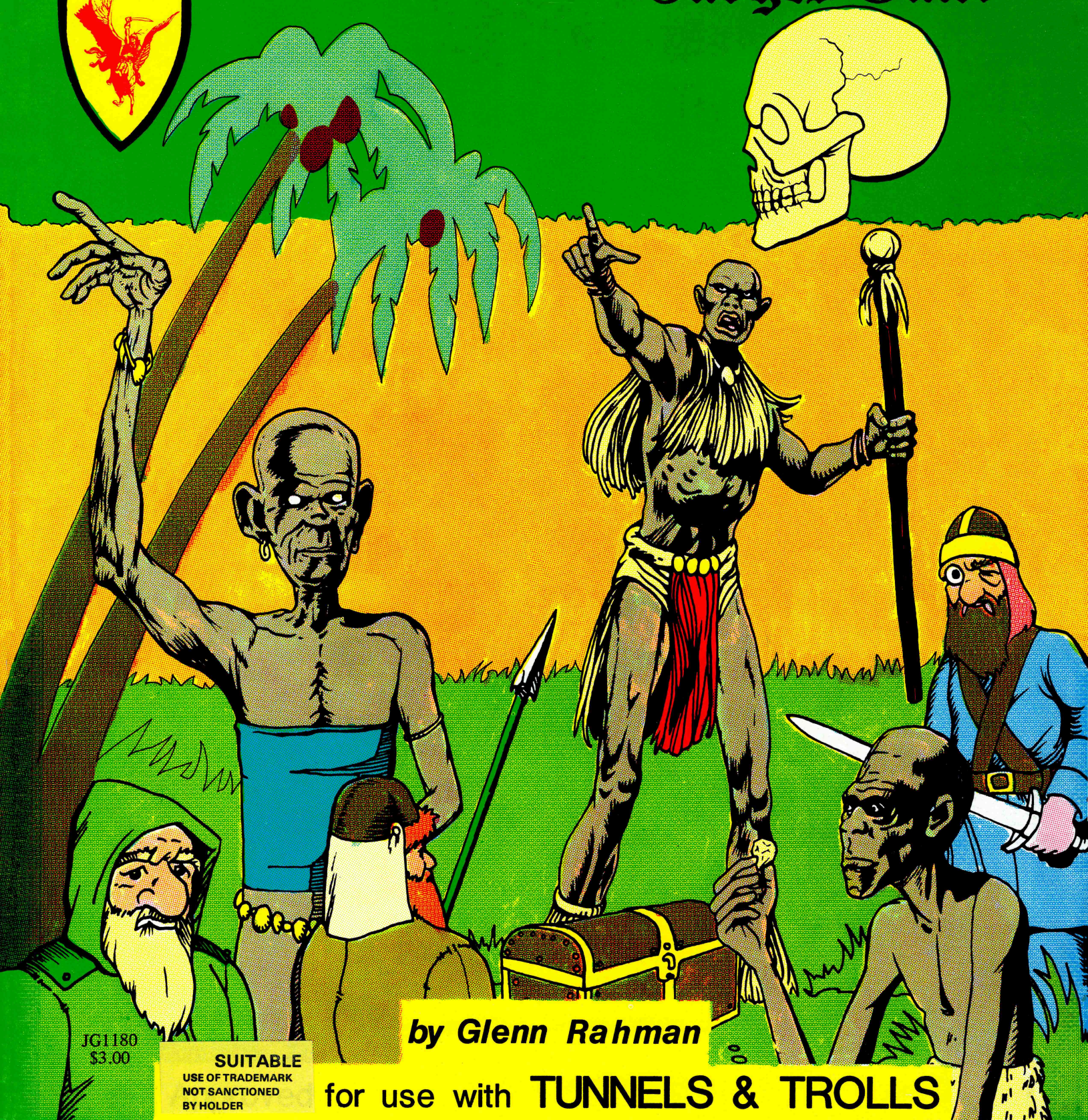


JUNGLE of LOST SOULS

Judges Guild



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SUITABLE
USE OF TRADEMARK
NOT SANCTIONED
BY HOLDER

by Glenn Rahman

for use with TUNNELS & TROLLS



KEVIN SIEMBIEDA-1979

Jungle of LOST SOULS

Solitaire Adventure

SUITABLE
USE OF TRADEMARK
NOT SANCTIONED
BY HOLDER

for use with

Tunnels & Trolls tm.

Written by
Glenn Rahman

Front Cover by
Robert Bledsaw Jr.

Edited & Typeset by
Debye Pruitt

Layout & Graphics by
Mark S. Holmer
&
Robert Bledsaw Jr.

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INTRODUCTION

The Jungle of Lost Souls is designed for characters of a maximum of 40 combat adds and 4th-level spells. Characters encountered within the adventure are assumed to be Human, but a player may take into the **Jungle** a player character of the six major humanoid kindreds: Human, Dwarf, Fairy, Halfling, Elf, or Leprechaun.

The code, (No., No. a.p.) appears at the end of some paragraphs; this represents the special adventure point award that is earned by the party that survives the paragraph. This is a **bonus** for daring or undergoing something that is instructive or experience-widening. The bonus is in addition to adventure points earned for Saving Rolls, combat, or expending strength in magic in the same paragraph.

To play **The Jungle of Lost Souls**, one should have handy a pen, paper, and a good supply of 6-sided dice. If the optional, pre-rolled character tables are used, a 20-sided die or a 20-chit randomizer is recommended.

Abbreviations and Explanations: 1D: one six-sided die; L1 - SR: level one Saving Roll; GP: Gold Pieces, ST: Strength, DX: Dexterity, IQ: Intelligence; CH: Charisma; CN: Constitution; LK: Luck. The attribute of Speed should be assigned to each character. Additionally, we shall derive two new attributes based on the standard attributes:

Stealth is the ability to steal quietly through dangerous places and is considered to be an average of LK and DX ($LK + DX \times \frac{1}{2}$).

Willpower is a measure of courage or self-discipline and is considered to be an average of IQ and CH ($IQ + CH \times \frac{1}{2}$).

Jungle Lore: Because of the unique conditions of jungle exploration, we offer the **optional** attribute of "Jungle Lore." Logically, the more acquainted a character is with the life and ways of the jungle, the easier he can function and survive in it. Only player characters have JL (Jungle Lore). The character who has never adventured in this solo begins with an attribute of 1 - 6 (the roll of one die) for JL. When something happens during the adventure to increase his JL, the paragraph will say so. A character who survives numerous trips into the jungle will soon become an "old hand" who is quite at home there.

Magic: Certain spells are not really functional in this solo. Those which are useful in combat are listed on the **Magic Matrix**. Those paragraphs in which a combat spell may be used are marked with an "M." Additionally, *Poor Baby* may be used during Rest Periods, and *Yassa Massa* can act upon enemy characters whose MR or CN is reduced to at least 5.

Party: An unusual feature of this solo is that the player character may be "accompanied" by non-player characters. A "party" may be just the player character himself or, depending on circumstances, almost any number of "henchmen" (non-slaves) and slaves up to the limit that the player happens to encounter or feels he is able to control efficiently. The difference between non-slaves and slaves is that slaves use only one combat die (custom keeps them disarmed).

Sometimes, a paragraph places a party member in danger; if the player character is not alone, he can name a henchman or slave to be subject to that danger in his place. Hence, it is often wise to keep at least a slave or two whenever possible.

All earned adventure points for combat and paragraph a.p. **bonuses** are shared equally between the player character and his non-slave companions. Slaves receive no a.p. Because of this, one may want to keep his number of non-slave companions down to speed up his own acquisition of adventure points.

When a party emerges from the jungle, all the value of treasure is divided evenly between the player and his henchmen (slaves receive nothing). Party members may be dismissed at will, but any dismissed party member must get his fair share of the loot one has at the moment of his dismissal. Characters who are **part** of a paragraph and not of the party receive neither treasure nor a.p.

Because all party members must make a variety of SRs, henchmen and slaves have all seven normal attributes. Non-player characters may be rolled as needed, or, optionally, the pre-rolled character tables (A & B) may be used. These produce better-than-average, low-level characters quickly.

Equipment: When one joins an expedition party (3a and 5a), one may buy the weapons one wants for one's character or take a standard issue Machete (a Dagger of $2D + 3$), a Short Sword (3D), and a set of Leather armor at 3a and 5a. No armor in the jungle is greater than Leather since the tropical conditions render heavier armor unbearable. The player may buy extra weapons and supplies for his party at any opportunity.

Being captured or enslaved will deprive one of armor, magic objects, treasure, and weapons; all party members discovered in such a condition are similarly impoverished. If one joins a party of adventures he finds roaming inside the solo who are not captives, they can provide the Machete, Sword, and suit of Armor mentioned previously.

Food is not an important consideration when purchasing or otherwise obtaining supplies. Consider that your party lives off the land.

Slaves: When one has a chance to trade or when one returns to the fort, slaves may be traded for their GP value or divided among the non-slave members of the party and kept for a further adventure.

Natives: It is easier to get a good reaction from certain native types listed in the paragraphs if trade goods are given them. Trade goods are treasure and equipment of any kind; they use coins only for adornment, so GP has half value to a native unless it is first changed into something useful. Treat jewels the same as coins. It is sometimes wise to buy extra equipment to use as trade goods when encountering natives.

Rest Periods: Rest Periods are "time outs" in an adventure during which the player's party can recover from hits taken in combat and accidents. A Rest Period is assumed to fall between paragraphs other than those that follow immediately upon one another, such as when one is wounded in an encounter, and the next paragraph continues the combat or danger with no "time lapse" between. Some common sense is needed here.

A Rest Period, if one is in the jungle, is a temporary camp. Each turn that one rests is a chance for a *Poor Baby* spell and the natural healing process (1 hit per character cured per Rest Period) to take place. Each Rest Period has the chance of a Wandering Monster encounter. At the end of each Rest Period, roll a die; a result of 1 means a Wandering Monster has been encountered. Roll a Wandering Monster on the Wandering Monster Table. After sufficient rest, the party returns to the adventure at the point at which they left it.

If one is resting in a native village or a city, there is no need to check for Wandering Monsters.

One may travel with hits against a character. The penalty for this is the subtraction of 2 for each hit against CN which is carried in travel. Hence, one with a ST of 16 with 4 hits has an **effective** strength of 8 if he continues his travels without resting. If he had as much as 8 hits on him, his effective strength would be 0, at which point it is impossible for him to travel at all without rest.

Wounded slaves may be abandoned without penalty. Non-slaves may be abandoned, but they get their share of the treasure, and this heartless behavior causes an argument with your henchmen at 7a.

Suggestion: We recommend giving your non-player companions names to help to flesh them out and lend of spirit of individuality to them.

Orientation: It is early morning, but, already, the burning sun is raising a steamy haze over the rain forest. You stand in the gate of the fort contemplating the not-so-distant line of green that indicates the edge of the wilderness. This stockade, like the several others of its type within a two-hundred miles distance, is the last outpost of civilization. South of it lies the verdant maze which the Taweei savages call the Yspadden Wydyr - the Jungle of Lost Souls.

Almost a century ago, Durenian colonists landed on the northern coast. There, they raised bustling cities under the cooling breezes from the sea. Except for soldiers, traders, and ambitious adventurers, no one ventures this far into the fever-ridden, mosquito-cursed interior. Even these are usually content to stay close to the outposts, taking an occasional profit as some of the more civilized Taweei come in to sell their pelts, medicinal herbs, and other exotic jungle products.

You turn and stroll back into the fort. The musical call of the auctioneer catches your attention. He is selling off a catch of slaves which have been brought out of the wilderness by a party of adventurers. Yet they had come back disappointed; they, like you, have heard rumors of great wealth in the jungle waiting to be found, of ruined cities rich in grave goods, of undiscovered civilizations, of fountains of youth, and of graveyards where ivory-bearing beasts come to die. You have already decided to try your luck in the forbidden jungle. To begin your adventure, go to 1a.



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1a As you see it, you have three options: you can give up your dream of bettering your fortune and return to the safety of the coast, exiting this adventure; you can join a raft-borne expedition which is being organized at the river landing outside the fort (3a), or you can join the foot expedition which is buying supplies at the fort trading post (5a). (2, 3, 13)

1b Your expedition glides swiftly along the current of the river. The jungle-shrouded banks drift by; blue macaws dart between the treetops, and cranes glide swiftly over the water. Sometimes, the river carries your party through shaded gorges where swarms of mosquitos sting your exposed skin. At other times, you must pole clear of gigantic crocodiles or the evil-tempered *nynniaws*, blunt-nosed waders which might overturn a raft. Roll a die: 1: 3b; 2: 7b; 3: 4b; 4: 10h; 5: 13g; 6: 15g. (1, 2, 7, 11, 16, 18, 19, 22, 96)

1c The waves pour over the rafts, sweeping one character from each raft, battering him to death on the rocks, and carrying him away. If **you** are swept away, make a L3 - SR on CN, taking hits equal to the number by which you miss it. If you survive un-hit, go to 19a; if injured, go to 19e. (8)

1d As the Taweei canoes near, one archer at the prow of each canoe fires at your party. His Arrow hits a party member on a die roll of 9 or greater. Any hit party member falls into the water, dead, except for **you**, who make a L3 - SR on LK and ignore the Arrow; if you miss the SR, take hits equal to the number by which you missed it and fall into the swift current, being swept, more dead than alive, to 19e. The canoes present large targets at near range. If your archers eliminate 3 Taweei from a canoe, it will drop away and give up the chase, but no more than one party member from each raft may fire, since the rest are needed to steady and drive the craft.

