

# LAST OF THE FIRREN



TWIN SOLITAIRE ADVENTURES FOR TUNNELS & TROLLS™

SID ORPIN



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A TUNNELS AND TROLLS™  
SOLITAIRE ADVENTURE

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TAVERNMASTER  
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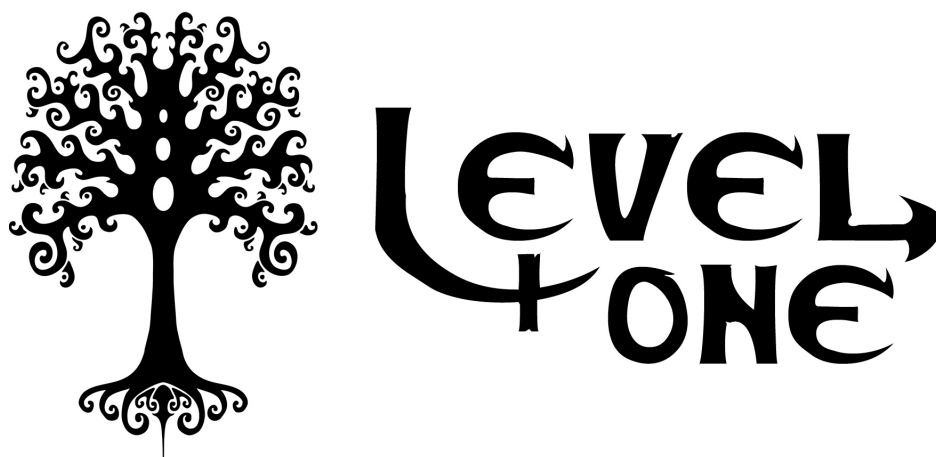
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# The Tree of Life

## A Tunnels & Trolls™ Solo Adventure

### With an Arboreal Setting



*To Andy Holmes*  
*An inspiration in all things T & T*

#### Introduction

For thousands of years before the sentient races bestrode the face of Trollworld vying for power and dominion over others, it was the plants that ruled. The Kings of the plants were the great firren trees and vast woodlands of them stretched from the Dragon's teeth to his very tail. But fire and axe and sorcery depleted their number until now there is just one remaining. At one time it was the home to the elf lords of the Shindyr forest and then the domicile of the dark elf sorcerer Glebus Gnarledfingers. With his death, who knows what treasures or knowledge of the arcane you may discover within?

As you emerge into a clearing the most astonishing sight greets you. At the bottom of a small valley is the most enormous tree you have ever seen. The trunk is at least 60 feet across and it must be more than 400 feet high, the top lost in the mists that roll off the mountains to the forest floor here. You have reached your goal. The last firren stands before you. As you contemplate what to do next, the sun starts to dip below the far horizon and its fiery ball casts a golden glow around all of the higher branches. Perhaps you had better get some sleep and attempt to enter refreshed in the morning.

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This is a Tunnels and Trolls™ solo adventure for a single character of 2<sup>nd</sup> to 5<sup>th</sup> level from one of the human-sized races. There is no room here for larger monsters, giants or ogres nor would the diminutive kindred such as fairies and leprechauns be admitted. Your attributes should total no more than 250 and realistically if they are less than 100 you will struggle to survive. Any type of character may enter though magic-users will find that the Kremm field generated by the single largest living creature on the whole continent of Ralph, the great firren tree itself, limits their abilities quite dramatically. If you do attempt to use a combat spell go to **111** to discover the outcome. Note that you can try to enchant a weapon prior to entering melee but you cannot cast an attacking spell and also use a weapon in the same combat turn.

It is worthwhile making a note of your route through this adventure, as sometimes you will be directed back to the paragraph you have just left. Note that if you revisit any of the places in the tree of life you will find them empty but on the roll of evens on a D6 you will experience a random encounter and should go to **66**.

This solo was originally designed using 7<sup>th</sup> edition rules but has been adapted for Deluxe Tunnels and Trolls™. It could still easily be played using earlier versions.

Now go to **1** to see what you find in the morning.

## 1

As the daylight starts to creep through the forest it becomes clear that the great tree is not just at the bottom of a valley but is also sitting in a deep pit maybe 100 feet across and of a similar depth. The sides of the pit are sheer and at the bottom thousands of root-like projections writhe around like a vast army of enormous snakes. The distance across to the trunk of almost 30 feet is crossed by a single span of wooden stairs. This bridge slopes down quite steeply and also narrows appreciably from the broadest of paths on this side where 5 or 6 men could walk abreast to only 18 inches or so on the far side. In the tree's trunk there is a round polished door of darkly stained wood with a large brass handle in the middle.

At the top of the stair-bridge is a small stunted stump of a tree. As you approach it a branch resembling nothing so much as a skeletal arm and hand reaches out and a face of twisted bark in its trunk states in a voice like the rustling of dry leaves, "You must propitiate the tree spirits by making a sacrifice to them before being allowed to enter".

You must decide what to do. If you make no sacrifice at all, go to **26**. If you give coins, write down exactly what and go to **154**. If you give diamonds or other precious stones, go to **36**. If you try really hard to work out what the most appropriate way to please the spirits is, try to make a 4th level SR on INT and go to **79** if you succeed, otherwise you will have to take one of the choices presented above.

## 2

You discover that a clear resin has leaked from the knots in the wood of the walls of this chamber forming fabulous multicoloured pieces of an amber-like material. There are 2D6 + 2 pieces, each worth 10D6 GPs each.

When you have collected them all, you notice that the tree shrine with all the decorative writing has vanished and has been replaced by a rather uninspiring wooden carving of a tree nymph. Now return to **108** and leave the shrine.

## 3

You are on a small landing at the bottom of a long, straight flight of steps that run north south. There are ironbound wooden doors in the north and east walls. The top of the stair ends in a blank wall but there is a corridor heading west at the top. The stairs are painted in an alternating black and white pattern and if you look at them for any length of time they give the impression of moving towards you as if they were a down escalator. It is quite disconcerting.

If you wish to go through one of the doors, neither appears to be locked, go to **33** to go north or to **108** to head east. If you want to go up the stair, read on.

As you begin to walk up the stairs you get the feeling you are going rather slowly. After a minute or so you are still virtually at the bottom. You try taking 2 or 3 stairs at a time but still you fail to make any progress. It is like being on a treadmill, lots of physical activity but no forward motion. If you are fed up with being a "human hamster" and decide to go back to the landing and leave through one of the doors choose which one and depart. If you redouble your efforts in an attempt to climb the stairs go to **55**.

**4**

You find that if you hold your breath and try to keep the image of Rosamarus as a mermaid rather than as a walrus in your mind you can get close enough to do your good deed. With her eyes closed and pouting slightly at your approach the bulky aquatic mammal calmly awaits her freedom. When you are within smooching distance she lowers her head a little to allow you to perform. Go to **27**.

**5**

The moment you utter the final word of power for your spell, you feel yourself being crushed under an enormous weight. Your vision begins to fade and you black out. When you awake you quickly realise that your consciousness now resides within Needon the wooden golem. Since you are not truly dead you cannot be reincarnated nor rescued from your plight. You can never again set forth to adventure on the dragon continent. Close the book.

**6**

The golem is really a part of the great tree itself so you have attacked the colossal, enchanted living thing that you are essentially trapped inside. Suddenly the light fades dramatically and it appears the room you are in is shrinking. Gradually with an increasingly high pitched creaking and groaning the walls move inexorably towards you. Nothing you try has any effect and eventually you are crushed to a mere paste. You are dead. Now close the book your adventure is over.

**7**

Are you wearing gloves or gauntlets? If you don't have any then obviously you are not and you should go to **97**. If you do but you don't know if you had them on, roll a D6. Odds you weren't wearing them, go to **97**, evens you were go to **45**.

**8**

This appears to be a version of Shatranj or early chess that you are unfamiliar with. However, with your intellect and a little luck you may work out what to do next!

Attempt a SR on the average of your INT and LK (or an appropriate talent such as gaming or chess) at 2<sup>nd</sup> and 3<sup>rd</sup> levels. If you make both rolls successfully, go to **71**. If you do not fare quite that well, total the numbers you missed your unsuccessful rolls by and go to **42**.

**9**

This aspect of the tree appears devoid of leaves as if it is the deepest winter's day. As you kneel before the dryad shrine a piercingly cold north wind howls around you chilling you to your very soul.

You must attempt to make propitiation rolls on STR at all levels up to and including your own (i.e. If you are 3<sup>rd</sup> level you must try to make 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> level rolls). Go to the propitiation table at **78** to see how it is done.

If you make all rolls successfully, go to **90**. For any failures reduce your CON by the amount you failed by. If you are still alive, go to **51**. If your CON drops to 0 or below, you will be left to rot away to become 'people compost'.

10

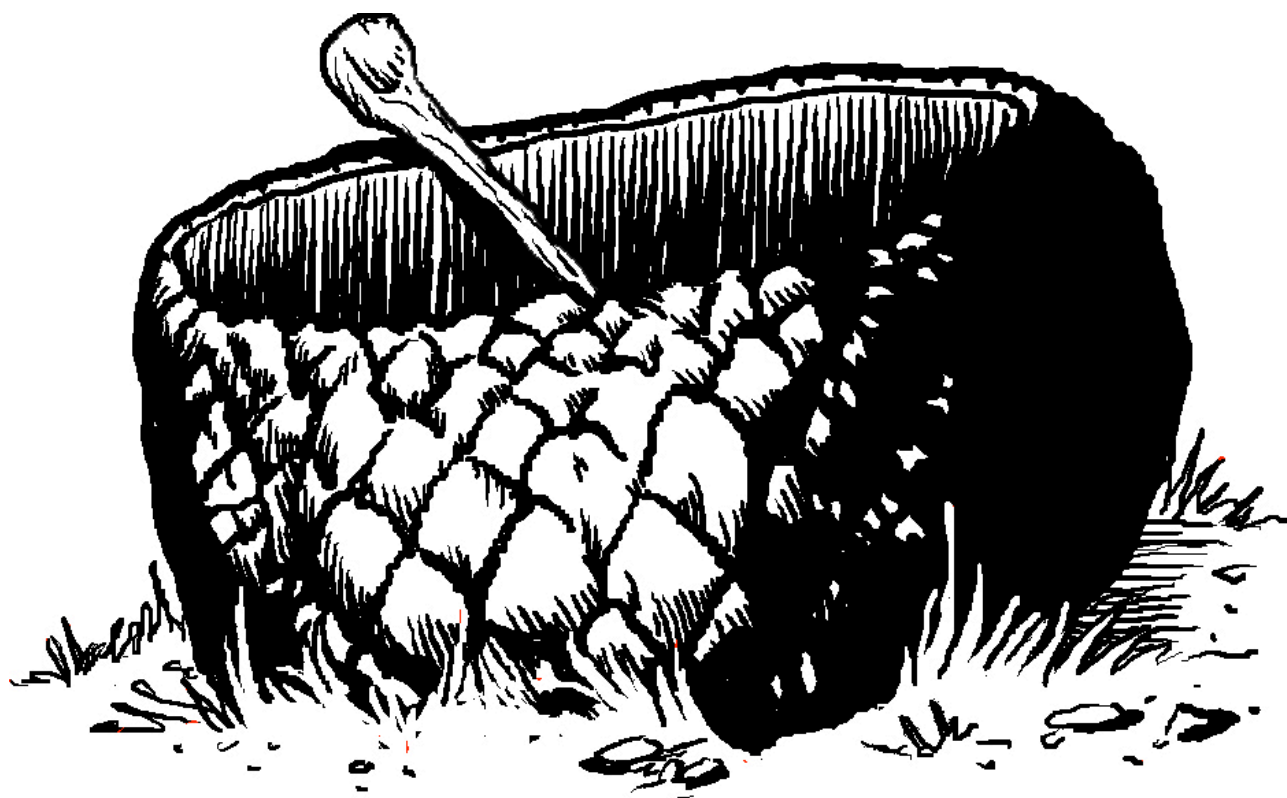
You have beached your acorn-cap ship on a small rectangular island in the middle of the lake. It measures no more than 10 by 12 feet, seems to consist of a dark granite-like rock and has only one obvious object of interest; an ornately carved, high-backed wooden chair. You might almost call it a throne. If you would like to sit on this throne and survey your surroundings, go to **88**. If you would rather explore the rather barren island in more detail, go to **40**. Alternatively you could hop back into the good ship 'Nutkin' and sail to other shores by going to **43** and starting at the beginning of the second paragraph.

11

The dryad smiles at you, bows and vanishes. You feel a strange mixture of sadness, regret and excitement. Increase your CHR by 1D6. Now return to **108** and leave the shrine.

12

The spirit of the elf sorcerer is pleased with you and teaches you how to tap into his reserves of WIZ. This means that once per adventure you may take 3D6 in extra WIZ, topping up from his reserves. This is just a temporary boost to your Kremm reserves but it may prove useful in a tight corner or two. You may expend this bolstered level of WIZ on casting spells, however, you do not get to raise your level nor do you get to make SRs against this number. Now go to **115**.



13

The bottom of the pool is a little deeper than you had imagined but the moment you touch it you also grasp a handful of what feel like highly polished precious stones. As you bring your arm back to the surface someone or something grabs it and you are pulled off your feet and into the water. Go to **37**.

## 14

It has to be said you certainly have got some guts. You wade into the fray swinging wildly. The giant dryad makes no attempt to attack you or even to try to parry your attack. Your first strike lands and immediately the focus of your aggression transforms into a small elfin figure clad in leaves and garlanded in blossoms. She falls to the floor and you know instinctively that you have dealt her a mortal blow. In the blink of an eye she crumbles to dust. The great tree shakes violently and the lanterns that provide the gentle green glow you have got used to flicker and start to slowly fade.

Needon emerges from the south wall of the chamber and says in sorrowful tones, "You have killed Ulmacea, the great tree's dryad. This spells the end for the last of the fathers of the trees. Quickly leave or you will be consumed in its death throes. Take the north exit to **93** and keep going north at the junction you come to. Do not deviate from this path or you will be trapped here when the end comes!"

Assuming you get out you will be a marked individual. As a slayer of the great tree's spirit you will become a figure of hate to elves and all elf kind. They will instinctively mistrust you and make you unwelcome. If you are an elf yourself, then you will become a pariah and cast out from elven society. In game terms, this means that whenever you have to interact with elves you will have to make CHR SRs at your level with a -10 penalty just to be listened to. Mark your character card; you are a "Tree Slayer". This stain can never be removed, in this life anyway.

## 15

You are standing or sprawling on the pentagram. Precisely nothing happens. No blasts of magical energy fry your brains, you are not turned into a salivix toad the size of a small carriage, you don't even get a twinge of lumbago. You remember that Glebus had a bit of a reputation for employing the bluff in the all night poker sessions at the Wizard's Guild meetings in Khosht so perhaps that is what the pentagram is. Go to **74** to take your prize or return to **33** and make a different choice.

## 16

As you carefully cross the wooden stair to the great firren tree the round door swings open to admit you. Go to **54** to see what you discover within.

## 17

You find a tiny handle that fits so perfectly into the surface of the granite that it is virtually invisible. It looks like there is a 3 inch square piece of granite that the handle attaches to. A good hard pull may well open up a small hidden space beneath. If you want to remove the piece of granite and find out what is below, go to **49**. If you prefer not to do this, you can take a seat by going to **88** or leave the island by going to **43** and starting at the second paragraph.

## 18 Dryad

This tree spirit appears to you in the guise of a scruffy and louse-ridden bear of shaggy leaves and twisted branches.

MR 64 (7D6 + 32). Bark worth 6 points of armour. A single spite hit will transfer "Elm's Disease" to you. This is a disorder that reduces your STR by 1 permanently every time you exert yourself in combat or if you run, climb etc... and need to make a STR SR. There is no known cure! If you defeat this wood spirit it is worth 100 APs.

## 19

To lean across and dislodge the crystal beyond the boundaries of the pentagram you will need to make a 1<sup>st</sup> level SR on DEX and a 2<sup>nd</sup> level SR on LK.

If you are successful with both rolls, go to **105**. If you fail the DEX roll you missed the crystal and it is still floating in mid air so you need not attempt the LK SR. You could give up and return to **33** and make a different choice or you could have another go at moving it by attempting a further DEX SR. If you make the DEX roll but fail the LK one, you manage to knock the crystal to the floor even further away from you but it is still within the pentagram and in order to pick it up you will have to step across to get it by going to **15**. If you fail both rolls, go to **44**.

## 20

Glebus' spirit, or whatever it is that stands before you, listens intently while you recount the story of his death. At the end he smiles muttering that at least he had been happy when the end came. He has a rather faraway look in his eye for a few moments and then turns to address you, "Thank you for your honesty my young friend. For that at least you deserve a reward. But now I would like you to leave my island, I seek only solitude." With that he shoos you out of his throne towards your boat. Your lowest attribute has been permanently increased by 1D6 + 1. Now leave by going to **43** but start at the second paragraph and do not return to this island. You could attack your benefactor if you wish by going to **84**.

## 21

Queen Sharmilia the Fair was a healer and lover of all living things. Attempt to make a propitiation roll on LK at your level. You may use your level number as a bonus factor in this roll if you have not killed anyone or anything within the great tree. If you succeed go to **153**, if you fail go to **122**.

## 22

If you wish to avoid upsetting your opponent, you should go to the propitiation table at **78** and make a 3<sup>rd</sup> level roll against the attribute you roll there. If you succeed, a door appears in the north wall that you can go through to **3**. If you fail, you will have to go back to the game at **50**.

## 23

While crawling around on the floor away from the pentagram you disturb something in the dust. There is a small piece of parchment that must have lain hidden for years to be so completely concealed. Once cleaned it has the following message written on it in dark green runes:

"If for any reason I am not here when you call please don't touch the crystal as the demon guarding it tends to tear beings from this dimension apart. Glebus Gnarledfingers"

Increase your INT by twice your level number and leave either by the north doorway to **93** or through the south door to **3**.

## 24

You hit the door at high speed and a large metallic spike springs out and impales you. Your life ebbs away. Close the book your adventure has ended here.

## 25

You turn on your heels and head for the first door you notice. Roll a D6 to determine which direction you end up running in. 1,2 you head west to **3**. 3 you head east to **59**. 4 you head south to **50**. 5,6 you head north to **93**.

## 26

You chose not to propitiate the tree spirits. However, as you cross towards the tree the sky does not fall in nor are you struck by lightning. Once you have got about a third of the way across you hear a high pitched creaking noise then suddenly the bridge springs up and literally flips you through the air towards the firren. You crash into the front door forcing it open. To calculate the damage your entry has done to your CON add up the digits in your LK attribute (i.e. the number of tens plus the number of units; if your LK is 18 you receive 1 + 8 hits). You may use armour at face value only to protect yourself. If you are still conscious go to **54**. If you are unconscious, you wake on the edge of the Shindyr Forest with no memory of what has happened and decide to return home. If you are dead, close the book you have failed at the first hurdle.

## 27

At this point Rosamarus suddenly engulfs your head in her mouth and just before she bites it off you hear the word "Fool!" mumbled at you. Although you are not alive to appreciate it the sound of a giant enchanted walrus chewing your skull is truly unique. You are dead. Close the book your adventure has ended.

## 28

Despite any damage that may have been inflicted upon you, you feel strangely euphoric. The tree slowly transforms into the elfin female you had glimpsed before. She tells you she is Ulmacea the Dryad of the great tree and thanks you for your sacrifice. As a gift she gives you a handful of the tree's blossom and tells you that once dried if it is made into a paste it will make 3 applications that will arrest bleeding from any wound. This will allow a character made unconscious (CON reduced to between 0 and -9) by combat or other trauma to bring their CON back to 1. If all 3 applications are applied to the stump of a severed limb within 4 hours of it being removed the paste will allow the limb to re-grow over the following 7 days.

Now return to **108** and leave the shrine.

## 29

As you step on to the next tiled area of floor you see a message carved there that reads, "Be Lucky". The corridor stretching in front of you is divided into squares 3 wide and 6 long. You must choose a square Left, Middle or Right for each of the 6 rows. Having decided where you will stand you must roll a D6.

1,2 = Left. 3,4 = Middle. 5,6 = Right.

If the square you roll is where you are standing then a beam of magical energy that does 2 points of direct CON damage zaps you. Traversing the whole section will take 2 combat turns and there is no way to leap ahead more than one row at a time. If you survive, go to **82**. If you manage to cross without taking any damage at all, go to **91** first.



### 30

The instant you touch one of the red game pieces there is a violent tremor that rocks the room and scatters the board and other pieces around the floor. The Dwarf axe man suddenly expands to full size and approaches you menacingly. It is clear that you must fight this living statue. Your opponent has the following attributes:

**STR 60 CON 30 DEX 12 SPD 10**

**INT N/A WIZ 6 LK 10 CHR N/A**

**Adds +48**

Stony exterior worth 10 points of armour and he swings a mean marble axe that has no sharp edges and so acts like a Heavy Mace (5D6 + 2).



Victory earns you a bonus 100 APs. To leave via the east door go to **47**.

### 31

The waters of the magical river bring peace and the long sleep of death. Your adventure has ended close the book.

### 32

Something brushes against the side of the coracle knocking you off balance briefly. You just catch a glimpse of the long scaled tail of the most enormous crocodilian you have ever seen disappearing below the surface of the water. Shortly after this the ancient terror hits your boat much harder and you barely manage to stay afloat. The creature is clearly going to try to capsize you and then presumably you are on his lunch menu. You will have to try to discourage this activity by inflicting pain with whatever weapons you have available.

This activity will require DEX to balance and aim, SPD to react when you spot your adversary and obviously a little LK might be useful too. You will need to calculate the average of these attributes (round up) and then make SRs against this number. Keep making SRs until you hit him and he gives up or you are thrown overboard.

If you have a spear of some description you need a 1<sup>st</sup> level SR.

If you have a bow of some description you need a 2<sup>nd</sup> level SR.

If you have a sword or hafted weapon of some sort you need a 3<sup>rd</sup> level SR.

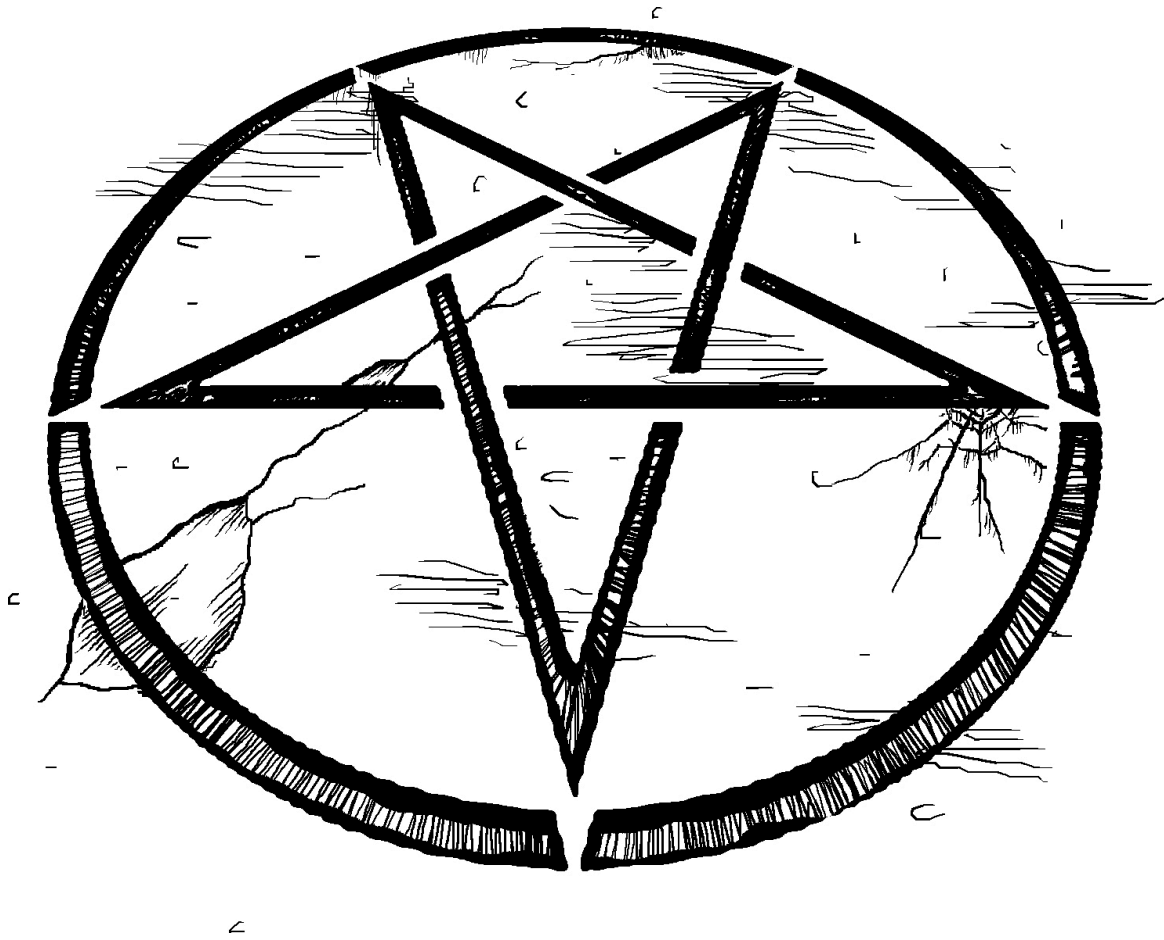
If you only have a knife you need a 4<sup>th</sup> level SR.

To frighten the beast off you only need make one successful SR.

Every time you miss a SR note the number you missed the roll by. When the total you have failed SRs by reaches more than 10, you are tipped into the lake and should go to **68** but start reading at the second paragraph.

**33**

You are in a pentagonal room with a doorway to the north and a door in the south wall. Etched on the floor in disconcertingly blood-coloured lines is a large pentagram and floating about 4 feet from the ground in its very centre is a large orange crystal. The walls are all lined with bookcases that reach from the floor to the 8-foot ceiling. Instead of books and jars containing arcane matter for use in all manner of eldritch activity all you can see there are millions of stars in a black sky. It is just as if you are looking up on a cold, clear night.



If you would like to get hold of the crystal as it hangs there, go to **89**. If you prefer to check out the intriguing bookcases, go to **96**. You could always have a scout around the room and see if there is anything else to find by going to **60**. If snooping around what is clearly the study of a higher-level wizard makes you uneasy, you could always leave by going through the north doorway to **93** or through the door in the south wall to **3**.

**34**

You take a deep breath and step out on to nothing... Just as you fear the worse your foot contacts something solid and you are able to walk safely to the other side. Such action shows great character. Increase your CHR by 2D6. Now go to **87**.

**35**

As the level of resin continues to rise you find it increasingly difficult to move about. If you can make a 2<sup>nd</sup> level SR on STR, you manage to search the whole room effectively and should go to **131**. If you fail this roll, go to **41**.

### 36

Your gift has displeased the spirits of the forest. Reduce your highest attribute by 1D6 before crossing the wooden stair to the great firren tree. As you do so the round wooden door swings open to admit you. Go to **54** to see what you discover within.

