's helmet (1 HITS, STR 2) 25 w.u

In addition to acting as a helm, the miner's helmet has a little compartment that you can put a candle into. If you have a candle, you may put it in the miner's helmet to light your way. This means that you can use both hands in combat allowing you to use a shield or a two handed weapon.

Since there are so many pickaxes, shovels and miner's helmets here, if you lose the one you are carrying, you will be able to return here and get another one.

There are three exits to this room. You could try a sturdy looking oak door in the north wall (turn to [103](#)), a mined tunnel heading west (turn to [122](#)), a tunnel heading south (turn to [45](#)) or a roughly mined tunnel heading south-east (turn to [13](#))

63

Make a L1SR on LK, WIZ or INT. If you succeed, turn to [135](#). If you fail, turn to [75](#).

64

The king looks at the magical ring. 'One of my spies will find that extremely useful. You have found a mighty magical treasure, but even this was not the greatest treasure that the Fool God could offer. Nevertheless, you have done very well.' Cross the ring off your equipment list. As a reward, the king gives you 2500 gold pieces. You get 250 AP for your achievements. You leave the palace ready to face other challenges that the world has to throw at you.

65

You are in the cold room. The room is empty. If you wish to go west, turn to [123](#). If you wish to go north, turn to [182](#).

66

The only thing to search is the pile of rubble. Make a L2SR on STR (or labouring). If you have a shovel, it can be reduced to a L1SR. If you succeed, you find a brass key (1 w.u) under a rock. If you fail, you lose 1 CON through having a rock fall on you. You may try to search through the rubble any number of times. When you have finished, turn to [13](#).

67

You climb down the God's body to pick up the valuable treasure he burped out. It's a small green gem with the number 122 inscribed upon it. It has a value of 60 gold pieces. If you thank the God for the gem, turn to [32](#). If you are angry and demand something more valuable, turn to [137](#).

68

When you drink the potion, you feel magical energy buzzing through your body. Restore your WIZ to its starting level. Turn to [8](#).

69

Now that you have killed the pit's monster, you think about how you will get out of the pit. If you lowered yourself down on a rope and grapple, you simply climb back up. Turn to [129](#).

If you fell down the pit and you have a rope and grapple, after a few tries, you manage to throw the grapple so that it grips something and you can climb out of the pit. Turn to [129](#).

If you cannot do either, you will have to climb out. Make a L1SR on DEX (or athletics). If you succeed, you climb out. If you fail, you lose your grip and fall. Lose 1 CON and try again. When you succeed, turn to [129](#).

70

'I know you have more treasure and you were told that you have to give it *all* up to get my gifts. I'm still hungry.' The Fool God makes a sucking sound and mighty wind springs up. You grab the statue's shoulder, but you can't hold on for long before you are dragged into the god's huge mouth and land on top of a huge pile of coins, gems, jewellery and magical artefacts. You get to enjoy the Fool God's treasure for all eternity.

71

As you walk towards the statue, it starts to move slowly as if being moved by some inside mechanism. It then extends its arm with an upturned hand as if telling you to stop. If you do as the statue indicates and head north, turn to 93. If you continue towards the statue, it then clenches its hands into fists. If you want to go further, then you will have to fight the statue. It has an MR of 30 (4d6 + 15) and its stone skin can take 5 hits but if you use a pickaxe in combat, you may roll 6d6 instead of 3d6. Also, if you have the pickaxe, with every roll of a 6, you hit the statue in a vulnerable spot and smash a large lump off, inflicting an extra 5 points of spite damage. If you have a vial of stone eater, you may throw this at the statue before the combat. If you hit it, it causes 5d6 damage to the statue. If you win, you can take the treasure in its hat. You find 100 gold pieces and you may also roll once on the treasure table. You may then you may take the east tunnel (turn to [185](#)), the south tunnel (turn to [132](#)) or the north tunnel (turn to [93](#))

72

The machine starts chugging, cranking and vibrating. It then does not stop vibrating, but instead starts to shake. You back away from the mad device as brass cogs fall off and nuts fly out of the cube. There is a huge crunch and then the machine stops abruptly.

There is nothing left to do here, but leave. If you head north, turn to [146](#). If you go south, turn to [60](#). If you open the door, turn to [4](#).

73

You fall into a welcome, restful sleep. At least at first. Then you start dreaming that pixies and leprechauns are dancing around you, laughing. You feel something grab your ankle...and then you wake up. Your heart sinks as you realise that you are not where you fell asleep, but several miles back towards the temple. Turn to [46](#).

74

As you start to rip up the forms, the man starts to get angry. 'Oh my, that's Aaron Aaronson's current account! Stop it!' You continue to do so as the man looks helplessly on. Turn to [85](#).

75

You work for ages, but still make no headway. Lose 1 CON through tiredness. Eventually, you give up. Turn to [77](#).

76

You can't stop laughing. You laugh so hard that you can't get up from the floor. Your stomach is in agonising pain from all of the laughing. You laugh for hours until you black out and never wake up.

77

Annoyed, you turn back, only to hear the threatening, ghostly voice. 'YOU WILL PERISH HERE! WOOOOOO!' Knowing that the voice does nothing, you ignore it and go back down the tunnel. When you go back round the bend, you see a short man in green speaking into his fist. 'I'm going to get you!' you hear him say as the ghostly voice says the same thing. If you attack him, turn to [27](#). If you talk to him, turn to [153](#).

78

You put a piece of roast wurm in your mouth and spit it out! It tastes disgusting! You don't want to touch that again. Turn to [176](#).

79

The corridor is now empty. You can head west (turn to [83](#)) or east (turn to [33](#))

80

This is a healing potion. Restore 1 CON. It has 9 uses and each one restores 1 CON. Each use is worth 40 gold pieces. It weighs 4 w.u. Turn to [126](#).

81

When you put the last bit of treasure into the Fool God's mouth, he burps out something in return.

Roll 1d6.

If you roll a 1-2, turn to [160](#).

If you roll a 3-4, turn to [11](#).

If you roll a 5-6, turn to [67](#).

