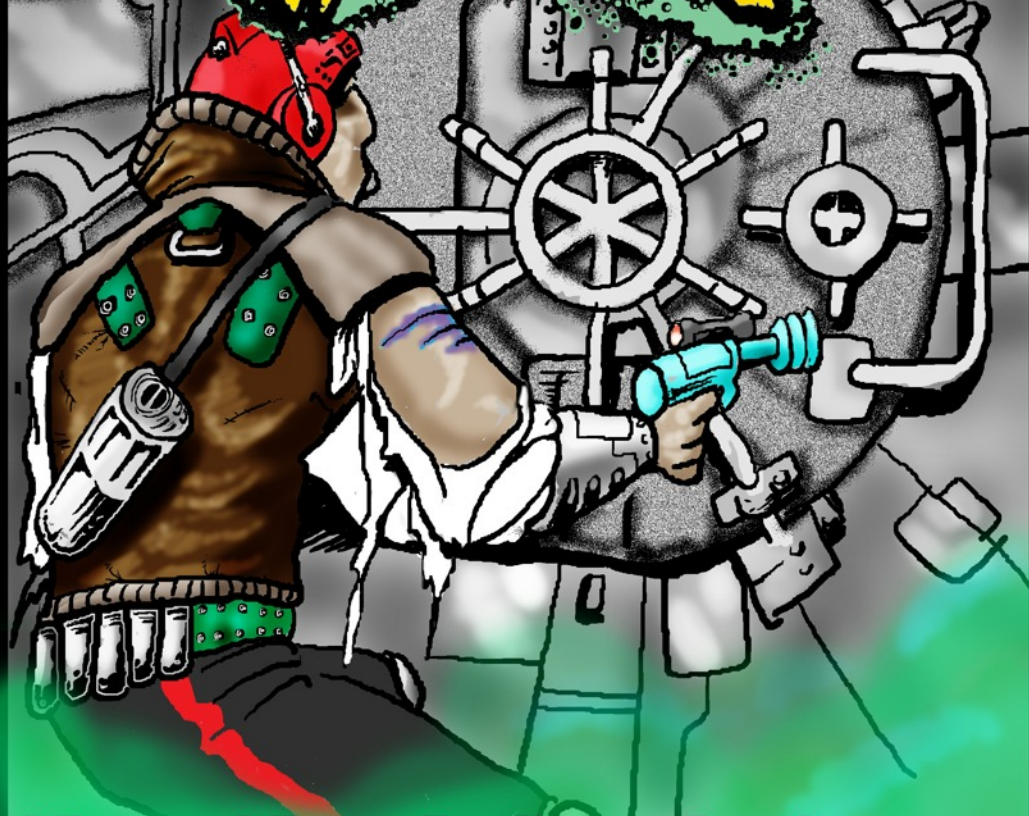


When Good Games Go Bad!



A TUNNELS & TROLLS NEW KHAZAN SOLO ADVENTURE
BY 'MAD' ROY CRAM



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Peryton Publishing

Which way is Planet 9 again?

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INTRODUCTION

This is a solitaire adventure for a single 3rd-, 4th-, or 5th-level character created from the rules of Tom Loney's New Khazan or Ken St. Andre's Tunnels & Trolls. You will need one or both sets of rules to understand and play the game. Warriors, Rogues, or Wizards may play, but magic users may find their spell-casting ability severely limited in some parts of the Game complex. Human, hobb, elf, dwarf, or uruk characters can be used. If any of your character's attribute values are less than 12, I give you permission to make them 12.

Whatever your character's race, kindred, or abilities, he or she (in the future, we will only use the masculine pronouns to avoid a lot of extra typing) is basically broke and/or in trouble. He has come to this world to make his fortune and has fallen on hard times. He has had a bad business failure with crooked partners who left him holding the bag, or he has gambled with some very bad people and has debts he cannot pay, or he has gotten in trouble with the authorities and may be sent to prison for a long time. His future is bleak at the moment.

He is on a planet called Bollux IV, the fourth planet in the Bollux star system. Bollux IV is an Earth-sized planet with an oxygen-nitrogen atmosphere. Less than half of it is covered with water. It has an eccentric elliptical orbit that gives it extreme seasons. Its terrain is largely desert (like Australia), with the coastal areas being the most inhabitable. It has lots of badlands, some impressive mountain ranges, one major ocean, and a dozen smaller seas. What brings people to this world of freezing winters and broiling summers is its abundant mineral wealth. Pan Stellar Mining (PSM) owns this world—lock, stock, and barrel—and is happily exploiting its rich deposits of metals and rare earths for good profits. The company is a business empire that owns and runs everything here.