M The Taweei keep firing until you make a L2 - SR on LK and go to 5d or until you decide to fight it out with the savages at 4c. 15 a.p. per arrow volley. (17, 25)

1e You have either committed a *faux pas*, or the witch doctor is an evil-tempered savage. Roll a die: 1 or 2: he calls his people to attack you at 3d; 3 or 4: he places a curse on your character (9b) and orders you away; 5 or 6: he orders you out of his sight. If ordered away, go to 6d. 10 a.p. (27, 179, 181)

1f The tribesman lies dead and bloody under your jaws. Famished, you plunge your Jaguar teeth into his flesh, tearing off and gobbling down large chunks of it. Make a L1 - SR on LK and go to 19a, naked and unarmed; miss it and go to 6c. (33)

1g You survey the windowless prison hut into which you have been placed. You notice that the ceiling is not so solidly built as the walls. You could get up on the shoulders of one of your party and tear a hole in it at 4f. If you have no party, forget it and go to 22a. (40, 120)

1h You sag hopelessly against the tree, the tight bonds numbing your wrists and ankles. Suddenly, you see a pale form stealing closer in the moonlight. Your terror yields to amazement when you realize that it is a young, blond woman with a Taweei knife in her hand and dressed sparsely in an ocelot skin. "Be not afraid," she whispers, slicing your bonds, "the Taweei fear me, but Teena is not devil. Come!" Gratefully, you slip away with her to (males) 14d or (females) 12d. (93)

1i Culann leads you as far as a small clearing and then looks at you with a strange intensity. "This is jungle," he declares, "woman needs man; man needs mate. Stay in treehouse with Culann." If you want to attack him for the bounty of which you may have heard (MR 40 - 90, 1D + 3 x 10), you may claim it after killing him and go to 7e. If you like his proposal, go to 16c; if you would like to test his theory, say, "No" and watch him swing away in the trees, leaving you a Taweei knife (2D) and the opportunity to catch up on your rest at 19a. (69, 86)

1j You heave a sigh of relief. Some of the other captives also got away and stand before you (1 - 6 warriors, Table A, no weapons or armor). You come out of hiding and greet them with a comradely embrace. Go, together, to 17a. (99)

2a Your expedition tramps wearily along the trackless jungle. The moist heat is stifling; the air has a musty, putrid odor. As you chop a path through the undergrowth, parrots whirl away from you, and monkeys chatter angrily overhead. The itch of the insect bites has made your party irritable, but the crushing presence of the endless forest awes every voice into a hoarse whisper. For a distance, you follow the game trail of wild pigs, whose heavy stench pervades the thickets. It begins to rain; at least that will make it harder for the savage Taweei tribesmen to pick up your trail. Roll a die: 1: 6i; 2: 10h; 3: 10j; 4: 21a; 5: 16d; 6: 17g. (1, 3, 11, 12, 14, 48, 59, 79, 96, 122, 183, 190, 191, 210)

2b The river has you in its rushing clutches; it starts to flow over a barrier of rocks, tumbling into a valley at an incredible velocity. You give up fighting the current and cling to the logs, yelling to the gods for mercy. Roll a die: even, go to 1c; odd, go to 5c. (6)

2c The Taweei savages are not about to let their prey get away! Behind your party, canoes equal to twice your number of rafts are approaching swiftly. Any raft with 6 characters upon it has a chance of reaching the rapids ahead where the light bark canoes will not dare to follow. Make a L2 - SR and go to 5d; miss it and go to 1d. **10 a.p.** (15, 25)

2d You pole your raft(s) closer to the native canoemen. They clutch their paddles uncertainly. Make a L1 - SR on either LK or JL and go to 9a; miss it and go to 7c. (15)

2e The Taweei witch doctor is an imposing man. His face is painted two colors, blood red on one side and leprous white on the other. His necklace of anteater claws clicks as he moves his massive shoulders. He listens to your request for wisdom and help but is suspicious of "Durenians." To stay on his good side, make a SR on CH at your own level or a L2 - SR on JL. Your dice may be modified by +1 for every GP worth of "trade goods" or treasure you give him to a maximum modification of +5. If you make the roll, go to 12a; if you miss it, go to 1e. (26)

2f The encountered person is determined by die roll. To determine gender, roll a die: 1 or 2: female; 3 - 6: male.

1. Durenian, no class, Table B.
2. Durenian, no class, Table B.
3. Warrior, Table A.
4. Wizard: Table B; level 1 - 4 (random); increase ST and IQ by level number.
5. Rogue: Table B; level 1 - 4 (random); choose 2 spells from each level.
6. Stranger from an unknown civilization, no class, Table B. The stranger promises you gold if you will take him to a secret city in the jungle, at 16h. You may, instead, keep him for a slave. (28, 191)

2g Your tribal master decides you are a poor slave, fit only to sell to a different chief or to a visiting stranger. Roll a die: 1: 5e; 2: 16a; 3 or 4: 10e; 5 or 6: 12b. (52)

2h To successfully track the Were-Jaguar, make a L3 - SR on LK or a L2 - SR on JL and go to 9c; if you miss it, roll a die: even, go to 13c; odd, go to 11d. **20 a.p.** (71)

2i The guards take you to a room that suggests both a temple and a physician's office. Pale-faced men in silvery smocks stare coldly at you as you are strapped to a cot. One of them stands over you and speaks. "Long ago, the wise men of Ryon discovered the means to keep our best people alive by transferring their spirits to young, healthy bodies. Moreover, we continue to do many important experiments such as giving the wild apemen the souls of obedient slaves. However, for any of these experiments, a good positive attitude is necessary. Will you volunteer for an experiment involving dangerous new techniques, or do you prefer merely to renew the life-expectancy of a worth citizen?" To agree to the experiment, pick up a new body at 4h, then proceed to 5i. To sacrifice yourself for an aged citizen, go to 12e. (128, 132, 136)

2j Your party has camped for the evening and has just completed a meal of anteater. The bones, thrown back into the fire with the other inedibles, give off a greasy smoke. Suddenly, a high-pitched voice commands, "Do not move; you are surrounded!" You glance at the shadowy edge of the forest; there stands a comely girl, Table B, made somewhat haggard by hardship. She has a Machete on her shapely hip and a bow with an Arrow in it in her fist. 4 more Arrows are stuck in a quiver slung on her back. She is undoubtedly a Durenian adventuress. "There are six warriors with their bows trained on you," she warns. "Surrender all your slaves and treasure, and we will not attack!" If you believe her threat, you may yield up everything but your weapons and slink off to 7a; if you suspect she is a lone Thief trying an audacious bluff, roll a die: even, go to 11e; odd, go to 8d. (178)

3a

You hike down to the pier on the river. Dusky natives are fishing or unloading valuable cargo to the rhythm of a work song. There is a tongue you have tried to learn in preparation for your long journey. You espy a broad-shouldered Durenian shouting orders to his helpers. They are equipping a raft constructed of dried balsa wood. You approach the man and take his measure.

Roll a die; even, he is a warrior (Table A) with an add of +10 on his ST; odd, he is a 4th level Wizard (Table B) with ST +6 and IQ +6.

He speaks bluntly of the dangers of voyaging into the interior, but, if you want to join his party of warriors (1 - 6, 1D, Table A) and slaves (1 - 6, 1D, Table A), all you have to do is to show up before dawn the next day. Each of the expedition's rafts will hold up to 6 people. To join the expedition, go to 1b; to stay at the fort, go to 1a. (1)

3b

Suddenly, your raft(s) plunges into a cauldron of white water; jagged rocks rear up like a row of Dragon's teeth. Your party desperately digs their paddles into the stream, backpaddling and braking. Despite all your frantic efforts, you will need luck to get out of here in one piece: make a L1 - SR on LK and go to 5b; miss it and go to 2b. (4)

3c

The surrendered natives may be added to your party as slaves (6d) or parleyed with at 9a. (21, 22)

3d

Savage Taweei warriors (MR-20 each) outnumber your party by 50% (round up) and charge at you with weapons poised. To attempt to flee, make a L1 - SR on Speed for each member of your party; those who escape go to 7a; those who do not are captured and go to 7d.

M

If you prefer to fight them, each one has a MR of 20. First there may be an exchange of missiles. The Taweei fire a poisoned arrow at each member of your party, slaying each on a dice roll of 9 or greater. If you are hit, make a L3 - SR, and it misses you after all; miss the SR and take hits equal to the number by which you missed it and go to 17e (your party has run away). If your party defeats the Taweei, go to 7a; if your party surrenders to avoid extermination, go to 7d. 60 a.p. (29, 170, 180, 221)

3e

Male slaves to 9f; female slaves to 26b. (127, 138, 188)

3f**M**

Culann says, "This is Culann's jungle! Animals under his protection! You not hunt here!" To leave the jungle without hunting will require a L1 - SR on CN for each party member to avoid starvation and return to 7a. You may fight Culann (MR 40 - 90, 1D + 3 x 10) and, if you kill him, go to 6d, having collected the bounty, if any. (80)

3g

As you hold your breath and spy intently through the tall stalks of grass, you observe another fugitive, a girl who had been a captive with your group; her hands are bound (Table B, no weapons or armor). To let her go on, slip quietly away to 7e; to emerge to help her, go to 19d.

3h**M**

When you are next conscious, you feel strange. You lie on a cot in a room of white marble - civilized, but not Durenian in style. Baffled, you throw off your coverlet and swing your legs to the floor. When you glance down at them, a shock runs through you. You are in someone else's body! Just then, three men enter (Table B). One of them, who is dressed in a silvery smock, begins to speak. "You are in the city of Ryon. Our servants found you, hurt and dying, in the jungle. We have the art of transferring the soul of one into the body of another. We have saved your life this way because we want information." They proceed to ask you questions about the military strength and the colonial policies of the Durenians. You may attempt to slay your questioners (you are all unarmed) and escape to 14e or let them send you to 5h. To determine what your present form is, go to 4h. 20 a.p. (119, 205)

3i

Suddenly, the warhorn sounds, and you look up, startled, from your hoeing. Troops from an enemy city are charging into the fields. The two sides quickly clash; they are Ryonian apemen, city militia, and mercenary Taweei warriors. Some of the city guards are trying to drive the field slaves back to the fortress, but they have their hands full with the attackers. To return to the city to wait until the raiders leave, go to 23f; to flee for the jungle, make a L2 - SR on LK and go to 17d; miss it and catch a lance in your back. If wounded, make a L1 - SR on CN and stagger blindly off to 19e; miss it and die of poisoning. 20 a.p. (146)

4a It will be necessary to walk back to civilization because the rivers flow into the Jungle of Lost Souls, away from the coastal highlands. The forest has already erased all the marks of your earlier passage. To keep from getting lost, you must make a L3 - SR on IQ or a L2 - SR on JL and go to 6a; miss it and go to 2a. (11, 14, 59, 92, 96, 103, 115)

4b Your party rides the gurgling current along a stretch of sandy beaches occasionally broken by rocks and driftwood. Suddenly, you spy a native canoe containing six painted warriors. To attack them, go to P-22; to approach them to parley, roll a die: even, go to 2d; odd, go to 10a. To evade them, roll a die: even, go to 6b; odd, go to 2c. (4)

4c
M Two Taweei canoes pull alongside each of your rafts, and two warriors in each canoe start to jab with their Spears while the others steady and drive the canoe. Each Taweei has a MR of 20; if 3 are eliminated from a canoe, it will drop out of the fight. If your party beats off the attack, go to 7a and discuss what to do next; if your party surrenders to the Taweei to avoid extermination, go to 7d. **80 a.p.** (19)

4d You escape into the forest in the form of a great black Jaguar. Hunger gnaws at your belly as you crawl sinuously through the undergrowth. Your night-vision, your sense of hearing, and your sense of smell are incredibly heightened. You sense the life of the jungle teeming around you: wild boars, parrots, crocodiles - and something else. . .

A Taweei tribesman moves cautiously along a game trail. You watch from the limb of a tree and find yourself thirsting for his blood. If you can resist murder with a L2 - SR on Willpower, go to 19a, naked and alone; if you give in to it, go to 10b. **30 a.p.** (74, 90, 146)

4e The net of hunters is closing rapidly around you. You spring against a tree trunk and claw your way to a sturdy branch. You have no chance unless you can break through their constricting ring. A group of 2 - 7 (1D + 1) hunters (MR - 20 each) are following your spoor beneath the trees. You must melee the hunters or be trapped! You leap at one of the hunters; to dodge, he must make a L2 - SR on a DX of 17. If he misses, you slay him at once. Now melee the rest of the group; if you can reduce their combined MR to less than half of the original group's total, they will flee, and you may go to 19a, your wounds healed by the sorcery which animates you. (35)

4f
M The thatch gives way under your attack, and you crawl out onto the roof. You hear one guard patrolling the area around the hut. You may attack him with magic, or you may make a L1 - SR on Stealth and get a free attack on the guard directly against his MR of 20. If you miss the SR, he steps out of the way of your leap, and the melee is on. At the end of any melee combat round in which the guard is not beaten, you must make a L1 - SR on LK, or he will shout an alarm to the village. If you kill him before he shouts, go to 10d; if you kill him after he shouts, go to 14a; if you give yourself up, go to 22a. **20 a.p.** (41)

4g The girl's clothing is very interestingly tattered and distinctly Durenian. "I am a sorceress," she explains woefully. "My party was attacked by Taweei, and I was taken after my spells exhausted me. The natives feared to keep a 'witch woman' in their village, so they staked me out here to be killed by some Were-Jaguar which they fear. I'll go with you if you'll let me." If you need a henchman, you may have her; she is a Wizard of level 1 - 3 (random). Roll a die: 1: go to 16e; 2 - 6: go to 7e. If you think she might be trouble, leave her and go to 5k. **10 a.p.** (110)

Your shape is determined by a die roll:

4h

- 1, 2 A Durenian; roll a die: even, female, Table B; odd, male, Table A.
- 3, 4: A Taweei; roll a die: even, female, Table B; odd, male, Table A. Reduce any SR on CH by one level when interacting with Taweei.
- 5, 6 An ape-person; roll a die: even, female; odd, male. Attributes: ST: 30, DX: 18, LK: 16, CH: 3, IQ: unchanged; CN: 25; Speed: 13.

You become a first-level character again, but all a.p. you receive are doubled (from a base of zero) until you once again reach the level you had attained before the transmigration of your soul. This process represents a naturally high-level character readjusting to a new body. Your IQ and JL ratings are not changed by the transmigration since your knowledge is carried over to your new shell. An ape-person's CH may not be increased by experience beyond level "8". If you become a Taweei, any SR required of you when interacting with non-player characters of the Taweei race is reduced by one level (but not below level 1). A change of bodies removes any curse (other than "Transmigration", naturally) placed upon you prior to your transmigration. (31, 124, 127, 137)

5a You push through the crowd of natives, soldiers, and travelers at the trading post where a foot expedition is equipping itself. You spy its leader, a craggy, stolid-looking man, haggling over the price of some Leather armor with a bearded merchant from the coast. He nods to your greeting, and you tell him you want to talk about joining his trip into the Jungle of Lost Souls.

Roll a die: even, he is a warrior (Table A) with an add of +10 on his ST; odd, he is a 4th level Wizard (Table B) with ST + 6 and IQ + 6.

He explains that he already has warriors (1 - 6, 1D, Table A) and some slaves (1 - 6, 1D, Table A) for the journey, but there is a place for you if you want it; the expedition will be set to leave in the morning. To join the expedition, go to 2a; to stay at the fort, go to 1a. (1)

5b Fate is with you; you skillfully navigate the rapids, and your raft(s) is (are) swept into a wider, slower part of the river where the journey can be carried on safely. Go to 1b. 10 a.p. (6)

5c The rocks tear your raft(s) to pieces. Any treasure not attached to you is lost. Weight units carried may not exceed a character's ST x 15. Any character who cannot make a L2 - SR on ST is tugged down by the torrent and drowned. Survivors take 2 - 12 (2D) hits and gather on shore at 7a. 40 a.p. (8)

5d Your party extends its lead. Either because the savages fear the river ahead or because they don't want to risk a bloodying from your party, they drop back and are left behind. Continue your journey at 1b. (17, 19)

5e You are sold to a tribe feared for its juju. While you are there, you learn that the tribe uses Zombies for labor. To replace a Zombie crippled by a crocodile, the witch doctor looks over the slaves and chooses you to be brought to his hut. While he goes to gather poisonous herbs, you lie bound on the floor. If you can make a L3 - SR on ST, you break your bonds and make a dash for the wilds at 17a; fail, and the Zombie doom is yours. (60)

5f Culann has a fierce hatred of apemen. He cuts out your heart and puts another notch in his knife handle. (86)

5g "My father is a powerful witch doctor," the Taweei girl explains after you have freed her of her bonds. "His rival could not capture him but would have sacrificed me to the Night Demon in revenge. Take me to my father's village, and he will reward you for helping me." If you don't like associating with witch doctors, say, "No thanks!" and go to 7e; if you would like to meet her father, follow her to 12a. 10 a.p. (110)

5h Ape-persons go to 8b; others go to 10g.