82

The king looks at the single small gem that you present to him with incredulity. 'This is one of the few living stones! These gems are alive and contain great magical powers that the followers of the Fool God can unlock. My friend, you truly have found the greatest treasure that the Fool God has to offer, the knowledge and wisdom that only those open to the world can attain to take them on their next steps in life. You must have overcome many obstacles to find such a rarity. You have known the path of the fool but you have now learnt and risen to the next stage in your life. The experience that you have picked up will serve you well in the future. I will give you some gifts to help you find a new path.' The king presents you with 7000 gold pieces and a magical athame (DICE 2 + 3 (DEX 7) 27 w.u). You may place it on the ground and spend 1 WIZ. When you do so, it will point to true north. It is worth 535 gold pieces. The king also gives you the freedom of Mountebank You will forever be one of his favourites. You may also get 500 AP for your great accomplishments.

83

You are in a room where the walls are covered in paintings of jesters, fools, tricksters, riddlers and creatures of all kinds. You feel that you are entering the inner sanctum of the Fool God. There are exits to the north (turn to [123](#)), south (turn to [13](#)), east (turn to [92](#)) or west (turn to [156](#))

84

'Well, next time you need property insurance, don't come to me!' Says the bank manager in a bored tone. He waves his hand and the door behinds you opens up. However, instead of the corridor, you see the throne room of King Vincentio.

If you take the portal back to the throne room, turn to [171](#).

If you demand to see the Fool God, turn to [15](#).

If you take a look at the man's papers, turn to [28](#).

If you try to find a loophole in the borrowing process, turn to [100](#).

If you attack the man, turn to [54](#).

85

Whatever you have said or done, the man starts to get angry 'You know what, I hate this job. I've been filling in forms, approving and refusing loans, making investments and pushing mountains of paper for centuries! When do I get my chance to shine? When I was younger, I wanted be on stage. I just want to SING!' The man stands up, grabs some sheets of parchment, rips them up and throws the pieces into the air. He engages in a mad frenzy of shredding, throwing and raging before he finally calms down, panting and sweating. 'Thank you, stranger. I'm off to bards' school now.'

The man, desk and paper fades away and a door in the north wall appears. A voice says 'You have passed the test and you are worthy to see me.'

You go through the north door to meet the Fool God. Turn to [139](#).



86

Cautiously, you try a few things such as pulling levers, pushing buttons and squeezing brightly coloured balloons. Is something going to work? Make a L1SR on INT (or appraise) or LK. If you succeed, turn to [165](#). If you fail, turn to [72](#).

87

'Well, this is very irregular.' Says the man, who seems to have as much imagination as the desk he's sitting at. Make a L2SR on CHA (or persuasion). If you succeed, turn to [85](#). If you fail, he does not budge from his position and offers you the portal home again.

If you take the portal back to the throne room, turn to [171](#).

If you say that you would like to borrow 1 gold piece, turn to [172](#).

If you ask the man who he is, turn to [124](#).

If you demand to see the Fool God, turn to [15](#).

If you take a look at the man's papers, turn to [28](#).

If you attack the man, turn to [54](#).

88

Your light source is blown out by the wind. If you have another source of light such as a glowstick, lantern or the Will O the Wisp spell, turn to [107](#). Otherwise, you can go back to the cold room (turn to [65](#)) or go across the floor in the dark (turn to [151](#)).

89

The garlic mushrooms are delicious. They also give you very smelly breath. Until your next combat, you must half your CHA. However, in your next combat, you may half your opponent's adds due to them being put off by your breath. After the combat, both effects wear off. Turn to [176](#).

90

You can imagine that the skull is talking to you when you look into it. You then hear a voice in your head. 'Break in case of emergency'. The voice then instructs you that the skull has been bespelled with the Dem Bones Gonna Rise spell. You may use this skull at the beginning of a combat to create a skeleton wolf with an MR of 25 (3d6 +13) that will fight the combat for you. It cannot be used after that whether it wins or loses. The bespelled skull is worth 250 gold pieces (but will be worthless once you use it). Turn to [173](#).

91

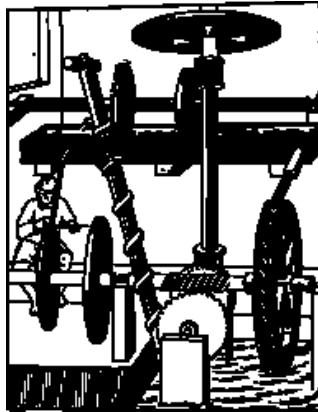
The dummy starts to vibrate. As it does, a secret door in the west wall opens, revealing a treasure horde. Roll 5 times on the treasure table. Happy with your find, you leave. Turn to [21](#).

92

You walk down a corridor where the ceiling becomes low. If you have been here before, turn to [79](#). If not, you notice a grumpy looking beardless dwarf, staring listlessly at the wall. If you talk to him, turn to [99](#). If you attack him, turn to [95](#).

93

You are in a room containing a huge machine. If you have been here before, turn to [141](#). If not, you are amazed to see the huge contraption in the centre of the room, made up of a chaotic intertwined mass of cogs, levers, pipes, glass, balloons, bellows and various other paraphernalia. There are tunnels to the north and south of this room and there is a stone door in the east wall. If you try to use the machine, turn to [86](#). If you head north, turn to [146](#). If you go south, turn to [60](#). If you head west, turn to [49](#). If you open the door, turn to [4](#).



94

You have to get up to the mouth before you can shove all of your treasure into it. If you have a rope and grapple or hammer and spikes, you can climb up to the mouth fairly easily. Otherwise, you will have to make a L1SR on DEX (or athletics) to get up to the mouth. If you fail, lose 1 CON and you can try again. If you can get up to the mouth, turn to [169](#).

95

You attack the dwarf. He has an MR of 18 ($2d6 + 9$). If you win, you may take his axe DICE 3 (STR 8/DEX 4) 70 w.u and some treasure – roll on the treasure table but subtract 2 from the roll. If you head west, turn to [83](#). If you head east, turn to [33](#).

96

You try one of the sweets and enjoy the lemon flavour. After you have swallowed it, you immediately feel full and hydrated. You have actually found a bag of food pills. You have a month's worth of food and water in a small pouch. The food pills have 1 w.u. Turn to [173](#).

97

The king looks at the magical carpet. 'One of my wizards will find that very useful when trying to get somewhere fast. You have found a mighty magical treasure, but even this was not the greatest treasure that the Fool God could offer. Nevertheless, you have done very well.' Cross the carpet off your equipment list. As a reward, the king gives you 2500 gold pieces. You get 250 AP for your achievements. You leave the palace ready to face other challenges that the world has to throw at you.