### 37

You are being dragged into the depths of the water within the crystal fountain. Considering it only looked a maximum of 2 feet deep, it is a bit surprising to find that you are at least 10 feet down and sinking further. As you struggle to free yourself from the vice-like grip of your unknown assailant you catch glimpses of shoals of fish, rocks, caves and there is even a shipwreck down here! After a few seconds, though it feels like several minutes, you manage to break free. Turning to surface you finally see who was trying to drown you. It is a strange mix of man and octopus: a walktapus. The head is like an octopus with small tentacles around the mouth with another two pairs of tentacles at least 7 feet long emerging from the trunk. The body is that of a mer-person all scales and muscle. You will clearly not be able to outswim this monster of the deep so combat is your only means of escape.

While underwater and holding your breath you will have to make a L1 SR on CON for each combat turn. If you fail any of these rolls, you take hits equal to the number you missed by direct to CON and in the next round you must increase the SR by one level. Strangely your armour and shield if you have one does not seem to hamper your movements as much as you would have expected. Your opponent has a MR of 58 (6D6 + 29). He does not use weapons and gets no "spite" hits but is perfectly adapted to underwater combat whereas you are not. Daggers and spears can be used with no restriction down here. All swords, however, have their dice halved (round up) but not their adds and hafted weapons are next to useless and score only 2D6 whatever their usual number of attack dice. You, yourself will be hampered by the water and will only be able to use three quarters (round up) of your DEX-derived combat adds.

In addition to normal combat abilities walktapi have 2 special abilities. Firstly, they regenerate CON damage each turn to the tune of 5 points making them hard to kill. Secondly, they can use their spare tentacles to try to grapple your weapon arm reducing your combat dice by half if you cannot make a 1<sup>st</sup> level SR on DEX. It will take a 2<sup>nd</sup> level SR on STR to subsequently disentangle yourself from your opponent's tender embrace.

If you manage to defeat him, or you last 5 combat turns when he will swim off, you earn 125 APs. Swim to the surface and get out of the wooden bowl and return to **59** and make a new choice. You will find you dry out in only a few seconds.

If you are bested, then you are left to sink to a watery grave. Close the book your adventure has ended.



### 38

Despite her enormous bulk Rosamarus is pretty nippy so you will have to be sharp to get away unscathed should she decide to try to stop you. Attempt to make 2<sup>nd</sup> level SRs on DEX and SPD.

If you make them both successfully, go to **85**.

If you miss one of them you get clipped by a stray tusk as you zoom by sustaining hits equal to the value of the number you missed the failed SR by (armour face value only). If you remain conscious, proceed to **85**. If your CON drops to 0 or below, you become walrus chow. Close the book your adventure has ended.

If you fail both rolls, you had barely got going when the great aquatic mammal bears down on you. Go to **27**.

### 39

Despite any damage that may have been inflicted upon you, you feel strangely euphoric. The tree slowly transforms into the elfin female you had glimpsed before. She tells you she is Ulmacea the Dryad of the great tree and thanks you for your sacrifice. As a gift she gives you 5 of the fruits from the tree and tells you that once dried each will provide you with 6 points of extra STR for an entire delving day. Each will also allow you to survive that day without the need for any other food or water whatever the circumstances and you will take no harm from such privations.

Now return to **108** and leave the shrine.

### 40

The island really does seem to be a solid slab of granite sunk in the middle of the lake. There are no obvious markings or even hollows in the surface. It is completely smooth. Attempt to make a 2<sup>nd</sup> level SR on LK. If you succeed, go to **17**. Otherwise, you can take a seat by going to **88** or leave the island by going to **43** and starting at the second paragraph.

### 41

You seem to have got bogged down in a particularly gelatinous area of resin and cannot move. Despite all your best efforts to free yourself from the adhesive fluid, you remain precisely where you are as the level rapidly rises. Eventually, you are engulfed and drown. Your adventure has ended in icky-sticky doom. Close the book.

### 42

"Mate in four" the voice of the room says after you make your move. If the total you failed your rolls by is greater than 12, go to **158**, otherwise read on.

The lock in the east door clicks open and you fancy you can hear a faint laughing from behind you but when you turn to look there is no one there. There is a distinctly haughty tone to the laughter that makes you feel rather annoyed and vaguely inferior. Leave through the east door by going to **47**.

#### 43

After a few minutes practice you manage to work out a way to use the sycam-oar leaf (geddit?) to both steer and propel your vessel reasonably competently. As you move out your eyes adjust to the lower levels of light.

You can just make out a small island roughly in the centre of this most unusual body of water. It looks like there is a large, ornately carved wooden chair at the water's edge. A little further away and marked by numerous small lanterns are tunnels, canals if you will, one heading north and the other west. It may be a trick of the light but it looks like the water in these canals is happily defying the laws of gravity and flowing very gently upslope.

Before setting sail proper for the further reaches of this water-filled chamber, roll a D6. If you get 1, 3 or 5, go to **32**. If you have already visited there, you need not go again.

If, like the old sea dog you are, you would like to explore the island and perhaps find buried treasure go to **10**. If you would like to sail along one of the canals, you can go north to **53** or west to **61**. You could always return to your starting point at **85** if you want to.

#### 44

By a combination of both clumsiness and bad luck you miss the crystal and fall into the middle of the pentagram. Oh dear! Go to **15** to discover what fate awaits you.

#### 45

You grab a large diamond out of the air. Even through your gloves or gauntlets it is apparent that it is very hot, though it cools rapidly. It is worth 2D6 x 100 GPs. If you want to try to catch more jewels attempt to make further SRs. The fountain will allow you to take two more before it stops spitting them out. Once you have finished trying to catch treasure you can return to **59** and make a new choice.

#### 46

Go to the propitiation table at **78** and attempt to make a propitiation roll at your level on a random attribute. If you are successful, go to **102**. If you fail, go to **11**.

**47 Random Encounter Point.** Roll 1D6. Go to **66** if you roll evens.

You are at the corner of a short L-shaped corridor. The arms of the L run west and north from your position. To the west there is a wooden door while to the north there is an open doorway and from the room beyond you can hear a faint tinkling sound. If you want to go through the door to the west, go to **50**, while if you wish to go north, go to **59**. If you would like to search here for any hidden traps, doors or treasure troves, try to make a 2<sup>nd</sup> level SR on the average of your LK and INT. If you succeed, go to **94**.

#### 48 Malicious Moss Monster MR 70 (8D6 + 35)

This creature is like a great thick carpet of animated yellow-green lichen. It attacks by trying to engulf you in its velvety innards and has a special "Spore" attack that occurs instead of spite hits on the roll of a "6". A cloud of spores puffs at you and may interfere with your vision if you fail a 1<sup>st</sup> level LK SR, reducing your combat adds by half for that combat turn. It is also difficult to destroy as it regenerates up to 4 MR points every other combat turn. If you are the victor, you earn 100 APs.

#### 49

You pull the granite plug out and immediately water starts to squirt up at you at high pressure. You also notice the granite island wobble and start to sink. You had better get back into your boat quickly or be left to swim for your life. Attempt to make a 2<sup>nd</sup> level SR on SPD. If you succeed, you manage to get on board with only damp feet to show for it. The island has gone and you obviously cannot visit it again. Go to **43** and start at the second paragraph to decide where you will head now.

If you fail, you see your vessel drifting away from you propelled by the wave created by the sinking of the island. Go to **68**.

#### 50

You are in a small room approximately 10 feet square that is empty apart from a small table at its centre. Resting on the table is a circular game board divided into black and white squares. Beautifully carved game pieces in white and red marble are scattered apparently randomly over the playing surface. There are four identical pieces in each colour: an armoured knight on horseback, an elderly man with long beard, flowing robes and staff, a dwarf axe man and a tall elf woman wearing a coronet. As you assess the situation you notice out of the corner of your eye one of the red characters move a few squares. There is a brief moment of tangible anticipation before you hear a deep voice say, "Your move!" The lock in the only door clicks shut; clearly you are expected to play the game before you can leave.

To try to work out what your move as the white player will be, go to **8**. If you think moving one of your opponent's pieces will be your strategy, you should go to **30**. You could kick the table over and scatter the game pieces all over the room by going to **136** or if you would rather search for an alternative exit rather than play childish games, go to **22**.

#### 51

Despite any damage that may have been inflicted upon you, you feel strangely euphoric. The tree slowly transforms into the elfin female you had glimpsed before. She tells you she is Ulmacea the Dryad of the great tree and thanks you for your sacrifice. As a gift she gives you some soil from around the tree and tells you that if it is fashioned into a clay cup whenever fresh milk is placed within, it will become a healing potion. There will be just 6 sips that will stay potent for one delving day. Each sip will cure 1 point of CON damage and arrest the effects of, but not cure, any poison in your system for 4 hours. Obviously, if you take the whole lot in one go it will cure 6 points of CON damage and arrest poison effects for 24 hours. Now return to **108** and leave the shrine.

#### 52

Your spell reveals a small lever in a tiny alcove that lay hidden in shadow. If the lever is your passport out of here you will have to move it quickly. But the gift of choice may be a two-edged sword. Do you pull it down or push it up? To pull go to **117**, and to push go to **151**.

#### 53

As you paddle along with the gentle upslope current into the north canal you fancy you can hear the strains of distant music being played on harps or other stringed instruments. After a minute or so it seems that the upward motion of the water has ceased and you are plodding along once more on the flat. Soon you arrive at a small sandy beach in an underground cavern where you can land. As soon as you disembark your boat and the oar reduce to the size of a large acorn cap and a sycamore leaf. They weigh half a wt. unit and can be carried comfortably in a pocket but will return to full size when placed in water. Your vessel will safely carry 2 large humanoids. You leave the beach via a small tunnel that leads to **110**.

## 54

You are in a rectangular room with wood-paneled walls and a white marble floor. Light is provided by dozens of small paper lanterns that give out an enchanted, warming green glow. In the middle of the room is a large, rather plain table made of pale wood, perhaps ash. There are doors in the north, east and west walls while the door you came in through has mysteriously vanished.

While considering your next move you are suddenly brought out of your reverie by a crisp voice from behind you.

"Hello Sir!" says the voice and you turn to see a figure resembling an elf but clearly one that has been crudely carved from the same sort of wood that the table is made from.

"Hello Sir!" the figure repeats, "I am Needon, the wooden golem. Welcome to 'The Tree of Life'." He continues to speak. "You may not take any physical means of starting a fire with you into the tree. Fire is very unpopular with trees and their spirits, so kindly leave your tinderbox etc... with me. There are lanterns like the ones you see here throughout, so you won't need such stuff. They will be returned to you when you leave. Axes too must be left behind; they are even more reviled than fire".

If this leaves you without a weapon, Needon will find you a replacement sword or spear but it will only score a maximum of 4D6 in combat (scour the T&T rules to find your replacement and note what it is).

With any prohibited objects placed on the table the wooden golem bids you farewell and starts to merge into the wall. If you would like to attack him, go to **6**. If you wait for him to leave and then search the room, go to **130**. If you decide to retrieve your fire making gear, any axes appear to have vanished, make a note that you have done so. Otherwise, you should leave this room by going through the north door to **108**, the east door to **47** or the west door to **50**.

## 55

Attempt to make SRs on SPD at 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> level. If you manage all three successfully, you can go to the top of the stairs at **103**. If you fail any of the rolls, make a note of how many you failed by and go to **67**.

## 56

This aspect of the tree appears to be in full bud with an abundance of pale pink blossom on every branch. As you kneel before the dryad shrine a light refreshing breeze blows into your face full of the smells of growth and renewal that you associate with Spring.

You must attempt to make propitiation rolls on CHR at all levels up to and including your own (i.e. If you are 3<sup>rd</sup> level you must try to make 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> level rolls). Go to the propitiation table at **78** to see how it is done.

If you make all rolls successfully, go to **90**. For any failures reduce your CON by the amount you failed by. If you are still alive, go to **28**. If your CON drops to 0 or below, your corpse will be left to rot away. You will become 'people compost'.

## 57

The elf's spirit quickly vanishes from the picture and before you have time to react you hear a gentle clanking of armour behind you. Turning you see a figure in full plate that has been polished to a mirror-like sheen and wielding a flamberge with a dull black blade. It is clear you will have to fight.

Your opponent gets  $7D6 + (20 + (\text{your level} \times 10))$  for combat adds. The armour will take 36 hits. Neither you nor he can inflict any "spite" hits. If you manage to score any hits in any combat round, go to **118**. Otherwise, you will find this armoured killer a relentless foe.

## 58 Dryad

This protector of trees appears to you in the shape of a giant bark-covered gorilla.

MR 76 ( $8D6 + 38$ ). Hide worth 4 points of armour.

Roll a D6 at the beginning of each combat turn. On the roll of odds it will suddenly split into 2 MR 38 gorillas. If you fail a 1<sup>st</sup> level SPD SR you will only be able to attack one of them while the other gets to inflict hits that you cannot defend against. If you defeat this spirit, it is worth 120 APs.

## 59

You are in a hexagonal room with a door in the west wall and doorways heading north, south and east. In the middle of the room is something resembling a giant wooden drinking vessel. It has a narrow stem and a wide bowl at the top nearly 3 feet in diameter and 2 feet deep. It is filled with water. In the centre of the water a narrow bronze spout in the shape of a poplar tree is scattering large drops of water into the air before they drop back into the bowl. While in flight the droplets scatter the light making fantastic kaleidoscopic patterns on



the walls and ceiling.

Closer inspection of this scene reveals that these are not droplets of water but are really chips of finely cut and polished crystals in varying colours. Some of them might even be gemstones. Strangely, within the bowl there appears to be only water though it is quite cloudy and you cannot make out what might be on the bottom.

If you would like to catch some of the crystals, go to **107**. If you would like to have a feel around in the water to see if there is treasure to be trawled from the bottom of the pool, you must go to **13**. To collect some of the water in a bottle or skin you have to hand, go to **86**.

To leave this unusual chamber you can go through the doorway to the south by going to **47**, through the east doorway to **85**, north will take you to **93** and there is a door to the west that leads to **108**.

## 60

You have decided to adopt a cautious approach. That is probably sensible as the studies of wizards are dangerous places for the unwary. Unfortunately, there does not appear to be much to find beyond

what you have already seen. Attempt to make a 3<sup>rd</sup> level SR on LK. If you succeed, go to **23**, otherwise you must return to **33** and make a new choice.

## 61

As you paddle along with the gentle upslope current into the west canal you fancy you can hear the strains of distant music being played on harps or other stringed instruments. After a minute or so it seems that the upward motion of the water has ceased and you are plodding along once more on the flat. Suddenly, your vessel seems to drop from under you and you are speeding down a steep incline pushed along by a torrent of angry, foaming surf at your back. Ahead you can make out a tiny circle of what must be daylight and it is getting bigger rapidly. In a few seconds, you have arrived at this window to the outside world and still clinging to your boat you are flung over a waterfall that is spewing from the side of the great tree. There is a drop of at least a hundred feet to the ground below. You receive 10D6 of hits direct to CON but you may reduce this number by 1D6 for each level of the highest saving roll on LK you can make; i.e., if you make a successful 3<sup>rd</sup> level SR on LK you only take 7D6 hits to CON. This will probably kill you. Close the book your adventure has ended. If by some miracle you are still alive or you are just unconscious, go to **104**.

## 62

Despite any damage that may have been inflicted upon you, you feel strangely euphoric. The tree slowly transforms into the elfin female you had glimpsed before. She tells you she is Ulmacea the Dryad of the great tree and thanks you for your sacrifice. As a gift she gives you a long branch of stout wood from the tree and tells you that when fashioned into a staff 5 feet long and 3 inches in diameter it will behave like a *Staff Ordinaire* for a wizard but in combat will score 4D6 plus the wielder's level number in adds. For a warrior it will do just 2D6 in combat but will absorb up to the wielder's INT in points of combat magic directed at them. It will only do this if it is being used in hand-to-hand so it offers no protection for its owner if they are just wandering along minding their own business and since it is a 2-handed weapon a further weapon cannot be wielded at the same time. For any other character type it will make just a nice ordinary staff, but I suppose you could sell it.

Now return to **108** and leave the shrine.

## 63

It must have struck you that this is an act of sacrilege at least in somebody's eyes. As you strike be it with sword, spear, hammer or arrow your weapon clatters to the floor changed instantly into a mass of dry twigs. Where the tree shrine stood there now stands the elfin figure you had glimpsed before but now she is fully 12 feet tall, dark and foreboding surrounded by bright white light. She is a figure of ominous power. It's just a guess but I don't think she's very pleased with you.

If you would like to carry through with your attack using your bare hands or your secondary weapon, go to **14**. If you bow down and apologise, go to **46**. If you turn and run as if the very devil himself was on your tail, you should go to **25**.

## 64

You are finally brought from your reverie while sat on the fancy chair by the harsh tones of a withered voice from behind you, "Is my throne comfortable enough for you young man?" it enquires. Turning quickly you see the slightly bent figure of an elderly elf leaning on a tall wooden staff staring at you with his dark grey eyes. You immediately notice his fingers clasping tightly to the staff are incredibly thin with great prominent knuckles. Surely it can't be "Gnarledfingers", he died didn't he?

Whether from your look of utter disbelief or because the ancient sorcerer can read your thoughts he looks a little disappointed and then asks in crestfallen tones, "How did it happen then? How was I killed? Was it a noble end for someone as distinguished as I?"

You are in something of a tight spot now. All the tales in Khosht tell of Glebus' predilection for a certain, shall we say hostess, at 'Madame Feladrienne's House of Fun and Frolics'. No ordinary lady of the night this either. She was a were-hippo and apparently at the moment of consummation a fire started in one of the nearby rooms and in the panic Glebus got rolled on and squashed as flat as parchment. Do you tell him the truth about his demise by going to **20** or do you think he'd prefer a grander and more fitting end that you might perhaps conjure from your imagination at **144**? If you think attacking this Glebus character is what you would like to do, go to **84**.

## 65

Your gift has pleased the spirits of the forest. Add 1D6 permanently to your lowest attribute before crossing the wooden stair to the great firren tree. As you do so the round wooden door swings open to admit you. Go to **54** to see what you discover within.

## 66 Random Encounters

You have bumped into one of the tree of life's less predictable denizens.

Use the chart below to discover who or what you meet. The underlined number is the paragraph where you will find them.

If you meet one of the dryads you have the choice of the more normal meeting or you can try to propitiate the tree spirit. The number in brackets is the level of the propitiation roll you must make. Once you have decided on appeasement, go to **78** to find out which attribute you must make the roll against.

1 <sup>st</sup> D6 ↓	2 <sup>nd</sup> D6 →	1,2	3,4	5,6
1,2		Dryad; Elm (2) <u>18</u>	Poison Ivy Fiend <u>109</u>	Dryad; Oak (4) <u>92</u>
3,4		Moss Monster <u>48</u>	"Little" Sloth <u>139</u>	Mistletoe Beast <u>76</u>
5,6		Tree Hugger <u>161</u>	Dryad; Beech (3) <u>58</u>	Secret Squirrels <u>150</u>

## 67

For every 5 points you missed the SPD SRs by reduce your CON by 1 point due to exhaustion brought on by over exertion. You have failed to make any progress so you had better turn around and go through one of the doors on the landing. North will lead you to **33** or east takes you to **108**.

## 68

You are floating in the strange green waters of the enchanted lake within the great firren.

Roll 1D6. This is the distance away from you that the acorn-cap coracle has drifted and it also represents the number of combat turns it will take to get across to it. Every other combat turn you must roll a further D6 and if you get 1, 3 or 5 go to **95**.

Swimming fully laden is nigh on impossible and if you are wearing metallic armour or carrying a shield you will have to shed them otherwise you will certainly drown. For each combat turn you must swim you must make a STR SR to keep your head above water. Start at 1<sup>st</sup> level and every time you fail a roll you take the number you missed by in direct CON damage. The next roll increases by 1 level. If your CON drops to 0 or below, you have been drowned, close the book your adventure has ended.

If you survive long enough to get back into your vessel, you get a bonus 150 APs and should go to **43** but start reading at the second paragraph.

## 69

You are in a wide corridor running north south. To the south the passage narrows and turns in a southeasterly direction. To the north there is a large wooden door. Along the walls there are several ancient and rather faded portraits of elegant elf lords and ladies dressed in fine robes and adopting noble poses. There are three portraits on each side. On the west wall there are men and on the east there are women. The men are a rather eclectic bunch; one is wearing polished mithril armour and looks every inch a soldier, another is wearing the rather dated garb of a wizard from a very long time ago while the last one appears to be something of a bohemian in his style of dress and has a rather distant look in his eye. The ladies are all pictured in the same heavy formal gowns but each is very different; the first is blond and her eyes appear on the verge of tears, the second is a redhead who looks to be holding back from bursting out laughing and the final one has jet black hair and skin of alabaster which denies any emotion. You get the feeling that these images still have a spark of life in them and your instincts tell you that you could communicate with them in some way.

If you would like to try to establish a connection with one of the subjects of the portraits you should go to **121** for the man in armour, to **127** for the wizardly type or to **162** for the distant bohemian. To commune with the blond lady go to **21**, for the redhead go to **116** or for the pale skinned woman go to **155**. If the idea of making contact with the spirit of some long dead elf noble doesn't appeal, you might perhaps ask yourself if you are really cut out to be an adventurer, you can go south to **93** or you can go through the door to the north to **125**.

## 70

You search the room and just as you are about to give up you find what looks like a sword handle but made of wood protruding from the floor in the northwest corner. You pull on it and with a snap like a twig cracking an entire sword appears. This is "Quercus" an enchanted weapon that resembles a thin pole wrapped around with tough branches covered in wickedly sharp thorns. Any character type may wield it and score 5D6 in combat. Elves score adds equivalent to their level number in addition to this and get to score double dice versus trollish opponents. It is very light (10 wt. units, minimum STR and DEX to wield 6 each) and so floats in water but being essentially made of wood it will be destroyed by even the briefest exposure to fire of any kind.

Now go back to **54** and decide which door you will leave by.

## 71

After much deliberation you move your mage-like piece next to your opponent's knight on horseback. The same voice that you heard on arrival sighs heavily and says, "You win". The door in the east wall pops slightly open, as does one in the north wall. The latter had clearly been concealed. You have earned a bonus 100 APs. As you turn to depart you notice a small hemp bag appear on the game board. It contains 3 small yellow fruits. Each one is charged with a 'Poor Baby' that will repair 1D6 + 2 of CON damage.

You may leave through the east door to **47** or the north to **103**.

## 72

This aspect of the tree appears to have branches straining under the weight of numbers of small purple plum-like fruits. As you kneel before the dryad shrine you can smell bonfires and sense the slight chill in the air that tells of the turning of the year.

You must attempt to make propitiation rolls on LK at all levels up to and including your own (i.e. If you are 3<sup>rd</sup> level you must try to make 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> level rolls). Go to the propitiation table at **78** to see how it is done.

If you make all rolls successfully, go to **90**. For any failures reduce your CON by the amount you failed by. If you are still alive, go to **39**. If your CON drops to 0 or below your corpse will be left to rot away. You will become 'people compost'.

## 73

You must be feeling very brave to take on almost 2 tons of fishy smelling ensorcelled walrus-mermaid thing!

Rosamarus has a MR of 80 (9D6 + 40), gets 2 points of spite damage for every 6 rolled (those tusks are very sharp!) and has 6 points of blubbery armour defence. In addition she attacks you magically with a "Siren Song". This means that every odd numbered combat turn you must make a SR on INT starting at 1<sup>st</sup> level and increasing by one level every time you attempt the roll. If you fail any of these, you are captivated by her and forget to fight properly resulting in your combat adds being halved (round up) for that combat round.

Victory earns you 120 APs. One of the tusks will be sheared off whole and you may take it as a prize, go to **165** to discover its worth.

## 74

The instant you touch the crystal a demon of enormous power is released from another dimension and the pentagram activates to trap it and you within. You are torn apart by the vile creature. Subsequently he subsumes your soul and takes it back to the demon realm. Not only are you dead but also if you had some method of achieving reincarnation it will not now work. Your adventure has ended, permanently. Close the book.

## 75

Despite your best efforts you just fail in your attempt to jump across the chasm. As you realise this you start to scream wondering when the pain of a sudden landing will start. Fortunately you fall only a few feet to a solid but obviously invisible platform that spans the apparent gap. Reduce your CHR by 1 for the foolish behavior you have just exhibited and go to **87**.

## 76     **Mistletoe Beast** MR 40 (5D6 + 20)

This creature looks somewhat like an oversized gremlin covered in white berries. If you receive your level number or more of spite hits you will have been infected with the parasite that gives rise to this species. Within 20 turns you will have been overcome by it and become a mistletoe beast yourself with a MR of your STR + CON + INT. In fact, you could replace the current incumbent. The only way to avoid transforming is to escape from the great tree within the 20 turns.

If you defeat it you earn 60 APs.

## 77

You are at the southern end of a long straight corridor that ends in an ironbound wooden door. Every 10 feet or so the wooden floor changes in colour from very pale at this end to almost black at the far end. In between each different coloured section there is a much shorter gap of tiled floor.

A sign on the wall reads,

"This is the Corridor of Death. Please try to avoid causing unnecessary mess as you are disemboweled. Thank you."

Carved into the floor in front of the first section of the corridor is another message. It reads thus, "Hedgehog Alley; prick me and do I not bleed?" As you are contemplating your situation two things happen. Firstly there is a sound of grinding gears and wood being warped from behind you. Turning you see the corridor is now blocked floor to ceiling by a section of wall bristling with viscosly sharp 3 foot long wooden spikes. This new arrival also seems to be slowly advancing upon you at a speed that suggests you have maybe 10 combat turns to get to the door before you are impaled. The second only slightly less dramatic event is that several rows of small slit-like openings appear in the walls of the first section of corridor ahead of you and the front part of the stocks of loaded crossbows can just be seen protruding from each of these.

While traversing the corridor you need to keep a note of the number of combat turns that have elapsed. If this number reaches 10 and you have not reached the door you should go to **113**.

Now go to **106**.

## 78 Propitiation Table

A propitiation roll (PR) is somewhat like an ordinary saving roll. First, use the table below to discover which attribute you need to make the roll against if you haven't already been told.

1 <sup>st</sup> D6 ↓	2 <sup>nd</sup> D6 →	1,2	3,4	5,6
1		STR	CON	LK
2		WIZ	SPD	DEX
3		INT	STR	CHR*
4		DEX	WIZ	SPD
5		CHR*	DEX	INT
6		CON	LK	STR

Attempt to make the roll at the level given in the random encounters table or by the paragraph that sent you here.

If you are trying to appease a dryad who you have already successfully propitiated then you must try to make this current attempt at one level higher than last time.

As well as the base roll numbers there are some kindred modifiers for the target of your roll that need to be taken into account.

Elf + 1. Dwarf – 2. Hobbit – 1. Dark Elf – 2.

Uruk (and other monster types) – 3.

Example. Khulduk Shieldwarden has to make a 3<sup>rd</sup> level PR on his LK of 25. Normally a roll of 5 or more would be good enough but because he is a dwarf he gets a – 2 modifier, which means he needs at least 7.

