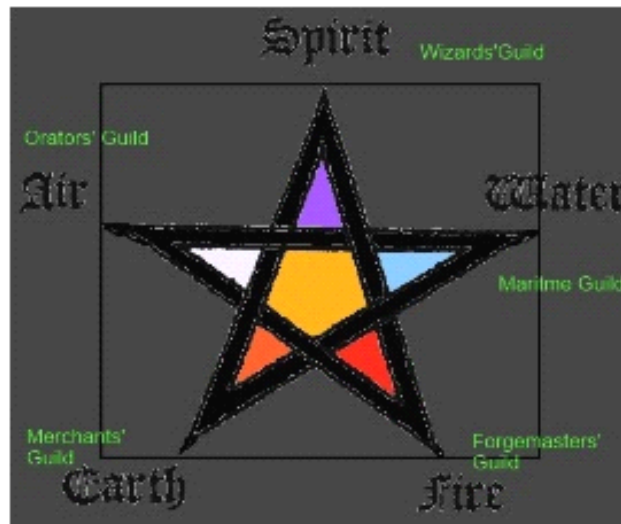


Man vs Wild

Man vs Wild

*A short T&T solo by Mark Thornton
with art by Stanley Ditko*

For L1 or L2 Characters



For the rich, the ordinary or for slaves

Man vs Wild

1

Khaboom Pentagon Square

You find yourself in the centre of the metropolis, at the heart of the Kraken continent, surrounded by the stunning architecture that houses the Wizards' Guild and the Mayor's Opal Office, along with the other foremost Guilds of this vast city.

Let's find out what you are doing on this fine sunny morning. If you are playing a new character roll 1d6 but if you are using a more experienced character then you can decide how you begin:

1-3: You are here in chains without clothes or possessions. You are a slave about to be sold at the slave market. Go to 25.

4 or 5: You are having an ordinary day – up until now! Leave the Square, you turn on to Lizardlick Road and life may never be the same again. Go to 2.

6: Last night was epic! You won a fortune at Grimtooth's Gaming Gauntlet when you teamed up with a quirky wizard named Flusho the Wonder Nit. You have more money than you can spend. Flusho takes you along to his bank where he is convinced they can put your money to work and grow it to kingly proportions. He is keen to set up a new Wizards' Guild, run to his own particular tastes, in the backwaters town of Glasstones but he is sure they will have a scheme just right for you. Go to 4.

2

Lizardlick Road

A Watchman comes up to you and hands you an envelope.

"This is a voucher for a safari outing. I won it in last night's prize draw at *The Sullied Trousers Inn* but my wife won't let me do it! She's scared of being left a widow with our fifteen bairns..."

A dark shadow passes across the sky and a whistling sound is followed by a large rock hitting the man on the head and killing him stone dead, as rocks can do.

"Bloody rocs!" shouts a woman pushing a pram.

You can take the voucher and hand it in at the office to the safari park (22) or give it to the woman and rock on... (20).

3

Wildebeast Plains

Roll 1d6.

1 and 2 means the manticroc wins; 3 and 4, the snooks; 5 and 6 they take such a heavy toll on each other that they are helpless and you can do as you please with them.

Man vs Wild

If the manticroc wins, you can still get some snooks with a L1 SR on SPD and take them back to Grawp (16) but, if you are not sharp enough, the victor (MR 400) takes you down, mistaking you for an overgrown snook in disguise.

If the snooks win go to 15.

If the battle is even, you can bag snooks for Grawp and you can take the manticore's scalp which is worth 100 GPs (go to 16).

4

Silver Springs

You are at the leprechaun bank, here to invest your surplus funds – you have to speculate to accumulate! Although it has been recommended to you by Flusho, he is a somewhat whimsical wizard and it occurs to your that leprechauns might be experts at parting fool's and their gold.

Aaagghh! Your head throbs –

too much champagne!

It is hard to listen and make
and promises the leprechaun
The gift of the gad is their gift
they settle on is a heady

Because there is such a hefty
Doonican, the bank manager,
headquarters of '*Grawp's*
staking a claim in virgin territory
form part of the Kraken that
continent of Khaghtch'an.



sense of the streams of 'facts'
asset managers spew out at you.
not yours and the investment
mixture of blarney and blather.

commission in it for the bank,
agrees to teleport you to the
Monster Safaris, a company
on one of the tentacles that
gives the common name to the

You are relieved to see that a significant life assurance policy is filled out and signed off before you go – or perhaps it alarms you rather than offers solace. Doonican waves cheerily and Flusho rubs his hands together gleefully as you disappear.