98

You manage to suppress the laughter. As you manage to, the room around you dissolves and you find yourself in familiar surroundings. Turn to [171](#).

99

'Are you OK?' You ask. 'Just because I'm short doesn't mean I'm a child.' He snaps back at you before bursting into tears. 'I don't know what to do! The other dwarves kicked me out because I don't have a beard and told me not to come back until I'd killed something big.' If you can cast the That's a Natty Beard spell, turn to [140](#). If you cannot, you get embarrassed and leave. If you go west, turn to [83](#). If you go east, turn to [33](#).

100

This man clearly has no imagination or initiative. If you can think of something that is not covered in his regulations, then you might just drive him over the edge. You ask for something completely preposterous that the banker would not be able to deal with. Make a L1SR on INT. If you succeed, turn to [184](#). If you fail, turn to [102](#).

101

The wizard Astraglus had a shameful secret. It takes a lot of effort to become a respected wizard and you need a lot of paraphernalia - staff, hat, robes etc. However, one also needs a big beard and Astraglus was terrible at growing huge facial hair. For this reason, he made a lot of hair restorer cream. There are two uses in this pot and this means that when you are told in the text that you may use the That's a Natty Beard spell, you may use this cream in place of the spell without using any WIZ points. The pot is worth 250 gold pieces per use and weighs 5 w.u. Turn to [8](#).

102

You ask the man if he takes plastic, knowing that plastic has not been invented yet. He says that he does and produces a small device to put your plastic into. This tactic hasn't worked. You may try something else that you have not already tried.

If you say that you want to borrow 1000000 gold pieces, turn to [42](#).

If you say that you would like to borrow 1 gold piece, turn to [172](#).

If you ask the man who he is, turn to [124](#).

If you demand to see the Fool God, turn to [15](#).

If you take a look at the man's papers, turn to [28](#).

If you attack the man, turn to [54](#).

103

You are standing before an oak door. If you have already opened it, turn to [176](#). If not, read on.

You can try to open the door with the Knock Knock spell, by picking the lock with a L1SR on DEX, INT or LK or by breaking it with a L1SR on STR (add 1d6 to the roll if you have a crowbar).

If you succeed in any roll, you manage to open the door. If you fail the lock pick roll, you jam a piece of wire in the lock and you cannot try this again. If you fail breaking the door down, you exert yourself (Lose 1 CON point), but you may try again.

If you open the door, turn to [176](#). If you don't, you may try another exit from the room. Turn to [62](#).

104

On closer inspection, you see that the crystal sparkles with all colours. This wand contains the sparkle spell. You may now cast the sparkle spell when given the option in the text. It costs 1 WIZ. The wand is worth 550 gold pieces and weighs 3 w.u. Turn to [173](#).

105

You return to the room. Rich O'Brain is no longer on the plinth, but instead there is a glass orb resting on a cushion. You look inside it to see some people in matching jerkins. One of them is in a room, trying to cross a narrow plank of wood while carrying a rock. The others are shouting encouragement to him from outside the room, while the Rich O'Brain looks on, grinning maniacally. You leave them to it. You may go through a door to the west (turn to [35](#)), south (turn to [146](#)) or go north up through a corridor (turn to [8](#)).

106

You try to run past the beast, but it knocks you to the floor. Lose 1 CON. The gem then flares up, filling the room with light and heat. The beast you are facing is a huge shaggy three eyed, five legged, two headed bear. What is worse is that the gem is heating up the tunnel to almost unbearable levels. There is no escape. If you fight, turn to [121](#). If you destroy the gem, turn to [9](#).

107

Your light source is not put out by the strong wind, which is good as you see spikes shooting up through holes in the floor. However, since you can see them, you can avoid them easily as you get to the other side of the room where the door is. As soon as you touch the door, the wind stops and the spikes stop shooting up through the floor. The wood is very strong, probably magically strengthened and the lock is very complex. You can only open it if you have a brass key. If you do have a brass key, turn to [56](#). If not, you have to go back. Turn to [65](#).

108

You make a few funny faces and baby sounds and the baby starts to laugh. You start to dance around a bit. Fascinated, the baby drops the sapphire and forgets all about it. After your little dance, the baby offers you its dummy. Despite being a bit confused, you take the dummy (it has 0 w.u) and the sapphire (it is worth 500 gold pieces and weighs 0 w.u) and leave.

If you wish to head north, turn to [23](#). If you wish to head south, turn to [123](#). If you wish to take the west door, turn to [150](#).

109

If you have killed the living statue, you may take the east tunnel (turn to [185](#)), the south tunnel (turn to [132](#)) or the north tunnel (turn to [93](#)). If you have not killed the statue, you must head back the way you came (turn to [93](#)) or fight it with whatever MR it had when you left it. If you win, you can take the treasure in its hat. You may roll once on the treasure table and add 100 gold pieces to that treasure. You may then you may take the east tunnel (turn to [185](#)), the south tunnel (turn to [132](#)) or the north tunnel (turn to [93](#))



110

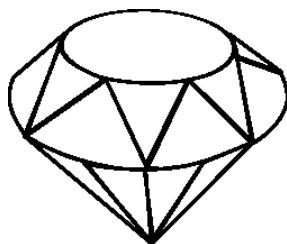
A large heavy furry thing lands on top of you. Desperately, you fight to push it off. Victorious, you shove it away, to see what you face. You can't see the thing clearly as it looks like the rock around you, but it has the shape of a chimp. You face a chameleon chimp and it beats its chest angrily before it attacks you. You may not use a bow here. It has an MR of 16 ($2d6 + 8$). The chameleon ape's camouflage is very effective in making it harder to hit. This means that you cannot inflict spite damage on the ape. If you win, turn to [69](#).

111

You see a small crack in the west wall. Investigating it, you find out that a part of the wall swivels round to reveal a corridor. When you are at paragraph 8, you may use this door to go west and turn to 83 and vice versa. Return to [8](#).

112

'The look on your face!' Says the leprechaun. 'You've been a great laugh, today. Here is a parting gift with my blessing.' You are delighted to see him hand you the yellow gem. It is huge and flawless. The gem is worth 250 gold pieces. It also gives off a warm glow, filling you with energy. You may restore your WIZ to its starting value. The leprechaun also wishes you well on your treasure hunt. From now on, whenever you roll on the treasure table, you may add 1 to the die roll. You return to the storage room. Turn to [62](#).