Your character is currently embroiled in his legal and/or financial difficulties in the largest city of the planet, called Brretumpka after PSM's CEO. To keep its power safe, the company runs the city with a firm hand and the help of Pan Galactic Security (PGS). You did not work for the company directly but were involved in one of the many businesses that PSM allowed, at no little cost, to operate on their fringes to serve the needs of its many employees.

Bollux IV has a natural native species called hootentoots. These nasty creatures are chimpanzee-sized hominids that got the ugly genes from both parents and look like the offspring of a horny toad and a hairless rat. They have a language and a Stone Age culture, and are extremely xenophobic. They flee from aliens when approached, usually disappearing into the vast system of caves and caverns that honeycombs the crust of this planet. Scientists and scholars who have tried to study them have frequently disappeared, and interest has waned.

Other life forms on Bollux IV are large insectoid monsters and multi-legged rodent species, which some folks enjoy hunting, though with the full understanding that their prey will be hunting them at the same time. So far, the hunters have a small positive score of kills. Most fauna goes underground in the really hot and really cold seasons, as do the people who work here. Plant life is interesting and quite varied, and grows vigorously during the spring and fall seasons, going to seed just before the winter and summer kill them off. There are some really large and interesting fungi in some of the labyrinthine underground caverns, but these are zealously guarded by the hootentoots who live there during the hot and cold seasons.

Now, there is—or rather was—a Game on Bollux IV. It was set up a couple of years back by the mysterious kystroni. These aliens, in their usual form of cybernetic constructs, showed up at the spaceport and immediately began to negotiate with PSM and PGS for permission to set up one of their infamous “games,” which offered people a chance to win twice their weight in gold if

they could pass through a gauntlet of tests and trials. Participants were fully warned and had to sign release documents stating that they understood the risks, which included dying. About half the people who played did not come out of the Game dome; the half that did, came out with their gold (which PSM promptly taxed) but could not recall anything that happened to them while they were inside. The company was happy with this arrangement because it tended to reduce the population of undesirables and made them a lot of money in the process.

Now, the rub. As the kystroni bribed their way through PSM's red tape and bureaucracy, they expressed interest in buying a good-sized set of the company's buildings, which had an interesting history, located on the edge of Brretumpka. The company had liked this site for its location and geology, and had gladly run off the large community of hootentoots that lived there so they could bulldoze the stone huts and temples, and build a group of large warehouses near their spaceport. All went well at first, but just a few months after the buildings were constructed at no little expense, weird stuff started to happen: Workers began to see "spooks" and developed paranoia about being watched or stalked. People started to disappear. Merchandise was broken into and stolen. Machinery and computers malfunctioned. Packaged stuff and large boxes were swallowed by sinkholes that closed back up.

PGS was baffled. With losses mounting and with unions refusing to work there, the whole complex had to be shut down. It stood empty and profitless for over a year. Though given the history and concerns about the buildings, the kystroni paid a handsome sum to lease them indefinitely anyway. The kystroni busily set to work on setting up their huge metal Game dome and were soon advertising their challenge to all who were interested in gambling their lives for a chance at wealth. The Game ran smoothly for about six months. Then it abruptly stopped. For a whole week, the formerly busy doors to the Game dome stood closed and silent, and efforts to communicate with the kystroni inside proved fruitless.

One night, a group of kystroni robots emerged from the building, went into Brretumpka, grabbed a bunch of late-night revelers off the street, and took them back to the dome. The next day, PGS and PSM engineers tried to penetrate the alien alloys of the great dome without success. PGS posted heavily armed guards near the entrances and waited. When the robots came out the second night, the soldiers opened fire and destroyed them. The following night, however, the robots that emerged from the dome were impervious to PGS weapons, and they seized the hapless security team and abducted them into the dome! Thus began the nights of terror in the city, as rugged kystroni robots scoured the streets from dusk until dawn seeking persons to play the Game. But now, no one emerges from the dome with or without sacks of gold. PSM is really upset about this situation, and have made you an offer you cannot refuse—the consequences would be worse than you are willing to accept.