\* If a male character is successful in making a propitiation roll on CHR when appeasing a dryad then the dryad will fall in love with him. This means that if you encounter this particular tree spirit again you will be allowed to pass unharmed. Go to **165** to see what other boon this brings.

A propitiated dryad will bless you and increases the attribute you made the roll on by the level of the roll.

If you fail to propitiate a dryad, then the attribute is reduced by the level of the failed roll and you will have to go and face the dryad in combat. Return to **66** to find out where you have to go.

79

After a few moments of contemplation you realise what the greatest gift to propitiate the tree spirits is. You find an acorn on the ground nearby and put it into the outstretched twiggy hand. Immediately the round door on the far side of the stair bridge swings open welcomingly. As you walk across you feel a warm inner glow. Increase your CON and CHR by 1D6 permanently. Go to **54** to discover what awaits you within the tree of life.

80

If you have the wooden idol of the great tree, go to **148**, otherwise read on.

Battling your way beyond the roots and vines will require all of your strength. It will take  $7 - \text{STR}/5$  (round down) combat turns to cross to safety. Even if you are built like a Greek god, you will need at least one combat turn to reach your goal.

At the start of each combat turn roll  $1D6 + 1$  and multiply by 10. This gives you the MR of the roots and vines that are close enough to attack you. No matter how well you roll in combat there will always be more of them to replace the ones you have destroyed; you are just fending them off.

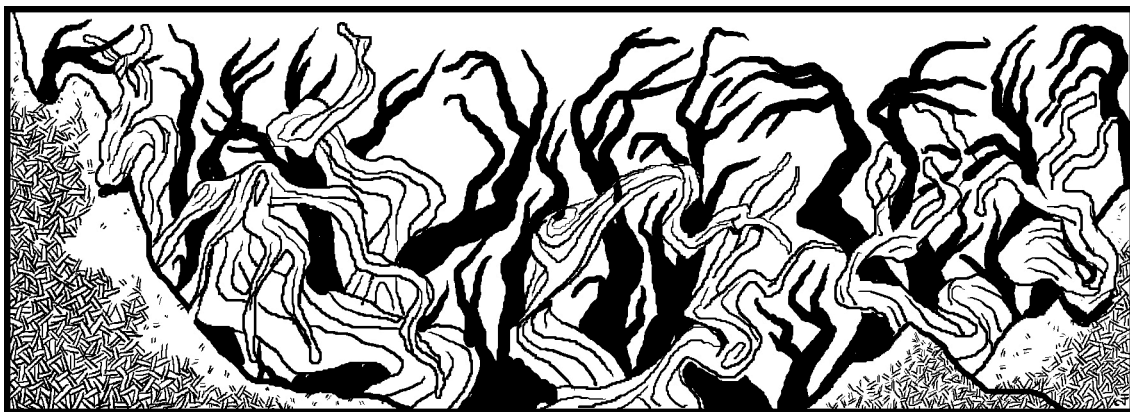
The vines do not get "spite" hits but when they roll a "6" a particularly thick limb attempts to wrap you up and you will have to make a 2<sup>nd</sup> level SR on STR to avoid being tangled and having your combat adds reduced by 25 % for the next combat round. If the roots roll more than a single "6" you will have to make an extra STR SR at the next level or get tangled up. It is possible, therefore, if you fail the STR SRs to have your combat adds reduced by over 100 % if more than 4 roots get hold of you!

If you survive to the end of the last combat turn, you have made it to safety. You receive APs totaling the MRs of the roots and vines of all the combat turns you faced. You also get a bonus 10 APs for every tangle attack you had to face whether you avoided it or not. There appears to be a path leading up out of the pit in which the tree rests. Follow it to **160**.

If your CON is reduced to 0 or less at any time, you are overpowered by the roots and dragged down into the mud. Your corpse will decompose and provide nourishment for the great tree; the circle of life goes on. Close the book your adventure is over.

81

You lunge for a large diamond but it is just beyond your reach. You lose your balance and your top half ends up plunging into the water. Someone or something from within grabs your arm and with tremendous force tries to drag you in. Attempt to make a SR on STR at your level. If you succeed, you manage to pull away from your assailant and may return to **59** and make a new choice. If you fail, go to **37**.



## 82

As you step on to the next tiled area of floor you see a new message carved there that reads, "Step Lightly". The corridor before you has transformed into a swiftly flowing river across your path. Scattered randomly within the stream are smooth surfaced stones slick with water and lichen. Getting across is going to be tricky and will rely on luck as well as skill. The faster you try to go the harder your task will be.

Being very careful will take you 3 combat turns to get across. You will need to make 4 1<sup>st</sup> level SRs on LK and DEX. If you fail more than 2 of these rolls you tumble in, go to **31**.

Going a little quicker will take you 2 combat turns to get across. You will need to make 4 2<sup>nd</sup> level SRs on LK and DEX. If you fail more than 1 of these rolls, you will tumble in, go to **31**.

Going as fast as possible will take you 1 combat turn to get across. You will need to make 4 3<sup>rd</sup> level SRs on LK and DEX. If you fail any of these rolls, go to **31**.

If you cross the river safely, go to **100**.

## 83

These high wizard types are rather precious about their possessions both eldritch and mundane.

Go to **159**.

## 84

"I may be only a pale shadow of the real me but I think I can best a little worm like you!" the Glebus spirit states with more than a hint of steel in his voice. Your opponent has the following attributes:

<b>STR</b> 28	<b>CON</b> 34	<b>DEX</b> 36	<b>SPD</b> 16	
<b>INT</b> 42	<b>WIZ</b> 20 (52)	<b>LK</b> 18	<b>CHR</b> 21	<b>ADDS</b> +50

His tactics are to try to fry you with a level 2 "TTYF" worth 84 hits in combat turn one. If you survive this onslaught, he will use his staff (2D6) in hand to hand. Inflicting any hits, even spite damage, causes him to vanish. Such a victory is worth 120 APs. You should then leave the island and go to **43**, starting at the second paragraph.

## 85

You are on a small wooden jetty that juts out into a lake within the great tree. Short flights of steps heading west and southwest lead to doorways into rooms within the tree proper from here. Moored up at the jetty is a strange coracle-type boat that seems to be made out of a large acorn cap and has an oar that resembles a giant sycamore leaf. If you would like to leave through one of the doorways, you may go west to **59** or southwest to **98**. If you would like to go messing about on the eerie green-blue waters of the lake, go to **43**.

## 86

After you have managed to capture about a litre of water you find that no matter how much you try to get hold of more you simply cannot. Looking at what you do have you can see numerous tiny crystals floating within. In fact, they are actually diamonds shrunk down by the magical properties of the water. There are 10 of the jewels each worth 2D6 x 100 GPs. All you have to do to get hold of them is to put your hand in and pull them out. Of more interest is the fact that you can hide up to 100 jewels of any type in here and the fluid will only ever weigh 2 wt. units. This could help you to hide your wealth from others. If someone was to drink the water with numerous sharp-edged jewels within, they would be deposited in their gut somewhere and I'm sure any GM worth his salt would manage to play that situation out and have some fun.

You can now return to **59** and make a new choice.

## 87

You have managed to reach the end of the corridor of death. You open the door and follow the tunnel that you find on the other side. Go to **160**.

## 88

You place your derriere delicately on to the seat. Tensed for action, nothing happens. A few minutes pass and still nothing happens. You relax a little and take in the view back over the lake to the small jetty with the two doorways heading off from it. The lapping of the water and the soothing quality of the low, green light here are very relaxing. Whether it is just this place or the throne itself you feel invigorated. Your STR increases permanently by your level number. You feel good to be alive. Note that this benefit is only for the first time you sit here. Subsequently you will not get to increase your STR.

Roll a D6. If you roll odds, you can either explore the island more thoroughly at **40** or leave the island by going to **43** and starting at the second paragraph.

If you roll evens, go to **64**.

## 89

The pentagram on the floor is about 8 feet across. This presents you with 2 options. You can either just simply walk up to the crystal across the lines of dark power and take it, or you could be a bit more sneaky and try to use a sword, spear or other object at least 2 feet long to lean across and knock the crystal beyond the symbol on the floor. If you opt for the direct approach, you should go to **15** while if you prefer to avoid walking on that particular part of the floor, go to **19**.

## 90

With your success at all of the propitiation rolls a tremendous sense of calm and wellbeing descends upon you. For each roll you made you may add the level number to the attribute you made the roll against. So if you made 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> SRs you may add a total of 6 to that particular attribute. If you knelt in the north quadrant, go to **51**, if you were in the south, go to **62**, if you were in the west, go to **28** and if you were in the east, go to **39**.

## 91

You managed to cross the floor of delight without taking any hits at all. In 120 consecutive attempts during play testing that never happened. You are clearly too lucky and deserve bringing down a peg or two. Reduce your LK by 1 permanently and go to **82**.

## 92 Dryad

This tree spirit appears to you in the guise of a giant wood troll.

MR 88 (9D6 + 44). Bark-like skin is worth 10 points of armour protection. If you retained your fire-making equipment she will go "berserk" every other combat turn. This means that combat adds are not figured into the combat total but any doubles or triples etc. are added and rolled over until no more are rolled. Victory is worth 150 APs.

## 93 Random Encounter Point. Roll 1D6. Go to 66 if you roll odds.

You are at a five-way intersection with corridors heading off to the north, northwest, south, east and west. The north passage will take you to 77 while the south one goes to 108. Both the east and west corridors turn sharply south after a few yards. To head east go to 59 and west go to 33. The northeast corridor is somewhat narrower than the others and appears to curve in a more northerly direction. This way goes to 69.

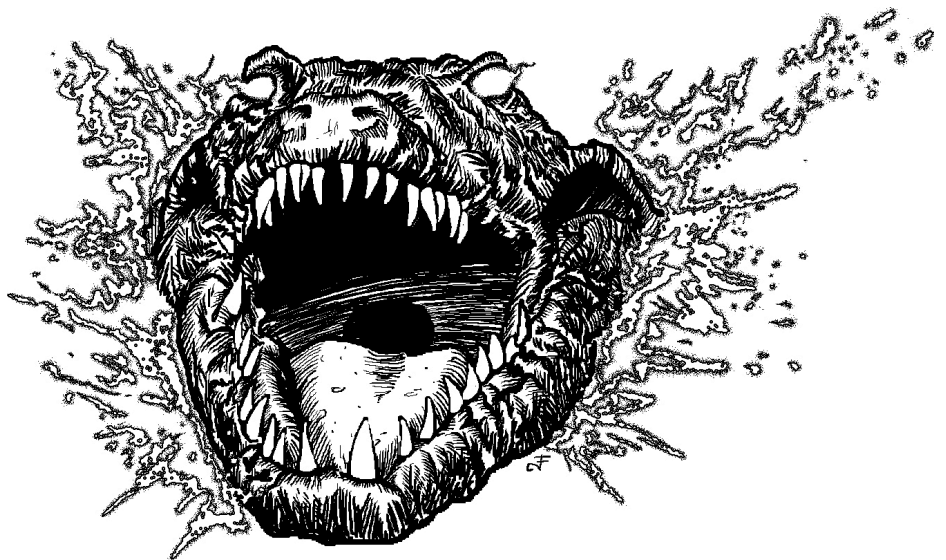
## 94

While looking closely around the floor and walls of the corridor a door opens in the east wall and since you were leaning against it at the time you tumble through to 98.

## 95

An enormous crocodile, easily 15 feet long glides past just brushing your legs with its armoured tail. You will have to fight him off before you can try to get back into the coracle. Your opponent is perfectly adapted to underwater combat but you are not. Daggers and spears can be used with no restriction. All swords have their dice halved (round up) but not their adds. Hafted weapons are next to useless and score only 2D6 whatever their usual number of attack dice. You, yourself will be hampered by the water and will only be able to use half of your DEX derived combat adds as well as having to make the regular STR SRs outlined at 68 every combat turn.

Your reptilian adversary has a MR of 68 (7D6 + 34) and his tough hide is worth 5 points of armour protection. If you can reduce his MR to less than 30 he will back off and leave you to get back in your boat. Luckily it will have drifted close enough to you that you do not have to attempt any more STR SRs. Survival is worth 100 APs. If you cannot fight him off you will be torn apart and eaten which obviously will put an end to your adventure.



If you are still able to do so, climb back into the coracle and go to 43 but start at the second paragraph.

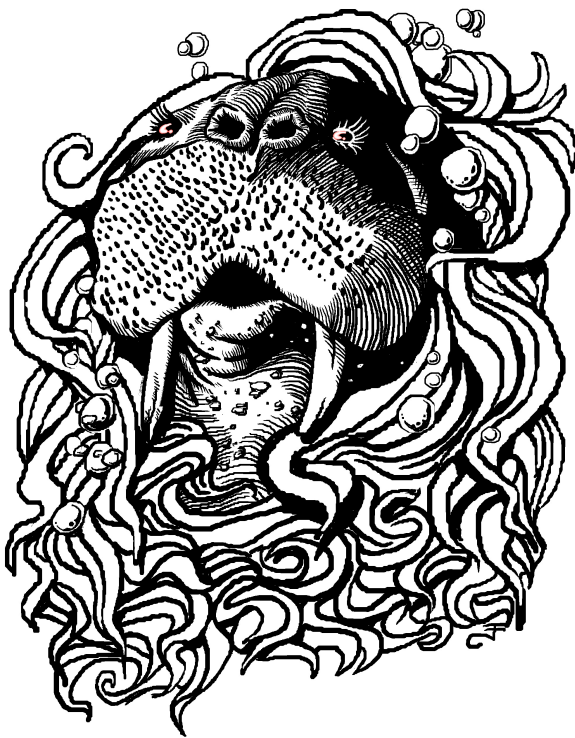
96

Close inspection of the bookcases reveals that there are books and all sorts of other paraphernalia on them but they appear to be masked by the night sky effect. Unfortunately, you cannot make out any details of the objects that are being hidden. If you would like to grab at one of the weighty tomes, go to **112** while if you want to pick up something other than a book, go to **83**.

97

You grab a large diamond out of the air. The moment you do you feel a tremendous burning pain in your hand and have to drop it to the floor. The burn has inflicted 1 point of CON damage. More importantly you will struggle to grip a weapon for a few days. There is only a 1 in 6 chance that you caught with your non-dominant hand (roll of "6" on a D6), therefore, when using your main weapon, you will lose 25% of your STR-derived combat adds until you can get home and have some rest. If you were lucky and avoided damage to your dominant hand, you suffer no such restriction, unless you have a 2-handed weapon in which case you suffer this loss whichever hand you injured.

Looking on the bright side, the diamond, now cooled, is worth 2D6 x 100 GPs and the fountain will allow you to take 2 more if you can catch hold of them, before it stops spitting them out. You might be foolish to do so if you don't have any gloves or gauntlets to put on mind. You could always return to **59** and make a new choice.



98

You are in a small square room. The floor is a lattice-like wooden structure with a few damp patches on it. In the northeast corner is a doorway and judging by the dappled movement of light on the walls beyond it there must be a substantial body of water. As you think about your next move you hear splashing and the noise of something dragging along the floor. A shadow bobs along the ceiling as someone or something approaches from the northeast. A huge being appears in the doorway. At times you think you see a creature like an enormous mermaid, long blond hair barely covering generous breasts. At other times there appears to be the massive bulk of a walrus; rolls of blubber, huge long tusks and whiskers like wire. There is a faint whiff of rotting fish breath. Yuk!

Your new companion eyes you suspiciously for a few moments and then addresses you

in pleading tones. "I am 'Rosamarus the Fair', or was before the vile sorceror Glebus deceived me and brought me here to become this detestable blubbery monster. The spell that binds me can only be broken by a kiss from a stranger and you are the first visitor to my lake for an age. Will you free me from my prison with but a touch of your lips on mine?"

It appears that old 'Gnarledfingers' was a bit of a bluff old traditionalist and perhaps a romantic when it came to his dastardly enchantments. You may kiss Rosamarus by going to **4**. If you would rather attack her, go to **73**. If you would like to get the hell out of here, you will note that the only way you can go is through the doorway towards the lake in the northeast corner at **38**. Any other means of entry to this room you may have used has mysteriously vanished.

## 99

This aspect of the tree appears to be in full growth with a canopy of burgeoning leaves. As you kneel before the dryad shrine you feel the warmth of the summer sun on the back of your neck.

You must attempt to make propitiation rolls on INT at all levels up to and including your own (i.e. If you are 3<sup>rd</sup> level you must try to make 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> level rolls). Go to the propitiation table at **78** to see how it is done.

If you make all rolls successfully, go to **90**. For any failures reduce your CON by the amount you failed by. If you are still alive, go to **62**. If your CON drops to 0 or below, your corpse will be left to rot away to help nourish the shrine tree.

## 100

As you step on to the last tiled area of floor you see a new message carved there that reads, "Have Faith". Instead of a corridor between you and the door there is a deep chasm. It looks every inch 100 feet to the bottom and about 12 feet across. Ordinarily, you could comfortably leap such a gap but without a run up it will be much trickier. If you try to jump the gap, attempt to make the highest SR you can on STR and go to **75**. If you take the message literally and have faith, you can just try to walk across by going to **34**.

## 101

Discretion is often the better part of valour but on this occasion your delay means you are joined by one of the great tree's spirits. Go to **161** to discover which.

## 102

The dryad smiles at you, bows and vanishes. You feel a strange mixture of sadness and regret. Increase your CHR by 1D6. Now return to **108** and leave the shrine.

## 103

You are on a small landing at the top of a long straight flight of stairs that runs south north. A narrow corridor heads off west from here and at the bottom of the stairs, some 40 feet away, there is a small square landing with doors in the north and east walls. The stairs are painted in an alternating black and white pattern and if you look at them for any length of time they give the impression of moving away from you as if they were a down escalator. It is quite disconcerting.

If you just came out of a door in the south wall, you find it has mysteriously disappeared and no amount of searching will bring it to light. There is nowhere to go, so you must either head west to **143** or down to the landing at the bottom. To do the latter you should read on.

The moment you put your foot on the first step you feel yourself being whisked at high speed towards the bottom. You continue to accelerate down the stair and in literally no time you arrive. If you are to avoid being thrown into the door in the north wall, you will have to time your leap to safety perfectly. Attempt to make a 3<sup>rd</sup> level SR on DEX. Failure takes you to **140**. Success leads to **3**.

## 104

You are at the base of the great tree amid a forest of strange roots that protrude 6 to 8 feet from the ground. There are literally hundreds of them all animated, all reaching for you trying to entangle you. No matter how many you cut or squash another 10 take their place. You cannot defeat them. Eventually, you are worn down and a particularly large root closes around your neck and strangles you. Your adventure is over, close the book.

**105**

You knock the crystal beyond the edges of the pentagram. The instant it touches the floor a demon appears where the crystal had been. Fortunately for you he is trapped within the magical markings and despite a great deal of screaming and salivating and pulling his own limbs off for them to be replaced by 2 more he clearly cannot get to you.

The crystal itself is only orange quartz with quite interesting rather smoke-like patterns in it. It is enchanted, however, such that when it is placed under any cup or mug it will produce within said container the perfect cup of tea. It will do this a maximum of 2 times per day. It is a 'beverage crystal' and as such of little monetary value but when you are desperate for a cup of tea, absolutely priceless!

You can now return to **33** and make a new choice.

**106**

The situation seems clear. You must get past the covering crossbows or be skewered on the advancing wooden spikes. You are left with a stark choice. Either you traverse this area steadily and give yourself the best chance to dodge any missiles that come at you or you go as quickly as possible reducing the time you are in the firing line but making it harder to dodge out of the way.

If you wish to sprint across, it will take 2 combat turns and you will have to dodge 2 crossbow bolts by making a 3<sup>rd</sup> and a 4<sup>th</sup> level SR on DEX.

If you wish to run across, it will take 4 combat turns and you will have to dodge 4 crossbow bolts by making 3 2<sup>nd</sup> level SRs and 1 3<sup>rd</sup> level SR on DEX.

If you take it at a very steady pace, it will take 6 combat turns and you will have to dodge 8 crossbow bolts by making 8 1<sup>st</sup> level SRs on DEX.

Failed SRs will cause the number of hits you missed the roll by in CON damage. Only plate armour, at face value, and chain mail, at half face value, will offer any protection at this close range.

If you survive, go to **29**. Don't forget to count up the number of combat turns you took.

**107**

The jewels being ejected from the fountain appear at rather irregular intervals so you need to be on your toes to catch any of them. Attempt to make a 1<sup>st</sup> level SR on SPD and a 2<sup>nd</sup> level SR on DEX. If you are successful, go to **7**. If you fail one or other of the rolls, then you can try again. If you fail both rolls, go to **81**.



## 108

You are in a round chamber with darkly grained and knotted wooden walls. It is about 20 feet across and there are doors heading north, south, east and west. At the centre of the room is a small tree the branches of which brush the ceiling some 15 feet above the floor. Strangely depending on where you stand the tree appears to be either completely bare of leaves or to be in bud or to have a full complement of foliage. It is difficult to decide if this is some sort of magical sculpture or a real tree. In addition at certain times when you glance at it from the corner of your eye there does not appear to be a tree at all but a tall and elegant elfin woman barely clad, garlanded in blossom standing absolutely still.

The floor around the tree is divided evenly into 4 sectors by coppery gold lines within which strange runes that you have never seen before but that you instantly recognise, spell out the seasons of the year. Winter to the north, spring to the West, Summer to the south and Autumn to the east. In the same runes running around the entire circumference of the tree is a message that reads, "Pay homage to the spirit of the great tree and go in peace." After this there is the image of someone kneeling in supplication before a tree.

If you do as the message says, decide which sector you will kneel in to make reverence to the tree and go to **9** for winter, **56** for spring, **99** for summer and **72** for autumn. Alternatively, you could search the room for anything useful or valuable by going to **2**. You could attempt to deface the tree by taking your weapon to it at **63**. Finally, if you want to leave here you can go through the north door to **93**, through the east door to **59**, through the south door to **50** or through the west door to **3**.

## 109 Poison Ivy Fiend MR 50 (6D6 + 25)

This creature looks rather like a humanoid bush of vine-like limbs covered in greyish berries with a head not unlike a cabbage. Spite hits are worth double due to the nature of the poison that is found in the berries. If you are the victor you earn 80 APs.

## 110

At the top of a short flight of stairs you discover a small landing with a window looking out over the Shindyr forest. Someone has set up a "death slide" crossing the pit below and vanishing into the trees beyond. It doesn't look too taxing; you'll just have to hold on tight by making a 1<sup>st</sup> level SR on STR. If you make the roll successfully, go to **141** but if you fail, it's a very long way down, go to **156**.



## 111 Combat Magic Matrix

Decide which spell you wish to use and go to the appropriate cell in the table below.

If there is a number in bold and underlined go to that paragraph.

If there is a range of numbers, roll a D6 and if your roll is within the range your spell is successful.

If there is a percentage in brackets then that indicates the amount of your potential damage you actually do.

If the word ALL is in the cell then that spell is 100% successful.

SPELL	MONSTER	DRYAD	OTHER
<i>Call Flame</i>	<u>5</u>	<u>5</u>	<u>5</u>
<i>Call Water</i>	1 - 4	1 - 3	1 - 5
<i>Oh-Go-Away</i>	ALL	1 - 5	1 - 2
<i>TTYF / Blasting Power</i>	1 - 2	1 (50%)	1 - 3
<i>Vorpal Blade / Whammy</i>	1 - 5	1 - 4	1 - 5
<i>Glue You</i>	1 - 4	1 - 2	ALL
<i>Little Feets</i>	1 - 5	1 - 3	ALL
<i>Unerring Blade</i>	1 - 5	1 - 4	1 - 4
<i>Freeze Pleeze</i>	1 - 3	1 - 2 (50%)	1 - 4

You can regain WIZ at 1 point per new paragraph that you visit.

## 112

These high wizard types are rather precious about their books of arcane lore and the like. Go to **52**.

## 113

The wooden spikes hit you. You can feel your flesh being rent. On the verge of losing consciousness you scream out in pain.

Suddenly, you jolt awake to find yourself standing by the door at **87**.

## 114

The corridor heads steeply down until you are clearly in a tunnel beyond the confines of the great tree. About 40 feet along you find a short section where the writhing roots you saw before you entered the tree are blocking your forward progress. To get past you will need a good deal of brute strength.

Use your current STR as if it were a monster rating to give you a number of attack dice. If you have a sword or knife to fight with add their full attack dice to this total. For stabbing weapons like spears you may add their dice minus 1 and for impact weapons you can add only 2 bonus dice whatever weapon you have. Use your usual number of combat adds but do not include any weapons adds. This is your total root attack roll.

You must do battle against the roots that have a MR equal to your STR + CON. There are so many roots that you cannot destroy them. You must survive 4 combat turns. If you do, you can proceed to **160**. If your CON is reduced to 0 before the start of the fifth combat turn, then you are overwhelmed. Close the book.

If you don't like the odds in this fight, you can always return to **103** and go down the stairs.

### 115

Having survived your encounter with a portrait spirit you notice that all the picture frames are now empty. You can either go north to **125** or south to **93**.

### 116

Stories of queen Titiana tell that she was an evil dryad who poisoned her husband on their wedding night and then made life intolerable for her subjects. Of course, such stories tend to be rather over played. Attempt to make a propitiation roll at your level on CON. You may use your level number as a bonus factor in this roll but only if you are a rogue. If you are successful, go to **157**, if you fail, you go to **135**.

### 117

There is a meaty thud as you pull the lever down. A doorway appears in the curved north wall allowing the resin to flow away. Just beyond the doorway you can make out a flight of wooden steps heading upwards. You had better go that way to **129**.

### 118

The instant you score a hit the suit of armour and sword fall to the floor. It appears you were doing battle with animated weapons and armour only. You get a bonus 125 APs. Roll a D6. Odds go to **126**. Evens go to **138**.

### 119

You have managed to cling on to the small wooden image of the great tree. It is crudely carved but somehow rather beautiful. It weighs only 1 wt. unit. Hold on to it as it may help you from now on. Now, return to **132** and decide which direction you are going to head in.

### 120

The king's spirit is pleased with you and teaches you about the order of things and your place in the universe. You may increase your INT by your level number and you may add an INT based talent of Diplomacy with a starting number of your INT + level number + 2D6. This is clearly a talent for negotiation and arbitration. Now go to **115**.

### 121

The soldier is Carwhinion Salix a renowned warrior-king of the Shindyr elves from many centuries ago. Attempt a propitiation roll on CHR at your level by going to **78**. If you are a warrior, you may use your level number as a bonus factor in this roll.

If you are successful, go to **134**. If you fail, go to **57**.

### 122

The queen responds with pity rather than scorn and heals any CON damage you may be carrying at the moment. Now, go to **115**.

### 123

As you walk across to the exit pulling your feet up forcefully to detach them from the very sticky wooden floor you notice an object has become adhered to your left boot. When you examine it you find it is a piece of amber around 5 inches by 3 with a male fairy embedded within it. It is quickly evident that this being is still alive trapped in the hardened and enchanted resin of the great tree.