5i Your opinion of your new shape is of no consequence to the experimentors. After you are examined, a priest-wizard remarks, "The preliminary signs are good, but, in the long run, death or madness may result. We will have to keep the subject under observation for some years. In the meanwhile, the city slave labor force could use the extra help." Make a L1 - SR on LK to avoid madness or death and go to 6g if you have become an ape-person; go to 3e if you are anything else. 10 a.p. (137)

5j The city agents send you to school to train as a dancing girl. Your trainers drive you hard; your feet feel like fire when you fall, exhausted, into bed each night. You have aches in more muscles that you knew you possessed. You are told that you had better work hard because skillful dancing girls will eventually find their way into a noble household; clumsy ones are wretchedly confined to cheap wine-houses. If you want to leap and glide well, make a L2 - SR on DX and go to 6h; otherwise, go to 15f. 30 a.p. (149)

5k You hurry through the trackless jungle, sometimes glancing behind you to make sure no man or beast is following you. You are in danger of becoming lost. Make a L2 - SR on LK or a L1 - SR on JL and go to 7e; miss it and wander in circles until you must lie down to an exhausted sleep on the ground at 19a. (89, 111, 112, 118, 135, 160, 191, 192)

5l A battlecry on your lips, you rush the Taweei warriors. Your tactic makes missile combat impossible, but their group is larger than your first thought; their number is 2 - 12 (2D) with a MR of 20 each. If you can reduce their MR to less than 30% of the original, the rest will flee, and you can take 1 - 6 for slaves, Table A. If you are losing and want to surrender, go to 7d. 50 a.p. (169, 221)

6a The members of your party hardly resemble civilized people when you finally break free of the clinging jungle and find yourselves staring at the stockade walls of a Durenian fort. You whoop your joy and stagger past the soldiers and natives bearing trade goods into the safety of its walls.

You may recover from wounds here and divide your treasure with your party. The treasure may be stored in the fort while you make another trip into the Jungle, or it may be taken back to the coast with you. To join another expedition, go to 1a. **100 a.p.** (12) Increase JL by +1.

6b The tribesmen stare blankly after your party as it frantically applies its paddles to escape down the river. You glance over your shoulder and notice that they have lost interest in you and have started to fish. Go to 1b. **10 a.p.** (15)

6c Ceasing your feast, you raise your head; there is the scent of many men in the wind, accompanied by the sound of their running feet. Abandoning your kill, you dash headlong into the undergrowth. Taweei warriors break from the dark bushes and stop, aghast, over the corpse. "A man-beast!" one of them cries. "This accursed thing of magic must be destroyed!"

The skilled hunters swiftly divide into groups and fan out to search the forest. You sense them moving through the thickets; you do not want to be brought to bay, so you dart toward the silent darkness. Alas, you run right into a hunter coming up, belatedly, to join his comrades. You leap! If you kill him (MR: 20 - 70 - 1D + 1 x 10), make a L2 - SR on your (Human) LK and go to 19a; miss it and go to 4e. (34)

6d Your party may continue to explore the Jungle of Lost Souls or try to find its way back to civilization. If you arrived here by raft, you may continue by river at 1b; if you have insufficient rafts, you may build one each 2 Rest Periods. If you arrived here on foot, you may continue on at 2a. If you want to look around for a river to carry on your explorations by raft, you will find a river on a L2 - SR on LK or JL. If you have had enough jungle exploration, you may go on foot to 4a. (23, 24, 26, 28, 29, 37, 71, 74, 75, 76, 77, 163, 164, 165, 166, 168, 173, 175, 176, 177, 180, 193, 197, 198, 201, 204, 205, 207, 229) 229)

6e Accepting the role as protector of the civilized girl you have encountered, you set off as her escort on her way home. Roll a die: even, go to 4a; odd, go to 16h. (104)

6f As you remove the white girl's bonds, you note that the dirty rags she wears were once a fine gown of silk. "Do not stand so near!" she complains, coldly. "You smell like a swamp! I knew the gods would deliver me, but they took altogether too long to do it, and they could have used a more presentable tool than you! Well, you will have to do for a servant until someone better comes along. You will guide me back to my city; I am of the royal house, and you are privileged to serve me!" If you agree, go to 16h; if you think she would make a better porter than a princess, go to 11e. **10 a.p.** (110)

6g Your great apish strength is put to use in heavy construction. If you want to impress your masters with diligent hard work in hopes of getting better duty, make a L4 - SR on ST and get promoted to apeman soldier trainee at 8b; miss it and stay in construction until a fatal accident buries you under a ton of limestone. (138)

6h You are purchased by the mistress of the House of Delights, painted, bejeweled, and perfumed to please the senses of the mighty and the wealthy who patronize the establishment. As the weeks go by, several nobles offer to buy you from your mistress, Yella, but she has kept you performing while your fame spreads and the offers get larger. You yearn for freedom, but the walls are closely guarded. To try to escape, go to 19f; to wait and see what happens next, go to 9g. **30 a.p.** (150, 159) 10, 159)

6i
c Your party has spent weeks in the jungle; supplies are very low. Your party grumbles that this wilderness is accursed; it teems with animals, but they are shy of the hunter; it rains daily, but fresh water is short. You try to forage for your needs. Make a L3 - SR on LK or a L2 - SR on JL and go to 2a; miss it and go to 9h. (5)

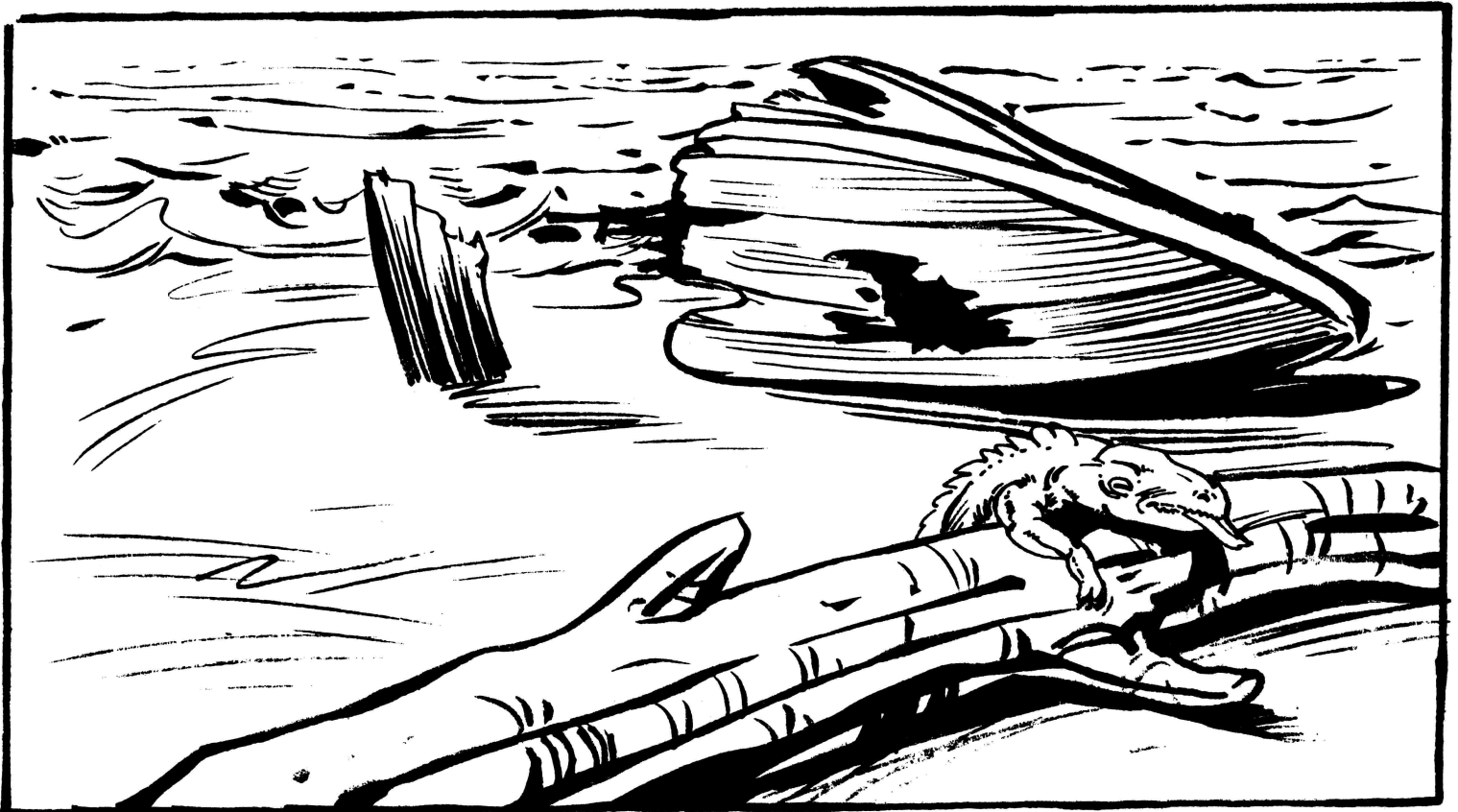
7a Your party gathers beside a stand of twisted palm trees entwined with vines and creepers. Dejected by the hardship of the journey, your party argues about whether to continue on or try to find its way back to civilization. You may argue either course by making a L2 - SR on CH. If you make it, the whole party will follow you; if you miss it, you are deserted by a number of henchmen equal to the number by which you missed your SR. If you have no henchmen, go to 6d. If your group splits, divide slaves among the non-slave members evenly. If you argue to go back, add +3 to your SR dice roll. If you go forward, go to 6d; if you go back, go to 4a. (10, 20, 30, 47, 51, 78, 81, 85, 99, 135, 162, 172, 176, 182, 192)

7b The river becomes entirely unnavigable; the raft(s) must be abandoned. To continue your journey on foot, go to 2a; to return to civilization, go to 4a. (4)

7c The natives are frightened by your approach and hastily turn their canoe around, making for shore with a wild play of paddles. As they flee, one of them fires an Arrow at your party, killing a party member on a roll of 9 or more (You, however, only need make a L3 - SR on LK to avoid it; miss it and take hits equal to the number by which you missed it). You cannot overtake the canoe unless you have at least 6 people on the overtaking raft. If you do not overtake, go to 1b. If you overtake, roll a die; even, they sit quietly at 3c; odd, they fight (6 at MR-20 each). (15, 21)

7d As Taweei captives, your party is prodded along a wooded trail. The moon is hanging low behind a glowing veil of mist before you come to a village composed of a score of circular huts. Your party is shoved into one of these. Worn out, you sink to the rush-strewn floor but lurch again to your feet, aghast - the floor crawls with stinging ants, spiders, and centipedes. Staggering over to a log bench, you sweep it clean and then sit down and fret. You have heard that some Taweei offer the hearts of their victims to the Snake God, and some even practice cannibalism. You know that you must think of a way to get out of here before it is too late. Make a L1 - SR on IQ and go to 1g; miss it and go to 22a. 20 a.p. (20, 30, 98, 171)

7e Make the decision: continue your exploration on foot (2a) or try to find your way back to civilization (4a). (48, 77, 82, 89, 91, 109, 111, 112, 113, 117, 118, 122, 161, 192, 239)





8a You wake up, gagged with a mouth full of tree wool and with your hands bound behind your back. You twist frantically to look up; you see a grim, sun-darkened face glowering down at you. It is Culann the devil - or, more accurately, the jungleman. He silently abducts you to 14c. (84)

8b The Ryonian official brusquely explains to you that the city often uses apemen with implanted human souls as soldiers. Their strength and jungle skills make them feared by the enemies of Ryon. "If you try to run away, you will be found and killed; if you serve well for ten years, you will be given a human body again." He orders you to report to a tough apeman who will train you as a gorilla-fighter. If you want to try to be an ape-person for ten years, make a L4 - SR on LK or L3 on JL to survive a decade of hazardous service. If you do survive, increase your JL by +4 and get a new body at 4h, rerolling if you come up with an ape-person, then go to 3e. If you would stay an ape-person and make a break for the jungle while your trainer isn't looking, go to 22d. (126, 139)

8c While searching the jungle, you discover a trickling stream and follow it to its fount. Is this the fountain of youth of which legends speak? To test it, a member of your party may drink; to leave it, go to 6d. If a party member drinks, roll a die; even, go to 11g; odd, go to 14f. **10 a.p.** (71)

8d Arrows whirl from the darkness. Each member of your party must dodge two Arrows (an Arrow hits on a roll of 9 or more); a hit inflicts 3D of damage. After the wave of Arrows, the survivors may attack the seven Durenians (1 Table B, 6 Table A). If you win, go to 6d; if you surrender to avoid being killed, go to 14b. The Thieves carry 1,000 - 6,000 (1D x 1000) GP. **40 a.p.** (172, 174)

8e Your captors have brought you to a strange, jungle-cloaked city which they call "Senchan." It is apparently a warfare state; it has high, stone walls, observation towers, and troops of grim soldiery on watch. If you are an ape-person, go to 21b; if you are not, you are taken to the slave market at 3e. (187, 195, 209)

8f To come up with a new tactic or strategem to help defeat the Ryonians, make a L3 - SR on IQ if you are not a warrior and a L2 - SR if you are and go to 10k; if you fail, go to 15i. (198)

9a The natives watch you warily as you approach to speak. They are dusky men with black hair cut squarely below the ears. They are artfully painted with vivid vegetable dyes. Their mouths twist into thin, superior sneers; they have seen Durenians, as they call all foreigners, and know that they can beat Durenians at jungle lore, their measure of a man's worth. To gain useful information, make a L2 - SR on CH. For each 50 GP value of gifts you give them, the SR dice may be increased by +1 to a maximum increase of +5. If they cooperate, go to 11a; if they do not, go to 6d. (21, 23, 170)

9b Determine your particular curse by die roll:

1. Curse of ill-fortune: half your LK attribute points (round down) are lost.
2. Curse of the Were-Jaguar: whenever you come to a paragraph with a "C" before it, go immediately to 4d. After you leave this adventure, and if you still suffer from the curse, your character becomes a Were-Jaguar (MR-90) for the three days of the new moon.
3. Curse of weakness: lose half (round down) of your ST attribute points.
4. Curse of the wasting doom: whenever you come to a paragraph with a "C" before it, your character immediately loses 1 CN attribute point (permanently or until the curse is removed). Outside this adventure, one CN point is lost per month until death.
5. Curse of mediocrity: warriors lose armor bonus; Wizards and Rogues may not work spells.
6. Curse of transmigration: your body dies, and your soul finds a new lodging place. Roll a die: 1 or 2: you become a jungle creature who cannot function outside of **Monsters! Monsters!**, so this adventure ends for you; 3 to 6: you become a different Human or a jungle ape-person. Determine your new form and attributes at 4h, then wake up, unarmored and unarmed, at 19a.