113

This is a potion that restores its drinker's WIZ to its starting level. It has one dose. It is worth 500 gold pieces and has a weight of 2 w.u. Turn to [8](#).

114

The god burps out a gold necklace dripping with huge diamonds. It also has the Cateyes spell permanently imbued into it, so that anyone who wears it will benefit from the effects of the Cateyes spell. The necklace is worth 12500 gold pieces. It has the number 168 etched into it. Your surroundings dissolve from around you and you find yourself in a familiar place. Turn to [171](#).

115

The king looks at the single small gem that you present to him with incredulity. 'This is one of the few living stones! These gems are alive and contain great magical powers that the followers of the Fool God can unlock. My friend, you truly have found the greatest treasure that the Fool God has to offer, the knowledge and wisdom that only those open to the world can attain to take them on their next steps in life. You must have overcome many obstacles to find such a rarity. You have known the path of the fool but you have now learnt and risen to the next stage in your life. The experience that you have picked up will serve you well in the future. I will give you some gifts to help you find a new path.' The king presents you with 7000 gold pieces and a magical athame (DICE 2 + 3 (DEX 7) 27 w.u). You may place it on the ground and spend 1 WIZ. When you do so, it will point to true north. It is worth 535 gold pieces. The king also gives you the freedom of Mountebank You will forever be one of his favourites. You may also get 500 AP for your great accomplishments.



116

'I'm afraid you didn't get the crystal, but I hope you had fun.' Says Rich. He gives you directions back to the room you met him in. Turn to [105](#).

117

The dwarf, whose name is Rocky, takes you east to a huge stone gate. Seeing that he has a big bushy beard, the dwarves open the gates for the two of you. Rocky shows you round the town. There are several places that you can visit.

If you want to visit the gambling hall, turn to [22](#).

If you want to visit the tavern, turn to [148](#).

If you want to visit the shop, turn to [161](#).

If you want to leave the town, turn to [83](#).

118

You present all of your valuable items and the king gives you half their worth in gold pieces. 'You have not found the greatest treasure of the temple' He says 'But I hope you use the gold wisely to find it.' You can get 100 AP for this.

119

'Very well, I just need to take some details about the Fool God.' The man gets a form to fill in. 'Right, name - Fool God. Age?'

'He's a god.' You reply.

'Yes, but he must have an age.'

'I think Gods are timeless.' You reply.

'But that's not on the form.'

If you want to keep this up, make a L1SR on CHA (or persuasion). If you succeed, turn to 85. If you fail, the man just rejects the application. You may choose an option that you have not already tried.

If you say that you want to borrow 1000000 gold pieces, turn to [42](#).

If you ask the man who he is, turn to [124](#).

If you take a look at the man's papers, turn to [28](#).

If you try to find a loophole in the borrowing process, turn to [100](#).

If you attack the man, turn to [54](#).

120

You are in a bare room where there is nothing but a simple desk. Upon the desk is a pile of papers and behind the desk sits a short man in a black tunic, frantically scribbling his signature on some parchment. The door shuts behind you and does not open. 'Take a seat, please.' says the man, waving to a wooden chair on your side of the desk. You do so. 'Now, please tell me how much you would like to borrow.' What in the name of Trollworld is going on?

If you say that you want to borrow 1000000 gold pieces, turn to [42](#).

If you say that you would like to borrow 1 gold piece, turn to [172](#).

If you ask the man who he is, turn to [124](#).

If you demand to see the Fool God, turn to [15](#).

If you take a look at the man's papers, turn to [28](#).

If you try to find a loophole in the borrowing process, turn to [100](#).

If you attack the man, turn to [54](#).

121

The crazy mutant bear has an MR of 40 (5d6 + 20) and the heat from the gem causes you to lose 1 CON per round. It does not seem to affect the bear. If you win, turn to [50](#). If you lose, turn to [125](#).

122

You are in a mining tunnel. You see that it bends round to the left, but before you go round the bend, a deep ghostly voice warns you to turn back. You can't see anything else here. If you take heed of the voice, then all you can do is go back. Turn to [62](#). If you choose to risk the dangers of going round the bend turn to [147](#).

123

After walking along the corridor for a few minutes, you come to an east bearing corridor. If you head east, turn to [59](#). If you carry on north, turn to [21](#). If you head south, turn to [83](#).

124

'I am a bank manager of course. Don't you want a loan? Time is money, you know.' You may choose an option that you have not already tried.

If you tell him that his job is stupid, turn to [84](#).

If you say that you want to borrow 1000000 gold pieces, turn to [42](#).

If you say that you would like to borrow 1 gold piece, turn to [172](#).

If you demand to see the Fool God, turn to [15](#).

If you take a look at the man's papers, turn to [28](#).

If you try to find a loophole in the borrowing process, turn to [100](#).

If you attack the man, turn to [54](#).

125

You wake up. You are fine. There is not a scratch on you (restore your CON to what it was when you saw the gem). The leprechaun is nearby, rolling around on the floor with laughter. If you are angry at this joke and attack him, turn to [27](#). If not, turn to [112](#).

126

This is a healing potion. It has 10 uses and each one restores 1 CON. Each use is worth 40 gold pieces. It weighs 4 w.u. Turn to [8](#).

127

The pickled rock lizard is delicious and you feel a burst of strength run through your arms. Dwarves eat this lizard so that they can increase the amount of rock that they can break through but it leaves them tired at the end of the day. You may double your STR for your next combat or saving throw. After that, however, you must half your STR for the combat or saving throw after that. After that, your strength returns to normal. Turn to [176](#).

128

You enter the cave, holding your light source in one hand (this means that while you are in the cave, you cannot use any shield or two handed weapon as you need to hold your light source) and prepare for the challenges of the Fool God. Turn to [52](#).

129

You are standing at the edge of the pit. If you go west, turn to [5](#). If you go east, turn to [93](#).

130

Well that was foolish, wasn't it? Do you not know how to prepare for an adventure? Subtract 1 from your INT. As you stand before the cave wondering what you can do, a leprechaun appears out of nowhere. 'The Fool God likes you for your complete lack of forbearance. No light for an underground temple? No *that's* foolish.' His tone suggests admiration. 'Here's a little gift as the Fool God would really like to talk to

you.' The leprechaun rummages through a small backpack he is carrying and presents you with a candle (0 w.u) and a flint and steel (4 w.u). 'The blessings of the Fool God go with you!' He says before he disappears. Add 1 to your LK. Also, whenever you roll on the treasure table, add 1 to the number rolled.