**Brodin Swiftwing**    Level 4 Fairy Wizard

<b>STR</b> 3	<b>CON</b> 4	<b>DEX</b> 30	<b>SPD</b> 9
<b>INT</b> 11	<b>WIZ</b> 22	<b>LK</b> 24	<b>CHR</b> 44

**ADDS** + 30

He knows all level 1 spells and is wearing leather armour.



Your pocket-sized companion is very pleased that you have picked him up since you represent his best chance of getting out of his prison. You'll need to find a better than 10<sup>th</sup> level wizard to spring him, though. In return for your help he will use his magical abilities to protect you during your future adventures whenever you need him. He should be played as a character in his own right, albeit one who cannot efficiently communicate with the world around him, and who will try manfully to do right by you. He should earn APs for spells cast and he will expend and regain WIZ just as any other character would.

### 124

Pinopsida tells you of the depth of love she had for her husband. You are deeply moved. Increase your CHR by 1D6 + 4. Now go to **115**.

### 125

You are in a semicircular room. The door you entered by is in the flat south wall while opposite this the north wall curves around towards you. The walls are bare wood devoid of bark with numerous knots scattered around. Apart from the wooden floor being a little bit sticky there doesn't appear to be anything of note here. Just as you are reflecting on your next move, you hear a groaning and creaking noise from behind you and when you turn to see what is happening you notice that the entrance has vanished. Then, the walls start to exude large quantities of a clear, thick and sweet smelling fluid that runs down on to the floor and starts to rapidly fill the room.

Your options are severely limited. You can have a good look around to try to find a way out of here by going to **163**, or if you can cast an "Oh-there-it-is" spell, you can go to **52**.

### 126

When the noise dies down the armour has gone but the sword remains. It does the standard dice and hits of a flamberge (7D6 + 1) but weighs only 100 wt. units and only needs a STR of 18 and DEX of 14 to wield. It will deflect your level number of magical hits per combat turn while you are in battle.

Now go to **115**.

**127**

The wizard is Phagus Magnopoliton, a famous sorcerer-king of the Shindyr elves many centuries ago. Attempt a propitiation roll at your level on INT. If you are a magic-user of any form, you may use your level number as a bonus factor in this roll.

If you are successful, go to **12**. If you fail, go to **146**.

**128**

As the level of resin raises you find it increasingly difficult to move about. If you can make a 3rd level SR on STR, you manage to search the whole room effectively and should go to **131**. If you fail this roll, go to **41**.

**129**

If you wish to proceed to Level 2 of 'The Tree of Life', you should go to paragraph **57** in the second half of this book. Otherwise, climb to **110**.

**130**

You must attempt to make a propitiation roll at 3<sup>rd</sup> level. Visit the propitiation table at **78** to determine which attribute it should be on. If you are successful, go to **70**, otherwise return to the last paragraph at **54** and make a new choice.

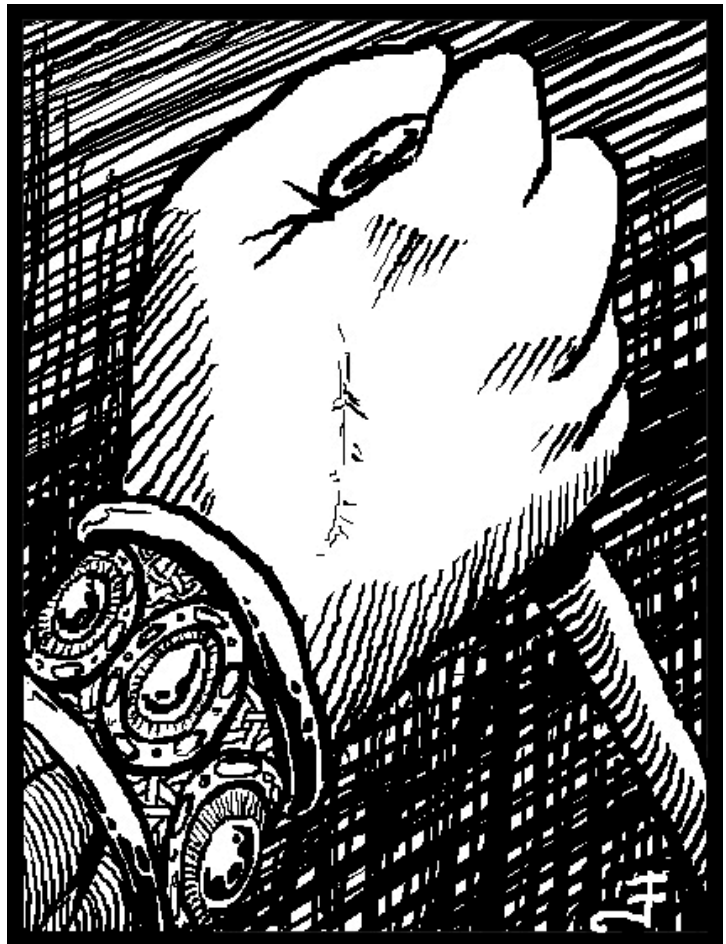
**131**

Despite the resin-like substance filling the room and making your movements slower due to its impressive adhesive qualities, you discover a small lever in a tiny alcove that lay hidden in shadow. If the lever is your passport out of here, you will have to move it quickly.

But the gift of choice may be a two-edged blade. Do you pull it down or push it up? To pull go to **117**, and to push go to **151**.

**132**

You are in a small, square room with doorways heading west and south. In the north wall about 2 feet from the floor there is an arched recess that contains a small carving of what must be the great tree resting on a bed of twigs and leaves that looks a bit like a bird's nest. Perhaps it is some sort of offering? If you would like to remove the idol from its resting place, go to **164**. If you would like to make a careful inspection of the room and the sculpture before you do anything as impulsive as that, go to **101**. If neither appeals to you, then you could leave by going west to **93** or south to **59**.



**133**

Despite failing your propitiation roll the queen's spirit takes pity on you and makes you immune to the effects of all plant-derived poisons. Now go to **115**.

### 134

The spirit of the elf General is pleased with you. You learn many useful tactics for commanding troops in battle. You may add the talent of "Squad Leader" to your character sheet. It starts at your current CHR + 2D6 + level number. This is a talent for helping you to hold small groups of fighters (up to a dozen) together and to stop them from running etc. in the heat of battle. You also discover that the glove or gauntlet for your dominant hand has become enchanted such that you will never drop your weapon. Of course, if your hand is removed, it is a moot point as to whether you have dropped your sword or not! Go to **115**.

### 135

With an evil laugh queen Titiana curses you. Reduce your lowest attribute by 1D6 + 2. Now, go to **115**.

### 136

Your booted foot connects with the small table and scatters the board and pieces all around the small room. This is met by a brief peel of quiet laughter from the voice that invited you to play and then the east door clicks open as does another door in the north wall. If you wish to leave via the east door, go to **47** or if you want to leave via the previously hidden northern door, go to **103**.

### 137

The lever suddenly gives with a meaty thunk.

A doorway appears in the curved north wall allowing the resin to flow away. Just beyond the doorway you can make out a flight of wooden steps heading upwards. You had better go that way to **129** but go to **123** first.

### 138

When the noise dies down the sword has gone but the armour remains. It takes the standard 18 hits for plate but weighs only 300 wt. units and requires a STR of 14 to wear. It will block as many magical hits as it will ordinary ones (18, no doubling for warriors!) in a combat turn wherein the wearer scores at least one "spite" hit against his opponent.

Now, go to **115**.

### 139 "Little" Sloth MR 52 (6D6 + 26)

This large mammal covered in pale fur with a rather smiley brown face and large round golden eyes doesn't look terribly threatening until you notice the wickedly sharp 6 inch long claws on the two fingers of each forepaw. As well as his rather cuddly exterior each combat turn a built in "Glue You" type of spell will be cast at you with an effective caster's WIZ equal to the current MR of the sloth. Its effects last only for the current combat turn but halve the combat adds you can derive from DEX and SPD.

You get 100 APs for victory and a bonus 25 APs for each time you were "Glued".

#### 140

You are flung with tremendous force into an ironbound wooden door. OUCH!

Try to make the highest level of LK SR you can.

If you can only manage a 1<sup>st</sup> level SR or lower, go to **24**.

If you succeed at 2<sup>nd</sup> level, you take 2D6 + 4 hits.

If you succeed at 3<sup>rd</sup> level, you take 1D6 + 4 hits.

If you succeed at 4<sup>th</sup> level, or higher you take 4 hits.

You may count any armour you may be wearing at face value only. If you survive, go to **3**.

#### 141

The slide deposits you next to an animal trail that leads you to **160**.

#### 142

Oops. You have fallen into a highly polished tube and are descending vertically at ever increasing speed. Sliding, rolling, tumbling however hard you try to get a grip on the walls in an attempt to slow your progress they are just too slippery to allow you to do so. Eventually, though, you discern that the slope is gradually reducing. You realise that you have turned at least two full circles when suddenly you emerge from the great tree a few feet from the ground and crash to earth amongst a tangle of animated roots and vines. They appear to have taken an instant dislike to you and try to entangle you in their botanical limbs. You cannot climb back the way you came so your only escape is to cross the 30 feet or so that will bring you beyond their clutches. It doesn't look like it will be too easy mind.

Before you make a run for it, to see if you held on to the wooden idol by attempting a 3<sup>rd</sup> level SR on LK. If it is still in your grasp, make a note that you have it and go to **80**.

#### 143

If you wish to proceed to Level 2 of 'The Tree of Life' then you should go to paragraph **25** in the second half of this book. Otherwise, proceed to **114**.

#### 144

Making up a story convincing enough to satisfy Glebus' spirit or whatever it is that stands before you will not be an easy task. You must attempt a 3<sup>rd</sup> level SR on INT and a 2<sup>nd</sup> level SR on CHR. If you fail either you are in a spot of bother, go to **84**.

If you succeed at both rolls, you tell a story of Glebus challenging one of the foremost wizards in Khosht to a sorcerer's duel after he had insulted Glebus' companion. Obviously he of the 'Gnarled Fingers' would have been the victor but for the fact that he was most heinously betrayed. After listening intently to your tale the apparition thanks you, gives you the gift of a permanent raise of your LK by 3 and then slowly fades away. You may either explore the island more thoroughly at **40** if you have not done so already or leave the island by going to **43** and starting at the second paragraph.

#### 145

The musings of the philosopher-king's spirit are completely unintelligible to you. The confusion this causes reduces your INT permanently by your level + 1D6 (it will not drop to lower than 1). Now go to **115**.

**146**

Phagus's spirit rewards your efforts with a permanent 1D6 increase in your WIZ. However, there is a geas that goes with this gift. Every time you are involved in conflict with an elf of any description you must sacrifice a point of WIZ permanently at the end of battle whatever the outcome. Now go to **115**.

**147**

As the level of resin raises you find it increasingly difficult to move about. If you can make a 1<sup>st</sup> level SR on STR, you manage to search the whole room effectively and should go to **131**. If you fail this roll, go to **41**.

**148**

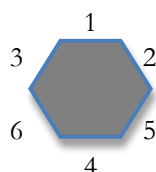
The presence of the wooden idol of the tree seems to stop the roots from trying to grab hold of you. You cross in safety to where there appears to be a path leading up out of the pit in which the great tree rests. Follow it to **160**.

**149**

By some quirk of fate or just plain dumb luck you tumble to your doom only to land in a thick brake of soft ferns. Once you have caught your breath and straightened yourself up you can follow the faint forest path you find close by to **160**.

**150 Secret Squirrels** MR 10 each (10 in total)

These little "tree-rats" have found you wandering the great tree. As well as being mischievous little so-and-sos they are lightening fast and will try to attack you from behind where you cannot defend yourself. Their assault will last 5 combat turns and 2 of them will attack each time.



Decide which direction you will face by choosing a number from the figure above and then roll 2D6. This will give you the points at which they will attack. You can get a swing at them if they appear directly in front of you or at the point on either side (i.e. you face towards 2 and can hit opponents at 1,2 and 5), otherwise you will only be able to count your armour (not shields) at face value to protect from their assault from other directions.

You get 40 APs if you survive this encounter and a bonus 10 APs for every squirrel you kill.

**151**

The lever is very stiff and you find you will have to push quite hard to make it move up. If you want to push harder, go to **137**. If you decide to pull the lever, go to **117**.

**152**

By dint of your finely honed adventurer's instincts and reflexes of a psychic cat on speed, you have avoided the trap that protected the wooden idol. Talking of which, did you have the skill to hold on to it? Attempt a 2<sup>nd</sup> level SR on DEX. If you make it, go to **119**. If you do not, then you should go to **161**.

Whatever your character type the queen teaches you how to do a "Poor Baby". If you already know how to do this spell then you now can repair 1 point of CON for 1 point of WIZ expended. If you are a magic user of any type and the spell is new to you then each CON point returned will cost the usual 2 WIZ. Even if you are a warrior or specialist type, you can perform the spell but each point of CON repair will cost you 3 points of WIZ. Now go to **115**.

If you gave gold or silver alone, go to **16**. If you gave at least some copper, go to **65**.

The pale queen is Pinopsida. Her husband died in mysterious circumstances and it is widely acknowledged that Glebus probably had a hand in his demise. After becoming a widow she pined away and the elf kingdom in the Shindyr forest waned and eventually failed. Attempt to make a propitiation roll on LK at 2<sup>nd</sup> level. If you succeed, go to **124**. If you fail, go to **133**.

Your grip slips and you fall tumbling end over end to the forest floor.  
Ahhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhhh!

Go to **149** to discover your fate.

As a reward for your homage Titiana's spirit teaches you how to make a colourless and odourless poison that will kill any humanoid creature in 3 turns unless they receive prompt treatment with a 'Too-Bad-Toxin' or the like. The ingredients exist in any woodland setting but will take 1D6 + 2 hours to find and mix, halved if there are two people foraging etc. Now go to **115**.

A high-pitched and somewhat maniacal laugh assaults your ears. It seems to emanate from the very walls around you. It gets louder and louder until it is almost painful to hear and then suddenly cuts off. A beautiful elfin woman stands before you her black eyes blazing with hatred. As you watch, she starts to transform into some kind of monster.

Roll a D6. 1, 2 go to **18**. 3, 4 go to **58**. 5, 6 go to **92**.

As your hand closes on your chosen goal you are whisked into the deadly vacuum of outer space by a cunning magical trap. You are only briefly aware of where you are before your lungs collapse and all the cells of your body rupture. Your adventure is over, close the book.

After a few minutes, you emerge into a clearing in the forest far enough away from the tree that you cannot see it. This place was clearly once a guard position for the back entrance. There is a sturdy lean-to that will provide shelter and there is a good supply of wood to make a fire. If you left any gear with Needon, you find it resting on top of a small log. You can rest the night before setting off back to civilisation in the morning.

Congratulations. You have survived the trials of The Tree of Life.  
You have earned a bonus (2,000 – (your level x 200)) APs. Well done!

## 161 Tree Hugger MR 50 (6D6 + 25)

The sound of slavering and muttering causes you to turn to see the oddest tree spirit you have ever encountered. Resembling a large orang-utan from the chest down it is covered in thick, orange fur and has arms so long that most of the forearms drag along the ground. The head is the oddest part of the creature since there isn't one! There is no neck either and the eyes, nose and mouth sit squarely in the centre of the chest. This is a tree-hugger.

You cannot propitiate this most bestial of arboreal essences you can only fight. He gets a special "hug attack" for every "6" rolled rather than spite damage. If you cannot make a 2<sup>nd</sup> level SR on DEX, you will be squeezed for an extra 2D6 hits, though armour about your person (not shields or helmets) may protect at face value only. The tree hugger's thick fur acts as 3 points of armour and he is immune to all plant-derived poisons.

If you defeat him, you earn 80 APs and may return to the paragraph that sent you here in the first place. If you fail to defeat him, you will have any remnants of your life force squeezed from you.



## 162

This free-spirited former king of the Shindyr elves is Betulan 'Deepthinker'. Make a propitiation roll on INT at your level. You may use your level number as a bonus factor. If you are successful, go to 120, if you fail, the roll, go to 145.

## 163

Try to make the highest level SR on LK that you can.

If you succeed at 4<sup>th</sup> level or higher, go to 131. If you succeed at 3<sup>rd</sup> level, go to 147.

If you succeed at 2<sup>nd</sup> level, go to 35. If you succeed at 1<sup>st</sup> level, go to 128.

If you fail to make any level of LK SR, go to 41.

## 164

As you lift the wooden idol from its resting place the floor and the back wall of the recess fall away to reveal a narrow passage of polished, dark wood heading straight down. To avoid dropping to heaven only knows what doom you will have to react quickly. Attempt to make a 4<sup>th</sup> level SR on SPD. If you succeed, go to 152. If you fail, go to 142.

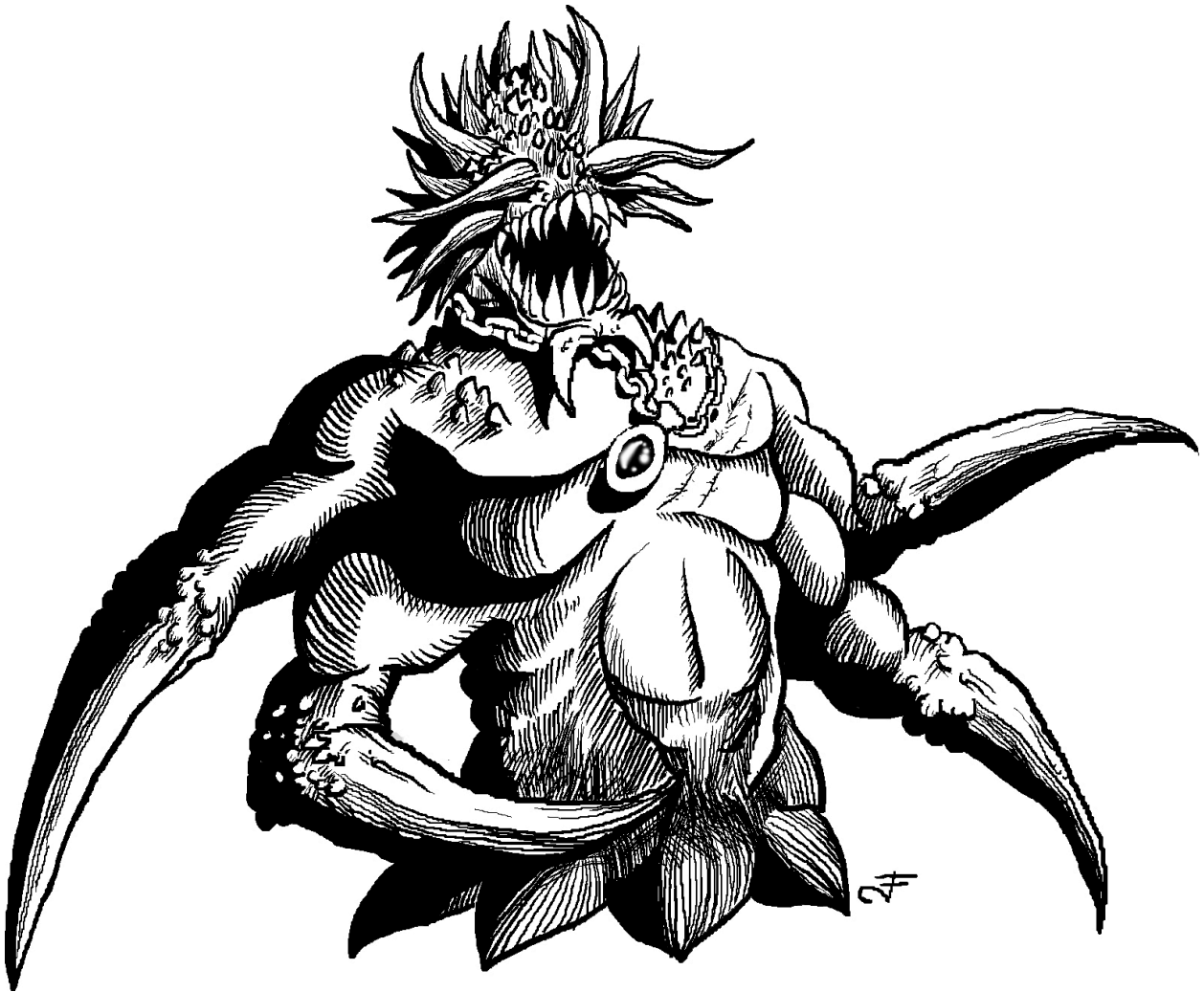
### 165

The ivory tusk of an enchanted walrus is a fine trophy. This one can be used as a long dagger or short curved sword. It weighs 15 wt. units, requires minimum STR and DEX of 8 each to wield and as well as scoring 3D6 + 1 hits, gets double spite damage. Also, if held in a bare hand, the holder can stay under water for 30 minutes before needing to take another breath.

Now, you must leave through the northwest doorway at 85

### 166

Out of love for you your dryad has given you the "The gift of the forest". This is a CHR based talent that allows you to hide highly effectively in trees and woodlands. Your starting level is 2D6 above your current CHR.



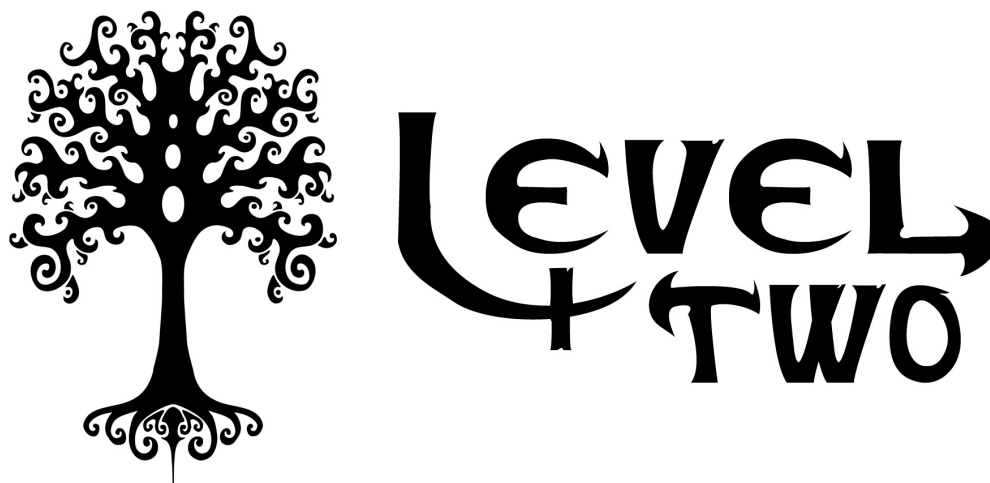




# The Tree of Life

## A Tunnels & Trolls™ Solo Adventure

### With an Arboreal Setting



*To William & Isobel*  
*My own precious little monsters*

#### Introduction

For thousands of years before the sentient races bestrode the face of Trollworld vying for power and dominion over others it was the plants that ruled. The Kings of the plants were the great firren trees and vast woodlands of them stretched from the Dragon's teeth to his very tail. But fire and axe and sorcery depleted their number until now there is just one remaining. At one time it was home to the elf lords of the Shindyr forest and then the domicile of the dark elf sorcerer Glebus Gnarledfingers. With his death, who knows what treasures or knowledge of the arcane you may discover within?

If you have already battled through the first level of the tree of life go to the paragraph you have been directed to so that you may continue your adventure. Otherwise read on...

---

As you emerge into a clearing an astonishing sight greets you. At the bottom of a small valley is the most enormous tree you have ever seen. The trunk is at least 60 feet across and it must be more than 400 feet high, the top lost in the mists that roll off the mountains to the forest floor here. You have reached your goal. The last firren stands before you. As you approach it becomes clear that the great tree is not just at the bottom of a valley but is also sitting in a deep pit maybe 100 feet across and of a similar depth. The sides of the pit are sheer and at the bottom thousands of root-like projections writhe around like a vast army of enormous snakes. Your guide, a dark elf rogue called Navrass, appears from the undergrowth with bad news, "The bridge across the pit is destroyed. You will have to swing across to a window some way above our ground level or fly up to it if you can." You can just make out a contraption of some sort set up on the higher ground on the west side of the tree, which presumably is something to do with what he is talking about. It appears just entering The Tree of Life will be a challenge let alone dealing with whatever lies within....

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This is a Tunnels and Trolls™ solo adventure for a single character of 2<sup>nd</sup> to 5<sup>th</sup> level from one of the human-sized races. There is no room here for larger monsters, giants or ogres nor would the diminutive kindred such as fairies and leprechauns be admitted. Your attributes should total no more than 300 and realistically if they are less than 150, you will struggle to survive. Any type of character may enter though magic-users will find that the Kremm field generated by the single largest living creature on the whole continent of Ralph, the great firren tree itself, limits their abilities quite dramatically. If you do attempt to use a combat spell, go to **111** to discover the outcome. Note that you can try to enchant a weapon prior to entering melee but you cannot cast an attacking spell and also use a weapon in the same combat turn.

It is worthwhile making a note of your route through this adventure, as sometimes you will be directed back to the paragraph you have just left. Note that if you revisit any of the places in the tree of life you will find them empty but on the roll of evens on a D6 you will experience a random encounter and should go to **66**.

This solo was originally designed using 7<sup>th</sup> edition rules but has been adapted for Deluxe Tunnels and Trolls™. It could still easily be played using earlier versions.

Now you had better go and see how you are going to get in at **1** or, if you can cast a 'Fly Me' or have some other means of flying, go to **101**.

1

Navrass has rigged up a small catapult to throw you towards the large open window you can make out some 60 or 70 feet above you. He has also managed to rig a safety line positioned over the higher branches of one of the taller trees near to the great tree's pit. To say it looks unsafe is a considerable understatement. Add to this the fact that your guide is suggesting, none too subtly, that you should increase his remuneration because of the need to engineer this method of entry and your day is now just about perfect.

If you decide to ignore Navrass and just step on to the catapult, tie on the safety line and shout "fire", go to **185**. You could always propose to your guide that he could make the leap over to the great tree and then haul you up for an increased fee at **209**. Alternatively, you might try to swing across to the firren while attached to the safety line and then climb up the tree itself at **74**. If none of these options is appealing, you may leave now and enjoy a further 27 days trekking back to Khosht.

2

Attempt to remove the horn by making a 3<sup>rd</sup> level SR on DEX. If you are successful, go to **143**. If you fail this roll, make a note of the number you failed by and go to **83**.