These jungle curses are very powerful; *Curses Foiled* is ineffective unless cast by a Wizard of Level 17 or higher, but it is possible to find a cure for curses 1 - 5 in this adventure. There is not much that can be done in the case of curse number 6 since your old body is buried and decays. If the curse is removed, all the lost attribute points are restored. You may not carry more than one of the same curse (curses 1 - 5); if a duplicate is indicated, roll a new curse. (29, 180, 215, 219)

9c You find the beast's tracks and pursue it doggedly through the bamboo and thorns. Finally, the creature is treed and peers down at your party, its golden eyes flashing, its lips drawn back over its three-inch fangs. It presents a large target at close range if you wish to attack it with missiles. It may be attacked by magic. After each character has had a chance for a missile or magic attack, the Were-Jaguar will leap from the tree for a melee (MR - 90 minus hits). Any character who takes hits in the melee contracts the curse of the Were-Jaguar (see 9b, No. 2). If the beast is killed, go to 6d after claiming any bounty about which friendly natives may have told you. **30 a.p.** (72)

9d Before you know what the girl is up to, she makes a quick gesture and speaks some magical words. You have found out, too late, that she is a L4 sorceress with a special *Yassa Massa* spell. For now, you must cater to her every whim. Go to 6e. (110)

9e She rubs the circulation back into her wrists. She is a wild-looking girl dressed in the scraps of an ocelot hide and wearing a necklace of claws around her slim neck. Nonetheless, you think she may be of Durenian descent. "I am Teena," she explains. "I live in jungle. Those who capture me think Teena is devil, but that not true." She appraises you carefully. "You brave; you save Teena. You come with me." If you trust the jungle girl, go to 14d (male) or 12d (female). If you distrust her, demur and go to 7e. **10 a.p.** (110)

9f Make a L1 - SR on ST and go to 11f; miss it and go to 23f. (58)

9g One night, after completing a frenetic dance to the flute and tympanum, you run breathlessly from the center floor; your dancing silks are moist with perspiration. A nobleman graps you by the hair as you pass. His wine-soaked breath is hot on your face as he says, "I will double the offer I made for you; you are a dream of sensuality, and I must possess you!" To tell this clutching oaf that he is the worst thing that has happened to you so far in this lousy city, go to 13f; if he looks like he might be an improvement over the House of Delights, go to 17f. (151)

9h Roll a die: 1: 22c; 2 or 3: 16g; 4: 10h; 5: 21c; 6: 32i. (183)

- 10a** You are paddling into a river ambush! To realize it in time, make a L3 - SR on LK or a L2 - SR on JL and go to P-19. If you miss it, canoes outnumbering your rafts by two to one flash out of the shadows of an inlet and engage you in battle but not before the attackers shoot at each member of the party with a poisoned Arrow. An Arrow hits on a roll of 9 or greater and kills a party member instantly. If you are hit, make a L3 - SR on LK and ignore it; it missed after all. If you miss the SR, take hits equal to the number by which you missed it and fall into the water, being swept to 19e. After the hail of arrows, fight it out at 4c. **30 a.p.** (15)
- 10b** With a high-pitched scream, you spring upon the tribesman's back. The tribesman has a MR of 10 - 60 (1D x 10). If you slay him, go to 1f.
- 10c** The friendly Taweei village is composed of a score of thatched huts. The villagers gather curiously around your party; civilized men seldom venture so deeply into the Jungle of Lost Souls. Warriors (1 - 6) may be hired as henchmen for trade goods or treasure at the standard rate (remember, gold is at half value). Select them from Table A; they bring a Spear, Machete, and a Shield each. Similar weapons may be purchased at the village to arm your party. On a L2 - SR on LK, a river is nearby, and they will sell you any rafts you need at the rate of 20 GP value each. Now go to 6d. (26, 28, 74, 90, 116, 117, 120, 185)
- 10d** The guard lies dead at your feet. You may run into the jungle at 17a or try to rescue your party still inside the hut at 11c. (42)
- 10e** You are sold at a jungle exchange point to strangely-dressed white men whom you realize must represent a lost civilization of the jungle. They regard you as nothing but chattel, adding you to a group of other slaves and driving you along secret trails in the unrelenting heat. Roll a die: even, go to the city of Senchan at 8e; odd, go to the city of Ryon at 26c. (60)
- 10f** Make a L1 - SR on LK and go to 12c; miss it and go to 8a. If you are alone in your party, go to 8a. (79)
- 10g** You are put into a cell with some captured warriors who have been there for some weeks. A red-bearded Durenian tells you, "You've got a good-looking body there!" As you frown at him, he explains, "That's bad luck for you! These Ryon madmen use soul transplants to keep their elderly alive in young bodies or to make dangerous experiments. If you're smart, you'll take the first opportunity you get to escape this lousy city!" You think over what he said for a while and, when the guards come to your cell door, you know what to do. To try to escape, go to 18e; to resign yourself to your fate, go to 2i. (126) 126)
- 10h** Your malnutrition is made worse by the attacks of fever-bearing insects in all shapes and sizes. The weakened condition of your party allows jungle fever to strike. To survive, each member of your party must make a L1 - SR on either CN or JL. If you survive with henchmen, go to 7a; if you survive without henchmen, go to 6d. (4, 5, 79, 184)
- 10i** The Durenian adventurers have lured you into a trap. Several of them stand around the bushes, their bows in their hands and Short Swords at their sides. You hear their order, "Leave your treasure and slaves behind and scam while you still can!" Comply and go to 7a or attack them at 8d. **12 a.p.** (176)
- 10j** The Taweei have booby-trapped many of the jungle trails to protect themselves from enemy marauders. To avoid an accident, make a L2 - SR on LK or a L1 - SR on JL and go to 2a. If you miss it, one member of your party falls into a pit full of poisoned bamboo stakes. If you fall in, make a L3 - SR on DX to avoid the stakes. If you miss it, take hits equal to the number by which you missed the SR. If you have comrades, go to 2a; if you do not, go to 19e. **10 a.p.** (5)
- 10k** For weeks, you drill the fighting men of Senchan in the new tactics of your homeland. When they are ready, you march for Ryonian territory. Not far into the no-man's land, the Ryonian force swarms out of the jungle, striking both flanks at once. This is what you expected; the Ryonians have been using apemen for shock troops so long that their other tactics have eroded. Your Senchanians, drilled to form a flexible shield wall, absorb the first onslaught until the Ryonians tire from battering it. Then, the shield wall opens, and fresh troops emerge to stab, with great effect, on the Ryonian forces. Now, the enemy, divided on either side of the allies, have trouble coordinating their defense. Make a L1 - SR on LK and go to 11i; miss it and go to 13i. **50 a.p.** (199)
- C**
- 10l** Around the ruins, the jungle is deathly quiet. Even the jungle fowl cut off their raucous cry in mid-flight when they flap near its dark, brooding walls. It has been long-deserted; vines have overgrown its ramparts, and its stones are thickly caked in moss. You notice a wide crack in the wall through which your party can enter. To enter, go to 12i; to return to the jungle, go to 2a. (107, 210)

11a Roll a die for your useful information:

1. To meet their witchdoctor, go to 2e.
2. You are given detailed information on travel in the country beyond. Increase your JL by +1.
3. To seek a lost city inhabited by strange men, go to 18d.
4. To seek a dead, haunted city of stone, go (on foot) to 12h.
5. To trade at their friendly village, go to 10c.
6. To hear a strange story of the jungle, go to 13b.

If you do not follow up the information given, go to 6d.

11b Roll a die: 1 or 2: you are sold to a field gang at 23f; 3 or 4: you are sold to a Taweei chief who takes you back to the jungle at 18a; 5 or 6: you are sold to a cheap wine-house at 12f (153, 155)**11c** You scramble back up to the roof and give your comrade(s) a hand to climb out through the hole you have made. To avoid alerting the guards standing drowsily at the door of the hut, make a SR at a level equal to the number of people you are trying to rescue but not greater than L4 on Stealth. If you alert the guards, lead your party to 13a; if you do not, go to 17a. **20 a.p.** (43)**11d** As you move swiftly under the trees, you hear a sudden growl, and, out of the corner of your eye, you see the flash of the leaping Were-Jaguar. A mighty sweep of its paw breaks the skull of one of your party. If you are jumped, make a SR on DX at your own level and dodge in time. If you survive, fight it out against the Were-Jaguar (MR - 90) to the bitter end. If you take any hits, you contract the curse of the Were-Jaguar (see 9b, No. 2). If you survive, collect the bounty (if you have heard of any) and go to 6d. **20 a.p.** (73, 118)**11e** You call the girl's bluff. She is caught by surprise and too flabbergasted to struggle when you throw her across your knee and spank her soundly. "From now on, I'm giving the orders!" you say. "If you don't do what you're told, you'll be traded away in the first Taweei village we come to." Your party starts off into the wild; you glance back once and are satisfied that she is following obediently. Proceed to 7e. (114, 172)**11f** The masters of the city have judged that your bulging biceps qualify you for the "Wheel of Anguish." You must help to turn an immense and ill-greased mill wheel to crush flint-hard, jungle-grown grain into mash. The overseer believes in the dictum, "Spare the rod and spoil the slave," and the lash falls with regularity. It is man-breaking work; to survive, you must make a L1 - SR on your averaged ST and CN and go to 13e; fail and die of a general physical breakdown aggravated by floggings. **50 a.p.** (140)**11g** For each weight unit drunk, the water removes one year of age. This miracle liquid can be sold for ten times its weight in gold. You may rejuvenate as much as you like. Make containers and carry as much of it as you can sell. Go to 6d. **10 a.p.** (163, 166)**11h** The Durenians spring from their seats and embrace you warmly as fellow explorers. There are 1 - 6 (1D) warriors (Table A, Leather armor, Short Swords). "We've had a terrible time," their spokesman complains. "Taweei attacks, monsters, and near starvation! Why don't we join forces? There is safety in numbers, you know." You may join them or not and go to 6d. **12 a.p.** (176)**11i** The Ryonians have had enough! Their formations begin to disintegrate around the edges, and sustained pressure finally breaks them into a wild rout. They are slaughtered all the way to the Ryonian walls. A few days later, their emissaries agree to the terms of a humiliating peace, yielding up great treasure and hostages. Since the Ryonians have the secret of transmigration of the soul, should you not like the body you have, you may name the type (but not the specific attributes) of the shape you prefer, 4h.

Back in Senchan, you are hailed as the deliverer of civilization. If you retire in Senchan, you may marry the heir(ess) to the throne and see your children rule this lost land. If you do not want to retire, accept 200,000 - 1,200,000 GP in gems (wt. 1/10 of that of gold) and any weapons you wish for your party as well as up to six Senchan warriors (Table A) to assist you in your future wanderings starting at 6d. (200, 202)

12a The witch doctor likes you. Roll a die for his help or information:

1. Important information of the land beyond; increase JL by +2.
2. He provides your party with a choice of either 1 - 6 (1D) warriors (Table A) armed with Spear, Machete, and Shield (no armor) or a witch woman (Wizard) (Table B) of level 1 - 3 (determine randomly), armed with a Machete (no armor). You may trade at the village, 10c.
3. He tells you a strange story, 13b.
4. He releases a civilized prisoner to you without armor, weapons, or equipment to join your party (henchman or slave); determine at 2f.
5. You have the choice of the removal of one curse upon you or the gift of 1 - 6 vials of magic potion, each of which will remove up to 10 hits from a character at each Rest Period: value 100 GP each.
6. He gives you a magic object determined at 25b.

You may go where the witch doctor directs you or go traveling at 6d. **10 a.p.** (27, 113, 181)

12b Durenian adventurers arrive at the Taweei village and buy his friendship with valuable gifts. They are permitted to purchase supplies and slaves. The chief gives them a good price on you. Once out of the village, you try to convince your captors that you would make a better henchman than a porter. Make a L2 - SR on CH or a L1 - SR on JL and go to 24e; fail, and you must pick up your load at 14b. (60)

12c When dawn breaks, you rouse your party and notice that one bedroll is empty! One of your party is missing, and no tracks exist to give any clue to the mystery. Your party has had enough of this haunted wood. If you have comrades to argue with, go to 7a; if you are alone, go to 7e. (84)

12d Teena leads you through the forest to her home in a hilltop cave. "You brave woman, like Teena, but you not know jungle; you die if you not become wise. I teach." For the next few weeks, Teena instructs you in the arts of being a jungle girl, increasing your JL by +2. When you are ready to leave, you are offered a Taweei Knife (2D), a Shield, Spear, and bow with 15 arrows. Teena also gives you a magic object (25b) she once found in a lost city. She guides your party to a friendly Taweei village at 10c. **10 a.p.** (57, 115, 123)

12e You are taken to a chamber that resembles both the office of a physician and a shrine. At one end is a tusked idol. The guards strap you to a cot and step out of the room. On an adjacent cot is an old Ryonian of the same sex as yourself. You begin to think you'd like to go back to the jungle. Average your ST and DX and try to wriggle out of your straps by means of a L3 - SR and go to 14e; miss it and go to 15e. (133, 137)

12f You are sold into a wine-house and have not been outside since you were dragged under its sign, which brazenly reads, "Cheap Wine and Girls." It is a hard life of performing several exotic dances every night and entertaining admirers in your upstairs room. Sometimes, it is hard not to go berserk, perhaps beating a customer over the head with a candleholder while screaming your indignation to the whole house. To resist this urge, make a L1 - SR on Willpower and go to 15f; miss it and go to 13f. **30 a.p.** (39, 150)

12g Plodding along through the rain, you gloomily survey the snakes that glide sinuously through the puddles at your feet. The jungle is quiet except for the plip-plop sound of the diminishing rain. All at once, you hear a sound like a groan. To investigate, go to 13h; to avoid an unknown encounter, go to 2a. (48)

12h You have crossed and re-crossed the god-forsaken patch of silva where the Taweei swore there was a lost city. The snakes, spiders, and biting ants are very bad here, and your party grows tired of searching. Try one more search by means of a L2 - SR on LK and go to 10i; miss it and return to the jungle at 2a. **20 a.p.** (26)

12i While exploring the avenues of the ruined city, you discover its state of decay. Tree roots have broken many monuments and foundations; walls and obelisks lean at dangerous angles, undermined by the shifting of the rain-soaked soil. You scrape layers of moss from the walls and from altars you find, often discovering paintings of human figures and composite monstrosities; you hope the latter are only mythological and not still lurking in the jungle-choked city. Roll a die: 1: 16i; 2: 17j; 3: 19j; 4: 14g; 5: 22k; 6: 19h. **20 a.p.** (209, 217, 222, 227)

13a Hearing the howls of the pursuing tribesmen, you plunge into the bamboo thickets. Your only hope is to try to hide your trail, and you duck behind a curtain of vegetation. Make a L2 - SR on LK or a L1 - SR on JL and go to 17a; miss it and go to 15a. (42, 44, 46, 66, 67, 167)

13b The strange story you hear is determined by die roll:

1. A Were-Jaguar haunts a thicket near the village. The village will pay a bounty of 1,000 - 5,000 GP (in nuggets) if the creature is slain. If you want to hunt it, go to 2h.
2. You are told the location of the kacmowri graveyard where the ivory-bearing beasts go to die. To seek it, go to 14c.
3. A Demon called Culann makes the jungle too dangerous for hunters. If you hunt and destroy Culann, 22c, claim a 1,000 - 6,000 GP bounty.
4. You are warned not to go to 15h, where the jungle is ruled by great, reptilian beasts.
5. Tribesmen have been disappearing near 24g.
6. Near 8c, there is a fountain that restores youth to the drinker.