Once the nauseating spinning sensation of teleportation ceases, you see yourself standing before a veteran warrior in impressive, gleaming armour, bearing a grand shamsheer in one mailed fist and a tower shield, embossed with arcane runes in the other.

"Best be prepared," he tells you with a wink, "no telling what's out there..."

It soon emerges that as a new partner in the venture, you too are expected to map out the terrain and record the flora and fauna.

Man vs Wild

"I'm pretty sure there are Lerotrah'r Man Traps growing out there," he adds, "and I think I saw the tracks of snooks."

All your questions are answered good naturedly but vaguely. Grawp (for he is the founder of the safari corporation) kits you out in lightweight chain armour with an enchanted air-conditioning unit (takes 8 hits – or 16 for warriors – or 2 more than your armour's base value, if higher).

"Better safe than sorry," he laughs disarmingly, "although I think the shift of the odds is only marginal."

Then he hands you a very badly drawn map and a bunch of crayons, a never-empty water canteen and makes sure you head off in the direction he doesn't care to go in.

"I suppose weaponry is customary," he says unenthusiastically.

Go to 5.

5

Wildebeast Plains

Grawp arms you with a large, expanding net (it is very strong), a lumpenschtik and a box containing six stun grenades.

"Try not kill anything and try not to die yourself. We do have insurance but it's not good for publicity. Tally ho!"

He's gone, disappeared – magic, no doubt. The map is not easy to understand but the best bet looks to be heading north-east along a stream in the direction of a ravine. Although you hear some startling roars from the trees surrounding you, you are left alone as you follow the babbling brook until you get to the ravine. It has sheer wall to the west.



You can begin to pick your way down a rough stairway cut in the rock on the north-eastern side (8) or you or you can follow the lip on that same side, close to the looming forest (10).

6

Wildebeast Plains

The snooks are not fussy and will devour Simon just as greedily as they will less evil meat. Even as he dies, Simon

Man vs Wild

jabs two fingers viciously into a snook's eye sockets. You are now in the driver's seat but can you control Iron Nellie?

There are two levers, one by each of her ears, plus a bank of buttons. Decide if you pull Lever 1 on the left, Lever 2 on the right or push Button A, B, C or D and go to 7. Oh, and take 50 APs for putting an end to Wicked Uncle Simon.

7

Wildebeast Plains

Here are the results from the Khaboom Jury:

Lever 1 – This is the 'Charge!' lever – this is incredibly dangerous in the hands of a novice; make a L1 SR on LK to bring Iron Nellie under control or you have to jump ship, taking 2d6 damage

Lever 2 – This is the 'Reverse' lever – no problem, at least you know how to get out of trouble

Button A – This is the 'Trumpet Loudly' button – this really is ear-splitting; make a L1 SR on CON or take 1d6 damage

Button B – This is the 'Use Trunk Destructively' button – you manage to wipe out a pride of predatory librarians and thus save Grawp a big headache; you are rewarded with a monster-catching net which will snare beasts up to cheetah size if you make a L1 SR on DEX to swoop effectively and the beast fails a L4 SR on STR

Button C – This is the 'Impale With Tusks' button – you get Iron Nellie stuck in a tree; this causes Grawp much inconvenience extracting her and you get a bill for 500 GPs, which any city bank will deduct from your account as soon as you have the funds

Button D – This is the 'Ejector Seat' button – you get flung very high, very fast; you need to make an emergency L1 SR on WIZ for a kindly Wizard-God rescue; make it and you land nimbly in a pig sty (21), fail and you are impaled on the spire of the Temple to the Chaos God, run by the High Priest, Lepacen, a rather large leprechaun permanently wreathed in flames (22).

If you can still walk, Grawp has you patched up by his healers-on –a-retainer, Dr. Beesman Kilso and his eccentric friend, Dr. Banana Quicksand. They have you taken back to the city centre on a bier (even though you are not dead, they find biers more frequently called for than litters) by eight dwarves, seven of whom seem to know each other very well but of whom the eighth, Belchy, the words 'Walking Pollution Machine' seem to have been made (make a L1 SR on CON and take 1d6 gas damage if you fail and go to 20).

8

Wildebeast Plains

The stairway proves to be crumbly – sandstone probably – and by the time you are halfway down, it looks dubious as to whether the next section will take your weight. Looking back up, you can see that going back would be suicidal. It may well be best to speed up.