3

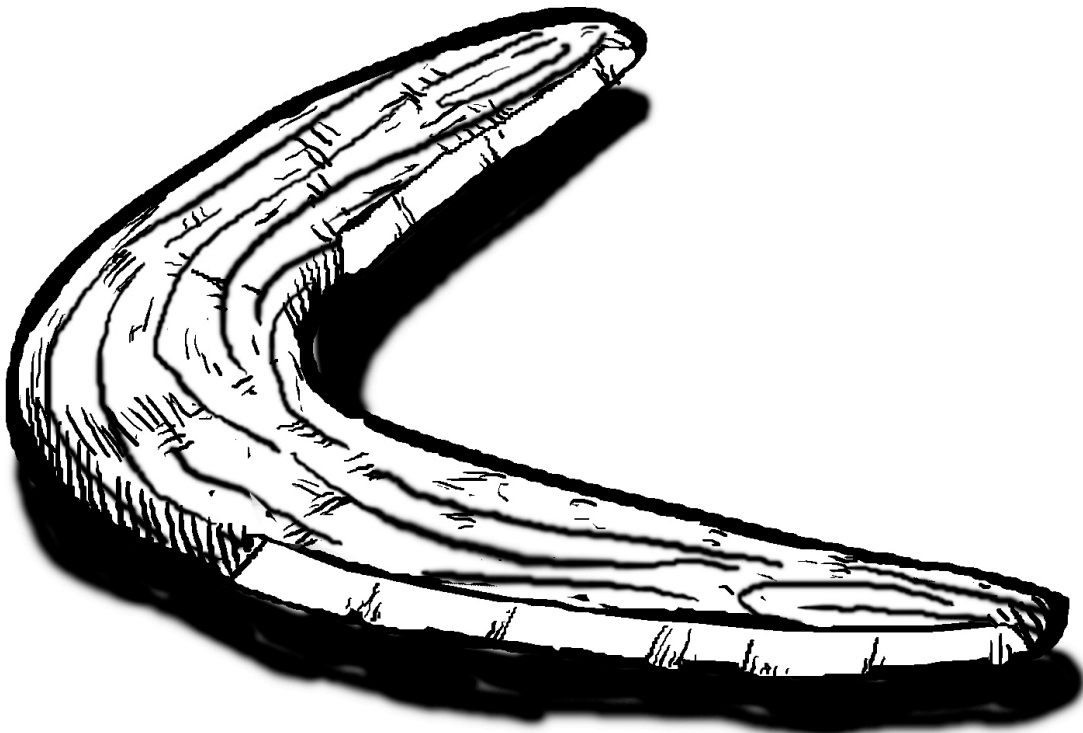
In addition, a 'Zingum' spell matrix is embedded in the gem. The holder merely has to power up the spell whenever they wish to. Now return to **15** and leave here.

4

Your cerebral side has proved the stronger. As you wake up you realise that you have been changed by this experience. Each of your non-physical attributes (INT, WIZ, LK and CHR) has been permanently altered by

**(12 – (Your level + number of turns the combat lasted))**

This number could be negative and your attributes might drop as well as rise. Now go to **30**.



## 5

You are a little “cack-handed” with your attempt at whittling. Your cut goes somewhat astray producing a jagged slash in the surface of the wood. A short, high-pitched screech ensues and before you can even contemplate making a run for it a tall fey-looking woman with rather mad eyes accosts you. Her wild hair seems to be tossed by a strong wind even though there is no breeze here at all. This is the ‘tryad’, so-named because she is a tree spirit with the power of 3!

Tryad. MR 92 (10D6 + 46). She attacks with the power of the storm and those eyes are very disconcerting. Her flowing green hair tries to trip you each combat turn and you will need a successful 2<sup>nd</sup> level SR on DEX to avoid the 50 % reduction in your DEX-derived combat adds that it can cause. Fortunately, the effect is only for the current combat turn. Finally, she can regenerate up to 10 points of MR each combat turn making her a formidable opponent. If you reduce her MR to 20, before any regeneration is taken into account, she will flee from you. Victory is worth 200 APs. If you defeat her utterly, her hair can be cut off and fashioned into a short, light rope of around 40 feet in length half the weight of silk and twice as strong. Now leave by going to **140**.

If you are conquered, the tryad will show no mercy. Close the book.

## 6

The golem is really a part of the great tree itself so you have attacked the colossal, enchanted living thing that you are essentially trapped inside. Suddenly the light fades dramatically and it appears the landing you are on is shrinking. Gradually, with an increasingly high pitched creaking and groaning the walls move inexorably towards you. The window has vanished. Nothing you try has any effect and eventually you are crushed to a mere paste. You are dead now close the book your adventure is over.

## 7

You emerge into the space above the ceiling. Despite the appearance from below of total darkness you discover that it is so bright here that you have to screw your eyes up to be able to tolerate it. It is disorientating. Go to **78** and try to make a 3<sup>rd</sup> level propitiation roll.

If you succeed, go to **211**. If you fail, go to **38**.



## 8

The giant war boomerang has neatly and efficiently removed your feet just above the ankle. Strangely there is no pool of blood spilling on to the floor, your CON has not plummeted and left you gasping your last, and there isn't even any pain. You just don't have any feet!

Your adventure within the great tree can, therefore, proceed. However, the loss of your pedal protuberances will impact on your abilities. Your SPD when you are trying to walk, run, climb etc. is reduced by 50% for SR purposes and for calculating combat adds. Your DEX is reduced by 30% and similarly this will impact upon your combat adds, though not missile adds if you are firing from a sitting or lying position, and for certain SRs. You will still get your full rating if you are picking a lock for example but not when you are trying to walk a tightrope.

Do not fear this is not a permanent situation. You are young and determined. With time you will adapt to your new physique. Every time you 'spend' APs to increase either of these attributes your disability with that particular attribute will reduce by 10% of the total. Raise your SPD by 5 and your DEX by 3 and you are back to normal!

Make a note also that you are 4 inches shorter than before and your friends, if you have any, will make incessant humorous references to you as "Stumpy" or the like.

Now that your footwear has been removed you may traverse the corridor by going to **26** or, if you've gone off the idea, you can go through the door leading northwest to **170** if you are at the west end of the corridor or you can head north through the doorway to **15** if you are at the eastern end.

## 9

By spending a few quiet moments in contemplation you manage to find that sense of inner calm from whence all healing comes. Go to **78** and attempt to make a propitiation roll at your level. If you make the roll, go to **160**, if you fail, go to **89**.

## 10

Your head clears after the effects of the sunlight. Leave west to **57** or south to **231**.

## 11

The statue is suddenly alive and grabs you by the wrist. The uruk maiden pulls you towards her but before she has caught you with her other hand she melts and you are covered in a strange silvery-white material. If you are wearing armour (not shields) it will now take an extra 20% above its standard base hits (round up). If you were not wearing any armour, your skin will now give you 5 points of protection.

Leave now. You can go north to **168**, south to **224** or east down the stairs to **133**.

## 12

You lose your footing and find yourself rolling down a huge pile of leaves. Covered in soggy and somewhat fragrant leaf litter you come to a halt back at the doorway to the room. Go back to **45**.

## 13

You feel your life force being drained from you. Reduce your STR and CON by 1D6 permanently. Now go to **84**.

## 14

You take so long crossing the burning coals that the fire god Lignar smiles upon you and stops you receiving any damage. He also gives you the 'gift of flame'. This means that even without match or flint if you can make a successful 1<sup>st</sup> level SR on CHR you can start a fire if you have something to use as fuel. Go to **234** and decide what you are going to do next.

## 15

You are in a long, thin rectangular room with exits in the north, south and west walls. There is only a narrow pathway visible between the doorways since the entire room is filled with piles of all sorts of detritus. Rusted armour and weapons, old treasure chests their lids hanging from broken hinges, ancient and dust-covered wall hangings, even a few old coins, it's all here. This place appears to be a dumping ground, the great tree's equivalent of the municipal dump. Even as you stand and look around a small shield bent and battered almost to destruction pops out of the ether and drops crashing on to one of the larger mounds towards the back of the room.

It is just possible that hidden amongst all the rubbish there might be something worth salvaging if you can be bothered to take the time to root around through it all, of course. If you would like to rummage through the junk, decide how many turns you would like to spend doing so. Go to **176** if you would like to take 1-2 turns, to **53** if you take 3-4 turns, to **117** if you take 5-6 turns or to **206** if you take more than 6 turns. If sifting through a load of other people's rubbish is not your idea of fun, you can leave by going north to **231**, west to **155** or south to **108**.

## 16

Unlike the first time you stood on the edge of the balcony the moonlight does not affect you and you don't feel the surge of eldritch forces coursing through your veins. You still get a nice view of the Shindyr forest at night, though. Now leave by going back to **168**.

## 17

You realise that these strange objects are scales that have been shed by a large reptile. You remember that some of the strongest armour is made from dragon scale so it may be possible to create something useful from them. If you could take 50, weighing 4 wt.units each, to your local armourer he could make you a full suit that would take 20 points of damage (double for warriors) and would only allow spite damage through on odd numbered combat turns. What's more, this material is heat and fire resistant for up to 6 consecutive combat turns and only requires a STR of 6 to wear. Take your prize with you and return to **166**.

## 18

You fail to dodge the fireball and are quickly engulfed in its blue eldritch flames. These deal you 50 points of direct CON damage. OUCH!! However, if you have any item that will protect you from magical hits you may subtract that number. You may also reduce the effect by your current WIZ score and the level of the LK SR you just made. If your CON is still above 0, you can go to **75** to discover what the uruk maiden has in mind for her saviour. Otherwise, you are melted down to a small puddle of organic matter that becomes an unsightly stain on the floor. Close the book your adventure is over.

## 19

The room is empty apart from a few bones from what appear to be birds scattered around the place. There is a shallow depression in the floor next to the hole. Beyond the edge of the hole there is a near vertical shaft with sides of dark wood polished to an incredibly smooth finish. A cool breeze blows gently up from below bringing with it the aroma of lush vegetation. If you would like to jump down the hole, the sides are too smooth for you to properly climb, go to **218**. If you don't fancy that, you can leave through either of the doors by going north to **57** or south to **122**. Alternatively, you could part one of the bead curtains and go east to **98** or west to **216**.

## 20

Multiply the number by which you missed the STR SR by your level number.

If the result is 10 or less go, to **115**. If the result is between 11 and 20, go to **165**.

If the result is more than 20, go to **198**.

## 21

The warmth of the sun energises and refreshes you. Your CON and STR are both increased by your level number. Now go to **10**.

## 22

Roll a D6 to determine which door is the closest to you.

**1,2** = north, **3,4** = southwest and **5,6** = southeast.

To beat the ravaging hoard of 'yourselves' to this exit you will require a successful 2<sup>nd</sup> level SPD SR. If you fancy trying to get to one of the other exits, you will have to make a 3<sup>rd</sup> level SPD SR. If you avoid your reflections, go to **68** to get out through the north door, to **203** to exit via the southeast door or the southwest door will take you to **224**.

If you are unsuccessful in your attempted SR, go to **71**.

## 23

You have just brushed against one of the tendrils hanging from the ceiling. The effect on you is two-fold. Firstly, you take the number you failed your SR by in direct CON damage. Secondly, your STR is temporarily reduced by 25% for the next 10 paragraphs. If you remain conscious, go to **142** and leave this place. If your CON has dropped to 0 or below, close the book, your adventure has ended.

## 24

You emerge through a doorway into the light and blazing heat of the summer sun in the middle of the day. Pretty strange that as it isn't summer and there is no way it could be midday after all the time you have spent wandering the great tree. However, that may be, you are on a balcony that affords views out over the vastness of the Shindyr Forest, though you have to shield your eyes with your hand to appreciate them. You get the feeling this is an intensely magical place. If you would like to walk to the edge of the balcony and bask in the full glare of the sun, go to **190**. If you have stood on the balcony before and want to do so again, go to **132**. If you don't fancy that or you get 'prickly heat' and feel you would rather avoid excess ultraviolet exposure, leave by going west to **57** or south to **231**.

## 25

You are in a small square room with doors in the north and south walls and a doorway in the east wall beyond which a short section of corridor ends in a set of stairs heading down. Standing close to the west wall is a statue of an uruk, a female warrior judging by her attire. Her face is upturned and she is staring into the distance with a slightly surprised look frozen on her face.

If you would like to examine the statue in detail, go to **96**. If you would like to search the room itself, go to **63**. If you prefer to leave this place, you can go north to **168**, south to **224** or down the stairs east to **133**.

## 26

You plan to traverse the corridor of death, second part. If you decide to ignore the request to remove your footwear, go to **81**. If you do as you are told, then you should go to **120** if you are at the west end of the corridor about to head east or to **173** if you are at the eastern end intending to go west.

## 27

Half covered by a grungy old blanket, you spot an ancient ratling fast asleep. You could probably kill him where he lays by going to **151** if you wished to or if cold-blooded killing isn't really your bag, you might be able to overpower him and tie him up at **228**. You could try to search the room without disturbing the oversized rodent if you can make a 3<sup>rd</sup> level SR on DEX or an appropriate talent at **192**. Fail this roll and you will have to go to **161**. Alternatively, you could slip back out the way you came in by going to **166**.

## 28

You have found a well-made one-handed sword or dagger. Choose one from the T&T rulebook and roll 2D6 to see if it has any special properties.

Odds = Made of high-class materials. Scores an extra 3 adds.

Evens = Go to **110**.

## 29

Decide which of the vines you are going to swing on and go to **152** if you grab the middle one, **92** if you seize the one near the western end and **61** if you take the one at the eastern end of the room.

## 30

Bizarrely, you now have no reflections at all in the polished walls of this strange triangular room. You had better leave either by going through the north door to **68**, through the southeast door to **203** or through the southwest door to **224**.

## 31

The fluid doesn't taste of anything very much but does have a slightly greasy texture in the mouth. You begin to feel a bit woozy and the floor looks like it is moving away from you. In fact it is. You are now 7 feet 6 inches tall though your weight has only increased by 30 pounds. Your limbs have taken on a somewhat sinewy branch-like appearance and your hair is now a mass of wild curls resembling the arbour of an oak tree. Roll 3D6 and add it to your STR and roll 4D6 and add it to your CON. You are now at least part tree. As well as having the ability to stand absolutely stock still (start this talent at DEX + level + 2D6) you will no longer have to make propitiation rolls when you meet any of the great tree's dryads and you certainly won't have to take them on in combat. Now leave by going to **140**.

### 32

The moonlight makes your eyes super sensitive. You can now see at night as if it were full daylight. Go to **84**.

### 33

You manage to free yourself from your enemy long enough to catch your breath and draw your weapon. You can just make out a mass of leaf-like material swirling towards you. It reminds you of a large shark or killer whale knifing through water. You had better fight for all you are worth. Go to **51**.

### 34

The enormous serpent slithers swiftly and almost silently towards you. There is an avaricious fire burning in his amber eyes.

Salozar has a MR of 450 (46D6 + 225). His tough scales can deflect 20 hits as if on armour. You are clearly going to find it very hard going. However, as he approaches you could loose off a missile (huge target, point blank range) or fire off a spell before you have to engage in hand-to-hand proper. If you can reduce Salozar's MR to 200 or less by the end of the first combat turn, you will scare him off and he will disappear down the hole in the floor, go to **175**. Otherwise, you will have to fight to the death. If by some miracle you defeat him utterly, also go to **175** but if you are the loser, go to **196**.

### 35

You discover that you now have the ability to glide for short distances (up to 200 feet) by the light of the full moon. You fly effortlessly across the pit that the great tree sits in and on into a small clearing in the forest. A faint trail leads you to **90**.

### 36

Your newly acquired piece of armour is made from the carapace of a giant scarab. The wielder or wearer can fly as if they had cast a 'Fly Me' at first level though the magic here is a gift of the great beetle god.

Now return to **15** and leave here.

### 37

Try to make a SR on CHR at your level. If you succeed, go to **179**. If you fail, go to **148**.

### 38

The intensity of light suddenly increases dramatically. You have to screw your eyes up tightly to try to avoid being blinded. As you do so unseen hands push you back through the hole in the ceiling and you drop stone-like to the floor below. This does 3D6 of damage, though you may count armour but not shields at face value as protection.

If you are still conscious, go to **129**. Otherwise, your life essence will be absorbed into the great tree. Your adventure has ended close the book.

### 39

Add the number you just rolled to the number of attempts you have already had to try to hit the leaf litter shark. If this total is less than 6, you can return to **67** and take another shot. If the total is more than 6, you encounter one of the great tree's wandering denizens, go to **66** to discover which one and then leave here and go to **91** if you survive.

#### 40

Your grey haired doppelganger gets to you first but rather than trying to stop you or attack you he turns and wards off the other two reflections. This buys you enough time to get away. As you reach for the door you were heading for all the noise behind you dies down. If you were heading for the north door, go to **68**, if you were planning to go through the southeast door, go to **203** or if you had opted for the southwest door, go to **224**.

#### 41

You manage to drag yourself through the window on to a small landing within. Before you can get your bearings, you hear a voice behind you. Go to **54** to discover who it is.

#### 42

The heat and the strange energies surrounding you put the idea into your head that you could easily climb down the 300 feet or so of the great tree's trunk. This despite the fact that there are very few footholds that you can see and the bark is smooth and shiny. To resist the urge to 'go nutkin' and scamper down clinging on in squirrel mode attempt to make a 2<sup>nd</sup> level SR on CHR. If you fail or you would like to try climbing down anyway, go to **134**. Otherwise, you manage to turn from this path and should now leave here by either heading west to **57** or south to **231**.

#### 43

Your grip fails and you fall in an ignominious heap to the floor. The impact has inflicted the number by which you failed the SR multiplied by the level of the roll you attempted in hits. Armour but not shields can protect you at its base level. If you are still conscious, you can return to **122** and either decide to do something different or have another go at climbing one of the vines.

If your CON drops to 0 or below, your life essence will be absorbed into the great tree. Your adventure has ended close the book.

#### 44

Your spirit has been called to the halls of Yahectheb, the god of failure in battle. Your efforts have been rewarded with reincarnation. Since your earthly vessel has been destroyed, you need a new one.

Roll a D6. Odds = Male. Evens = Female.

Roll a 2<sup>nd</sup> D6. 1 = Human. 2 = Elf. 3 = Dwarf. 4 = Fairy. 5 = Hobb. 6 = Orc.

Now add up all of your attributes at their maximum levels before you died and divide by 8 (round down). You start your new life with all of your attributes at exactly this number. If you were a specialist character before your demise, you are not now but you can choose from any of the available character types. Unfortunately, although you remember your name and former life as an adventurer you do not remember where you lived or where your money or worldly goods are stashed. You, therefore, start with nothing apart from the cheap shirt on your back. Welcome back to the world of the living.

#### 45

You are stood at the only doorway into and out of a small square room. The room itself is piled high with massive amounts of leaves some of which are green but most are gold, red or rust coloured. The tops of the mounds of leaves must be almost ten feet above floor level in places leaving perhaps only 4 feet between there and the ceiling. At the very back of the room resting on top of the largest pile of leaves, you can see a magnificent trident. The shaft is dark polished wood, the head burnished bronze and the points are crystals that have been worked to the sharpest of tips. It simply reeks of power and prestige and it is yours for the taking. The only thing between you and your prize is a few leaves. Oh, and whatever might be lurking beneath them!

Your options it would appear are either to turn around and go back the way you came to **91** or to attempt to cross the leaves to the trident, which is no more than 12 feet or so away from you. You could easily walk straight to it across the uneven piles of leaves by going to **149**. You could adopt a more cautious approach by trying to stay close to the walls if you go to **105**. If you have an enchanted object that allows you to fly or you are a magic user and can cast a 'Fly Me' spell, you can float over by going to **217**. A less slick way of avoiding walking on the leaves would be to hang on to the knots and other irregularities in the walls and climb around at **123**.

#### 46

You manage to grab the attention of the uruk warrior maiden and she just succeeds in jumping out of the path of the fireball in time. Go to **75** to find out how this uruk lovely reacts to you saving her from fiery doom.

#### 47

You cross reasonably quickly and receive only 1D6 + 1 in direct CON damage. Now, assuming you are still alive, go to **234** and decide what you are going to do next.

#### 48

You feel like you have become a god. Well, not quite but if you are a magic-user your INT, WIZ, LK and CHR have increased by your level number. If you are a warrior, your STR, CON, DEX and SPD have increased by the same. Now, go to **10**.

#### 49

At your approach, your fierce looking doppelganger leaps from the mirrored wall and attacks you. He is like you in every respect except that his dominant hand is the opposite one to yours and his attributes are also swapped. His STR is your CON, his DEX is your CHR, his SPD is your WIZ and his LK is your INT and vice versa. Calculate the combat adds based on these new figures and fight your alter ego as if your very life depended upon it (oh it does!). Whatever weapon you employ your opponent will also get to use and whatever armour you are sporting he will also have.

If your brutal and bestial aspect defeats you, then you should close the book your adventure has ended.

If you are the winner, you receive the total of your STR, CON, DEX and SPD in APs. The weapon you used in this contest will now deflect up to 3 points of spite damage in any future combat. This is 3 points in total in any given fight however long it lasts, not 3 per combat turn.

Now, go to **30**.

## 50

You are being attacked by a giant roc. MR 96 (10D6 + 48). She gets 8 points of armour protection. Each time she scores a spite hit you must try to make a 1<sup>st</sup> level LK SR to stop the spite damage being doubled.

Victory earns you 120 APs, otherwise you will be trampled into a bloody mass. If you survive, you do not find anything useful in the room. Return to the main chamber at **166**.

## 51

Your opponent has a MR of 74 (8D6 + 37) and has 5 points of armour protection. You cannot inflict spite hits on this creature, but it has a special suffocation attack in any combat turn that a '6' is rolled. This will score an extra D6 of hits direct to your CON unless you can make a SR on CON starting at 1<sup>st</sup> level and increasing by one level for any subsequent roll.

Because of the vast pile of leaf litter this battle takes place in, slashing weapons (axes, though you shouldn't have one, and most but not all swords) only score half their usual dice (round down). Thrusting weapons such as daggers, some swords and spears of all sorts do their usual damage. Bashing weapons also have their attack dice reduced by half.

If you reduce the monster's MR to 0, go to **205**. If you are overcome, your rotting corpse becomes part of the humus from which the leaf litter shark derives its nourishment; close the book your adventure has ended.

## 52

You fail to get out of the path of the oncoming giant boomerang and you can only watch in horror as it crashes into your lower legs. Go to **8** to discover what sort of damage has been inflicted.

**53** Roll 2D6. If you roll 2,3,4,11 or 12, go to **66**.

Once you have dealt with any visitor(s) you must attempt to make a 5<sup>th</sup> level SR on LK. If you succeed, go to **138**. Otherwise, you could spend up to 2 more turns searching by going to **117** or more than 2 turns by going to **206**. If you don't want to do any more rummaging, you can leave by going north to **231**, west to **155** or south to **108**.

## 54

"Hello Sir!" says the voice and you turn to see a figure resembling an elf. As he steps forward into the pale light cast by several small lanterns suspended from the ceiling, you can see that he appears to have been crudely carved from a pale wood.

"Hello Sir!" the figure repeats, "I am Needon, the wooden golem. Welcome to 'The Tree of Life'." He continues to speak. "You may not take any physical means of starting a fire with you into the tree. Fire is very unpopular with trees and their spirits, so kindly leave your tinderbox etc... with me. There are lanterns like the ones you see here throughout, so you won't need such stuff. They will be returned to you when you leave. Axes too must be left behind; they are even more reviled than fire".

If this leaves you without a weapon, Needon will find you a replacement sword or spear but it will only score up to 4D6 in combat (scour the T&T rules to find your replacement and note what it is).

Once you have handed over any prohibited objects, the wooden golem bids you farewell and starts to merge into the wall. If you would like to attack him, go to **6**. Otherwise, you should leave here by heading up the short flight of stairs to **25**.

## 55

You have found an almost new helm or shield. Choose one from the T&T rulebook and roll 2D6 to see if it has any special properties.

Odds = Made of superior materials, takes an extra 2 hits.  
Now return to **15** and leave here.

Evens = Go to **226**.

## 56

In the moonlight and with a cold breeze making you shiver, a part of your mind that had been hidden away is unlocked. You are now a 'child of the night'. Anytime after sunset, you can transform into a wolf. You can still speak and think and even cast spells but you cannot handle weapons and the like. You score your STR divided by 10 (round up) in dice in battle and get your combat adds as usual. While in lupine form you have enhanced olfactory senses and you get a Tracking talent starting at INT plus 3D6. Now leave the balcony and return to **168**.

## 57 Random

**Encounter Point.** Roll a D6. If you roll odds go to **66**.

You are in a long straight corridor running east west. At the eastern end you can make out a doorway while at the western end you can just make out a set of steps heading due south. In the middle of the south wall close to you is a wooden door.

To head off down the stairs at the west end of the corridor go to **133**. The doorway at the eastern end will take you to **24**, while the door in the southern wall goes to **186**.



## 58

Whilst you can find nothing by sight you fancy you can hear a very gentle dripping noise and close to the northern door you find a slightly cloudy fluid oozing gently from one of the silver-grey lines in the wall. You are bound to have a small vial or sealed container that you can catch it in. After a few seconds the fluid stops flowing and you have perhaps a fluid ounce of material. It has a subtle rather earthy smell but is otherwise unremarkable.

Decide what you are going to do with it. If you carefully stow the container away in your pack for later close examination, make a note to go to **235** if and when you have survived your adventure within the great tree. If you want to drink it, go to **31**. If you decide to rub it into the skin of your arms and face, go to **147**. If you decide that the internal fluids of giant enchanted trees are probably not meant for a mere humanoid and you pour it away and leave, go to **140** but ask yourself where your sense of adventure has gone before you do.

## 59

Attempt to remove the purse by making a 4<sup>th</sup> level SR on DEX. If you are successful, go to **114**. If you fail this roll, make a note of the number you failed by and go to **83**.

## 60

You are swallowed up in the leaves. You continue to fall deeper and deeper into their soft embrace. They get everywhere including into your eyes, your mouth and nose. You struggle to breathe battling to try to get free but you cannot. You are suffocated. Close the book your adventure has ended.

## 61

Dangling on the vine like a 7 year-old really does put you in touch with your inner child. Increase your CHR by 1. While you are still enjoying yourself, the vine snaps dropping you back to terra firma. Fortunately, only your pride is hurt after such a short fall.

As well as reliving your youth, you now have a 12-foot length of enchanted vine. By saying the word "ladder" the vine will hang vertically as if it were a pole. It need not be attached to anything at either end it will simply float in space and is strong enough to support 5 times your weight. It will return to its flexible form when you say "rope". It weighs a mere 3 wt. units. Now go to **129**.

## 62

You hurtle through the open window and crash into the wall on the far side of a small landing. This does 5D6 hits of damage to you though you may count any armour, including shields, as protection at their base level. If you are still in the land of the living, you are disturbed by a voice from behind you. Go to **54** to find out to whom the voice belongs. If your CON has dropped to 0 or below, your adventure has ended at the first hurdle. Close the book.

## 63

Attempt to make a 3<sup>rd</sup> level SR on LK. If you succeed, go to **103**. If you fail, go to **180**.

## 64

You hear a loud cracking noise followed by a grunt of pain and the sound of a body hitting the floor. This, coupled with the image of your grey-haired reflection standing holding a dagger with a bloodstain on the pommel when you do risk a peek, suggests what has happened. With a knowing wink your saviour slowly vanishes along with the rest of your alter egos. Take a bonus 50 APs and go to **30**.

## 65

The floor isn't completely covered in thorns so, with a little skill you might avoid being skewered on them. Make DEX SRs at 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> levels. If you are successful in them all, you get a bonus 50 APs. For every point you failed any roll by, you receive a point of direct CON damage. If you fail all 3 rolls, you take an extra 1D6 + 2 in direct CON hits.

If you are still conscious, you can either go to **120** if you are heading west or to **173** if you are heading east and wish to continue to walk the corridor of death, second part. If you prefer, you can nip through the door in the north wall at this point by going to **155**.