You enter the cave. Turn to [128](#).

131

Brilliant. You bought a light source. Did you also bring a flint and steel with which to light your source? If you did, turn to [189](#). If you didn't, turn to [130](#).

132

You come to a dead end, but you see a small sliver of light struggle through a hole in the rock. You might be able to get out this way. You search the wall but find no hidden mechanism. You may use a pick to smash an exit into the wall. Make a L2SR on STR (or labouring) if you succeed, after long hours of work, you smash through the wall. Lose 3 CON from exhaustion and turn to [143](#). If you fail, you exhaust yourself, but get nowhere. Lose 1 CON. You may head north (turn to [109](#)) or try again.

133

You are one dangerous customer! Make a L1SR on LK. If you succeed, you lose 1d6 CON from the spikes. If you fail, you lose 2d6 CON from the spikes. You manage to touch the door at the other end of the room and the wind stops. You relight your light source to find that the spikes are gone. The wood is very strong, probably magically strengthened and the lock is very complex. You can only open it if you have a brass key. If you do have a brass key, turn to [56](#). If not, you have to go back. Turn to [65](#).

134

After going through a spiral passageway, you turn a corner to find a huge nest of snakes. They see you and start to slither towards you, hissing viciously. If you fight them, turn to [24](#). If you flee, turn to [14](#).

135

As you strike the rock, you notice a spark shoot off from a part of the wall to your right. Curious, you scrape the wall that you saw the spark shoot off, while looking at the rest of the walls. As you do, a small rock falls off the wall down the corridor. It seems that hitting the rock, breaks another part of the wall. After a few experiments, you find out where you need to strike the wall to free the gem. After half an hour of work on various parts of the corridor, including the floor, you see that the gem is loose. You manage to prise it out of the wall. It is huge and flawless. The gem is worth 250 gold pieces. It also gives off a warm glow, filling you with energy. You may restore your WIZ to its starting value. Pleased with your find, you return to the storage room. Turn to [62](#).

136

Despite mentally being a baby, the man is extremely strong. He has a MR of 32 (4d6 +16). If he rolls two 6s with his dice, he makes a huge burp which makes you recoil. Make a L1SR on CON or SPD (or dodging). If you fail, reduce your next attack by 2 while you gag. If you win, you may take the sapphire worth 500 gold pieces and weighs 0 w.u, but the Fool God is not happy with the killing of one of his favourites. Lose 1 LK point.

You take your leave. If you wish to head north, turn to [23](#). If you wish to head south, turn to [123](#). If you wish to take the west door, turn to [150](#).

137

'OK, OK, keep your wig on.' Says the God. At which point your hair falls out. 'Sorry, I forgot I can do that. Look, just chuck the last thing back into my mouth and I'll get you something else. I just thought you'd like that.'

The god burps out something else.

Roll 1d6.

If you roll a 1-2, turn to [44](#).

If you roll a 3-4, turn to [17](#).

If you roll a 5-6, turn to [179](#).

138

As you step out onto a flagstone, it falls away in front of you. Make a L1SR against DEX (or athletics) or SPD (or dodging). If you succeed, you avoid the pit. Turn to [12](#). If you fail, you fall into the pit. Lose 1d6 CON and turn to [57](#).

139

You are standing before the Fool God in a large circular room. The Fool God seems to be a giant stone head with massive jet eyes, a huge hole for a mouth and a huge round boulder for a body.

'Welcome to the Temple of the Fool God.' Comes the rumbling voice from inside the statue.

'Why are you called the Fool God?' You ask.

'Well, if you were a god would you live inside a statue surrounded by weirdoes and eat treasure?'

'I guess not.'

'Well there you go.'

'Did you say that you eat treasure?' You ask.

'Yes. You will have to give up all of your treasure to win a greater treasure.'

'What do I do with the treasure then?'

'You need to put it in my mouth. I've got tons of gold and jewels in this big belly of mine.'

What will you do to win the treasure?

If you have a pick or some stone eater, you can attempt to break open the Fool God and get all the treasure inside it. Turn to [175](#).

If you climb up to the Fool God's mouth and put treasure inside it, turn to [94](#).

140

A huge beard appears on the dwarf's face. 'That's brilliant. Now I'm like the other dwarves! Here, have this.' The dwarf gives you a stone amulet (10 w.u) it is not magical but it means that you are a friend to the dwarves. He also takes you mining for a few hours. With his expertise, you both find some nice gems. You get 500 gold pieces worth of gems and precious metals (0 w.u). Afterwards, the dwarf asks 'Hey, do you want to see the dwarf town I'm from?' If you go with him, turn to [117](#). Otherwise, you go back the way you came. Turn to [83](#).



141

If you have not already tried to do so, you may use the machine. Turn to [86](#). Otherwise, you leave. If you head north, turn to [146](#). If you go south, turn to [60](#). If you head west, turn to [49](#). If you open the door, turn to [4](#).

142

If you have destroyed the toys, there is nothing else here, so you turn back. Turn to 21. If you fled, you will have to either fight them (and they will be at full strength as they have repaired themselves) (turn to [174](#)) or flee (turn to [21](#)).

143

You start the long journey back to Mountebank. It is a week's walk and fortunately, you do not come across any wandering monsters, but you must still survive. Make a L1SR on CON (or wilderness lore). If you succeed, you withstand the harsh weather. If you fail, lose 1 CON due to cold and rain. Also, unless you have a week's supply of food, make another L1SR on CON (or wilderness lore). If you succeed, you find enough food for the journey. If you fail, lose 2 CON due to hunger. Eventually, you find yourself back at the palace of Mountebank, before the King. Turn to [171](#).

144

The king looks at the single small gem that you present to him with incredulity. 'This is one of the few living stones! These gems are alive and contain great magical powers that the followers of the Fool God can unlock. My friend, you truly have found the greatest treasure that the Fool God has to offer, the knowledge and wisdom that only those open to the world can attain to take them on their next steps in life. You must have overcome many obstacles to find such a rarity. You have known the path of the fool but you have now learnt and risen to the next stage in your life. The experience that you have picked up will serve you well in the future. I will give you some gifts to help you find a new path.' The king presents you with 7000 gold pieces and a magical athame (DICE 2 + 3 (DEX 7) 27 w.u). You may place it on the ground and spend 1 WIZ. When you do so, it will point to true north. It is worth 535 gold pieces. The king also gives you the freedom of Mountebank You will forever be one of his favourites. You may also get 500 AP for your great accomplishments.