Man vs Wild

Make a L1 SR on SPD and another on LK and go to 13.

9

Wildebeast Plains

The large creature is a *manticroc*. Its parents were really quite special. Mummy was a crocodile and daddy was a manticore. It is vicious and powerful, at the apex of the food chain.

At least, it would be if it wasn't surrounded by a snaggle of snooks. There must be about thirty of the nasty critters snapping at it. A snook is no larger than a leprechaun but it has a lion's head, four arms ending in razor talons and kangaroo feet. When the action begins, every participant disappears behind a curtain of fountaining mud.

Do you want to approach cautiously with you net to bag a few snooks (15) or wait to see who comes out on top (3)?

10

Wildebeast Plains

After proceeding cautiously but uneventfully for some 40 minutes, you hear a deep rumble and then the ground shakes beneath your feet.

Cracks appear in the earth and either falling into one or tumbling off the lip seems inevitable unless you sprint off into the forest. The trees now show barbs from every limb – surely they weren't there before?

Make a L1 SR on SPD and another on LK and go to 12.

11

Wildebeast Plains

If you made them both, great! Go to 17. If you made one roll, go to 14; if you made neither go to 18.

12

Wildebeast Plains

If you made the LK SR, all is well – the trees retreat and keep their distance. If not, you need that SPD SR for your presence has stirred something in the flora that is far from friendly.

Fleetness of foot will keep you in the game while being a sluggard leaves you wide open to the slashing barbs. Initial damage is 1d6 and it will only get worse unless...

Man vs Wild

Wizard-Gods enjoy this place as a holiday resort though, so a L1 SR on WIZ will be enough for a miraculous catch and a protective return to the comforts of a warm pig sty (21). If you navigated that little spot of danger safely, you have no further reason to consider the fine print of your life insurance policy.

At the end of the ridge, you find a muddy slope running down and you see the tracks of a large creature. The way that the footprints are broken up suggests it has a large tail. Go to 9.

13

Wildebeast Plains

If you made the LK SR, all is well – the steps remain intact. If not, you need that SPD SR for your weight proves too much for the rock steps, weakened by Trollgod knows whose pounding feet over the years.

Fleetness of foot will keep you in the game while being a sluggard sends you tumbling downwards to a spine-crushing impact. Wizard-Gods enjoy this place as a holiday resort though, so a L1 SR on WIZ will be enough for a miraculous catch and a protective return to the comforts of a warm pig sty (21).

If you navigated that little spot of danger safely, you have no further reason to consider the fine print of your life insurance policy. At the bottom, you see the tracks of a large creature. The way that the footprints are broken up suggests it has a large tail. Go to 9.

14

Wildebeast Plains

You are here because you made one L2 SR failed the second – tough luck, really. Simon sits safely on Nellie while you beat the grass with your paddle. You can hear him laughing, knowing that nothing can eat Iron Nellie. His blunderbuss is primed and ready to take down anything that moves.

Your industry unearths a pack of snoozing snooks. Simon fires before they gather their wits, killing half of them (Grawp didn't think to look for the gun is one of the secret compartments in Iron Nellie's legs).

Make a L1 SR on LK not to be mown down with lead as Simon punches the air. If you survived that lethal blast, your only hope is to mount Iron Nellie and unseat Wicked Uncle Simon! Make a L1 SR on DEX.

If you fail, he knocks you backwards into the claws of the snooks, who tear you apart with relish (Simon makes what's left of you into a tasty relish actually). If you make it, go to 6.

15

Wildebeast Plains

If you can make a L2 SR on DEX, you bag the snooks and can take them back to Grawp (16); if you botch the attempt, the snooks set about you with a vengeance and there is soon not a scrap of

Man vs Wild

evidence to suggest that you ever existed (Grawp burns the paperwork and erases you from his memory).

16

Wildebeast Plains

Grawp is delighted with your haul.

“Great work!” he enthuses. “If you want a job, you can have one – you’re just the calibre of person I’ve been looking to recruit since *Swoggler the Grim* got eaten by a pack of aardvarks. If you take the job, you can keep the lumpenschtick and the stun grenades.”

The lumpenschtick is a percussive, enchanted weapon that gets a basic 10d6 while there are 12 grenades which will stun anything that fails a L3 SR on CON that gets caught within 20’ of the detonation. You can come back here whenever you end an adventure in Khaboom to be fed and given a bed.

Your work is not without risk – you get 100 APs every time you venture out into the park on your own but if you roll a critical fumble on a LK SR, you get bushwhacked by a bunch of snooks at that’s your lot. The pay is 50 GPs per scouting run over the Plains.