## 66 Random Encounters

You have bumped into one of the great tree's less predictable denizens.

Use the chart below to discover who or what you meet. The underlined number is the paragraph where you will find them.

If you meet one of the dryads, you have the choice of the normal meeting or you can try to propitiate the tree spirit. The number in brackets is the level of the propitiation roll you must make. Once you have decided on appeasement, go to **78** to find out which attribute you must make the roll against.

1 <sup>st</sup> D6 ↓	2 <sup>nd</sup> D6 →	1,2	3,4	5,6
1,2		Dryad; Willow (3) <u>157</u>	Giant Tree Frog <u>124</u>	Dryad; Apple (4) <u>172</u>
3,4		Tree Sprite; Acorn <u>116</u>	Tree Sprite; Branch <u>141</u>	Terminal Termite <u>199</u>
5,6		Leeching Lichen <u>80</u>	Dryad; Pine (3) <u>227</u>	Tree Sprite; Leaf <u>219</u>

## 67

The creature moving amongst the leaves is tremendously quick and makes sudden direction changes dodging here and there sometimes disappearing only to emerge moments later on the other side of the room. To 'strike gold' will require exceptional skill and not a little good fortune even at this short range.

Using the average of your DEX (or an appropriate talent such as archery) and LK, try to make a 3<sup>rd</sup> level SR. If you are a Ranger specialist, you will still have to make a 3<sup>rd</sup> level SR on LK to hit. If you succeed, go to **212**. If you fail and wish to try again, roll a D6, make a note of the result and go to **39**. If you fail and don't want to make a further attempt, you can leave by going to **91**.

## 68

You are in a small square room with doors in the north, south, east and west walls. The floors, walls and ceilings here are very pale and you can see literally thousands of fine silvery-grey lines running through them. What's more this place reeks of enchantment and feels tremendously ancient. The atmosphere is heavy and oppressive. It is a little difficult to breathe and there is a faint drumming noise in your ears like a heartbeat. You feel utterly dwarfed. You are suddenly on edge and aware just what a small place yours is in the universe compared to your arboreal host.

If feeling uncomfortable about your lot in life is not to your liking, you could leave through any of the doors. Go to **140** to decide which way you will head. Despite the sense of anxiety you feel, you could stay and rest up for a while by going to **9**. Alternatively, you might like to have a good look around to see if anything useful, interesting or dangerous is lurking in a dark corner at **183**. The fine lines form a huge mass of rings on the ceiling and presumably represent the great trees pattern of growth, so you could try counting them if you wanted to by going to **125**. If none of this takes your fancy, you could try to remove a piece of the pale flesh of the last firren by going to **99**.

## 69

You appear to have stumbled into a null point of the planet's kremm field. Reduce your WIZ by your level number. Now go to **10**.

## 70

The sword slides easily from the statue's hand. It is enchanted and will score an extra  $2D6 + 2$  in combat (i.e.  $6D6 + 6$  in total) and does double spite damage versus elves and fairies. If you want to try to remove either of the remaining items, go to **162** otherwise leave this room by heading north to **168**, south to **224** or down the stairs east to **133**.

## 71

You are not quick enough to outpace your alter egos and they catch up with you before you get to the door. Which of them gets to you first is determined entirely by fate. Using your current LK, take the number of 'tens' from the number of 'units'; it doesn't matter if your answer is negative. If you have a LK that runs to 3 figures (what are you doing in this solo?) use the 'hundreds' and 'tens' figures as one number and take away the 'units'. (i.e. Your LK is 113. 11 minus 3 gives your answer of 8).

If this figure is odd, go to **194**. If it is even, go to **131**. If it is 0, go to **40**.

## 72

You emerge into the space above the ceiling. It is completely dark. Not even a faint glow from the room below penetrates the inky blackness. It is quite disorientating. Go to **78** and try to make a 4<sup>th</sup> level propitiation roll.

If you succeed, go to **187**. If you fail, go to **129**.

### 73

A large stone whizzes past your head and hits the wall behind you with a resounding clunk. As you urgently scan the room to find out who your assailant is, a mass of fur leaps at you swinging cold iron. Go to **161**.

### 74

Swinging across to the great tree is the easy part. Now you will have to untie yourself from the safety line and climb up the smooth and relatively branch-free trunk. This will take considerable strength and skill. Make 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> level SRs on the average of your STR and DEX (round up) or on an appropriate talent such as climbing. If you make all 3 rolls successfully, go to **41**.

If you fail any rolls, keep a note of how many you failed by and go to **126**.

### 75

'Fat chance' of any reward let alone thanks! She comes barreling straight at you swinging her urukish scimitar.

STR 35	CON 46	DEX 35	SPD 17	
INT 12	WIZ 15	LK 30	CHR 10	Adds +69

Uruk Scimitar (6D6 + 6) does double spite damage versus elves and fairies.

Cuirbollie armour (7 x 2)

If you defeat her, you get 120 APs. You can carry off the enchanted sword. The armour, however, seems an integral part of the uruk's stout frame.

Time to leave now. You can go north to **168**, south to **224** or down the stairs east to **133**.

### 76

As you step to the edge of the balcony into the moonlight its intensity increases. You realise that you are being bathed in magical energy. It seems unlikely you will leave here unaffected by such enchantment.

Roll 2D6 to discover what happens.

'Doubles' of any sort, ignore the actual total, go to **145**.

'3' go to **56**. '4' go to **13**. '5' go to **177**. '6' go to **195**. '7' go to **32**.

'8' go to **104**. '9' go to **159**. '10' go to **230**. '11' go to **128**.

### 77

The lock clicks quietly and your chosen door pops slightly ajar. Ghostly letters float briefly before your eyes spelling out the words "*The corridor of death, second part*". Before you have a chance to think what this may mean, you are caught up in a maelstrom of magical energy. Coruscating green lights flash before your eyes and you sense you are being transported elsewhere. As the lights fade you find yourself standing in a passageway. If you opened the southwest door, go to **203** or if you opened the southeast door, go to **108**. If you chose the middle door of the three and went south, roll a D6. An odd takes you to **203** while an even leads to **108**.

## 78 Propitiation Table

A propitiation roll (PR) is somewhat like an ordinary saving roll. First, use the table below to discover which attribute you need to make the roll against if you haven't already been told.

1 <sup>st</sup> D6 ↓	2 <sup>nd</sup> D6 →	1,2	3,4	5,6
1		STR	CON	LK
2		WIZ	SPD	DEX
3		INT	STR	CHR*
4		DEX	WIZ	SPD
5		CHR*	DEX	INT
6		CON	LK	STR

Attempt to make the roll at the level given in the random encounters table or by the paragraph that sent you here.

If you are trying to appease a dryad for whom you have already successfully made a propitiation roll, then you must try to make this roll at a level higher than last time.

As well as the base roll numbers there are some kindred modifiers for the target of your roll that need to be taken into account.

Elf + 1. Dwarf – 2. Hobb – 1. Dark Elf – 2. Uruk (and other monster types) – 3.

Example. Khulduk Shieldwarden has to make a 3<sup>rd</sup> level PR on his LK of 25. Normally a roll of 5 or more would be good enough but because he is a dwarf he gets a – 2 modifier that means he needs at least 7.

\* If a character is successful in making a propitiation roll on CHR when appeasing a dryad then the dryad will fall in love with him or her. This means that if you encounter this particular tree spirit again you will be allowed to pass unharmed. Go to **237** to see what other boon this brings.

A propitiated dryad will bless you and increases the attribute you made the roll on by the level of the roll.

If you fail to propitiate a dryad, then you should reduce the attribute by the level of the failed roll and you will have to go and face the dryad in combat. Return to **66** to find out where you have to go.

**79**

In the soft embrace of the leaves, you suddenly feel as if something immensely powerful is holding on to you dragging you deeper. You had better try to break free by attempting to make a SR on STR at your level.

If you succeed by more than 10, go to **225**.

If you succeed by between, 6 and 10 go to **136**.

If you succeed by 5 or less, go to **33**.

If you fail your roll, go to **171**.

### **80 Leeching Lichen**

This is an insidious foe that does not attack physically but rather does battle with you on a mental plane. Once you have trodden in it, unaware that it poses any threat, it begins to work its evil against you.

Add up your current INT and WIZ, and use the total to calculate dice and adds as if it were a MR. You get bonus dice equivalent to your level number.

The lichen's rating is  $40 + (\text{your level} \times 10)$ . Run this mental battle like a combat between 2 MR rated creatures. For each point of damage inflicted upon you, reduce your total rating and your WIZ by the same amount.

If you defeat this creature, you earn 100 APs. If your WIZ drops to 0, your life force has been extinguished. Any loss of WIZ can be regained at the rate of 1 point per 2 paragraphs visited.

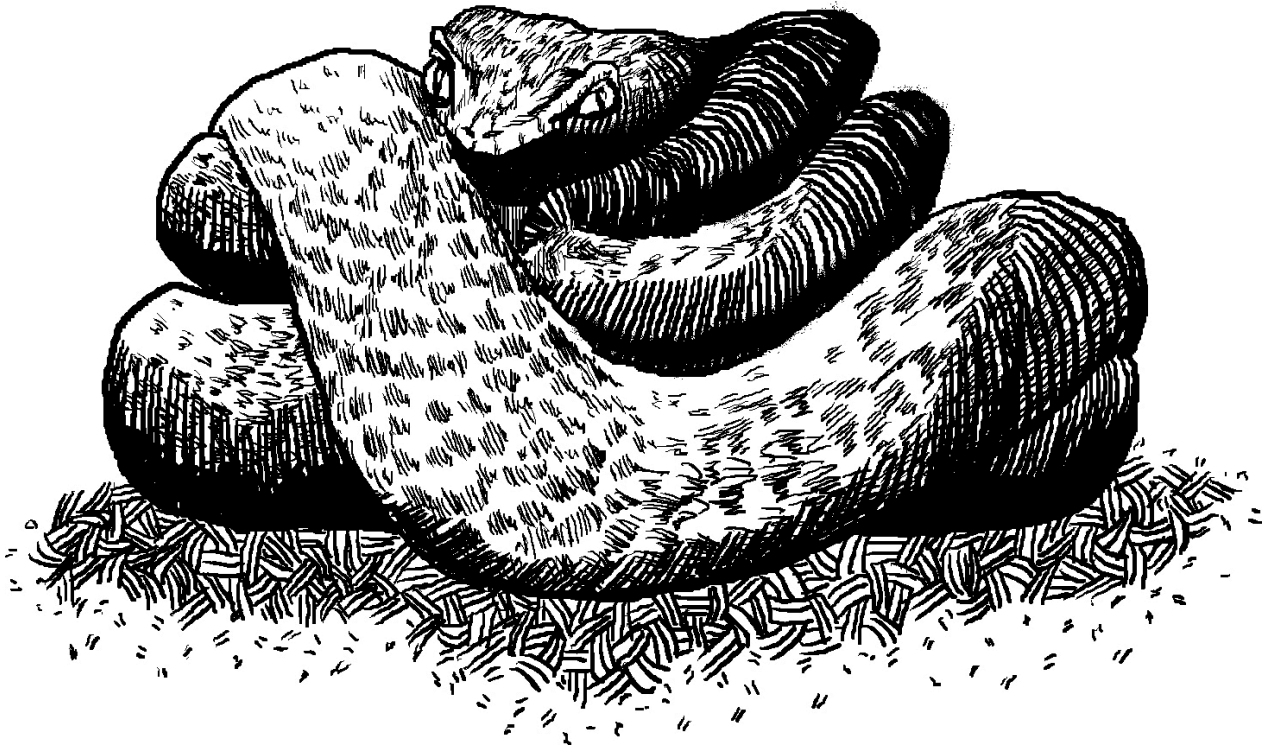
### **81**

As you take your first step, you hear a quiet whooshing sound from the far end of the corridor and notice a large wooden boomerang with sharpened steel edges flying towards you. It is only a few inches above the floor. Attempt to make a 1<sup>st</sup> level SR on DEX to hop out of its way. If successful go, to **154**. If you fail, go to **52**.



## 82

Next to the hole in the floor is the coiled form of the most enormous snake you have ever seen. At its widest, its girth must be over 5 feet. Running along the great reptile's sides are alternating patterns of diamonds and circles in black on a background of pale silvery green scales. All in all it is a magnificent if rather terrifying sight. As you instinctively hold your breath in an attempt to make as little sound as possible before you attempt to sneak away, a lazy-sounding voice starts to speak to you, "A visitor to my humble abode? This really is a special day." Just then, the previously unseen head appears from amongst the coils. Piercing amber eyes bore into you and a forked tongue flicks in and out sampling the air, literally tasting your aroma.



"I have so little variety in my diet nowadays, a little humanoid flesh will be a real treat," he continues, "But perhaps I am being rude? I ought to introduce myself before dinner. I am Salozar. I was the royal beast of the house of Arabirn for more than 4 centuries before Glebus brought the wood elf dynasty to an end. Dear Glebus recognised my magnificence, though, and used to send me many a tasty morsel. Since his demise I have had to fend for myself. I have even had to go and hunt in the forest and I haven't done that since I was little more than a worm." Stretching slightly and yawning in preparation of swallowing you whole, he adds; "Now I do hope you are not going to make this business more unpleasant than it has to be. You are to be part of the diet of a royal beast! An ending of such magnificence is given to very few in this life."

If you decide to accept that life has dealt you a poor hand today and allow Salozar to ingest you without putting up a fight, go to **210**. If you plan to go down swinging hard, go to **34**. Alternatively, you could try to make a run for it either out through one of the doors or by jumping down the hole in the floor by going to **146**.

## 83

If you failed your SR by 6 or less, go to **174**. If you failed by between 7 and 12, go to **11**. If you failed by more than 12, go to **121**.

**84**

Your head clears as the moonlight fades. Leave the balcony now by going back to **168**.

**85**

On closer inspection, it is clear that this reflection is you from the future. Your alter ego whispers some useful information regarding adventures you are yet to have and then turns and walks away.

In the next 3 solitaire adventures you enter you can, on one occasion, look forward to a paragraph and if you decide you do not like what you see, you can turn back and make a different choice. If you do not use this gift, it is lost and you cannot simply roll it over to another adventure at your whim.

Now go to **30**.

**86**

You are caught unawares by some hidden assailant and must roll 3D6 and add 18. This is the number of hits you will have to take before you can turn to face your foe. You may use your armour at full value (doubled for warriors) but you will not be able to get your shield into play if you have one.

If you are still conscious, you can continue this battle at **161**. If your CON drops to 0 or less, you die never knowing who your attacker was. Close the book your adventure is over.

**87**

You cross quite quickly and receive only 1D6 + 4 in direct CON damage. Now, assuming you are still alive, go to **234** and decide what you are going to do next.

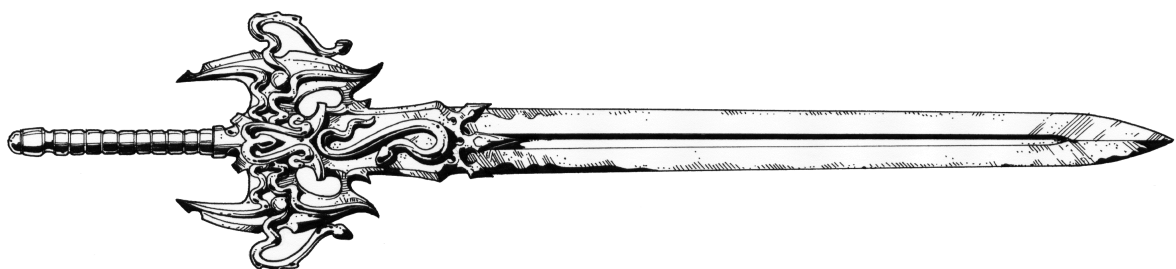
**88**

What a hero! You step across in front of the uruk warrioress and take the full force of the fireball on her behalf. By some strange quirk of fate or perhaps because you have acted selflessly, the gods of fair play are pleased with you. The magical energy dissipates and reduces your CON by only 1 point.

Unfortunately, the maiden you have saved obviously subscribes to the notion that "No good deed should go unpunished!" She attacks you from behind catching you completely by surprise. Roll 6D6 and add 75 for her combat total. If you can take all this and still remain conscious, then you can continue the battle on a more even footing. Perhaps she will reconsider her actions and reward you in some way at **75**. If your CON drops to 0 or below, your adventure has ended close the book.

**89**

You feel slightly refreshed by your period of contemplation. You may restore up to your level number in CON damage if you have any. Now roll a D6. If you roll odds, go to **140**. If you roll evens, go to **66** and if you survive that encounter, you can proceed to **140**.



## 90

After a few minutes, you emerge into a clearing in the forest far enough away from the tree that you cannot see it. This place was clearly once a guard position for the back entrance. There is a sturdy lean-to that will provide shelter and there is a good supply of wood to make a fire. If you left any gear with Needon, you find it resting on top of a small log table. You can rest the night before setting off back to civilisation in the morning. Congratulations you have survived the trials of The Tree of Life. You have earned a bonus  $(3,500 - (\text{your level} \times 200))$  APs. Well done!

## 91

You are at a 3-way intersection. A long corridor heads south and ends in a door; a shorter passage heads northwest and ends in a doorway. East from here is a very small section of corridor only a few feet long that ends in another door.

To go through the door south, go to **68**. To head through the northwest doorway, go to **45** while the door to the east will take you to **122**.

## 92

Dangling on the vine like a 7 year-old really does put you in touch with your inner child. Increase your CHR by 1. Just as you start to think about leaving the playground the entire vine bursts into flame. Ouch! This does a  $D6 + 2$  in CON damage to your hands. Gloves or gauntlets will protect you at their face value only.

If you remain conscious, the flame quickly goes out and you should go to **129**.

If your CON drops below 0, the burning vine lands on your prostrate form setting you alight. You are burnt to a crisp, close the book your adventure has ended.

## 93

You notice something glinting from under a pile of dusty old clothes. On picking it up, you find it is a diamond worth at least  $1D6 \times 500$  GPs.

Roll  $2D6$  to discover if it has any special properties.

Odds = The gem is a rare pink diamond and is worth double your original estimate.

Evens = Go to **113**.

## 94

If you managed to fly over to the trident, you find that whatever means allowed you to do so has now failed. You will have to use your legs on the return journey. Indeed, if you climbed the walls or shuffled around the edge of the room to get here, you will not be able to do so now because, even as you are admiring your prize, great drifts of leaves are being thrown up into the air. A tremendous breeze gets up and the leaves begin to spin around in a clockwise direction as they are turned into a huge whirlpool of shed foliage. You can feel the effect of the maelstrom tugging at you, trying to pull you towards its centre.

To get safely across to the doorway, you will need to make a SR on STR at your level plus one. If you are successful, you can leave and return to **91**. If you fail, make a note of how many you missed the roll by and go to **20**.

## 95

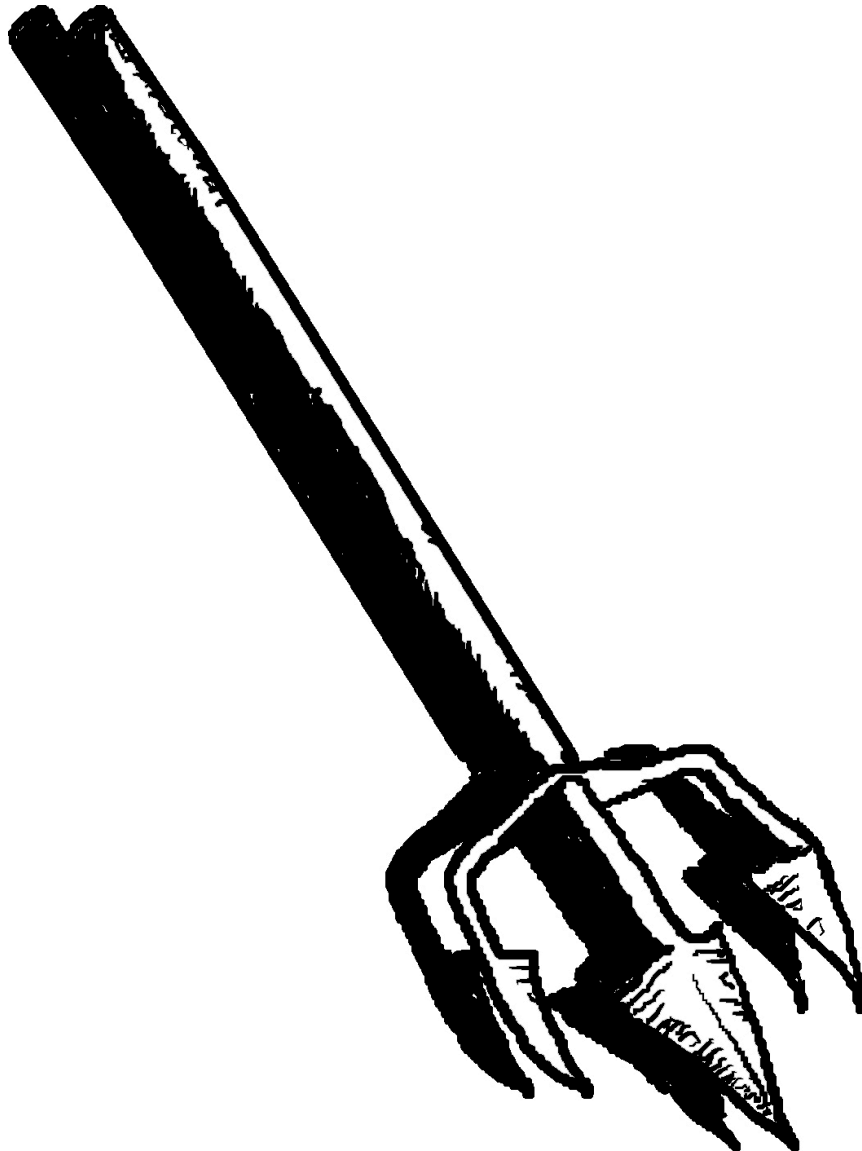
You feel pain in every part of your body. You drop to your knees about to cry out in agony when it suddenly stops. Your STR has increased by your level number. Now go to **10**.

**96**

The statue is rather finely wrought, though whether it is metallic, wooden or stone-built is difficult to say. She carries a wickedly sharp urukish scimitar in her left hand, a hunting horn is hanging from a thin bandolier across her chest and a plump purse hangs from a plain belt at her right hip. They look as if they could be removed from the statue quite easily. If you would like to take the sword, go to **202**, if the horn is more to your liking, go to **2** while if the fat purse takes your fancy go to **59**.

**97**

You curl into a ball in the hope that you are just having some sort of bizarre hallucination. After a great deal of noise there is a period of prolonged silence. Open your eyes and go to **30**.



## 98

Doing your best to part the bead curtain without making any noise, you enter a tiny round room. There appears to be only one way in or out. Stood on a crude nest of mud, twigs and leaves in front of you is a large bird with a long neck, very long legs and rather small, stubby wings. Probably flightless you surmise. Although there is a pointed bony crest on its head and the beak is wickedly sharp, this creature has doleful eyes and what you take to be an expression of defeat on its face suggesting it poses you no immediate threat.

After a short pause in which you and your avian companion stare at each other in silence, the bird speaks, "End my misery for me. Kill me and I will leave you a gift beyond price."

If you accede to the bird's wishes, go to **179**. If you would like to establish a few more facts before you make a decision, go to **130**. If you deny point blank the granting of her request, go to **148**. You could just turn around and leave by going to **166**.

## 99

If you do not have a knife or sword, you will not be able to attempt to remove any of the wood and you must return to **68** and make a different choice. If you do have the prerequisite equipment, attempt to make a 1<sup>st</sup> level SR on STR and a 2<sup>nd</sup> level SR on DEX. Success in both rolls takes you to **178** while if you fail either, you should go to **5**.

## 100

You faint but still seem to be aware of falling. The sensation seems to last forever as you turn over and over in an unending aerial ballet. Suddenly, this is stopped short as you hit a cool, soft and fragrant mass that cushions you entirely. You awake to find you are lying in a huge brake of ferns some way beyond the base of the great tree. Increase your LK by your level number. A faint animal trail leads away into the woods and you may follow it to **90**.

## 101

You succeed in casting your spell or making your magical object function and you float effortlessly up to the window. Just as you think everything is going your way, the sorcery that was keeping you aloft fails dramatically and you drop back towards terra firma. With just one chance to grab at the windowsill to save yourself, you see your brief life start to flash before your eyes. Go to **41** to see how you do.

## 102

You sense movement out of the corner of your eye and hear the telltale noise of a missile being loosed in your direction.

Roll 2D6. Doubles add and roll over. If you roll 5 or more, go to **184**. If you roll less than 5, go to **73**.

## 103

Amongst the leaves and dust on the floor of this room you find an enchanted leather purse. It contains 10D6 gold coins at the beginning of every day you are taking part in an adventure, even if you had emptied it the day before. Note that it will not fill with money while you are "between jobs" so to speak.

Time to leave now. You can go north to **168**, south to **224** or down the stairs east to **133**.

## 104

The waves of Kremm energy crash over you and render you unconscious. When you wake your DEX has dropped by your level number. Now go to **84**.

### 105

The leaves certainly seem to be more firm under foot here but still quite uneven. Attempt to make a 1<sup>st</sup> level SR on DEX. If you succeed, go to **217**. If you fail, go to **12**.

### 106

As you approach the mirrored wall that contains your unarmoured reflection, the room is plunged into complete darkness. You feel strangely light-headed and stumble to the floor. As you begin to lose consciousness, you are dimly aware that some sort of battle is raging in your subconscious. Your higher, intellectual self is fighting your more base physical side.

Add up your INT, WIZ, LK and CHR. This represents the power of your subconscious. Use it like a MR to develop dice and adds. Now total your STR, CON, DEX and SPD. This is your physical being's combat rating.

Run a battle between these two aspects of your essence as if it was a normal episode of hand-to-hand. The winner is obviously that part of you that reduces the other to zero or less. Make a note of the number of combat turns the battle lasts and go to **4** if your intellectual side wins or to **189** if your physical side is the victor.

### 107

You are not quick enough to outpace Salozar and he catches you within his massive coils. He stares at you with a mixture of amusement and contempt on his face as he begins to squeeze the life force from you. Fortunately, you lapse into unconsciousness before you are crushed to death. Close the book your adventure is over.

### 108

You stand at a corner where a long east west corridor turns due north. The northern passageway ends in a doorway some 20 feet from your current position. To the east the corridor zigs north and zags south 3 times along its length. At the apex of each of the northern zigs, there is a stout wooden door. Outside each of the doors the floor appears to be somewhat different to everywhere else within the great tree. By the door at the western end of the corridor it looks frosty and covered with a thick carpet of ice. By the middle door there are numerous briars with thousands of wickedly sharp thorns on them. By the door closest to you at the eastern end of the corridor, the floor is covered in coals glowing orange and emitting small puffs of smoke from time to time.

On the wall you discover a notice that reads,

"This is the Corridor of Death, second part.  
Please remove all footwear before you proceed. Thank you."

If you plan to walk along the corridor, head go to **26**. If you prefer to go north to the room beyond the doorway, go to **15**.