If you can enter the Game dome and figure out what is going on, PSM will make good all your debts and give you a bonus and a ticket off the planet—they will give you an even bigger bonus if you can fix it. Because you are a non-company person and a soldier of fortune, they are willing to gamble with your life, but they are also happy to do what they can to help you. To prepare you for what you might face, you are given special clothing that is the equivalent of leather armor (takes 5 points of damage per round) but weighs only as much as regular clothes. You are also given a vest that has six buttons: five of which are actually Poor Baby pills that, when dissolved in your mouth, will heal two points of Con damage, and one of which is actually a Too-Bad Toxin pill that is an antidote for all poisons.

You have on your impressive leather belt a couple of really nasty things: two Stickup bombs and two flash-bangs or concussion grenades. Each bomb has a sticky side that will make it stay wherever you put it and a five-second detonator that activates when you pull the bomb off the belt, and each does 12+3d6 points of damage to whatever it is attached to at the time of explosion. Each grenade has a four-second fuse when activated

and will stun anyone within an eight-foot radius when it goes off. Moreover, your belt buckle can be activated to cast a beam of light, like a torch or a flashlight, that can be handy in dark places. Additionally, in your vest pockets are hidden a dose each of a Little Feets potion and a potion that will double your St like the spells in the Rule Books. Finally, in each of your expensive leather boots, whose soles give you excellent traction even on slippery surfaces, is hidden a two-dice dagger.

The company and the PGS man have carefully explained all your new toys to you, and reminded you of the implant they have placed in your body, a tracer that they will be able to track if you try to run out on them—if you do so, they will be very cross when they catch you. They put you into a company van and drive you to an area near the Game dome. It is just getting dark. They give you a drink of water and some food bars, wish you good luck, and let you out next to the huge structure.

SOME GM NOTES

Here are some thoughts and comments for persons who might think of making this solo into a game adventure for one or more friends. I will try to make a little clearer what is going on in the Game dome and what role some of the creatures there are playing in the scheme of things.

The Kystroni

These mysterious and intriguing creatures come from the planet Kystron, of which only the kystroni know the location. The planet is believed to be in or near the vast dust clouds or nebulae that surround the galactic core, a region that is much too dangerous for most species to even approach—sane astrogators absolutely refuse to risk entering it—with an immense black hole at its core that twists tunnel space into an exceedingly complicated knot.

But all information about Kystron is speculation, as it is said to be cloaked so that only its ancient inhabitants are able to find it. The large planet is believed to be at least 3 times as massive as New Khazan and thought to have a dense atmosphere made mostly of carbon oxides, methane, and ammonia. Gravity on the planet is at least 3 times the norm throughout the galaxy, making it uninhabitable for most other species.

The kystroni are thought to be quite large and shaped like large fried eggs, and their race was probably old when most of the current races of the galaxy were still pond scum. One source describes them as very dark in color and covered with numerous tiny glowing gem-like sense organs. They are not numerous, as they breed slowly, dividing like amoebas only once every two or three centuries. Experts believe they are possessed of psionic and magical powers that beggar description. Fortunately, they have never shown any inclination to conquer or enslave other species.

Kystroni contact with other races has been exclusively through their cybernetic constructs, which they control mentally from cloaked ships in orbit—in their true form, kystroni cannot survive in low-gravity environments. Their technology appears to be dependent on a rare crystalline substance called geecium, which can only be found on planets near the galactic core and whose rays are very destructive, for they kill living tissue and destroy sensitive electronics. Geecium can only be mined and processed by magically animated entities (called zombies on New Khazan). This constraint leads the kystroni to run their Game on planets where suitable beings, those whose bodies can be “recruited” to produce such creatures, exist in abundance (see Gamesmen of Kasar for an example). The only other contact with the enigmatic kystroni is through merchants, who run a lucrative business of trading various items (including corpses) with them in exchange for rare metals.

Kystroni ships are rarely seen, but asteroid-sized ones have been briefly sighted. Their surfaces appear to be of a plastic or fluid material covered with small glowing multicolored gem-like structures—one ship was even described as having a sparkling nimbus or halo around it. These ships can seemingly change their form from dark spheres to dark ovate shape or saucers, and an observer recounts seeing smaller spheres pinch off from a main ship and fly away from it. They routinely warn other vessels not to approach them, and no ship has ever been known to survive an attack on a kystroni vessel. A large ogre horde ship is said to have declared—through ogres deny it—its intention to attack a kystroni ship near a planet it was “protecting.” The vacant hulk of that unfortunate ogre vessel was later found, every crew member apparently taken by the kystroni to the geecium mines as punishment for their aggression.