You can decline the post and you can hand in your notice (one more trip) whenever you like. Grawp buys you a beer at The Sullied Trouser Inn as he takes you back to town. He deals with Burt the Bouncer and his interest in wanted posters so that you can go inside (23).

Oh yes, and the Silver Springs scheme? It turns out to be a hoax and the bouncers on the door will *Wink-Wing* you to a Watch station (24) if you ever darken their doorstep.

17

Wildebeast Plains

Dame Fortune has smiled on you! Iron Nellie decides its time to find the road to Manderaly and trundle off to the Jungles of Phantog (see the epic **‘Wizard Went A-Wooing’ from Khaghbboommm Press via DriveThru RPG or Lulu Publishing**).

Trundling for Nellie means zooming forward at rocket speed, unseating Simon, who falls into the long grass right on top of a pack of snoozing snooks, who enjoy a wake up snack. Grawp rescues you and dusts you down, confirming you are once again free and saluting you for disposing of Wicked Uncle Simon.

“I was going to use by right of veto over his life anyway but you’ve saved me from corroding my blade.”

He offers you a job at his safari park. You can come back here whenever you end an adventure in Khaboom to be fed and given a bed. Your work is not without risk – you get 100 APs every time you

Man vs Wild

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18

Wildebeast Plains

You have fallen foul of friendly fire. Simon spurs Iron Nelly savagely in the one tender place on her flanks on her otherwise unfeeling metal casing. Nellie goes berserk and Simon is flung headlong into the grass from which he never reappears (hurrah!). Iron Nellie heads straight for the Jungles of Phantog (see the epic **'Wizard Went A-Wooing' from Khaghbbboommm Press via DriveThru RPG or Lulu Publishing**) with you in her path.

Unless you can make L1 SRs on DEX and SPD, you are steamrollered by Nellie on her way to the road to Manderaly, from which you get to Phantog. Splat! That would be new character time.

If you made both saving rolls, Nellie surges off for Manderaly, while Grawp rescues you and dusts you down, confirming you are once again free and saluting you for disposing of Wicked Uncle Simon.

"I was going to use by right of veto over his life anyway but you've saved me from corroding my blade."

He offers you a job at his safari park. You can come back here whenever you end an adventure in Khaboom (the teleportation is no problem to Grawp) to be fed and given a bed. Your work is not without risk – you get 100 APs every time you venture out into the park on your won but if you roll a critical fumble on a LK SR, you get bushwhacked by a bunch of snooks at that's your lot. The pay is 50 GPs per scouting run over the Plains.

You can decline the post and you can hand in your notice (one more trip) whenever you like. Grawp buys you a beer at The Sullied Trousers Inn as he takes you back to town. He deals with Bob the Bouncer and his interest in wanted posters so that you can go inside (24).

19

Wildebeast Plains

Simon has hunting mastodons that really trample and take no prisoners. He is waiting with one of these, Iron Nelly, at an upmarket safari park run by an imposing warrior named Grawp.

It is clear that Grawp has taken a disliking to Simon and the two are arguing about what is included in the fee – capture or death. Grawp is happy to set Simon on his way with you beating the grassy plains ahead of him as he sits astride Iron Nelly, expanding net in one hand and badly-disguised-as-trombone blunderbuss in the other. He raises a finger to Grawp once the latter has turned his back and is shaking his head.

Man vs Wild

The two risks to your health and safety are a) whatever is hiding in the grass and b) Simon and Iron Nelly.

Make two L2 SRs, one on LK, the other on INT. Go to 11.

20

Khaboom Pentagon Square

It would seem you do not want an adventure. Oh well, too bad! Enjoy your day in Khaboom – dig deep and prosper!

21

Dunleavin Street

You find yourself in a mess of pigs at a house of a wealthy man who likes to grow his own food. The pigs may well regard you as their food...

This adventure ends here and you may determine for yourself whether or not you end up as a tasty supplement in the porkers' diet. Take 100 APs for good measure.

22

Wildebeast Plains

When make your way to the eastern outskirts of the city, you find a ticket office. The woman manning the desk inspects your ticket and informs you that you will now be teleported to the headquarters of '*Grawp's Monster Safaris*', a company staking a claim in virgin territory on one of the tentacles that form part of the Kraken that gives the common name to the continent of Khaghtch'an.

You are relieved to see that a significant life assurance policy is filled out and signed off before you go – or perhaps it alarms you rather than offers solace. The woman waves cheerily and rubs her hands together gleefully as you disappear.