145

This is Giant Toad juice. It is a poison that will cause an additional 2d6 CON damage against any monster that you hit with a weapon smeared in the juice. There is only enough for one use. It is worth 100 gold pieces and has a weight of 2 w.u. Turn to [8](#).

146

You walk up a nondescript corridor only to be stopped by a portcullis that has been lowered. You try pulling on the chains but they don't work. Then you notice that the portcullis does not go all the way up to the ceiling. It is quite easy to climb over it. As you do, you hear some dramatic music playing in the distance. If you are heading north, turn to [163](#). If you are heading south, turn to [93](#).

147

Warily, you peek round the bend, but see nothing dangerous. You walk down the corridor and eventually come to a dead end. If you have been here already, turn to [61](#).

If you have not been here already, you are amazed to see a large yellow gem embedded in the wall! If you have a pick, you can try to extract it from the wall. Turn to [181](#).

If you do not have a pick or you do not want to extract the gem from the wall, turn to [77](#).

148

The tavern is full of drunken dwarves enjoying the odd pint or brawl after a hard day's mining. You may buy a flagon of ale for 1 silver piece. If you drink dwarven ale for the first time, you feel the strength of the dwarves, but your fragile little brain is not robust enough to withstand it. Add 1 to STR and lose 1 INT. After the first flagon, you get used to the ale and so extra flagons have no effect.

You may also pay 3 silver pieces for a room for the night and some good food. If you do, restore your WIZ to its starting score.

When you are finished, you may go elsewhere.

If you want to visit the gambling hall, turn to [22](#).

If you want to visit the shop, turn to [161](#).

If you want to leave, turn to [83](#).

149

You see that one sword is shinier than the others. When you pick it up, you feel the tingle of magic. This is an enchanted vorpal broadsword. If you are in combat, you may spend 5 WIZ to do double its damage in combat (you do not roll extra dice, you just double the number rolled. Also, it does not double your personal adds or spite damage). Otherwise, it does normal damage for a broadsword (DICE 3 + 4 (STR 15/DEX 10) 120 w.u). It is worth 640 gold pieces. Happy with your find, you go down the corridor. Turn to [163](#).

150

You come to a room full of toys. If you have been here before, turn to [142](#). If this is your first visit, your heart sinks to find out that they are not, of course, the good kind of toys. There are creepy dolls, clown puppets and even a cymbal banging fez wearing monkey toy. Why couldn't it have just been a football? You are not surprised, therefore, when they start to slowly approach you with their threatening grins. If you want to stay here, you will need to fight them. If you want to fight them, turn to [174](#). If you want to return to the baby's room, turn to [21](#).



151

You take a step in the dark and step on a spike! Lose 1 CON. Spikes are shooting up and down through the floor. If you want to continue, turn to [133](#). If you want to go back, turn to [65](#).

152

You find a chest by a tree. If you wish to open it, you may do so with the Knock Knock spell or make a L1SR on STR to break it open (if you have a crowbar, add 1d6 to the roll) or a L1SR on DEX, INT or LK to pick the lock. You may only attempt to break it once and pick the lock once. Inside the chest, you find 500 gold pieces. If you fail, you cannot open the chest. After this, you return. Turn to [14](#).

153

'Oh hullo.' Says the leprechaun. 'Err, I think my invisibility's on the blink. It's just a bit o' fun though. I'll tell ye what. I'll get you that yellow gem in the wall.' If you agree to this, turn to [166](#). If you refuse and leave, turn to [62](#). If you attack the leprechaun, turn to [27](#).

154

While you are searching through the room, you find a crack in the east wall. You push it and search further and eventually reveal stone button which you press. The secret door grinds open revealing a passage heading north east. When you are on paragraph 13, you may take this passageway and turn to paragraph 35 and vice versa. Turn to [66](#).

155

You have just drunk a poison! Lose 2d6 CON. When you have finished being in pain, turn to [8](#).

156

You start walking down a stone corridor. It twists and turns. After an hour, you the smooth, worked stone starts to end and the tunnel looks more like a natural cave. If you wish to continue, turn to 26. If you wish to turn back, turn to 83.

157

When you put the last bit of treasure into the Fool God's mouth, he burps out something in return.

Roll 1d6.

If you roll a 1-2, turn to [44](#).

If you roll a 3-4, turn to [17](#).

If you roll a 5-6, turn to [179](#).

158

Rich congratulates you on getting your large crystal. It is worth 500gp. Also, restore your WIZ to its original value. Rich congratulates you and gives you directions back to the room you met him in. Turn to [105](#).

159

You blindly lash out, but hit nothing. The gem then flares up, filling the room with light and heat. The beast you are facing is a huge shaggy three eyed, five legged, two headed bear. What is worse is that the gem is heating up the tunnel to almost unbearable levels. There is no escape. If you fight, turn to [121](#). If you destroy the gem, turn to [9](#).

160

You climb down the God's body to pick up the valuable treasure he burped out. It's a small green gem with the number 60 inscribed upon it. It has a value of 40 gold pieces. If you thank the God for the gem, turn to [32](#). If you are angry and demand something more valuable, turn to [137](#).

161

The dwarves have several goods to help with their mining. You look through the stores and find some items that you may need. You may buy only one of each item:

Pickaxe (DICE 3 (STR 15/DEX 10) 160 w.u) - costs 15 gold pieces

Shovel (50 w.u) - costs 5 gold pieces

Crowbar (DICE 3 + 3 (STR 12/ DEX 4) 200 w.u) - costs 12 gold pieces

Taper axe (DICE 3 (STR 8/DEX 4) 70 w.u) - costs 20 gold pieces

Thrusting axe (DICE 4 + 1 (STR 15/DEX 8) 90 w.u) - costs 90 gold pieces

Lantern (20 w.u) – costs 2 gold pieces

Miner's helmet with candle (allows you to have a light source and use a shield or two handed weapon) ((1 HITS, STR 2) 25 w.u) - costs 15 gold pieces

Second aid kit ((5 uses, each one restores 5 CON) 50 w.u) - costs 100 gold pieces

Stone eater potion (dissolves stone away 5 w.u) - costs 200 gold pieces

Black powder bomb (ranged weapon) (DICE 4 + 4 20 w.u) - costs 200 gold pieces

When you are finished, you go elsewhere.