If your party does not want to seek any of these mysteries, continue your journey at 6d. (26, 28)

13c The Were-Jaguar's cunning exceeds your hunting skill. Give up and return to 6d. (72)

13d The apemen, in a surly mood, gather up their captives and resume driving you pitilessly along the hills and valleys. At last you spot a fluted tower over a clump of trees ahead. Buildings! But, surely, this is no city inhabited by Durenians. Enter the lost city at 26c. (98)

13e You have been a mill-slave for a long time. One day, your fellow worker, Uslawn, whispers, "I have been watching you since they put you in our cell. I think you can be trusted to be told we are planning an escape. Will you come along?" If you would like to try to escape with 1 - 6 (1D) unarmed warrior-slaves (Table A), go to 18f; if you want to betray the secret to curry favor with the guards, go to 16f. (142)

13f Your mistress has been told how you abused her paying customer. She orders a keeper to give you a flogging; take 2 - 12 (2D) hits. If you survive, you are thrown on the market before you become a bad example to the other girls. Go to 11b. (152, 154)

13g Your party sees a wisp of smoke above the coconut trees and moves in closer to investigate. You see a Durenian warrior tending a cookfire; you don't know how many others there might be. To make a friendly contact, make a die roll: even, go to 11h; odd, go to 10i. To attack them, roll a die: 1 or 2: 10i; 3 - 6: 24h. To steal away, go to 6d. (4, 178) 4, 178)

13h As silently as possible, you approach the source of the groan. Pushing a wide frond from before your face, you spy a person lying, wounded, on the ground, soaking wet from the recent drizzle. Identify the person at 2f. The person has only 1 - 6 hits left. If you stay with the stranger until he or she is able to travel or is completely recovered, you have a henchman or slave (your choice) at 2a; if you can't stay that long, go to 5k. You may take the stranger's 20 - 120 GP as your fee for help or as loot. On a L2 - SR, the stranger has a magic object (25b) which now becomes yours. 30 a.p. (190)

13i
M The battle goes well, but a Ryonian apeman breaks into your heavily-engaged unit (MR 40 - 90, 1D + 3 x 10). He may make three attacks against you before your comrades can strike him down. If you survive, go to 11i. 20 a.p. (200)

13j After crawling down the throat of the tomb, you see that treasure fills the burial chamber at the far end. There is evidence of past looting, but some amphorae and vessels seem intact. The walls are painted with dreadful afterworld scenes of Demons with vulture beaks and tentacles. You may loot the tomb for 2,000 - 12,000 (2D x 1,000) GP, but, when you crawl back into the sunlight, you realize that there is a curse on that crypt. Determine a curse at 9b, then go to 22j. 30 a.p. (218)

13k You rightly guess that the naked cells of the thing would fear fire. It withdraws like rolling taffy when you thrust a torch at it and vanishes into the apparently bottomless crypt from which it came. You may continue to explore at 12i or leave the city at 19i. 25 a.p. (226)

14a In order to establish better relations with the Durenians, the chief will adopt you into the tribe. Your party is taken to a gathering of important villagers, all of them draped with handsome animal skins and bird plumes. You are not sure what's happening and tremble inwardly when the witch doctor brings a large, green viper to the assembly and passes it to one of the village elders. The elder takes it in both hands, raises it in a salut to the heavens, and passes it to the man beside him. Soon, it is passed to the first member of your party.

If the snake-holder shows fear, the odor and trembling of him will incite the snake to give him a fatal bite. To avoid a bite, the party member must make a L1 - SR on Willpower. If you are bitten, make a L2 - SR on CN and go to 17e. Those of your party who are unbitten receive a gift of 100 - 600 GP in gold nuggets and the return of all the possessions with which they were captured. You may subtract one level from any CH - SR you must make when interacting with Taweei characters in the future. Despite this, your party goes to 7a and begins to argue. **15 a.p.** (49)

14b Your Durenian captors drive themselves and their slaves unrelentingly. Long marches in the sweltering humid jungle are all to which you can look forward; at the end, there will be no treasure for you, no matter how successful the expedition. The slaves are always exploited to protect the lives of the warriors. Make a L1 - SR on LK or JL to survive your harsh treatment and, surviving, roll another die: even, go to 15b; odd, go to 17b. **10 a.p.** (63, 66, 121, 173, 187)

14c The big, white man carries you into the wild and then unties you. If you are an ape-person, go to 5f. If you are not, he speaks to you. "You lead the intruders into the forest of Culann! With you gone," he says, "they will be afraid and flee out of the jungle!" Trying not to upset him, you enquire what he intends to do with you. Make a L1 - SR on CH and go to 20b (male) or 1i (female); miss it and go to 16b. **10 a.p.** (83)

14d If you are an apeman, go to 19k; if you are not, Teena guides you to her home in a hilltop cave. "Teena has no mate," the girl says. "Stay, and all Teena has is yours." You survey her abode: a Taweei knife (2D), a shield, a spear, and a bow with 15 arrows, some simple pottery, and a plush skin of some striped beast are all that it contains. You reappraise the value of the striped skin when Teena strips off her ocelot bikini and stretches out, feline-fashion, upon it. If you can accept being poor in possessions but rich in adventure, remain here as mate to the beguiling jungle girl. If you think love is not enough, stay just long enough to pick up a +2 in JL, take what you can use of Teena's weapons, and let her guide you to a friendly village at 10c. **20 a.p.** (57, 115, 123)

C

14e You could lay your hand on no weapon before you fled the city, and the alert guardsmen are racing close on your heels. Your only hope is that the urban soldiers may be less apt at tracking than you or may have less stamina. You may escape them by making a L1 - SR on JL or a L2 - SR on Speed. If you make it, go to 17a; if you fail, you are dragged back to the city: Ryon: 15e; Senchan: 20e.

14f Roll a die: 1 or 2: the drinker is poisoned and takes hits equal to the number by which he misses a L3 - SR on CN; 3 or 4: the drinker is cursed, 9b, then go to 6d; 5 or 6: the water is sweet and harmless but not magical in the least. Go to 6d. **10 a.p.** (163, 166)

14g You approach a temple door of corroded bronze, part of which lies on the floor, almost buried by mud, rank grass, and vines. Your party picks its way over the threshold and looks around the interior. It is lichen-stained; the ancient columns sag with the weight of centuries and are garlanded with dry, brown creepers. A humid, sickly-sweet jungle breeze breathes in through the gaping windows, whose shutters have been long-lost through the storms of time. A jaguar-headed idol sits menacingly at the far end of the chamber, camouflaged by shadows and leafy vines. To search the place for loot, roll a die: 1: go to 18j; 2 - 6: go to 19h; to worship the god, go to 16j; to leave the city, go to 19i. (211)

14h You rush toward the sound of a terrible cry and a rumble of masonry. A party member, passing under a crumbling lintel, has brought it down on his head. A party member is slain instantly; if you are the party member, you make a L2 - SR on LK to avoid taking damage. If you miss it, take hits equal to the number by which you missed the SR. If you survive with companions, go to 22j; if you survive alone, go to 19e. (223)

14i The offering disappears. Roll 3 dice and multiply the results. Multiply again by 10. If you have offered GP worth at least that much, go to 21f; if not, you must roll a die: 1 or 2: 18j; 3 - 6: nothing happens; go to 22j. **20 a.p.** (232)

15a
M

As you hide, you see a dusky warrior stoop over the ground where your party has passed. He scowls, then shouts, "Over here! They're hiding in the bamboo!" The tribesmen outnumber your party two to one (MR - 20 each); your party may fight them to the death and go to 17a; if you surrender, go to 22a. (45, 99)

15b

You are traded to a Taweei warchief for supplies at 18a. (64)

15c

You follow the vague clues to the location of the **kacmowri** graveyard. Make a L2 - SR or a L1 - SR on JL and go to 17c; miss it and give up your fantastic quest, going to 6d. (71)

15d

Suddenly, one of the apemen cries out and weaves unsteadily on his big, flat feet. As he turns, you see his hairy fingers clutched around the shaft of a poisoned Taweei Arrow! Human battle cries echo in the woods around you, and you see savages erupting from the bushes in ambush, mowing down the surprised apemen. However, your inhuman captors quickly rally, and the fight becomes bitter; the outcome becomes doubtful. Some of the captives are trying to slip out of their bonds while the apemen are distracted. You may free your wrists and neck by making a L1 - SR on a sum equal to the average of your ST and DX and go to 17d. If you fail, the victors take possession of you. Roll a die: even, the Taweei take you to 7d; odd, the apemen take you to 13d. 10 a.p. (97)

15e

The priest-surgeons of Ryon enter the room in which you are bound. They make a sacrifice at the tusked idol on the far side of the chamber. Then, one of them, wearing a silvery smock, pushes a cot with an aged Ryonian next to yours. He stands between you and the old citizen; mumbling a prayer, he touches you both on the brow. You see a flash of light in your brain and feel like you are tumbling head over heels. Then, all is calm, and you see your own body lying on the cot beside you. You realize that you have been translated into the elderly, infirm body. Since you are of no use to the city now except as compost, one priest touches your lips with a poisoned sponge. A few drops on your lips cause your soul to slip quietly free to the reward for which it has prepared itself. (129, 130)

15f

Make a L1 - SR on CH and be noticed by a lonely trapper who wants a girl like you to keep him company in his treehouse at 16c. Fail, and your mistress, Ilucha, notices that you are looking a little haggard; she sends you to market while she can still get a good price at 11b. (154)

15g

A surprise whirlpool catches your raft and pitches a member of your party into the river. Alas, the channel here teems with schools of the man-eating **mochdrev** fish which can strip an entire bull of its flesh in ten minutes. To drag the character back onto the raft requires a L2 - SR on LK. You may keep trying as many times as you like; for each failure, he takes hits equal to 1D + 2. For each person on his raft attempting to help him climb back, add +1 to the character's SR dice rolls. Now, go to 6d. 10 a.p. (4)

15h
M

As your party warily feels out the jungle around you, you spy a giant track resembling that of a bird in the yellow mud. Just then, something huge roars in the trees. "I wonder if that thing made this track," you murmur. It did, and it's making a few more right at your party. It is breaking down trees to get at those who have invaded its territory; you stare, aghast. The giant beast looks like a dragon but walks on two legs. Its toothed jaws are large enough to bite an ox in twain. You may fight it (MR 100 - 600, 1D x 100) or try to escape its fearsome rush by making a L4 - SR on Speed. This SR level may be reduced by the number of party members who do not run beside you, so if 3 companions run in different directions, you need only L1 - SR to escape (it may, after all, chase one of them). If you escape alone, go to 5k; if you have companions, go to 7a. 40 a.p. (71, 178)

15i

Your imperfect understanding of modern tactics has made you train your troops in a rigid square formation, which loses its coherence in the rough terrain of the jungle. When you invade Ryonian land, the enemy strikes from two sides at once, breaking your squares apart. It's a debacle; to run for your life, make a L2 - SR on LK and lead your party to 17a; miss it and be forced to surrender to a troop of Ryonian apemen at 25c. 20 a.p. (199)

15j

Your search pays off; in a secret vault, you recover golden and silver plates, vessels, and wrought objects worth 6,000 GP - 36,000 GP (2D x 3,000). To search for further loot, go to 19h; to leave the city, go to 19i. (218, 223)

- 16a** The chief sizes you up, wondering if you are worth keeping alive as a slave. He automatically sends ape-persons to 18c. Others may make a L1 - SR on either ST or CH and go to 18a. If you miss it, roll a die: even, go to 18c; odd, go to 24a. (49, 186)
- 16b**
M "You hunt Culann's animals; now Culann hunt you!" declares the fierce jungle man. To make the hunt fair, he gives you a Machete. "You have until sun reach top branch before Culann come to kill you," he informs you. You may attack him now (MR 40 - 90, 1D + 3 x 10) or dash off into the jungle at 18b. If you kill him, go to 19e (wounded) or 19a (unwounded).
- 16c**
C For some weeks, you share the treehouse with the jungle-dweller. The parrots who flock to feed in the nearby wild orange grove, the chattering monkeys, and the silent deer are your only neighbors. Your mate is poor in material goods but rich in courage and jungle lore. He instructs you in the ways of survival, increasing your JL by +2. He is a passionate lover and a good provider, but he is absent much of the time. You must decide whether to remain here permanently, living in a tree and wearing jaguarskin or whether to take a spear, shield, and machete and go to 4a. (56, 91, 155)
- 16d** To your great surprise, here, in the unexplored reaches of the Jungle of Lost Souls, your party has discovered a lost city! Roll a die: 1 - 3: 10i; 4 - 6: 16i. (5, 48)
- 16e**
M Bad choice! The girl has been so used by the tribesmen because they knew she was a Were-Jaguar. As she begins to change, she develops a MR of 30; this is increased by 20 points (less hits taken) at the end of each combat round for three successive rounds. You may fight the Were-Jaguar or attempt to flee. To flee, make a L3 - SR on LK or a L2 - SR on JL; miss it and go to 11d. If you either slay or flee the Were-Jaguar successfully, go to 7a if you have henchmen or 7e if you do not. If you fight and take hits, you contract the curse of the Were-Jaguar (see 9b, No. 2). (111, 112)
- 16f** For your loyalty to your masters, you are transferred to an easier duty at 23f if you make a L1 - SR on CH; miss it, and you remain at the wheel, not trusted with more escape plans, until you die. (142)
- 16g** The sultry heat has your party consuming water at a great rate. You have run out of water and must find more. Finally, you hear the babble of water running over rocks. To test the quality of the water found, one or more members of the party may sample some. Roll a die: 1 or 2: pure water, go to 6d; 3: 11g; 4: 14f; 5 or 6: 23k and then go to 6d. (184)
- 16h** Your companion leads you along secretly-blazed trails, up high hills, and along defiles until your party comes to a knoll overlooking a great, walled city nestled in the green arms of the jungle. You realize it must be the product of a totally unknown civilization. If you will follow your guide to be introduced to the city leaders, go to 18h; if you do not trust hidden people, go to 6d. 40 a.p. (38, 103, 114)
- 16i** Advancing cautiously toward the walled city, you spy a fair people moving about its gates and slaves of various races hoeing fields on the fringe of the jungle. Suddenly, you hear a yell of terror. To one side of you, you see a young man in a white, embroidered tunic pursued by a wild apeman, saliva dripping from his canine jaws. To help the stranger, go to 21e; to ignore him and go down to scout the city, go to 18i; to retreat into the jungle, go to 6d. 10 a.p. (107, 108)
- 16j** Roll a die: even, go to 22h; odd, go to 18j. (212)
- 16k** The city is not as deserted as you first believed. Taweei warriors appear at the summits of the buildings around you and in windows and alleyways. Go to 3d. (223)
- 16l** This great city, so pitiable in its decay, must once have been the center of a rich civilization. You wonder what war, plague, or curse might have forced its inhabitants to abandon it. As you mull over these questions, one member of your party finds a clue. A gelatinous mass rolls out of a dark crypt and shoots a pseudopod at him or her. A party member who is touched by this is infected with the cells of the creature; these drive him or her mad and eventually consume and replace him or her with a bulbous horror like its parent. If you are attacked, you may duck the pseudopod with a L2 - SR on either LK or DX. If you duck it, your party may attack the creature at 25j or call for a retreat from the accursed ruins at 19i. 20 a.p. (211)