### 109

You emerge into the space above the ceiling. Despite the appearance from below of total darkness, you discover that it is so bright here that you have to screw your eyes up to be able to tolerate it. It is disorientating. Go to **78** and try to make a 2<sup>nd</sup> level propitiation roll. If you succeed, go to **135**. If you fail, go to **38**.

## 110

Your weapon is also enchanted to score an extra 2D6 of hits per combat turn.  
If you rolled a double, go to **222**, otherwise go to **15** and leave this place.

## 111 Combat Magic Matrix

Decide which spell you wish to use. Then decide what sort of creature you are fighting and go to the appropriate cell.

If there is a number in bold, go to that paragraph.

If there is a range of numbers, like 1 – 3, roll a D6 and if your roll is within that range your spell is successful.

If there is a percentage in brackets, then that indicates the amount of your potential damage you actually score.

If the word ALL is in the cell, then that spell works 100%.

SPELL	MONSTER	DRYAD	OTHER
<i>Call Flame</i>	<b>238</b>	<b>238</b>	<b>238</b>
<i>Call Water</i>	1 - 4	1 – 3	1 - 5
<i>Oh-Go-Away</i>	ALL	1 – 5	1 - 2
<i>TTYF / Blasting Power</i>	1 - 2	1 (50%)	1 – 3
<i>Vorpal Blade / Whammy</i>	1 - 5	1 – 4	1 – 5
<i>Glue You</i>	1 - 4	1 – 2	ALL
<i>Little Feets</i>	1 - 5	1 – 3	ALL
<i>Unerring Blade</i>	1 - 5	1 – 4	1 – 4
<i>Freeze Pleeze</i>	1 - 3	1 – 2 (50%)	1 - 4

You can regain WIZ at 1 point per 2 paragraphs that you visit.

## 112

The piercing energy of the sun's rays causes you to stagger and nearly fall. When you have recovered, your DEX has increased by twice your level number. Now go to **10**.

## 113

The gem is enchanted and will act as a kremm battery that is able to hold up to twice your current WIZ attribute in stored magical energy.

If your roll was a double, go to **3**, otherwise you must return to **15** and leave this place.

## 114

The purse slips easily from the belt it was attached to. It contains a mere 3D6 in copper!  
If you want to try to remove either of the remaining items, go to **162**, otherwise leave this room by heading north to **168**, south to **224** or east down the stairs to **133**.

### 115

Struggling against the force trying to pull you down to goodness knows what fate, you just manage to get free, though you take a D6 in direct CON damage. However, you manage to hold on to the trident. If you remain conscious, you can leave by going to **91**. If your CON drops to 0 or below, you are dragged back into the maelstrom and you should proceed to **198**.

### 116 Tree Sprite – Acorn MR 16 (2D6 + 8)

Number = your level + 2. These are nut-shaped, gremlin-sized creatures with spindly limbs. They shower you with acorns, nuts, bits of old twig, just about anything they can get hold of. Since they will try to stay as far out of your reach as possible, you can only inflict hits on the same number of sprites as the level of the highest DEX SR you can make. (i.e. You make a 3<sup>rd</sup> level DEX SR, so you can score hits on only 3 tree sprites, though you can use your hit point total to keep the whole crowd of them at bay.)

After 5 combat turns, the sprites will give up and leave you alone no matter how badly you may be doing. Survival earns you 16 x (Number of sprites + number of sprites killed) in APs.

**117** Roll 2D6. If you roll 2,3,4,5,6,7,10,11 or 12, go to **66**.

Once you have dealt with any visitor(s), you must attempt to make a 4<sup>th</sup> level SR on LK. If you succeed, go to **138**. Otherwise, you could spend up to 2 more turns searching by going to **206**. If you don't want to do any more rummaging, you can leave by going north to **231**, west to **155** or south to **108**.

### 118

By dint of your superior skills, you manage to control your flight through the window and land more or less gracefully on the small landing within. Increase your LK by the level of DEX SR you achieved.

As you begin to assess your surroundings, you are surprised by a voice from behind you. Go to **54** to discover who or what the voice belongs to.

### 119

Your rodent captive is quite talkative if you count long strings of expletives and colourful curses screamed at the top of his lungs as informative discourse. He won't really answer any questions even if bodily harm is threatened or indeed dealt out. He keeps referring to "the master" who will apparently punish you for the way you have treated his servant. You could either leave him to rant and search the room by going to **192** if you haven't already done so or you could dispatch him by going to **151**. Otherwise, return to the chamber at **166**.

### 120

Even before you place your marbled limbs to the floor, you can feel the extreme cold. Make CON SRs at 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> levels. If you succeed at all 3, you get a bonus 50 APs. For every point you failed any roll by you receive a point of direct CON damage. If you fail all 3 rolls, you take an extra 1D6 + 1 in direct CON hits.

If you are still conscious, you can either go to the end of the corridor at **203** if you are heading west or, if you are heading east, you can walk on the briars at **65**. You could also decide to go through the door in the north wall to **155**.

**121**

The statue is suddenly alive and grabs you by the wrist and pulls you towards her. Before you can react she seems to melt into you. Literally, the two of you have been fused together.

Whatever kin you were before, you are now half uruk. Your gender remains unchanged but if you were a magic user, you have now gained a warrior's special skill with armour and the ability to wield weapons that score more than 2D6 damage while retaining your magical abilities. You have become a strange mixture of two characters. Finally, your attributes are also affected. Calculate the average of your 8 attributes (round down). If this number is less than 25, then you may increase 2 attributes of your choice to 25. If the average is more than 25, then you must reduce 2 attributes of your choice to 25.

Time to leave. You can go north to **168**, south to **224** or down the stairs east to **133**.

**122**

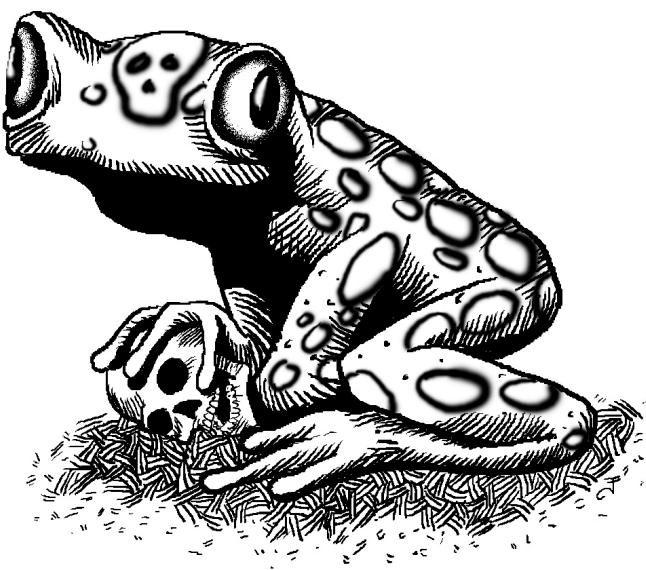
You are in a large round chamber with doors to the north, south, east and west. The ceiling is a domed affair with 3 circular openings in it. Dangling from each opening is a thick vine that disappears into an impenetrable darkness beyond. The middle vine of the 3 is a rather variegate type with greens and gold and pale cream colours in it while those at either end are entirely green. If you are very quiet, you can just make out a very faint tinkling sound emanating from beyond the openings in the ceiling.

If you would like to climb one of the vines to see what is to be found in the darkness up above, decide which one you will hang on to and go to **191**. If climbing sounds a bit too much like hard work and you'd prefer to appease your inner child by having a jolly good swing on any of the vines, go to **29**. Otherwise, you can leave through any of the doors. North will take you to **186**, east to **231**, south to **201** and west to **91**.

**123**

Doing your best squirrel impression and climbing around the walls to the back of the room certainly looks easier than it really is. You need to make 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> level SRs on STR and 3 1<sup>st</sup> level DEX SRs to avoid becoming detached. If you fail any of these rolls, you fall into a huge pile of soft leaves at **181**. Otherwise, go to **217**.

**124 Giant Tree Frog MR 78 (8D6 + 39)**



The size of a small pony, this arboreal amphibian doesn't score spite hits but for every combat turn in which at least one '6' is rolled, you will have to deal with an attack from the creature's long sticky tongue. It will entangle your weapon if you fail a STR SR starting at 1<sup>st</sup> level and increasing by one level each time you have to make another roll. Should you fail one of these rolls, your weapon is lost until the battle is over.

A victory will earn you 100 APs.

**125**

You will need to concentrate very hard to count all the rings. Make a 2<sup>nd</sup> level SR on INT. If you succeed, go to **167**, otherwise, go to **233**.

**126**

Multiply the number you failed any or all of the SRs by, by the level of the roll. If this comes to more than 20 for any single roll, go to **200**. If this is not the case, go to **41**.

**127**

You have successfully protected the uruk warrioress from the magical fireball by means of nefarious magicks of your own. You get a bonus 50 APs. When the Kremm fields have returned to normal, she thanks you in typical uruk fashion at **75**.

**128**

Held in the glare of the eldritch light, you feel intense inner warmth unlike anything you have ever felt before. Your four lowest attributes are all increased by 1D6 + 2. Now go to **84**.

**129**

You find yourself in the round room. The vines and holes in the ceiling have gone. You can leave through any of the four doors. The north one goes to **186**, the south to **201**, the east to **231** and the west to **91**.

**130**

The giant bird recounts the tale of the endless years she has been a prisoner here laying her eggs to satisfy the appetite of her jailor. Quite who or what has kept her captive here she is vague about. She wishes to end her tortured existence now and begs you once again to kill her. If you decide to grant her wish, go to **37** or if you decline her request, go to **148**. Alternatively, you could leave by going to **166**.

**131**

Your rather fierce doppelganger gets to you first. He has your usual main weapon drawn and inflicts the full dice roll plus weapon adds direct to your CON. Any spite hits will count double. If your CON drops below 0, you have been killed and should close the book; this adventure has ended for you. If you are still conscious, with your teeth gritted and your eyes shut against the pain, go to **64** to find out what happens next.

**132**

Unlike the first time you stood on the edge of the balcony, the sunlight does not affect you and you don't feel the surge of eldritch forces coursing through your veins. You still get a nice view of the Shindyr forest, though.

Now leave by heading west to **57** or south to **231**.

**133**

You head off down the stairs only to walk into a wall that has been cunningly painted to give the appearance of a flight of steps. Return to the paragraph that sent you here and go a different way.

134

You discover that you really can cling safely to the tree and climb down to the ground below. You have a new talent of 'Tree Climbing' with a starting rating of your DEX + your level number + 1D6. You manage to find an area around the base of the tree where the thrashing roots and vines are sparse and cross to the edge of the pit where you discover a trail leading to 90.



135

You find yourself in what feels like a dream in which you are wearing a hooded robe made of a thin material in pale green. You know instinctively that this is 'Tengoran's Robe'. The wearer can become virtually invisible in a woodland environment by staying still and making a 1<sup>st</sup> level SR on CHR. You wake up wearing your new robe. Go to 129.

136

You just manage to extricate yourself from the grip of your unseen enemy. As you emerge from the leaves you feel your left boot plucked from your foot. If you choose to keep the remaining one on the other foot, you will have a slight limp and lose 5 points of DEX derived combat adds as well as having to make all SPD SRs at a level higher if running or climbing is involved. Fortunately, the floors in the great tree are mainly smooth and wooden and you can proceed bare footed without penalty. Go to 188.

### 137

As well as scoring extra damage there is a 'Shield Me' matrix within the bow. The wielder may power it up at any time.

Now return to **15** and leave, unless you rolled 'Snake Eyes' (double 1s), in which case you should go to **232**.

### 138

By dint of your hard work and not a little luck, you have found something serviceable from amongst the giant pile of junk. Roll a D6 to discover what it is.

1,2 Go to **28**   3 Go to **204**   4,5 Go to **55**   6 Go to **93**

### 139

For ridding the great tree of such an unwanted pest, you receive a blessing from your host. You may raise any of your physical (STR, CON, DEX and SPD) attributes by your level number + 1. Now return to the paragraph that sent you into battle.

### 140

The 4 doors are at the main points of the compass. North takes you to **91**, south to **170**, east to **155** and west to **168**.

### 141    **Tree Sprite – Branch** MR 18 (2D6 + 9)

Number = your level + 2. Spindly gremlin-sized creatures with long curled up, branch-like upper limbs. Their method of attack is to hang from the ceiling and unfurl their arms at you at high speed like so many living whips. Since they will try to stay as far out of your reach as possible, you can only inflict hits on the same number of sprites as the highest level of DEX SR you can make. (For example, you make a 3<sup>rd</sup> level DEX SR so you can score hits on only 3 tree sprites, though you can use your hit point total to keep them all at bay.)

After 5 combat turns, the sprites will give up and leave no matter how badly you may be doing. Survival earns you 18 x (Number of sprites + number of sprites destroyed) APs.

### 142

You score SR level x number rolled x 8 in APs. If you wish to leave via the north doorway, go to **223**. To go through the east doorway, you should go to **68** and if you would like to exit to the south, go to **25**.

### 143

You have hold of a small horn inlaid with bronze. It is enchanted such that at the beginning of combat (i.e. before you roll your first die in anger), if it is winded it produces an "Oh-Go-Away" spell worth twice the wielder's current STR but at no WIZ cost.

Leave now by either heading north to **168**, south to **224** or downstairs east to **133**.

### 144

Whatever you choose to give your guide as a bonus he is happy with and thanks you profusely for it. As you watch him climbing back down you are surprised by a voice from behind you. Go to **54** to discover whom the voice belongs to.

#### 145

The strange magic powers surrounding you give you a tremendous sense of wellbeing. You have the sudden urge to leap from the balcony and fly to safety in the woods below. You truly believe that you can do this. If you try to resist the urge, you will need to make a 2<sup>nd</sup> level CHR SR. If you fail, or you would like to jump anyway, go to **35**. Otherwise, go to **182**.

#### 146

A 500 year-old snake may not be the fastest creature on Trollworld but you will still need to be sharp to slip by him. To leave Salozar's lair through the doors north to **57** or south to **122**, you will need to make a 1<sup>st</sup> level SR on SPD. To slip through either of the beaded curtains and the doorways beyond, east to **98** and west to **216**, you will need to make a 2<sup>nd</sup> level SR on SPD. To leap into the hole that the giant serpent is right next to, you will have to make a 3<sup>rd</sup> level SPD SR before proceeding to **218**. If you fail to outrun him, go to **107**.

Note that if you do escape and subsequently return to his lair Salozar will be waiting for you and there will be instructions on which paragraph you should go to.

#### 147

The fluid quickly soaks in. It feels rather nice, soothing and cooling your dry and cracked integument. Your skin seems to have darkened subtly and feels quite firm and almost woody where the fluid has been. Though it remains pliable, in the correct light you might say that it looks a bit like bark. The good news is that your recent beauty treatment has made your arms tough enough to take 2 hits as if on armour and your head can now take a further 3 additional hits. Unless someone is looking very closely, it just looks like you have a deep tan. Now leave this place by going to **140**.

#### 148

Whether you had planned to grant the giant bird's wish or you had denied her she has taken offence at your attitude and she attacks ferociously. Go to **50**.

#### 149

The leaves are uneven and in places very soft underfoot. Even treading really cautiously you will need to try hard to stay on your feet. Attempt to make a 2<sup>nd</sup> level DEX SR.

Success takes you to **217** while failure sends you to **12**.

#### 150

The light bores into your eyes causing significant pain. Permanent damage has been done and from now on you cannot function effectively in direct sun. Reduce your combat adds by 25% and increase any SR by one level if you have to cope with such an environment.

Now go to **10**.

#### 151

This is an act of total callousness but you send the poor creature to meet his ancestors relatively painlessly and quickly. Reduce your CHR by 1D6 permanently and raise your INT by the same amount. The nest contains a short sabre (3D6+1) and a sling (2D6) that you could take but is otherwise empty. Go back to the main chamber at **166**.

**152**

As you swing to and fro on the multicoloured vine, you really do manage to connect with your inner child. Increase your CHR by 1. As you are about to let go, there is a huge clamour of bells ringing. The noise gets louder and louder until it begins to hurt. It feels like your teeth are going to be shaken clean out of your head. Make a SR on CON at your level. Each point you miss the roll by scores direct CON damage.

If you remain conscious: the bells have stopped ringing, go to **129**.

If your CON drops to 0 or below, the bells chime on. The sound waves continue to batter your body until it is totally shattered. Close the book, your adventure has ended.



**153**

In addition to all of the other gifts your weapon has been given, its blade incorporates a mantichora's sting. Any hits it inflicts will automatically deliver a dose of scorpion venom to your opponent. Now return to **15** and leave this room.

**154**

You deftly skip over the giant boomerang and smile with satisfaction as you hear it crash into the wall behind you. Unfortunately, you failed to avoid a similar weapon that came at you from behind. You cry out in pain as it bites deep into the flesh of your lower legs and you fall to the floor. Go to **8** to discover what damage it has been done.

**155 Random Encounter Point.**

Roll a D6. If you roll odds, go to **66**.

You are at a 5-way intersection. Straight corridors head off east, west, southeast, south and southwest from

here. These passages end in solid wooden doors except to the east where there is a doorway. If you want to go east, go to **15** while if you prefer to exit via the west door, go to **68**. The other three doors are all locked and you sense some enchantment preventing you from opening them. If you can successfully cast a "Knock Knock" or "Dis-spell", you may pass through by going to **77**.

**156**

Despite being swallowed by the enormous pile of rotting leaves, you struggle to the surface and emerge gasping like a drowning man. Unfortunately, you are back at the doorway and the trident you had intended to collect has gone. You had better return to **91** and choose a different path.

### 157 Dryad

MR 84 (9D6 + 42). This dryad appears as a giant with silvery skin, great trunk-like arms and legs plus a shock of long, green hair like trailing branches of a weeping willow. As well as pounding you with her club-like fists, she sings a song of sleeping. This is a spell that attacks your current WIZ rating. To resist the spell, you must make a WIZ SR with a target roll equal to the Dryad's current WIZ (25% of current MR). If you cannot resist the spell, your SPD derived combat adds drop by 20% (round up) for the next combat turn.

Victory is worth 120 APs.

### 158

You stand fast ready to take on three opponents all of whom appear to be different versions of you. Just as you are about to engage the first two, they are both stopped dead in their tracks by the grey haired and slightly older of your doppelgangers who neatly cudgels them both around the back of the head. As you give your saviour a quizzical look, he winks at you and then vanishes along with the other two. Sometimes the life of an adventurer like you can be very strange. Now go to **30**.

### 159

Bathed in the enchanted moonlight you feel that this is your lucky day. It is. Raise your LK by twice your level number. Now go to **84**.

### 160

You feel a tremendous surge of wellbeing course through you. Any CON damage is instantly repaired. If you are a magic user of any kind, your WIZ is also returned to its full capacity.

Now roll a D6. If you roll odds, go to **140**, if you roll evens, go to **66** and if you survive that encounter, you can then proceed to **140**.

### 161

A ball of fur and whiskers that appears to be a crazed ratling suddenly attacks you. Swinging a mean-looking short sabre he clearly means business and will fight to the death. His attributes are:

STR 14	CON 26	DEX 22	SPD 14	
INT 12	WIZ 11	LK 16	CHR 9	Combat Adds +18

Short Sabre (3D6+1), Sling (2D6).

Cuirasse (5), Open Helm (2)

If you defeat him, you earn 75 APs. There is little else here except what this creature was wearing or wielding during battle. If you search more thoroughly, go to **192** otherwise, leave by going to **166**.

### 162

Having retrieved one item from the uruk maiden statue, you try to take another. Unfortunately, items that appeared separate from the statue proper before are now stuck tight and you cannot get them to budge.

Time to leave. You can go north to **168**, south to **224** or east down the stairs to **133**.

### 163

Not surprisingly, Navrass is not impressed by your tight fisted approach to his reward for getting you inside the great tree. For a moment you think he is going to draw his sword and have at you but after a moment's hesitation he shrugs and grabs hold of the rope and starts to climb back down. Just as he is passing out of view, he flings a dagger at you and is gone. Roll 2D6 and add 12. This is the number of hits that you take from your guide's dagger, though your armour, not shield, will protect you.

If you are still conscious, by the time you have pulled the knife out and got back to the window, he has already got away from the tree and is dashing off into the woods. Suddenly, you hear a voice behind you. Go to **54** to find out to whom it belongs.

If your CON drops to 0 or below after this mere pinprick, your adventure within the great tree has ended before it had begun. Close the book.

### 164

In addition, this item has a 'Poor Baby' matrix within it that the wielder may power up at any time by expending 2 points of WIZ for every point of CON healed.

Now return to **15** and leave, unless you rolled 'Snake Eyes' (double 1s), in which case you should go to **36**.

### 165

The force trying to suck you down rips the enchanted trident from your grasp and it vanishes into the vortex of leaves that surrounds you. Lost forever. You just manage to pull yourself free but before you do you take a D6 in direct CON damage. If you remain conscious, you can leave by going to **91**. If your CON drops to 0 or below, you are dragged back into the maelstrom and should proceed to **198**.

### 166

If you have already had an interesting meeting in this room and have been told that the same being will be waiting for you on your return, you should go to the last paragraph at **82**. Otherwise, back in the diamond-shaped room you meet a random encounter; go to **66** to discover which one. If you survive, you can leave through the doors north to **57** or south to **122**. The doorways beyond the bead curtains have mysteriously vanished.

If you wish to avoid whoever is waiting for you, and not then have to go to **82** or **66**, you could jump down the hole in the floor at **218** if you can make a 2<sup>nd</sup> level SR on SPD.

### 167

You manage to count all the rings on the ceiling and while doing so you enter an almost meditative state. Though you cannot remember the final answer, the effect on your karma increases your CHR by twice your level number. Now leave this place by going to **140**.

**168**

You have walked along a short curved section of corridor and are now stood in one of three doorways (north, east and south) into a small square room perhaps 10 feet across. Hanging from the ceiling towards the middle of the room are long gelatinous green tendrils that reach right down to the floor. They are blowing around in a gentle breeze, though where the wind is coming from is impossible to say. It all looks completely harmless until a small bird flits by you and while trying to get past the tendrils is touched by one of them and drops to the floor dead. The bird was small and stood a pretty good chance of getting by untouched, for you on the other hand the odds are less appealing. If you would like to cross to one of the other doorways, go to **220**. If the prospect of being turned instantly to a corpse is not your idea of fun, you may return to the paragraph that sent you here in the first place and head off in a different direction.

**169**

Your bow is enchanted so that any missile it fires does extra damage to the tune of 2D6.

Now return to **15** and leave unless your roll was a double, in which case go to **137**.

**170**

You are in a triangular room. The walls are of equal length and covered in a silvery bark that has a surface that appears polished like a fine mirror. There is a door in the middle of each wall, one heading north, southwest and southeast. There is a distinct aura of enchantment in the air that even a barbarian warrior from the wastes of Solihar could detect. You notice that your slightly hazy reflections all appear to be moving just a little out of sync with you and with each other.

Closer inspection reveals that your image in the north wall is carrying no weapons nor sports any armour. The southeast reflection is both armed and armoured exactly as you are but instead of your usually placid rather dull expression there is a furious feral grin on the face. The version of yourself visible on the southwest wall is your exact double but for the fact that their hair is shot through with grey.

If you would like to have an even closer look at your alter egos, you can look in the north wall at **106**, the southeast wall at **49** and the southwest wall at **85**. If seeing these different versions of yourself is "weirding" you out and you would like to leave here, go to **213**.

**171**

You cannot free yourself from the grip of your unseen enemy. You are dragged deeper and deeper into the pile of leaves. They become more and more dense filling your nose and mouth and slowly suffocating you. Your adventure has ended close the book.



## **172 Dryad MR 88 (9D6 + 44)**

This dryad appears as an enormous baboon flinging rotten fruit in all directions and swinging long muscular limbs in an attempt to batter you into next week. You will have to make a DEX SR every combat turn to avoid being distracted by the flying fruit. Start at 1<sup>st</sup> level and increase by one level each odd combat turn.

Every time you fail one of these SRs, roll a D6 to discover what happens.

1-2: A particularly sharp guava spikes you for an extra point of spite damage.

3-4: Slip on a rotten banana. DEX derived combat adds drop by 50% for this combat turn.

5-6: A soft piece of fruit hits you smack on the face and obscures your view. Your combat adds fall by 25% for this combat turn.

## **173**

Speed may be useful if you are to avoid your feet, assuming you have any (?), being fried.

Attempt to make the highest-level SR on SPD you can.

If you fail and fumble (i.e. roll a '1' and a '2'), go to **14**. If you fail to make even a 1<sup>st</sup> level roll successfully, go to **208**.

If you succeed at 1<sup>st</sup> level, go to **47**. If you succeed at 2<sup>nd</sup> level, go to **87**.

If you succeed at 3<sup>rd</sup> level or higher, go to **197**.

## **174**

The statue is suddenly alive. The uruk maiden covers her eyes as if she were looking at a bright light and moments later she simply melts to leave just a pile of silvery-white dust on the floor.

Time to leave here. You can go north to **168**, south to **224** or east down the stairs to **133**.

## **175**

You have defeated Salozar the royal beast of the Shindyr elves. You earn 500 APs. You also discover 15D6 of gems strewn over the floor of this room. Each is worth between 100 and 600 GPs and weighs 5 wt.units.

Having basked in your great triumph long enough, you should leave here. You can go through either of the doors: north to **57** or south to **122**. The doorways that were covered by bead curtains have mysteriously vanished though the hole in the floor still remains and you could jump down there by going to **218**.

**176** Roll 2D6. If you roll 2 or 12, go to **66**.

Once you have dealt with any visitor(s), you must attempt to make a 6<sup>th</sup> level SR on LK. If you succeed, go to **138**. Otherwise, you could spend up to 2 more turns searching by going to **53**, up to 4 more turns by going **117** or more than 4 more turns by going to **206**. If you don't want to do any more rummaging, you can leave by going north to **231**, west to **155** or south to **108**.

**177**

The Kremm fields align on you in such a way that your WIZ increases by twice your current level number.

Now go to **84**.

**178**

You manage to slice away a piece of the great tree's substance very efficiently. You are left with a piece of wood about 7 inches long nearly an inch in diameter at one end that tapers to less than a quarter of an inch at the other. It looks like a crudely made wand and with a little time and effort it could be made into one. It needs to be dried for some time, until your next level raise, and then you could sand it down and smooth off all the rough edges. Only then can you power up the spell that is locked inside it. Expending 15 points of WIZ will allow you to produce a 'Wall of Thorns' 10 feet high, 6 feet deep and 200 feet long that will stay in place for 2 hours. You never know, it may come in handy one day. Now leave this place by going to **140**.

**179**

The giant bird assumes a position of submission and you deal the killing blow with ruthless efficiency. This earns you 80 APs. Your reward would appear to be the melon-sized egg that she was sitting on. If you take it with you make a note that you have it, it weighs 15 wt. units and if and when you escape from the great tree, go to **221**. Now return to the main chamber at **166**.