If you want to visit the gambling hall, turn to [22](#).

If you want to visit the tavern, turn to [148](#).

If you want to leave the town, turn to [83](#).

162

You charge at the terrified man who desperately tries to defend himself. The man has a MR of 10 (2d6 + 5). If you win, you may search him and take the following items:

Main Gauche DICE 2 (STR 10/DEX 12) 25 w.u

Torch 10 w.u

Flint and steel 4 w.u

Treasure – roll once on the treasure table but subtract 2 from the roll.

There is nothing else to do here, so you look to the exits. If you go east, turn to [5](#). If you go north, turn to [62](#).

163

You come to a bare room. It is bare except for a bust of a bald man on a plinth in the centre of the room. If you have been here before, turn to [105](#). When you enter the room, he speaks. 'Welcome to the intricate, usually confusing network of interconnecting pathways which contains solid materials whose constituent atoms, molecules or ions are arranged in an orderly repeating pattern extending in all three spatial dimensions!' He then adds 'I'm working on the title.' You ask him what he

does here. 'I am the Rich O'Brain. I have lots of money and so I decided to build a place full of games where you can win prizes. Would you like to do a challenge?' If you say that you would like to, turn to [25](#). If not, you leave. You may go through a door to the west (turn to [35](#)), south (turn to [146](#)) or go north up through a corridor (turn to 8).

164

The dwarven ale is delicious but very strong. If you drink dwarven ale for the first time, you feel the strength of the dwarves, but your fragile little brain is not robust enough to withstand it. Add 1 to STR and lose 1 INT. After the first flagon, you get used to the ale and so extra flagons have no effect.

Turn to [176](#).

165

After chugging, cranking and hissing, the machine stops. The door in the west wall then opens slowly. You go inside the room to find yourself in a room that must have belonged to a wizard or tinker, for it is littered with cogs, prisms and half completed contraptions. There is a bed on one side of the room and a desk against the north wall, where there are several strange tools. After poking around, you find a few items. You may cast the Detect Magic spell or make a L1SR on WIZ (or sense magic) to see if some of the items are magical. If you cast the spell or if you succeed in the saving roll, turn to 20. You may also make a L1SR on INT (or appraise) to get some clues on the items. If you succeed on the roll, turn to 178. You may pick 3 items from the list below.

A leather bag full of sweets.

A small gold disc.

A small baton with wax at the end.

A slim rod of polished oak with a crystal at the end.

A bottle of blue liquid.

A wolf's skull.

When you have made your choices, you inspect them. Turn to [173](#).

166

You follow the leprechaun back to where the wall with the gem is. 'All you need to do is grab it and I'll use me magic to loosen it for ye.' You hold the gem, but when you do, your light source goes out, plunging the room into darkness. 'Err, wrong spell.' says the leprechaun, confused. 'What have I accidentally cast? It went...'

Then you hear the low growl. 'Oh, no! Run! I've summoned a AARRRH!' It all goes quiet. You hear the heavy breathing of a large beast but you cannot see anything. If you fight, turn to [159](#). If you run, turn to [106](#).

167

The heat dies down eventually, and after another hour of walking, you come to a large cave which has a pile of gold on the floor. You reach down to grab it, but your hands pass through an illusion. You think you hear a chuckle somewhere, but you are not sure. There is an exit to the west. If you take it, turn to [134](#). If you turn back, turn to [14](#).

168

How much treasure have you put into the Fool God's mouth?

If you have put 5000 gold pieces or more into the Fool God's mouth, turn to [81](#). If not, turn to [157](#).

169

You get up to the Fool God's mouth and start to put treasure into it. With every mouthful, he says 'Yummmm. Very good. Ahh. Ahh. Ahh. Again please.' Cross off all money and items that you put into the Fool God's mouth and turn to [187](#).

170

'Hello.' You say, trying to be friendly. The man just looks scared. You will have to put a special effort in to communicate with him. Make a L1SR on CHA (or persuasion). If you succeed, turn to [30](#). If you fail, the man does not want to talk to you. If you attack him, turn to [162](#). If you just look to the exits, you leave the man looking bewildered and lost.

If you go east, turn to [5](#). If you go north, turn to [62](#).

171

You are in the throne room of King Vincentio and his twelve fools who look delighted to see you. 'Well?' He says. Present your treasure to me as I will take half and leave you the rest. If you have a numbered item, add 22 to the number on the item and turn to that paragraph. Otherwise, total up the value of the treasure you have found.

If you have found less than 5000 gold pieces worth of treasure, turn to [118](#).

If you have found between 5000 gold pieces worth of treasure and 9999 gold pieces worth of treasure, turn to [7](#).

If you have more than 10000 gold pieces or more worth of treasure, turn to [180](#).



172

'What? 1 gold piece? Why would you want to do that?' Asks the man as he pulls a large black book out of his desk drawer and leafs through it desperately. 'There aren't any rules for lending 1 gold piece. No one's ever done it before. It's very irregular.' If you want to persuade the man to lend you 1 gold piece, despite it being against the rules, make a L1SR on CHA (or persuasion). If you succeed, turn to 85. If you fail, the man refuses to give you a 1 gold piece loan and you will have to try something else. You may choose an option that you have not already tried.

If you say that you want to borrow 1000000 gold pieces, turn to [42](#).

If you ask the man who he is, turn to [124](#).

If you demand to see the Fool God, turn to [15](#).

If you take a look at the man's papers, turn to [28](#).

If you try to find a loophole in the borrowing process, turn to [100](#).

If you attack the man, turn to [54](#).

173

Turn to the paragraph relevant to the items that you have chosen.

A leather bag full of sweets. Turn to [96](#).

A small gold disc. Turn to [31](#).

A small baton with wax at the end. Turn to [51](#).

A slim rod of polished oak with a crystal at the end. Turn to [104](#).

A bottle of blue liquid. Turn to [29](#).

A wolf's skull. Turn to [90](#).

When you have finished, you have nothing else to do but leave. If you head north, turn to [146](#). If you go south, turn to [60](#). If you open the door, turn to [4](#).