- 17a** After two days of running through hills and swamps and crawling on your belly under thickets and briars, you have finally lost your pursuers. Your party is hungry and discouraged and begins to quarrel at 7a; if you have no party, take a long-deferred nap at 19a. **20 a.p.** (43, 44, 45, 46, 61, 101, 130, 144, 195, 203, 206, 236)
- 17b** Taweei warriors rush out of the jungle seeking the blood of the Durenian expedition. If you want to flee during the confusion, go to 13a alone; if you want to wait out the battle, roll a die: even, the Taweei win and you go to 7d; odd, the Durenians win and you go to 14b. (64)
- 17c** You descend into a valley by way of a slope slippery with yellow mud. When you clear the screening vegetation, you spy whitening bones, rotting hides, and ivory tusks strewn in a jumble over the entire valley floor. This must be the legendary **kacmowri** graveyard. Each tusk is 100 weight units and is worth 1,000 - 6,000 GP at the fort and 500 - 3,000 GP as Taweei trade goods. If you fear the reputed curse on the valley, do not touch anything and go to 6d; if you want to shrug off the legend and loot the valley, make a L2 - SR on LK and go to 7e; miss it and go to 19c. (76)
- 17d** You sprint free of the fighting and plunge into the undergrowth. You run until you are breathless; when you hear someone following you, you hide in the tall grass. Roll a die: 1 or 2: you see no one, go to 7e; 3: 15a; 4: 22d; 5: 1j; 6: 3g. (98, 147)
- 17e** You are in the hut of a Taweei villager; a native woman is tending your injuries. Now that your constitution has returned to normal, you begin to wonder if you have been spared out of charity or for some other purpose entirely. Roll a die: even, go to 10c; odd, be transferred to a prison hut where 1 - 6 (1D) Durenian warriors (Table A) are already confined at 1g. (30, 119)
- 17f** Your master is a wealthy and powerful noble in the city. His huge house is decorated with gorgeous mosaics, tapestries, colonnades, and you. He is obsessed with you and demands your constant attendance on him whether he is eating, sleeping, working, or traveling. He showers you with gowns, jewels, and other gifts. Despite his infatuation, you are realistic enough to know that you remain hostage to his whim; he cannot marry you because of his lofty rank. One day he will find another to take your place. If you want to take 1,000 - 6,000 GP in easy-to-carry jewelry and make a desperate flight from the city, go to 19f; if you believe that there is more advantage in waiting and acting like your master's devoted odalisque, go to 20f. **20 a.p.** (152, 160)
- 17g** Your party moves along through a jungle made poisonously beautiful by multi-colored orchids and hibiscus. You see or sense signs that you are not alone in the vicinity. Roll a die: 1: 1j; 2: 13g; 3: 15h; 4: 19g; 5: 24g; 6: 18g. (5)
- 17h** Diligent searching of broken buildings and graves turns up poor loot; take 200 - 1,200 GP (2D x 100) and keep exploring at 12i or leave the ruined city at 19i. (223)
- 17i** Your party impulsively leaps at the creature with their weapons - a bad mistake. Striking the creature splatters its substance, threatening to infect whomever it touches and create more of the horrid things. Each member of your party who does not have magic to attack the creature needs a L1 - SR on DX to avoid the infecting slime. Those who have magic get free attacks on its MR of 50 - 300 (1D x 50) until it is reduced to MR - 0; if it is still alive when the magicians are exhausted, it will shoot a pseudopod at one of the magicians, hitting him if he misses a L1 - SR on his LK averaged with ST. If you survive, go to 19i. (226)
- M**
- 17j** You advance through a shattered colonnade and enter a temple which must have once been very beautiful although most of the glass tiles are now broken, and the bas reliefs are masked by lichens. Statues of beautiful youths and maidens stand around a still-bubbling fountain. Is this a temple to a god of health and youth? Is the water magical? For a member of your party to taste the water, go to 23k, then go to 22j. (211)
- 17k** Jungle legend has it that some of the apemen are sinisterly intelligent. These creatures certainly don't show it! They use tooth, claw, and clubs. If you make a L4 - SR on CN, you survive your beating and are left for dead at 19e. (182, 235)

18a The chief decides to allow you to live as a slave. Males go to 19b; females to 20a. (52, 65)

18b You know that your pursuer is as skilled at tracking as a wild beast. You will need every bit of ingenuity to escape another encounter with him. Make a L3 - SR on IQ or a L2 - SR on JL to make it to 7e. If you miss it, your enemy leaps out of the bushes and duels you to the death. He is a MR 40 - 90 (1D + 3 x 10). If you take wounds, stagger off to 19e; if you do not, go to 19a. (87, 100)

18c The chief decides to stake you out in the jungle as an offering to one of the terrors which has been plaguing his people. The warriors who lash you to a large ~~moena~~ tree assure you that you won't be there in the morning when they come back to look. As darkness falls, you stare fearfully out into the brush. The awakening insects attack you viciously, but your terror is so great that you scarcely notice the itching and the blood. Roll a die: 1: 22e; 2: 1h; 3: 20c; 4: 24b; 5 or 6: 23c. **10 a.p.** (49, 52, 55, 68)

18d The strange, unknown city of which the natives spoke eludes you. To make one more attempt to find it, make a L2 - SR on LK or a L1 - SR on JL and go to 16i; miss it and give up, going to 6d. **20 a.p.** (26)

18e The Ryonian guards shove the key into the lock and call your name. You step out to join them, your mind racing. There are three of them, MR-25 each. If you can distract them, the others in your cell (1 - 6 warriors) can rush out the open door to help you subdue them. To elbow a guard and shove another away from the door, average your ST and DX and make a L1 - SR. If you make it, go to 20d; if you miss it, they throw a choke hold on you and drag you roughly to 2i. **10 a.p.** (128)

18f You and other mill slaves in your cell remove the loosened block in the wall, revealing a hole large enough for a man to crawl through. Keeping your heads low, your party runs past the watchfires of the sentries. Getting over the wall without alarming the guards is essential for a smooth getaway. Make a L2 - SR on Stealth and take your party to the jungle at 17a; miss it and roll another die: even, go to 20e; odd, go to 25e. **30 a.p.** (142)

18g
M The journey is hard; the animals, the insects, and even the plants are venomous. You begin to think that humankind never took root in this corner of the jungle when, suddenly, you hear a girl's angry shout. Your party runs ahead and blunders into a clearing. There, a number of Taweei warriors (1 - 6, MR - 20 each) are manhandling a girl, twisting binding fiber around her wrists. You may flee from the warriors to 13a; if you fight and defeat the Taweei, you may untie the girl (Table B) at 19d. (178)

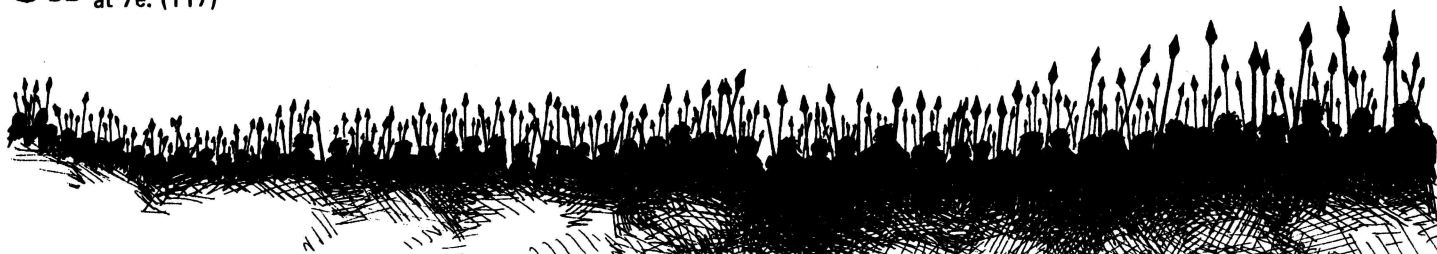
18h Once inside the city, your guide reports the story of your escort from the jungle. Make a L1 - SR on CH and go to 22g; miss it and go to 21d. **30 a.p.** (193, 205)

18i Your party moves obliquely toward the strange city, getting close enough to overhear some of the conversation between the slaves near it and their overseers. A noise to your right alerts you to the advance of a squad of city soldiers. To avoid detection, make a L2 - SR on Stealth and go to 23j; miss it and go to 25i. **40 a.p.** (204, 205)

18j "Fool!" the god's voice thunders in your brain, "I, who was worshiped with blood and death, am insulted by your actions in my fane! I place a curse upon you!" Roll a curse at 9b, then go to 22j. **10 a.p.** (212, 214, 233)



- 19a** You wake up alone on the jungle floor. Rising, you hear the loud protest of the howler monkeys, the clacking of bird beaks, and the chirping of insects on the wing. You feel dazed and mystified, but, with a moment's reflection, you recall the dreadful sequence of events which brought you to this place. If you are unarmed, take a thick branch for a Club to protect you from wild beasts and scout the area. Roll a die: 1: 23h; 2: 16d; 3: 23d; 4: 12g; 5: 7e; 6: 2a. (9, 31, 32, 34, 35, 36, 47, 67, 88, 91, 161)
- 19b** Male slaves of the Taweei are kept hard at work chopping and burning off new land for garden plots, reaping coconuts from high trees, standing guard over the herds at night while the Jaguars prowls, and, worst of all, crocodile-hunting. All this experience increases your JL by +2. If you want to take your machete and escape into the woods at night, go to 13a; if you have no definite ideas, bide your time at 22b. **25 a.p.** (53)
- 19c** You first think you are imagining the trumpeting cry of the **kacmowri** in the distance as you complete loading your party with ivory. Suddenly, before your astonished eyes, a mist forms and then rapidly congeals into the shape of ghostly **kacmowri** thundering into the valley in a wild stampede. To keep from being trampled to death, your party must flee back up the slope, escaping to 7a on L1 - SR on Speed (taking into account Speed penalties for weight carried in retreat). **15 a.p.** (77)
- 19d** After cutting the girl's bindings, roll a die for her reaction: 1: 24d; 2: 9d; 3: 4g; 4: 5g; 5: 6f; 6: 9e. (102, 109, 167)
- 19e** You awaken, your body wracked with pain. By some good fortune, the predators have not bothered you while you lay helpless. Although dazed, you hear someone advancing through the trees! The world fades out, and you feel a swoon coming on. Roll a die: 1 or 2: 17e; 3 or 4: 22e; 5: 25d; 6: 3h. (10, 17, 25, 51, 67, 88, 100, 135, 147, 188, 189, 220, 221, 237)
- 19f** Make a L2 - SR and go to 14e; miss it and roll a die: even, go to 20e; odd, go to 25e. (151, 156)
- 19g** You detect a chopping sound, and you crawl toward it to investigate. You spot a Taweei witch doctor hacking certain parasitic masses from a pecan tree, probably to use in a juju potion. To creep away, unseen, make a L1 - SR on Stealth or JL and go back to 2a; miss it and be the recipient of his surprise and anger at 1e. To attack him, go to 22f; to approach him to parley, go to 2e. (178)
- 19h** You apply a systematic search to the ruins. Roll a die: 1: 15j; 2: 17h; 3: 22i; 4: 24j; 5: 14h; 6: 16k. (211, 212, 213, 216, 232)
- 19i** Your party hurries from the ruined gate of the lost city. You have decided it is a bad place, and you'd rather spend the night at 6d. (213, 216, 217, 222, 224, 225, 226, 228, 229, 230)
- 19j** Following a dark cryptoporticus, vipers wriggling around your feet, your party enters a strange shrine. The frescos on its walls are cracked and peeling; the statuary that remains is grotesque. The symbols cut into the wall trimmings resemble certain occult symbols of Taweei witch doctors. Reliefs on the altar that stands under a boar-headed idol depict diseased and distressed men bringing valuable objects to the altar and, afterwards, going away, whole and happy. If you wish to approach the idol and give it an offering, go to 14i; to search for loot go to 19h. (211)
- 19k** Teena has been helpful, but she obviously does not want to cultivate an acquaintance with an apeman. She leaves you suddenly at 7e. (117)



20a The female slaves of the Taweei are kept busy milking the tribal goats, feeding their pigs, weaving sarongs, cleaning fish, and hoeing the common gardens under attack from the blistering sun and blood-drinking midges. You learn the ways of the jungle the hard way, increasing your JL by +2. You may hope that something better will come along at 23a, or, if you have had enough of this kind of life, take a machete while no one is looking and go to 13a. **25 a.p.** (53)

C

20b After a brief conversation with the jungleman, you decide that he is by no means a bad sort. You may challenge him to a death duel at MR of 40 - 90 ($1D + 3 \times 10$) and go to 5k (with the bounty, if any) or accept his invitation to rest at his treehouse at 23b. (69, 86)

M

20c You swoon; when you open your eyes, you find yourself being handled by shaggy creatures which you first take for gorillas but then appreciate that they are a species closer to man with shorter arms, an easy, upright gait, and more compact bodies. They drag you rudely along a game trail until they reach a clearing where others of their kind have more than a dozen Humans under guard, some of whom seem to be Durenian adventurers. The apemen put you all into a coffle and take you to 25c. (93)

20d Your elbow in the solar plexus of one guard doubles him up; you stagger the other before he can collar you. Your party rushes out of the open cell door (Table A). If you subdue the three guards (MR-25 each), go to 23e; if you must surrender to save your life, go to 12e. **30 a.p.** (132, 136)

M

20e The penalty for trying to escape is to be hung in the center square in an iron cage and left to die of hunger and exposure, which you do with considerable suffering. (130, 144, 157)

20f Roll a die: even, go to 23g; odd, go to 24f. (156)





21a Human footprints mean natives are near. Your party scans the forest nervously. Some savages are approachable; many are headhunters and cannibals. To retreat quickly, go to 6d; to continue on, go to 23h. (5)

21b The Senchanians know that apemen serve their hated enemies, the Ryonians, and so drag you into Execution Square and behead you with an axe. (188)

21c Somehow, fate has smiled. You encounter a friendly Taweei village which will give you your immediate food needs and offer a chance for trading at 10c. (184)