The Hootentoots

Native sapient life form on Bollux. For a long time, they have worshipped the Thing in the Pit with bloody sacrifices, but they

lack the power or magic to really help it. They are happy to help the witchlings because they do know how to help it. When they stormed the Game complex, they were given very powerful weapons, but have since had them taken away due to an unfortunate tendency to abuse them. They want their “god” loose and will do what they have to do to accomplish this.

The Witchlings

These are powerful magic users of different humanoid races who serve the Dark Lord, a demon or balrukh of immense power and incredible evil. The witchlings to Bollux IV were hired by the kystroni as necromancers, to animate the zombies made from the Game losers. They betrayed their employers to serve the Thing in the Pit—with enough blood sacrifices and rites, they can strengthen this horror until it can finally escape from its prison. They were able to tap the monstrous power of the balrukh to help overcome the overconfident kystroni security systems, though this did weaken him considerably.

The Brainotaur

This creature was a computer tech, a Minotaur with a gene-engineered brain who was really good with computers. He was in cahoots with the witchlings, and he sabotaged much of the kystroni network, isolating them from the Game systems and communication center. He had hoped to learn enough about kystroni computers to sell their valuable data for a fortune once he could sneak out of this place. So far, the kystroni AI has frustrated his attempts to penetrate its secrets.

The Balrukh

The Thing in the Pit is a very powerful demon or balrukh. He is of the same species as the Dark Lord. No one is clear whether the Dark Lord sent help to rescue him, or he connived to seduce some of the big guy’s servants to help him. Whatever the case, he is a bad thing and will quite literally raise hell if he gets loose. He

has been locked up in the pit for ages, and only he knows by whom. The kystroni and witchlings are his first chance in thousands of years to get out of his cell.

The Bots and the Computers

The AI backup computer of the Game has been isolated, unable to communicate with the bosses or call Kystron for help. It is also somewhat damaged, but still determined that the Game must go on; hence the bot-nabbers grabbing citizens to play. The AI knows the system has problems—but, hey, enough works for it to run part of the Game, and it is a program, not a person. It kills the hootentoots whenever it can and sends the dead gamers to the morgue. However, the morgue is overfull now, and no one is delivering the goods to the spaceport—but, hey, that is just another problem to solve down the road, OK?

The Construct Guys

Simple: they cannot get out of the safe room because the brainotaur scrambled the exit code on the really secure door. They can talk to someone if they get to the door on the video screen there, but that is pretty much their only option at this time.

The Zombies

These are the people who lost the Game. The witchlings are still stopping by to animate the dead delivered to the morgue by the AI's robots, hoping to use them to fight for their evil cause if they run into trouble. They keep them in the morgue with the thermostat turned way down so they will not get too rotten to be effective.

The Warbots

Activated by the Panic Button, these bots are without equal in putting down revolutions and bad guys: two of them can hold the fort without breaking a sweat until the cavalry arrives.

Certain conventions are used in the text of this adventure: A d6 is a six-sided die; 2d6, a pair of six-sided dice; and so on. A d2 is a roll of a d6 where a 1–3 rolled equals 1, and a 4–6 rolled equals 2. A d3 is a roll of a d6 where a 1–2 rolled equals 1, a 3–4 rolled equals 2, and a 5–6 rolled equals 3. On Saving Rolls, the margin missed equals the number needed minus the number rolled, and the margin exceeded equals the number rolled minus the number needed.

Any other questions? I will be glad to add other material here, or you can put in any comments you think useful.

With all this in mind, you are ready to go. Proceed to section 1 and begin your adventure. Good luck!