Eventually the nauseating spinning sensation of teleportation ceases and your vision clears. You see a veteran warrior emerge to greet you and take your ticket. He wears impressive, gleaming armour, bearing a grand shamsheer in one mailed fist and a tower shield, embossed with arcane runes in the other.

"Best be prepared," he tells you with a wink, "no telling what's out there..."

It soon emerges that as a lucky ticket winner, you too are expected to map out the terrain and record the flora and fauna.

"I'm pretty sure there are *Lerotrah'r Man Traps* growing out there," he adds, "and I think I saw the tracks of snooks."

Man vs Wild

Any questions you may have are answered good naturedly but vaguely. Grawp (for he is the founder of the safari corporation) kits you out in lightweight chain armour with an enchanted air-conditioning unit (takes 8 hits – or 16 for warriors – or 2 more than your armour’s base value, if higher).

“Better safe than sorry,” he laughs disarmingly, “although I think the shift of the odds is only marginal.”

Then he hands you a very badly drawn map and a bunch of crayons, a never-empty water canteen and makes sure you head off in the direction he doesn’t care to go in.

“I suppose weaponry is customary,” he says unenthusiastically.

Go to 5.



23

The Sullied Trouser Inn

Enjoy your beer – you’ve deserved it. There’s a good crowd here – Hengis the Road Sweeper, Wobbly Blunt, Hayseed, Halla the Barman and sometimes even Murgatroyd the Magenta Warrior, the Mayor’s strong right arm.

Always remember to look over your shoulder though. It is Trollworld!

(By the way, you’ll find all these characters and more in the novel, “**Magic City Mayor**”.)

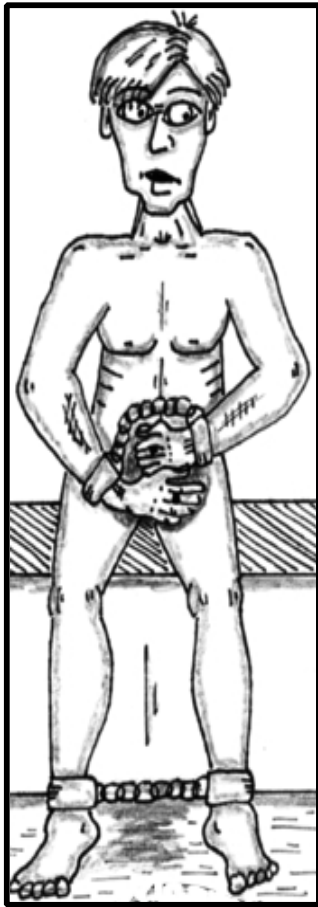
24

Dungbeetle Scrubs

You will probably get released pretty soon. Khaboom is too civilised to starve you but taxation is low so they won’t want to feed you for very long. Harry and Bert, the guards, are hearty fellows, happy to share their beer with you and play cards.

Who knows? You might make friends and make money while you’re locked up!

Man vs Wild



25

House of Simon, Sourgum Street

You have been bought at a slave auction by a man with a vicious gleam in his eye and an even more wicked lash in his hands. As you are dragged in chains from the auction block, you hear the auctioneer announce your new owner as Wicked Uncle Simon. At this, several people faint and still more turn tail and flee for home to hide under their beds.

Simon has you whipped mercilessly – take 2d6 damage. If you die under the lash, Simon regards it as money well spent for the sport of it.

If you live through such punishment, you are fed enough to allow you to slowly heal and your work load is light enough not to impede the recovery – you spend all day and much of the night learning embroidery as Simon loves to hang new tapestries of torture scenes about his house.

One day, you are given different work – cleaning out the stables of Simon's mastodons as well as hand washing the creatures daily. Mastodons are clumsy beasts and it is all too often that a keeper

gets crushed like an ant against the stable walls. They also suffer from unstable digestive tracts.

Make a L1 SR on LK or you have mastodon trouble. If you have such misfortune, go to 26.

If you steer clear of such problems, Simon has plans for you. He likes to go on mastodon hunts (hunting weaker, smaller creatures, not mastodons). You can go out with him as his beater. Go to 19.

26

House of Simon, Sourgum Street

An incontinent mastodon squats down on you as its bowels give way, followed by its knees.

Make a L1 SR on DEX or SPD – you choose – to avoid being fertilised and then crushed fatally. If you survive, take 50 APs and join Simon on a hunt as his beater (19).