21d A lean man in a purple robe glowers at you. "Our citizen has complained that you have not shown proper deference during your trip from the jungle. We cannot let you depart, perhaps to bring other rude barbarians of your sort to conquer and loot!" He motions the guards to seize your party. They outnumber your party two to one, MR - 25 each. If you defeat them, go to 17a; if you surrender to avoid death, roll a die: even, you are in Senchan (8e); odd, you are in Ryon (26c). (194)

M

21e If there are at least three persons in your party, your sudden appearance scares away the apeman. Otherwise, the apeman attacks (MR 40 - 90, 1D + 3 x 10). If you slay the apeman, the panting youth picks himself up and says, "I owe you my life; come to the city and be rewarded." If you trust the youth, go to 18h; if you want to tie him up and explore on your own, go to 18i; if you want to return to the jungle, go to 6d. 30 a.p. (204)

M

21f The deteriorating shrine is filled with hoarse whispers. They say, "I am pleased with your offerings; if you are sick or under a curse, you are cured!" Negate all curses on your party and go to 22j. 20 a.p. (233)

21g Your party storms the alley at the heart of the apeman gathering. They stream down the walls and out of the doors to meet x 10). If there are too many for you, each member of your party must make a L2 - SR on Speed to escape to 17a; miss it and go to 24g. If you kill the apemen, go to 22j. 50 a.p. (235)

M

22a Rough hands drag you to the far side of the Taweei village. There, seated on a bamboo chair with a high back crowned in skulls, the painted-faced chieftain awaits your party. The warriors throw you on your knees before him. The smug chief rises, satisfied that he has chosen a fitting way to deal with you. Make a SR on LK or JL at your own level and go to 14a; make a SR less than your own level but at least L1 and go to 18c; miss it entirely and go to 16a. 20 a.p. (9, 31, 32, 34, 35, 36, 47, 88, 91, 131)

22b Roll a die: 1: your guards abandon you when a Wandering Monster attacks and, if you survive, they leave you at 19a (unwounded) or 19e (wounded); 2: 25f; 3 or 4: 2g; 5 or 6: 18c. (67)

22c Native stories say that Culann the Devil dwells in these woods. As your supplies run low and game proves too smart to catch, you begin to believe that some kind of unnatural intelligence rules in this corner of the jungle. As you lay out your evening camp, you debate whether to risk starvation on the return to 6d (a party member survives on a L1 - SR on CN) or to push on and confront this devil. If you choose the latter, make a L3 - SR on IQ or a L2 - SR on JL and go to 24c; if you miss it, go to 10f. (71, 184)

22d
M You spy a savage apeman following your trail. If you want to grab a rock (2D) and fight him, he has a MR of 40 - 90 (1D + 3 x 10). If you kill him unscathed, go to 19a; if you kill him and are wounded, go to 19e. If you would like to try running some more, go to 18b. (99, 127)

22e You open your eyes on white, bearded faces. You have been rescued by Durenian adventurers; if you had wounds, they have had time to heal. Now, you begin to wonder what the strangers have in mind. Tell them about your adventures to date and hope for the best. Make a L1 - SR on CH and go to 24e; miss it and go to 14b. (93, 119)

22f
M The witch doctor has a MR of 40 - 90 (1D + 3 x 10) and presents a large target at near range for bowmen. Bowmen each have a chance to hit before he closes with your party. At the end of each melee turn subsequent to the bow attack, the witch doctor will place a random curse on one (different) member of your party as long as he is unsubdued. If you subdue him, he will offer a ransom of two magic objects (25b) and 1,000 - 6,000 GP (1D x 1,000) in gold nuggets as well as safe passage to 6d. If killed, his body may be looted of one magic object (25b) and 100 - 600 GP of ornaments, and you may slip away to 6d. If you flee from the combat before he is defeated, he sends warriors after your party at 3d. 50 a.p. (179)

22g Roll a die; even, go to 24i; odd, go to 25h. (196)

22h The god's gentle voice speaks in the breeze. "It has been centuries since I have been addressed in prayer. I place my blessing upon you." Choose one attribute and increase it by an amount equal to the result of one die roll (1 - 6). Thank the god and then either go search for more loot at 19h or leave the city at 19i. 10 a.p. (214)

22i In a recess in a wall, you find a magic object. Determine its nature at 25b, then continue to explore at 12i or leave the city at 19i. (223)

22j Your adventure in the ruined city has so far been disconcerting. To dare to explore more, go to 12i; to leave while you still are able, go to 19i. (215, 219, 220, 231, 233, 234, 236, 238)

22k A hooting cry makes you whirl around. You spot a gorilla-like thing on the rooftop and others shambling toward you in the shadows below it. You may rush the creatures, not knowing how many there are, at 21g, or flee from them through the gate. To choose the latter, make a L1 - SR on LK and go to 19i; miss it and go to 24g. (211)



23

23a Roll a die: 1 or 2: 25a; 3 or 4: 25f; 5: 2g; 6: 18c. (54)

23b During your month's stay at Culann's treehouse, you learn to respect his vast store of jungle lore. By listening carefully, you increase your own JL by +2. When you decide to leave, he gives you a magic object he took from the body of a dead witch doctor (25b) and guides you as far as a friendly Taweii village at 10c. (69, 89)

C

23c Fainted dead away, you are, mercifully, spared the pain and horror of being attacked by a crazed Were-Jaguar who rends your body to pieces. (93)

23d You make your way alone, slithering along muddy game trails through growths of parasitic plants with thorns and blade-shaped leaves. As you emerge from the swaying vegetation, you hear a scream. You hurry toward it, and spy a girl (Table B) struggling against bonds which hold her to the trunk of a tree. Seeing you, she stops screaming but watches your approach with an expression of suspicion and dread on her face. To ignore her, hurry on to 7e; to cut her free, go to 19d. (48)

23e Taking the keys from the beaten jailors, you open the other cells and release scores of prisoners. Your uprising is so unexpected that your party takes over the guardroom and arms itself with Leather armor, Machetes, and Short Swords. The escapees charge through the startled guards and fight their way out of the gate. You and your party make it into the jungle, but reinforcements are streaming out of the city in pursuit. Make a L2 - SR on LK and go to 17a; miss it and go to 25e. (133)

23f Men too weak for the mill wheels and women too ill-favored to make interesting dancing girls are put to work in the city fields, planting, hoeing, fertilizing, and reaping. The unrelenting tropical sun wrings rivers of sweat from you which, in turn, attract insects to bite and sting. Occasionally, you glance at the jungle, dark and green, but there are many guards. For long weeks, you pretend to be a docile slave; eventually, you are not so closely watched. No one looks twice when you choose to work near the forest. It is a longshot, but, if you want to make a break for the wild, go to 14e. To wait for a while, roll a die: even, go to 3i; odd, go to 25f. (140, 143, 147, 149)

C

23g Your noble master is a fickle cad. One day, he brings home a new dancing girl, one beautiful enough to make you weep. He gives your luxurious room to her and plucks the glittering jewelry from your body, laying it in her waiting hands. His steward puts a leash around your neck and leads you to market. Make a L2 - SR on CH and go to 6h; miss it and go to 11b. (158)

23h Natives step out of the bushes ahead of you. To approach them to parley, go to 25g; to attack them, go to 5l. 15 a.p. (48, 168)

23i You encounter a village of Taweii that does not look friendly. You may retreat, starving, into the jungle at 10h or surrender to the mercy of the chief at 16a. (184)

23j The soldiers pass you. You now make out what an overseer says to a slave he is abusing. "Work, you Durenian dog!" he growls. "If you want help, you'd better pray that our men capture more strangers soon!" You decide this is a hostile place and retreat to 6d. (206)

23k The effect of the water on the drinker is determined by a die roll:

1. Cursed. Determine a curse at 9b.
2. *Curses Foiled*. The drinker is totally uncursed.
3. Poisoned. Make a L3 - SR against CON or take hits equal to the number by which you missed it.
4. Super power. Double a random attribute (other than JL)
5. Wisdom. Increase JL ratings by 1 - 6 points (1D).
6. Rejuvenation. Become 1 - 6 (1D) years younger.

After the first person(s) drink, the water magically drains away. If a party member can make a L2 - SR on Speed, he can gulp down the water he needs before it drains away to get the same effect as the first drinker(s). 30 a.p. (166, 231)

- 24a** The chief has decided that you will be sacrificed to the Snake God. Brutal Taweei warriors twist your arms behind you and force you, struggling furiously, to an altar under a hideous wooden idol of a fanged man with writhing serpents for limbs. You are held down on your back while the witch doctor plunges a blade under your ribs and tears open a wound into which he pushes his hand. His fingers close upon your beating heart. (52)
- 24b** You fight the bonds until your strength gives out. All at once, you hear a sound and look up into the grim face of a herculean white man dressed in a Jaguarskin loincloth. "Be silent!" he growls. "Culann take you away from bad Taweei people!" It's an offer you can't refuse. Go to 20b (male), 1i (female), or 5f (ape-person). (93)
- 24c** You have thought of a stratagem. You lay out your camp as you usually do, but you wait up with half your party to see if anything strange might happen. You crouch in the darkness, distracted by the swarming fireflies that float like tiny Demon eyes over the lonely campsite. Suddenly, you spy a pale form prowling the perimeter of your camp like a jungle cat. It passes next to a sleeper and, regarding him, discovers the deception. The bedroll is empty of a Human form and is stuffed with grass. Your shout brings the rest of the party to its feet. As your party approaches Culann, you see he is not a devil but a herculean white man with sun-bronzed skin and wearing a jaguar loincloth. Kill him (MR 40 - 90, 1D + 3 x 10) and go to 6d or parley at 3f. (79)
- M**
- 24d** The sarong-clad native girl throws herself at your feet as if you were a high-ranking Taweei. "I was captured by the enemies of my people," the maid explains. "You have saved me; by our law, I am your slave forever." If you don't believe in slavery, send her away and go to 5k. If you would like her to keep you company, roll a die: 1: go to 16e; 2 - 6: go to 7e. **10 a.p.** (110)
- 24e** "If you are a Durenian," the leader of the adventurers says, "we ought to stick together." If you want to join this party (1 - 6 warriors, Table A, with Leather armor and short swords), go to 2a; if not, say goodbye and go to 7e. (63, 121)
- 24f** Your master plans a trip to his plantation in the jungle and insists that you accompany him to make the journey tolerable. It occurs to you that it might present a chance to escape. You accompany his party, borne along in your own covered sedan chair to protect you from the bites of the mosquitoes and the attacks of vampire bats. Since no one would suspect that a pampered dancing girl would dare go into the jungle alone, you have the chance to steal either a Short Sword or a Machete and slip away with 100 - 600 (1D x 100) GP in jewels at 5k. If you believe that an even better chance to escape will arise, stay with your master until he returns to the city at 17f. (158)
- 24g** As you hurry along the pathless jungle floor, you are suddenly overwhelmed by a chorus of roars. A strange, manlike ape leaps out in front of your party, and others come shambling up from the sides. Each apeman has a MR of 40 - 90 (1D + 3 x 10), and they number 2 - 12 (2D). If you defeat them, go to 7a; if you surrender before you are killed, roll a die: even, go to 25c; odd, go to 17k. (71, 178)
- M**
- 24h** Your party charges into the campsite, howling a battlecry. You catch a quick glimpse of 1 - 6 Durenian warriors (Table A). They present a large target for archers at near range. After a chance for each of your archers to shoot twice, the Durenians rally and close with you (Leather armor, Short Swords). If you subdue them, you may take the survivors as slaves and steal their 1,000 - 6,000 GP (1D x 1,000), going to 6d afterward. If you are getting the worst of it, you may surrender and go to 14b. **20 a.p.** (176)
- M**
- 24i** A white-haired man with a surly look guides you to a city gate. "Because you have helped one of our Ryonian citizens, you will not be dealt with as ordinary intruders. You will be blind-folded and taken to a place from which you can continue your journey, but I warn you not to return; you may not be treated so generously next time." Go to 6d. (196)
- 24j** You crawl over piles of rubble teeming with spiders and centipedes, but, on the other side, you come to the mouth of a tomb. It is obviously the tomb of a king or a high priest. To try to loot the tomb, go to 26a; to continue to explore the city, go to 12i; to leave the city, go to 19i. (223)

25a A Taweei hunter comes to trade at your village one day and sees you bathing in the river with some of the other girls. He decides you would make good breeding stock. He purchases you from your master for three Jaguar skins, throws you over his brawny shoulder, and carries you off to his treehouse home at 16c. (55)

The magic object you acquire is determined by die roll:

25b

1. A shrunken head which can speak wise advice. As long as you possess it, your JL is increased by +10.
2. A Machete touched by the Snake God. It behaves as if it is permanently envenomed, with a damage bonus of +20.
3. A skull-headed wand which allows any character to cast a *Take That, You Fiend* spell at the cost of 3 strength points.
4. A medallion which prevents a curse from falling on the wearer and which bears a symbol revered by the Taweei savages. When wearing the medallion, your CH is increased by +5 for any SR involving communication and/or encounter with Taweei.
5. A jaguar's bone which, while carried, increases ST by 50% (round up).
6. A crocodile tooth which, while carried, increases LK by 50% (round up).

Carrying more than one of the same object does not give cumulative benefit.

25c Generously applying the encouragement of the switch, the apemen march you and your party along in a coffled column. You are forced to travel into the night with clusters of stars lighting the way and a hot jungle mist shimmering through the canopy of leaves, raising beads of itching perspiration on your skin. Roll a die: even, go to 15d; odd, go to 26c. (94, 182, 203, 236)

25d Coming out of a dream, you raise your bleary-eyed head and gasp. A beautiful girl is crouched over you wearing a claw necklace and a skin garment. "Rest," the stranger says, stroking your brow. "I am Teena; I found you in jungle. Sleep now." Males to 14d; females to 12d. (119)

25e Bad luck. Your party has run into a gorge crossed by a narrow rope bridge. To cross it will leave your party vulnerable to the enemy's archers. Fight it out with the 4 - 24 soldiers (MR-25 each) and, if you survive, go to 7a, or try to cross the bridge under fire. Each member of your party that tries to cross is shot at 3 times (roll a 9 or greater for a hit). Each hit character falls to his doom in the gorge. If you are hit, average your ST and DX and make a L3 - SR to stagger off to 19e after being spared, by some miracle, from death in the course of your tumble into the gorge. If you escape unhurt and alone, go to 5k; if you are with others, go to 7a. 50 a.p. (134, 144, 157)

M

25f Your timidity has doomed you; you contract a severe jungle fever and perish, almost untended, in an isolated section of the slave pens. (146)

25g Make a L1 - SR on LK or JL and go to 9a; miss it and go to 3d. (169)

25h A smiling city leader wearing a brocade cloak over his rotund form embraces you warmly. "It was prophesied that a person from a land no Senchanian has ever seen would bring the wisdom to deliver us from ruinous war," he says. He explains that, centuries before, two great leagues dominated the region. Then, the climate changed and the jungle began to spread. The leagues fought bitterly to keep control of the dwindling supply of good land. While they struggled, wild Taweei, better fitted for jungle life, multiplied and raided many cities. Dangerous apemen came out of the south, slaying like the brute beasts that they are. Forbidden magic was used, and many cities were left dead and accursed. Now, only two cities remain of the two leagues, Senchan and its rival, Ryon. The latter had refused to make peace but, instead, acted as if mad, committing atrocities on captives and using their magic to turn apemen into soldiers. "If your military knowledge can help us to force Ryon into peace, you will be well-rewarded." He describes the gems which the city can bestow upon you. He assures you that they can remove any jungle curse and will do so immediately if you will help them.