1. You get out of the PSM van and start down the street towards the Game dome—it is huge! As the Bollux star sets in the west, the streetlights turn on. Then the doors of the dome open and several very sturdy-looking humanoid robots come out. One of them detects your presence and approaches you in haste. “Come with me,” it drones. “The Game awaits you.” To go meekly with the bot, go to 4. To resist or try to escape, go to 9.
2. (From 71) As you search for some way out of Hootentootville, you find yourself caught between two groups of hootentoots. The witchling is with them. Before you can take action, she hits you with a Hold that Pose spell. You are swiftly disarmed of any obvious weapons you carried and taken prisoner. Go to 51.
3. (From 76) Three “beetles” appear in the slot machine’s windows. As three skrunk beetles scuttle out of the machine and start after you, you swear. These nasty and aggressive bugs spray you with vile and very irritating oil. To kill the skrunks, you must roll a 2nd lvl SR Dx. If your Sp is greater than 15, you can make two Dx Saving Rolls each round. If you miss the Dx Saving Rolls, reduce your Ch by the margin missed and take 1 point of Con damage. If you fumble (roll a 3) on the dice, subsequent Dx Saving Rolls must be made one level higher because the skrunks sprayed your eyes.

Continue until you squash all the stinkers or your Ch is reduced to 0, at which point the surviving bugs will leave you alone. Go back to 76 and roll again.
4. (From 1) The big bot follows behind you, hustling you towards the great doors of the Game dome. It responds to all questions with, “The Game awaits. The Game must be played.” You go into the dome, but the bot stays outside as the doors close behind you. Go to 5.

5. (From 4, 9) You find yourself in a large foyer area. No one or nothing is present in the room but you. The floor here looks torn up and crudely repaired. Double doors in the far wall open, and a buzzy voice says, "Enter." Suddenly, holes open up in the floor around you, and hootentoots come scrambling out. To stay where you are, go to 13. To make a dash for the open double doors, go to 17.
6. (From 71) You meet and are immediately attacked by 2+d3 hootentoots (MR 20 each). In the narrow tunnel, only two can fight you at the same time. They will fight to the death. If they kill you, the game is over. If you kill all of them, you will find some crude but useable 3d6 clubs and 2d6 daggers. Go back to 71 and roll again.
7. (From 76) If you have been here before, go to 11 instead. Otherwise, three "daggers" appear in the slot machine's windows, and a glowing dagger drops into the slot machine's trough. This weapon gets 3d6+6 Adds per combat round, but each round you use it costs you 3 Wiz points. When you use up your Wiz points, or if you have none left, the dagger becomes a common 2d6 weapon. If you have time to recover the required Wiz points, the dagger will work again as before. Go back to 76 and roll again.
8. (From 77) If you rolled snake eyes (double ones), you die. Close the book. If you rolled a 2 or a 3 on the first die (i.e., got a 2 and 1 or a 3 and 1), you get 1d6 or 2d6, respectively, added permanently to your Con. Go back to 77 and roll again.
9. (From 1) Metal tentacles from the bot lash out and firmly seize you. The bot takes you to the doors and tosses you inside. Make a 1st lvl SR Lk. If you miss it, take Con damage equal to the margin missed. If you fumble (roll a 3) on the dice, take 1d6 points of Con damage. Go to 5.

10. (From 71) You are attacked by one of the massive multi-legged insectoids or huge six-legged rodent horrors (50/50 chance of either) of Bollux. The creature will have a MR 6+6d6, a chitinous exoskeleton or leathery skin that will take d6+1 points of damage like armor, and venomous saliva. If the creature scores Spite on you, you must roll a 1st lvl SR Lk or take 2 points off your St. If you kill the monster, go back to 71 and roll again. You will regain 1 point of St for each subsequent paragraph or section you play. If either your Con or St is reduced to 0, you are helpless, and the victorious monster drags you back to its lair to eat you at its leisure. The adventure is over.
11. (From 76) Three “coins” appear in the slot machine’s windows, and another d3 coin tokens fall into the slot machine’s trough. Go back to 76 and keep trying.
12. (From 77) Make a 1st lvl SR Ch. If you make it, add the margin exceeded to your Ch. If you miss it, subtract the margin missed from your Ch. If you fumble (roll a 3) on the dice, your Ch is reduced to 3. Go back to 77 and roll again.
13. (From 5) The hootentoots converge on you. There is a horribly ugly woman with them. As they grab you and pull you towards one of their holes, a group of kystroni robots rushes into the room. A battle begins. To go with the hootentoots, go to 21. To resist the rat-toad creatures and their witch, and try to make it to the bots, go to 25.
14. (From 71) You wander through the labyrinth of tunnels for an hour. Then you chance upon a small chamber with a pool of potable water. You can rest here for a turn, eat one of your food bars, and regain 1 point of Con. For each subsequent turn you stay in the chamber, you run the risk of a random encounter. Roll a d6. If you roll a 1, go to 10. If you roll a 6, go to 6.