174

You face the creepy toys. They are fragile and have an MR of 16 (2d6 + 8). If the toys roll a 6, they start to song a creepy nursery rhyme which may scare you away. Make a L1SR on WIZ. If you fail, you will have to flee and you will lose 1 CON from a cymbal that the monkey throws at you. Turn to [21](#).

If you win, turn to [2](#).

175

Your attempts to break open the Fool God do not go down well. 'Oh dear, you don't seem to have much of a sense of humour, do you? I'll tell you what, this will cheer you up. Two trolls walk into a pub...' The Fool God is telling you the funniest joke in Trollworld. You start to chuckle, then laugh. If you cannot stop yourself, you will laugh to death. Make a L2SR on CON. If you succeed, turn to [98](#). If you fail, turn to [76](#).

176

The door opens up to reveal a larder jammed full of various dwarven foods and drinks. You see pickled rock lizard, garlic mushrooms, dwarven bread, roast tunnel worm and many other foods. You may try one of the following foods once each.

If you try the pickled rock lizards, turn to [127](#).

If you try the dwarven bread, turn to [6](#).

If you try the roast tunnel worm, turn to [78](#).

If you try the garlic mushrooms, turn to [89](#).

If you try the dwarven ale, turn to [164](#).

If you leave the larder, turn to [103](#).

177

You see a pile of rocks that look like they've been arranged by someone. When you remove some, you find that underneath is a huge pile of treasure! Roll 3 times on the treasure table. You are extremely happy with your find. Turn to [152](#).

178

You can discern some clues from the items. The gold disc is the same size and weight as a gold piece, so that's just what it might be. The baton with wax is a glow torch, a source of light that tinkers create. You know that the oak rod is a wand, but a wand of what you don't know. Return to [165](#).

179

You climb down the God's body and pick up the valuable treasure he burped out. It's a richly decorated enchanted flying carpet. When you spend 7 WIZ, it will fly for 10 minutes as with the Fly Me spell. The carpet is worth 2000 gold pieces. It has the number 75 woven into it. If you thank the God for the carpet, turn to [32](#). If you are angry and demand something more valuable, turn to [114](#).

180

You present all of your valuable items and the king gives you half their worth in gold pieces. 'You have not found the greatest treasure of the temple' He says 'But you have found a huge fortune. Congratulations.' You can get 200 AP for this.

181

You start to strike the rock around the gem, but after a few minutes of work, you see that the rock is not breaking. If you give up and go back, turn to [62](#).

If you carry on working, turn to [63](#).

182

You come to a stone door. If you have been here before, you find that it is sealed shut and you must turn back. Turn to [65](#).

If this is your first time here, you open the door and walk through to find yourself in a large, long corridor with a wooden door at the other end. Before you can take in much more, a strong gust of wind comes up. If you are using a candle, miner's helm or torch as a source of light, turn to [88](#). If you are using a lantern, turn to [107](#).

183

You give the sword to the knight, who takes it, thanks you and vanishes with the sword. However, as he vanishes, you see a chest appear. You open it to find a nice haul of treasure. Roll 5 times on the treasure table. There is nothing else here. To go west, turn to [123](#). To go north, turn to [182](#).

184

'I want to borrow root minus one gold pieces over a period of pi years.' You demand. The man frantically looks at his paperwork and pulls out a small box with buttons from his desk. He furiously starts to jab at the buttons. 'Pi years? I can't work that out. The number is too irrational. I don't like irrational. And where is root minus one? It's an imaginary number, but I can't imagine anything! How am I supposed to calculate this loan? ARRRHHHH!' Turn to [85](#).

185

You are in a room where there is a pool of water in the centre of the floor. A small stream of water from the east wall feeds it. You cautiously try the water to find that it is normal water. You may refill your water skin here. There are no other exits, so go back the way you came. Turn to [109](#).

186

The contents of the hole could be beneficial or baneful. If this is the first time you have put your hand in the hole, make a L0SR on LK (or gambling). If you succeed, your hand grasps a large sparkly gem with a value of 250 gold pieces (0 w.u). If you fail, when you put your hand into the hole, something with vicious teeth bites it. Lose 1 CON.

You may try this as many times as you like, but the saving throw increases by a level with each try. So the second time, you make a L1SR on LK (or gambling), on the third time, make a L2SR on LK (or gambling) etc.

When you have finished, turn to [5](#).

187

Did you put all (and I mean *all*) of your treasure (i.e. all money and items with a gold piece value) into the Fool God's mouth? If you did, turn to [168](#). If you did not, turn to [70](#).

188

Did you kill the man? If you did, turn to [3](#). If you did not, turn to [55](#).

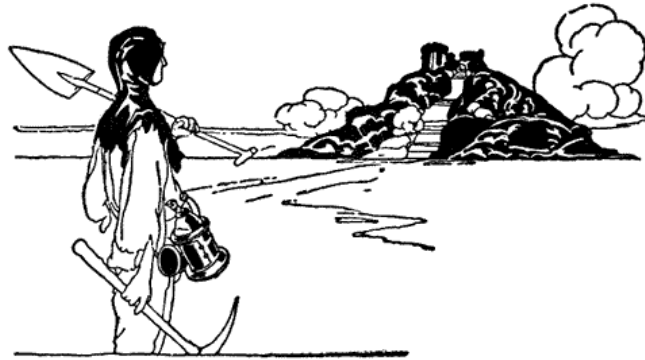
189

Nice work. You obviously know how to plan ahead but this is not the sort of thing the Fool God likes. Add 1 to your INT but subtract 1 from your LK.

You light your source and enter the cave. Turn to [128](#).



The king is very impressed by your find. 'This is an ancient and powerful artefact, dating back to one of the first kings of Mountebank. This treasure truly is beyond price, but even this was not the greatest treasure that the Fool God could offer. Nevertheless, you have done very well. Many thanks for this gift' Cross the necklace from your equipment list, but the king gives you 6250 gold pieces as a reward. You also get 300 AP for your achievements. You leave the palace ready to face other challenges that the world has to throw at you.



Dare you challenge the Fool God to win his greatest treasure?



The greatest treasure in the kingdom lies within the belly of a mad god and you have to retrieve it. Now you have come of age, you must stake your life to brave the tricks and traps of the Fool God's temple in order to prove your worth.

Temple of the Fool God is a solo adventure for Tunnels & Trolls. It is for a 1st level character with no more than 25 adds.

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