To help Senchan, go to 8f; to say you do not know how to help, accept a gift of GP equal to 2D x 5,000 and go to 6d. (196)

25i "Who goes there?" shouts an alert soldier. They're on to you; you may fight (they outnumber your party 2 to 1, MR-25 each) or attempt to make a break for the jungle. Those party members who make a L2 - SR on Speed escape to 17a; those who miss it are captured at 26d. 25 a.p. (206)

M

25j Make a L1 - SR on IQ and go to 13k; miss it and go to 17i. (225)

26a You get an impression of columns, towers, and ramparts guarded by white soldiers. Your wardens hurry you up and take you to a forbidding prison building with tiny, grated windows. Jailors take charge of you and shove you into a cell. For the next few days, you are kept fairly comfortable and are well fed. Apparently, they want their prisoners plump and healthy. You wonder why. Could it be for gladiatorial combat? Cannibalism? Something (what?) worse? At last, a guard opens your cell door and tells you, "Now you'll start earning your keep." If you think you can get the better of your guards with the help of your cellmates (1 - 6 warriors), average your ST and DX, make a L1 - SR on that sum, and go to 20d; miss it or decide to wait and see and go to 2i. (97, 106, 187, 195, 209)

26b Make a L1 - SR on CH and go to 5j; miss it and go to 23f. (58)

26c Make a L1 - SR on LK and go to 15j; miss it and go to 13j. (217)

26d Roll a die: even, go to 8e (Senchan); odd, go to 26c (Ryon). (208)

Wandering Monster Table (Roll 2D)

2. **Jungle Dragon:** Go to 15h.
3. **Vampire Bats:** The blood-drinkers have a MR of 10 - 60 x the number of characters in your party. You may fight or scatter on a L1 - SR on ST. If you escape, wake up, somewhat drained, at 19e.
4. **Apemen:** 1 - 6 apemen of MR 40 - 90 (1D + 3 x 10) attack. If you surrender, roll a die: even, go to 25c; odd, go to 17k.
5. **Viper:** One of your party will be bitten unless he makes a L2 - SR on Speed. If you are bitten, make a L3 - SR on CN or a L2 - SR on JL or take hits equal to the number by which you missed it.
6. **Boa Constrictor:** The snake has a MR of 20 - 120 (2D x 10) and inflicts 1 - 6 hits directly on the victim's CN. Attacks on the snake are taken directly from its MR. Until killed, it inflicts damage on each combat round. The victim may not use two-handed weapons to defend himself.
7. **Taweei Warparty:** Savages equal in number to your party take one shot at each party member, hitting on a dice result of 9 or more. The arrows kill party members, but, if you are hit, you may make a L3 - SR on CN and go to 17e. Those not hit may melee the Taweei (MR-20 each). Your party may surrender to avoid being killed and go to 7d.
8. **Jungle Cat:** One party member is jumped by a cat, MR-40. All may melee the cat, but the damage it inflicts is on its victim only.
9. **Poison Ants:** Ants inflict 1 - 6 hits per melee round on a party member. The victim needs a L2 - SR on Speed to brush the ants away. If he has companions to help, he needs only a L1 - SR. The victim may try to brush the ants from his body at the beginning of each combat round.
10. **Zombies:** Your party is attacked by 1 - 6 (1D) Zombies, MR-30 each. You may fight or try a L1 - SR on ST for each member's retreat. Those left behind must fight.
11. **Were-Jaguar:** Go to 11d.
12. **Kacmowri Rogue:** The great, tusked beast bears down upon your party in a crazed attack. It may be fought (MR 50 - 300, 1D x 50), or you may flee from it. It takes a L1 - SR on ST to elude its wild pursuit.

Magic may be used to fight Wandering Monsters. See **Magic Matrix**. All SRs on CN and ST are on **effective** CN and ST, reduced by the effects of wounds. See **Introduction** for further details.

Magic Matrix

Cross index the spell you cast with the paragraph listing on the **Magic Matrix**. If the spell does not work (O), the user does not lose ST (assume it was never cast).

The symbols used are:

- I The spell has normal effect.
- O The spell does not work.
- ½ The spell has only half-efficiency.
- x2 The spell has double-efficiency.
- 1 - 3 (etc.) The spell works if the result of a rolled die is in this range.
- R The spell returns, doing the damage to the user's party or helping the enemy party.

The matrix rules out illogical or dubious spell choices; it also give a variety of effects for some spells that might logically be used in a situation to increase the interest and surprise of magic-working.

Despite the magic matrix, certain rules govern a number of spells, and they must be taken into account for a spell to work:

Vorpal Blade is ineffective if no Sword or Dagger is available.

Oh-Go-Away must backfire unless the user's IQ, LK, and CH exceed the IQ, LK and CH or the MR of the target.

Hidey Hole (explanation) halves the effective attack of the non-invisible party.

Whammy is ineffective if there is no weapon upon which it can be cast.

Rock-a-Bye is ineffective unless the user's ST, IQ, and CH exceed the ST, IQ, and CH or the MR of the target.

The abbreviations are: *TT* (*Take That, You Fiend*); *PP* (*Protective Pentagram*); *VB* (*Vorpal Blade*); *OG* (*Oh-Go-Away*); *HH* (*Hidey Hole*); *GY* (*Glue You*); *LF* (*Little Feets*); *WH* (*Whammy*); *RK* (*Rock-a-Bye*); *BP* (*Blasting Power*); *FP* (*Freeze, Pleeze*); *SM* (*Smog*); *DD* (*Double Double*).

P-	TT	PP*	VB	OG	HH	GY	LF	WH	RK	BP	FP	SM	DD
19	½	!	0	x2	0	0	0	0	!	1 - 4	!	1 - 3	0
20	!	0	!	0	0	!	0	!	0	!	x2	R	0
22	!	!	!	!	0	1 - 2	!	!	x2	!	½	R	!
30	1 - 5	!	½	!	0	R	!	!	!	x2	!	1 - 4	!
42	!	0	0	0	0	!	!	0	!	!	!	x2	0
46	R	0	1 - 4	x2	!	!	1 - 3	!	½	!	!	0	!
73	½	0	0	0	0	0	0	!	0	!	x2	!	0
74	!	0	!	x2	0	!	1 - 3	0	1 - 4	x2	0	!	!
80	x2	0	x2	1 - 3	!	R	!	x2	!	x2	!	!	1 - 4
81	!	0	½	!	1 - 4	!	R	0	0	!	!	x2	!
87	!	0	!	½	!	0	x2	!	R	!	1 - 5	!	1 - 4
88	!	0	1 - 2	!	1 - 3	!	!	½	!	!	½	x2	x2
89	x2	0	0	!	!	1 - 4	!	0	½	R	!	!	x2
91	0	0	1 - 2	!	x2	!	0	x2	!	!	!	1 - 5	!
100	½	0	!	1 - 4	!	1 - 3	!	!	x2	!	!	!	0
118	x2	0	0	!	!	!	½	0	0	!	x2	!	!
124	!	0	0	!	x2	1 - 4	1 - 3	0	x2	x2	½	R	!
133	½	!	0	!	x2	!	!	0	!	!	!	1 - 5	!
135	x2	!	½	0	!	R	!	!	1 - 4	!	!	1 - 3	0
167	!	0	!	½	!	x2	!	1 - 5	!	!	R	0	1 - 2
171	½	0	!	!	R	!	1 - 5	x2	!	½	x2	!	!
173	!	!	0	0	!	!	x2	!	0	!	1 - 4	!	1 - 3
180	0	!	x2	!	0	!	1 - 3	!	R	!	x2	!	½
182	x2	0	!	1 - 3	!	!	½	!	!	x2	!	!	1 - 5
187	1 - 4	0	½	x2	!	!	R	!	!	x2	!	0	!
192	½	0	!	0	0	!	0	0	!	!	x2	x2	R
195	!	0	!	!	0	x2	!	x2	!	!	1 - 4	!	1 - 2
202	1 - 3	0	1 - 4	!	!	x2	!	½	!	!	!	!	0
205	0	0	!	!	1 - 5	!	1 - 4	!	!	1 - 4	!	!	0
208	!	0	!	x2	!	!	!	0	!	!	0	!	!
228	1 - 4	0	0	!	0	!	!	0	½	x2	x2	0	!
236	!	0	!	x2	!	!	0	1 - 4	!	!	x2	!	!

The Wandering Monsters

DR	TT	PP*	VB	OG	HH	GY	LF	WH	RK	BP	FP	SM	DD
2							Go to 15h						
3	0	!	0	x2	1 - 3	!	!	0	x2	!	½	!	0
4	!	0	1 - 3	!	!	!	1 - 4	x2	0	!	½	!	!
5	0	0	0	0	0	0	0	0	0	0	0	0	0
6	1 - 3	0	!	x2	0	0	0	!	!	½	½	R	!
7	!	!	½	!	1 - 4	!	!	x2	!	1 - 3	!	!	!
8	R	0	!	!	0	½	½	!	!	0	0	0	!
9	0	0	0	x2	0	!	0	0	!	0	0	0	!
10	x2	0	!	1 - 4	!	1 - 5	!	!	0	x2	!	0	!
11							Go to 11d						
12	1 - 4	0	!	!	!	R	!	!	x2	!	!	x2	½

*Protects from air-borne attacks (missiles, bats, curses) only.

TABLE A

Die Roll	ST	CH	DX	LK	CN	IQ	SP	Adds
1	11	9	17	16	19	7	18	+ 9
2	18	6	11	9	14	6	12	+ 6
3	10	8	19	16	10	10	7	+11
4	12	9	11	17	9	9	6	+ 5
5	19	3	11	8	12	13	5	+ 6
6	14	16	8	15	10	15	19	+ 4
7	18	12	13	8	9	14	17	+ 6
8	15	9	16	12	15	9	6	+ 7
9	12	8	8	13	16	11	16	+ 0
10	9	4	12	9	13	16	18	+ 0
11	12	8	19	12	9	10	14	+ 7
12	9	6	10	19	20	9	8	+ 7
13	13	10	18	8	12	15	9	+ 6
14	11	12	10	10	10	7	16	+ 0
15	14	9	11	20	20	4	10	+10
16	14	18	12	18	15	10	19	+ 8
17	16	11	17	18	19	6	13	+15
18	20	16	18	10	18	18	14	+14
19	10	10	11	12	9	4	13	+ 0
20	19	14	17	9	14	6	8	+12
Die Roll	ST	CH	DX	LK	CN	IQ	SP	Adds

TABLE B

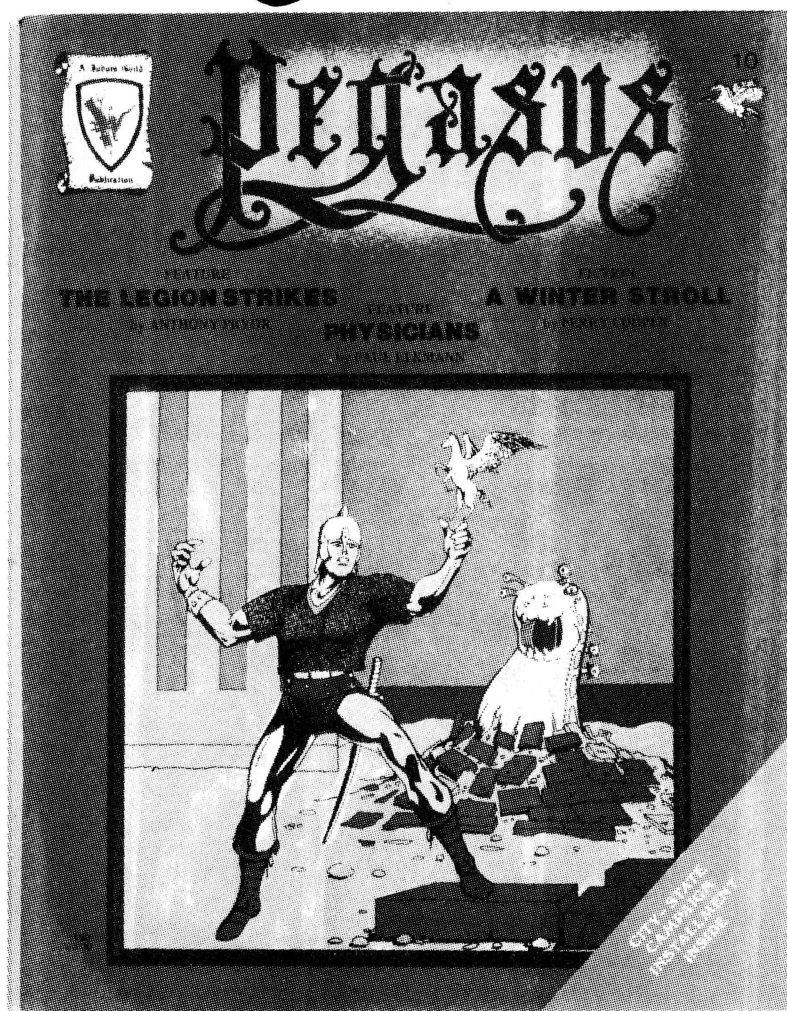
Die Roll	ST	CH	DX	LK	CN	IQ	SP	Adds
1	14	16	19	14	11	14	5	+11
2	10	12	16	10	12	16	8	+ 4
3	11	15	17	8	6	14	7	+ 4
4	8	13	11	9	20	13	13	- 1
5	9	19	8	15	8	10	6	+ 2
6	15	10	7	17	9	5	7	+ 6
7	11	12	9	10	8	15	5	+ 0
8	7	9	20	14	12	19	9	+ 8
9	14	11	12	6	20	18	9	- 1
10	15	12	11	10	12	11	10	+ 3
11	8	13	14	15	13	20	12	+ 4
12	9	18	15	11	9	8	15	+ 3
13	9	17	17	16	12	13	13	+ 9
14	17	20	12	17	11	11	10	+10
15	13	9	9	10	12	12	16	+ 1
16	10	19	10	9	14	14	11	+ 0
17	13	15	19	13	17	17	9	+ 9
18	6	13	14	17	19	19	7	+ 4
19	11	17	13	18	13	12	16	+ 7
20	10	16	13	20	18	20	14	+ 9
Die Roll	ST	CH	DX	LK	CN	IQ	SP	Adds

If the character rolled is a non-player Wizard, adjust his ST, IQ, and DX so that he has at least the minimum attributes necessary to use the most difficult spell at his level permitted in this solo.

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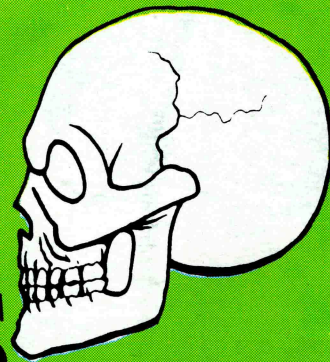
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