**180**

While you are scrabbling around searching the room, you hear the uruk statue suddenly exclaim, "Oh no!" Clearly, she has come to life but rather than move she continues to stare into the distance. Following her gaze you can see a great ball of blue fire heading towards her at high speed. Quite where this eldritch energy is coming from is unclear. It appears to be from well beyond the confines of the room and will surely do the former statue great harm if she stays where she is.

Your choices then are stark. You could stand and watch as the fireball hits the uruk at **215** or you could try to get her out of its path, either by shouting at her to move by going to **46**, or by pushing her aside at **193**. You could jump into the path of the oncoming flames and absorb any damage yourself by heading to **88** or, if you can cast a 'Dis-spell' or 'Protective Pentagram' successfully to try to protect her, you should go to **127**.

**181**

You fall into the leaves and are completely engulfed. Roll 1D6.

1 – 2 go to **60**. 3 – 4 go to **156**. 5 – 6 go to **79**.

**182**

You feel your head clearing as the moonlight fades. Leave the balcony now by going back to **168**.

**183**

It appears to be a completely empty room but if you really want to have a look around attempt to make a 3<sup>rd</sup> level SR on LK. If you are successful, go to **58**, otherwise you must return to **68** and make a different choice. You cannot try to look around this room again.

### 184

Roll 2D6 and add 28. This is the amount of damage the stone that has just hit you does. Your armour but not shield will protect you. If you are still conscious, go to **161**. If your CON drops to 0 or less, you die never knowing who your assailant was. Close the book your adventure is over.

### 185

Navrass clearly realises he isn't going to get any more money out of you and activates the catapult. After the initial sensation of your stomach being where your feet should be you find yourself arcing gracefully towards your target, though at the speed you are doing, you will need the skills of an acrobat or the reflexes of a cat to land safely. Try to make the highest SR you can on DEX, or an appropriate talent such as acrobatics or gymnastics.

If you fail this SR, go to **62**. If you are successful, note the level, and go to **118**.

### 186

You are in a thin, diamond-shaped room with doors at the north and south points of the diamond and doorways curtained by strings of shiny green beads at the east and west points. Not quite in the middle of the room there is a large hole in the floor, at least 8 feet across. If you have been here before and met this room's resident, he will be waiting for you at the end of **82**.

If this is your first visit or you didn't encounter any life here previously, roll 1D6. Odds go to **19**. Evens go to **82**.

### 187

You find yourself in what feels like a dream in which you are wearing a full set of armour made from hundreds of plates of wood covered in a dark lacquer-like substance and connected by thousands of fine silver fibres. You instinctively know that this provides 22 points of protection (warriors may double), weighs 160 wt. units and requires a STR of 8. If the wearer ever takes spite damage, then, on the next combat turn, the armour will absorb an extra point of damage per spite hit taken. You begin to wake up wearing your new armour. Go to **129**.

### 188

Back at the doorway into this room you watch as something appears to be moving around under the leaves throwing them into the air. It looks a bit like a large sea creature swimming at high speed just under the surface of the water. If you fancy taking on your unseen foe, you could leap into the fray at **51** or if you have a missile weapon, you could try to pick it off from a safe distance at **67**. Alternatively, you could leave and return to **91** and choose a different path.

### 189

Your physical side has won out. As you wake up, you realise that you have been changed.

Each of your physical attributes (STR, CON, DEX and SPD) has been permanently altered by:

**(12 – (Your level + the number of turns the combat lasted)).**

This number could be negative and your attributes might drop as well as rise.

Now go to **30**.

## 190

As you stand on the edge of the balcony, you feel the full force of the sun's rays burning into you. The heat and magical energy you are exposed to make you feel tired as if you might faint. Make a 2<sup>nd</sup> level SR on CON. If you make the roll successfully, roll 2D6 and find where you have to go from the table below. If you fail the roll, go to **100**.

'Doubles' of any sort, ignore the actual total, go to **42**.

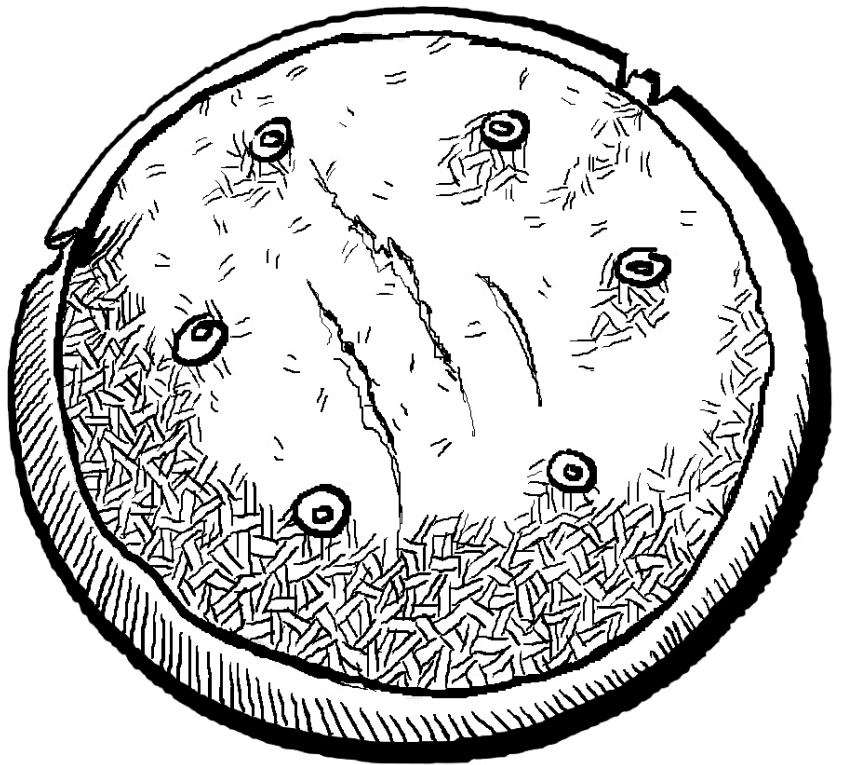
'3' go to **207**. '4' go to **21**.

'5' go to **69**. '6' go to **214**.

'7' go to **150**. '8' go to **112**.

'9' go to **229**. '10' go to **95**.

'11' go to **48**.



## 191

Whichever vine you choose to climb you will have to make a STR SR based on encumbrance.

If you carry more than 75 % of your weight allowance, you must make a 4<sup>th</sup> level SR on STR.

If you carry 50 to 75 % of your weight allowance, you must make a 3<sup>rd</sup> level SR on STR.

If you carry 25 to 50 % of your weight allowance, you must make a 2<sup>nd</sup> level SR on STR.

If you carry less than 25 % of your weight allowance, you must make a 1<sup>st</sup> level SR on STR.

Of course, you could decide to shuck such dead weight as your armour and weapons to make the SR as easy as possible. It seems highly unlikely that there is anything lurking at the top of the vines that would require their use!

Fail your STR SR and you must go to **43**.

Succeed and you manage to haul yourself up through the ceiling. If you chose to climb the middle vine, go to **72**. If you decided to ascend the vine nearest the west door, go to **7** and if the one close to the east door was your choice, go to **109**.

## 192

Apart from a few bones from various small mammals and birds, presumably the leftovers from the ratling's meals, the only things you find are several dozen hexagonal plate-like objects. They are each 6 inches across, slightly curved with a smooth shiny surface. What they may be or where they come from is unclear. If you can make a 3<sup>rd</sup> level SR on INT, you work out what they are and can go to **17** to find out. Otherwise, leave by going to **166**.

### 193

You dive and push the uruk figure out of the path of the oncoming fireball with ease. You had better avoid it yourself. Attempt a 2<sup>nd</sup> level SR on the average of your SPD and DEX (round up). If you are successful, go to **75** to discover what the grateful uruk maiden has as reward for you. If you fail the roll, go to **18** but before you do, try to make the highest level LK SR you can and note the level of any success.

### 194

Your unarmoured and unarmed reflection grabs hold of you and tries to pull you to the floor inflicting direct CON damage equal to the number you missed your SPD SR by. If this has rendered you unconscious, you should go to **236**. If you are dead, close the book your adventure has ended. If you are still conscious read on.

As he tries to place his hands around your neck, this version of you is run through by your fiercer looking doppelganger. Your apparent rescuer now turns to you with an expression of insatiable bloodlust on his face. You cannot defend yourself and as the killing blow is about to be struck you close your eyes waiting for the pain to come. Turn to **64** to discover your ultimate fate.

### 195

The moonlight shines directly on your face. It drains you of all colour. You now have a completely white face and eyes as well as a white streak in your hair. You look just a little bit weird but hey, on Trollworld, that's pretty much the norm. Now go to **84**.

### 196

Salozar, the royal serpent, has crushed you to death. After your living essence has been separated from your body the latter is ingested whole and takes several weeks to be fully digested.

Before your spirit flees to other planes of existence, go to **78** and attempt a propitiation roll on your level. This is the one occasion when you should make the attempt versus your maximum rather than current attribute value if it is CON or WIZ that you must make the roll against. Also, you may use your level number as a bonus. If you fail this roll, then your corporeal existence on this plane is ended. Close the book. If you are successful, go to **44**.

### 197

You swiftly cross the glowing coals and only take 1D6 + 6 in direct CON damage. The fire god alone knows how much more injury would be done to you if you went any slower! Now, assuming you are still alive, go to **234** and decide what you are going to do next.

### 198

You are sucked into the whirlpool of leaves. Down you go completely engulfed by them. Unable to breathe, you eventually suffocate. Your adventure has ended. Close the book.

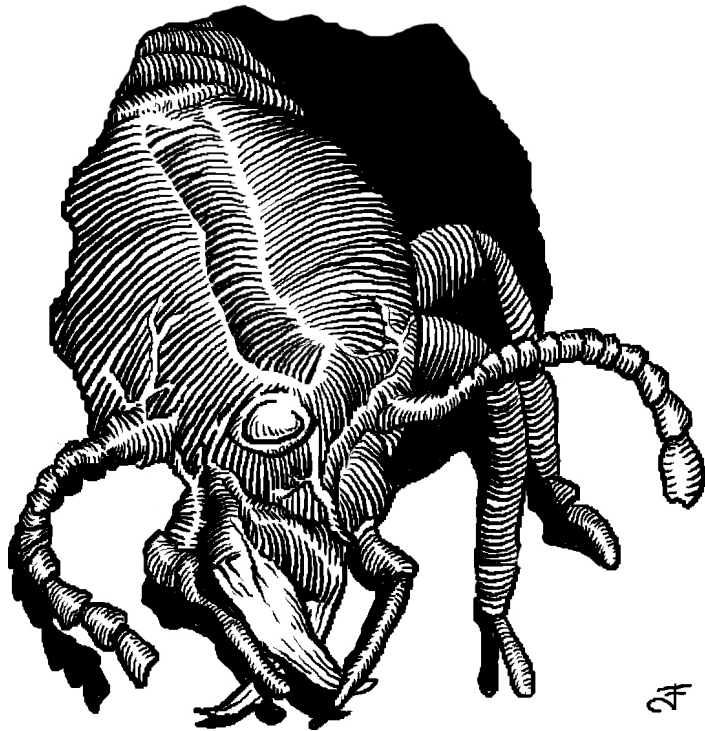
**199 Terminal Termite** MR 70 (8D6 + 35) 12 points of armour protection.

More like a giant scorpion minus the sting, this entomological nightmare doesn't score spite hits but each time a '6' is rolled it squirts an acidic substance through a nozzle-like proboscis that adds an extra D6 to that round's combat total. If 5 '6's are rolled, then it means an extra 5D6, ouch!!

Victory is worth 120 APs and you should then go to **139**.

**200**

You drop stone-like into the pit in which the great tree resides. The pain of the impact is fortunately short-lived. Your adventure has ended in your death before it had begun. Close the book.



**201 Random Encounter**

**Point.** Roll a D6. If you roll odds, go to **66**.

You are in a short east west corridor with doors at either end. At the western end in the north wall is a wooden door. At the eastern end the door is in the south wall and blends in almost completely with the wall itself and may even be hidden on the other side.

The north door leads to **122**, while the south one will take you to **155**.

**202**

Attempt to remove the scimitar by making a 2<sup>nd</sup> level SR on DEX. If you are successful, go to **70**. If you fail this roll, make a note of the number you failed by and go to **83**.

**203**

You stand at the western end of a long west east corridor that zigs north and zags south 3 times along its length. At this end of the corridor there is a short section of passage heading northwest that ends in a door. At the apex of each of the northern zigs there is also a door. Outside each of these doors the floor appears to be somewhat different to everywhere else within the great tree. By the door closest to you, at the western end of the corridor, it looks frosty and is covered by a thick carpet of ice. By the middle door there are numerous briars with thousands of wickedly sharp thorns on them. At the eastern end of the corridor the floor is covered in coals glowing orange and emitting small puffs of smoke from time to time.

On the wall there is a notice that reads,

"This is the Corridor of Death, second part. Please remove all footwear before you proceed. Thank you."

If you plan to head east along the corridor, go to **26**. If you prefer to go through the door at this end of the corridor, go to **170**.

## 204

You have found a very nice self-bow. Choose one from the T&T rulebook and roll 2D6 to see if it has any special properties.

Odds = Bow has been built and backed. It scores an extra 3 adds and its range is increased by 20 yards.

Evens = Go to **169**.

## 205

You have defeated the 'leaf litter shark'. Surprisingly, you discover that under all the dead and rotting leaves this shark is really a giant beetle. You earn 100 APs for your victory. In addition to this the beast's carapace will, with a little work by your favourite armourer on your return to civilisation, make a strong and lightweight shield. It will take 5 hits and weighs only 100 wt.units.

Now leave this place by going to **91**.

## 206

While you are poring over all the tat in this room, you are disturbed by one of the great tree's wandering denizens. Go to **66** to discover which one.

Once you have dealt with any unwanted visitor(s), you must attempt a 2<sup>nd</sup> level SR on LK. If you succeed, go to **138**. Otherwise, you had better leave by going north to **231**, west to **155** or south to **108**.

## 207

In the bright sunlight a part of your mind that had been hidden away is unlocked. You are now a 'child of the prairie'. Anytime in bright sunshine you can transform into a prairie dog. You are about the size of a domestic cat. You can still speak and think and even cast spells but you cannot handle weapons and the like. You score your STR divided by 20 (round up) in dice in battle and get half of your usual combat adds. While in rodent form you have excellent tunneling abilities and get a new talent starting at STR plus your level plus 3D6. Now leave the balcony and go to **10**.

## 208

By some miracle, you have walked over the burning coals yet you receive no damage whatsoever. You receive a bonus 100 APs. Also, make a note that you are a firewalker and if faced with a similar situation in future (bare feet over hot coals, embers etc.) you can cross with no heat damage being inflicted. Now go to **234** and decide what to do next.

## 209

Navrass is never one to shun the opportunity to make a few more GPs, so he catapults himself up and in through the window. Within a few minutes he has lowered a rope to you and has hauled you up to join him. If you give him a bonus for getting you this far, you should go to **144**. If you tell him to leave without offering him more money, go to **163** to discover his reaction.

## 210

Being swallowed whole by a giant snake is indescribably foul. It will take months for your corpse to be fully digested once within the giant reptilian's gut. Should you have the chance to be reincarnated, you will have a bonus 5000 APs to 'spend' on attribute increases on your revivification. For now, your life has ended and so has this adventure. Close the book.

### 211

You find yourself in what feels like a dream in which you are wearing a pair of pale green gauntlets made from very supple leather. You know instinctively that as well as taking triple the number of normal hits (i.e. 3 each), anyone wearing them gets triple CON damage for every spite hit they score with swords or daggers. These are the 'green gauntlets of doom'. You begin to wake up wearing your new hand protection. Go to **129**.

### 212

Your aim is true and your missile strikes home with a meaty sounding 'thunk' that is followed by a brief hissing noise. The creature all covered in layers of rotting leaves lies dead at your feet. Go to **205**.

### 213

As you turn to leave, pondering which way to go, you notice a flurry of activity from each of the mirrored walls. In the blink of an eye, your three alter egos have appeared in the room and are charging in your direction. Those with weapons have drawn them and are swinging them menacingly at you. What do you do now? If you decide to try to outrun them, go to **22**. If you draw your own weapon and attempt to face them like a hero, go to **158**. If all this weirdness followed by a major threat to your life is too much for you and you want to curl up in a ball until all the nasty people go away, go to **97**.

### 214

You can feel your face burning in the light of the sun. You notice your reflection in your sword blade or a shiny buckle. Your face, hair and even teeth and eyes have become a deep shade of red. You look quite cool in a weird sort of way. Now go to **10**.

### 215

You stand idly by. The fireball engulfs the uruk maiden. You listen to her screams as her flesh is melted from her bones in front of you. After a few seconds, the magical storm has passed and all that remains is just a pile of ash where she had been standing. Roll a D6 and if you get a 1 or a 6 go to **143**. Otherwise, you had better leave here. You can go north to **168**, south to **224** or down the stairs east to **133**.

### 216

Doing your best to part the beads silently you find yourself in a tiny circular room. There is only one way in or out of here. It appears to be a den of some sort with a water bowl next to a pile of ferns and a blanket towards the back of the room. Clearly whoever lives here is no sophisticate.

Roll a D6. 1 - 2 go to **102**. 3 - 4 go to **161**. 5 go to **86**. 6 go to **27**.

### 217

You have attained your goal and the magnificent trident is yours. As you pick it up you notice what is probably a name carved into the shaft, "Retarus". Less appealing is the skeletal hand and forearm that you find is still attached to it. You manage to shake that off and can now admire your prize properly.

It is a fine weapon. It has a range as a missile of 40 yards. It scores 8D6 + 6 in damage and if used underwater versus any amphibious creature (includes merpeople) scores the wielder's CHR in bonus hits in the first combat turn. The crystal points will stay sharp whatever they come into contact with. It weighs 40 wt. units and requires a minimum STR and DEX of 8 to wield. This is a truly magnificent object.

All you have to do now is get back across the room safely and it is yours to keep. Go to **94**.

## 218

You are going to leap into a near vertical shaft leading to the Trollgod alone knows where. You are a true adventurer! Increase your CHR by twice your level number. If you are fleeing from a foe that appears to outmatch you by a huge margin, then only add your level number.

Once you start to drop, you find yourself tumbling, turning and twisting. No matter how hard you try to push against the sides to slow your descent, it makes no difference. Gradually, however, the slope of the wooden tunnel becomes shallower and your speed begins to reduce. You spot a chink of light ahead of you and then suddenly you emerge from the great tree's trunk at least 30 feet from the ground. You soar more or less majestically out beyond the mass of writhing roots you had seen when you first arrived and land amongst twigs and mud at the edge of the pit within which the last of the firren stands.

If you can make SRs at 2<sup>nd</sup> level on DEX and LK, you avoid injury. Any failures will score direct CON damage to the tune of the amount you missed the roll(s) by. If you are still conscious, you find a faint animal trail that leads you to **90**. If your CON drops to 0 or below, your corpse will decompose here and help to nourish the great tree and its surrounding ecosystem. The circle of life flows on. Close the book your adventure has ended.

## 219 Tree Sprite - Leaf

Hundreds of small, red leaves start to drop on you from above, though quite where they are coming from is impossible to say. This is really quite pleasant, a little like walking in the woods on an autumn day. It is only when one of the leaves brushes your cheek and you experience a severe burning sensation that you realise that these things are dangerous! There are too many to dodge so you will have to run beyond the area where they are falling. Attempt to make a 1<sup>st</sup> level SR on SPD.

If you fail, it will take 5 combat turns to get free.

If you make the roll exactly, it will take 4 combat turns.

If you exceed your target by between 1 and 5, it will take 3 combat turns.

If you exceed your target by more than 5, it will take 2 combat turns.

This really is a fight between your SPD and armour protection and the damage potential of the falling leaves.

The leaves have a damage rating (like MR) of your level x 10. (i.e. you are 3<sup>rd</sup> level so the leaves' rating is 30 which scores 4D6 + 15).

Your protection rating is the number of tens in your SPD as dice plus the base hits taken by your armour including shields. (i.e. You have a SPD of 19 which scores 1D6, plus your cuirboillie armour (7 hits) and buckler (3 hits) give you a bonus of 10 adds to reach a total protection rating of 1D6 + 10).

Run this like a battle between 2 characters with a MR. If the leaves score higher than you, then those hits come directly off your CON. If you survive, you receive the leaves' damage rating x number of combat turns in APs. If your CON is reduced to 0 or less, you are covered in a carpet of acidic leaves and your corpse is slowly dissolved away, armour, weapons and all. Your adventure has ended.

## 220

You will need to strain every fibre of your being to avoid the malicious tendrils. Add up all your current attribute scores and divide by 8 to give you a sort of 'entire being' attribute (round up). Every time you try to cross this room, you will have to make a SR versus this number starting at 2<sup>nd</sup> level and increasing the level by one on each subsequent attempt. Keep track of how many times you pass this way.

If you fail this SR at any time, go to **23**. If you succeed, you should go to **142**.

## 221

Within a few days of getting back to civilisation a faint tapping sound pre-empted the appearance of a small ball of featherless fluff. Chirping incessantly as if to say, "Feed me mum" you only need to spend a couple of weeks supplying worms and beetles to this little creature before he will be able to fend for himself. Your little birdie will grow into a giant roc. He starts with a MR of 20 and this will increase by 20 every time your level rises. His maximum MR is 120. Once the MR reaches 80 a human-sized being can ride him. Tough skin and bony prominences mean that he has the equivalent of MR/10 of armour protection. Give him a name. He will be your devoted companion for life and even with you on board he can run at 25 mph for distances of up to half a mile.

## 222

Your weapon also has a level 1 'Blasting Power' matrix within it that may be powered up by the wielder during the first combat turn of any battle.

If you rolled 'Snake Eyes' (double 1s), go to **153** otherwise, go to **15** and leave this place.

## 223

You emerge through an open doorway into the cold crispness of an early autumn evening. You are on a balcony that affords a tremendous view out over the great tree's pit to the Shindyr forest beyond. Everything is bathed in the pale light of a full moon. This is all very strange since even if it was late enough in the day for the moon to be out, it is at least 2 weeks before it should be at the full. If this is your first visit to this place and you would like to stand at the edge of the balcony in the full glare of the moonlight, go to **76**. If you have already been exposed to the light of the moon and would like a second dose, go to **16**. If you don't like this place, you can turn around and go back to **168**.

**224 Random Encounter Point.** Roll a D6. If you roll odds, go to **66**.

You are in the middle of a straight corridor with doors at either end. The Kremm fields here must be very powerful. The corridor appears completely straight but one door is in a northerly direction from your current position while the other heads off northeast.

If you wish to go through the north door, go to **25** while the northeast one takes you to **170**.

## 225

You quickly pull free from whatever it is that had you in its grasp. Go to **188**.

## 226

This item is enchanted and will take extra hits equal to the total of the figures in your current INT. (i.e. if your INT is 32, it will take an extra 3 + 2 hits and if your INT is 132, it takes 1 + 3 + 2 hits). Note, therefore, that as your INT increases sometimes the defensive qualities of your piece of enchanted armour may drop.

Return to **15** and leave unless your roll was a double, in which case you should go to **164**.

### 227 Dryad MR 90 (10D6 + 45)

This dryad appears as a large feral cat hissing and spitting at you. Any spite hits score double CON damage.

Victory is worth 140 APs.

### 228

Attempt to make a 2<sup>nd</sup> level SR on the average of your DEX and SPD (round up). If you fail the roll, the ratling wakes and instantly reacts to your presence, go to **161**. If you are successful, you manage to tie him up and can go to **119** to see if he will give you any useful information.

### 229

Your brain overheats. Reduce your INT by your level number. Now go to **10**.

### 230

Bathed in the enchanted moonlight, you feel that this is your lucky day. It is. Raise your LK by your level number. Now go to **84**.

### 231 Random Encounter Point. Roll a D6. If you roll odds go to **66**.

You are at a 'T' intersection with branches heading north, south and west. There is a door at the end of the west corridor while there are doorways to the north and south. At least that is what you see most of the time. At irregular intervals the door and doorways seem to be in different places only to switch back to their original positions a few seconds later. Very confusing.

Decide which direction you wish to head in and roll 2D6. If you were going north, start at 2. If you were going west, start at 8. And if you had decided to head south, start at 6. Move around the chart in a clockwise direction the number of squares that you rolled and go to the paragraph indicated in brackets at the square where you land.

1 (24)	2 (15)	3 (24)
8 (15)	↻	4 (122)
7 (122)	6 (24)	5 (15)

### 232

The string of your newly acquired bow is a sinew from a dragon's tongue. It is not only virtually indestructible but during any battle a single projectile may be launched that will pass on 'The Dragon's Kiss'. This turns the arrow into a flaming ensorcelled missile that scores triple dice if it hits. It will inflict double dice direct to its victim's CON on the following combat turn (dice only no combat or weapon adds) and base dice on the next combat turn before fizzling out.

Now return to **15** and leave here.

### 233

You get terribly confused and have to abandon your attempt half way through. You have a pounding headache. Your INT drops by 1 permanently. Now leave here by going to **140**.

**234**

You have survived the burning coals. If you are heading east, you can go to the end of the corridor at **108** or you could nip through the door in the north wall of the corridor at **155**. If you wish to continue to traverse the corridor of death, second part, you must head west and walk upon the briars by going to **65**.

**235**

Unfortunately, the fluid you collected has escaped from where you stowed it. It hasn't leaked but literally escaped leaving no sign it was ever there.

**236**

You wake to discover your CON has been restored to 10 and your pursuers are nowhere to be seen. Go to **30**.

**237**

Out of love, one of the great tree's dryads has sacrificed a part of their spirit to you. You may increase CHR, INT or WIZ or any combination of the 3 by a total of 10. Now return to the paragraph where you had this encounter.

**238**

The moment you utter the final word of power for your spell, you feel yourself being crushed under an enormous weight. Your vision begins to fade and you black out. When you wake, you quickly realise that your consciousness now resides within Needon the wooden golem. Since you are not truly dead, you cannot be reincarnated nor rescued from your plight. You can never again set forth to adventure on the dragon continent. Close the book.

# LAST OF THE FIRREN

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THE KINGS OF THE PLANTS WERE THE GREAT FIRREN TREES, AND VAST WOODLANDS OF THEM STRETCHED FROM THE DRAGON'S TEETH TO HIS VERY TAIL. BUT FIRE AND AXE AND SORCERY DEPLETED THEIR NUMBER UNTIL NOW THERE IS JUST ONE REMAINING. AT ONE TIME IT WAS THE HOME TO THE ELF LORDS OF THE SHINDYR FOREST, AND THEN THE DOMICILE OF THE DARK ELF SORCERER, GLEBUS GNARLEDFINGERS. WITH HIS DEATH, WHO KNOWS WHAT TREASURES OR KNOWLEDGE OF THE ARCANES YOU MAY DISCOVER WITHIN?



This book contains two solo adventures set within the last of the mighty Firren (The Tree of Life I & II), designed for use with all Editions of Tunnels & Trolls™. They can be attempted separately or taken on in sequence, and any type of character with attributes totalling no more than 250 may enter.

Some combat magic is allowed, though in general, magic-users will find their skills severely limited.



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