You can leave by returning to 71 to roll again.

15. (From 76) Three “keys” appear in the slot machine’s windows, and a key in the shape of a skeleton falls into the slot machine’s trough. You can go back to 76 and keep playing. Or you can go to 31 and take a look at the doors in the room to see if the skeleton key will open one.
16. (From 77) Make a 2nd lvl SR Wiz. If you roll a 3, your Wiz is reduced to 3. If you miss the Saving Roll, your Wiz is reduced by the margin missed. If you make it, your Wiz is increased by the margin exceeded. Return to 77 and roll again.
17. (From 5) Roll a 2nd lvl SR Sp or Lk, whichever is greater. If you make it, you escape the horde of hootentoots, and the ugly witch woman screams with rage as you go to 29. If you fumble (roll a 3) on the dice or miss the Saving Roll, go to 13.
18. (From 71) You find a large cavernous room where the hootentoots have obviously been storing stuff they have stolen or carried off from the warehouses or the Game dome above! Roll a 2nd lvl SR Lk. If you fumble (roll a 3) on the dice, go to 6. If you miss the Saving Roll, you do not find anything useful. If you make it, go to 104 and collect d3 items you find there. Then go back to 71 and roll again.
19. (From 76) If you have been to this paragraph before, go to 23. Otherwise, three “maces” appear in the slot machine’s windows. The machine spits out a mace, which glows faintly. You get 10d6+10 Adds when using this weapon, but it will require 5 Wiz points each time you use it in combat. When you run out of sufficient Wiz points, it becomes a 4d6 +4 weapon until you accumulate enough Wiz points to activate it again. Now, go to 76 and keep on rolling.

- 20.** (From 77) Make a 1st lvl SR In. If you fumble (roll a 3) on the dice, reduce your In by half (round up fractions). If you make the Saving Roll, increase your In by twice the margin exceeded. If you miss it, reduce your In by the margin missed. If your In is ever reduced to 3 or less, close the book. You are too dumb to go on. Otherwise, return to 77 and roll again.
- 21.** (From 13) The hootentoots quickly drag you down one of their holes. The ugly witch woman follows, casting a spell to seal up the hole behind her. You smell something strong and nasty similar to ammonia—could it be smelling salts? If you were knocked out, you soon regain consciousness. As you are carried along, you can take a Poor Baby button or two from your vest if needed. So far, the creatures do not appear to want to hurt you. They carry you along following the witchling, who leads the way making a light with her staff. You are in a kind of natural tunnel that winds steeply downwards. The group makes swift progress and soon emerges into a larger chamber. Go to 33.
- 22.** (From 71) You emerge from the tunnel through a kind of hatch into what is obviously part of the kystroni complex above. You are swiftly accosted by bots that confiscate your unconcealed weapons. They escort you to a nearby room. A buzzy voice drones, “Welcome to the Game!” Go to 37.
- 23.** (From 76) Three “gems” appear in the slot machine’s windows, and $2+d3$ gems fall into the slot machine’s trough. Each gem is worth $10d6$ clusters and contains $1d6$ points of kremm that you can use to cast Poor Baby spells or to activate your magical weapons if any. Go back to 76 and roll again.
- 24.** (From 77) Make a 1st lvl SR Sp. If you fumble (roll a 3) on the dice, reduce your Sp by half (round fractions up). If you miss the Saving Roll, reduce your Sp by the margin missed. If you make it, increase your Sp by twice the margin exceeded. Then go back to 77 and roll again.

- 25.** (From 13) The hootentoots have a MR 20 each. Two to four of them (1+d3) manage to reach you, and you must battle them for d3 turns. They are only trying to stun you, and you are able to grab and wrestle loose a 3d6 club from one of them. Take any damage they inflict off your In score. (Spite will also deduct a point from your Con as real damage). If your In reaches 0, you are knocked out cold and will be carried off quickly into one of the tunnel entrances. Once you wake up, damage to In will be recovered at the rate of 2d6 per paragraph, and damage to Con will be healed in the regular way. Go to 21 if the hootentoots take you down. If you are still alive and conscious after the combat rounds, the kystroni bots rescue you and take you to 29.
- 26.** (From 71) You come to a crude door at the end of the tunnel that you have been exploring. The door handle has been melted off, and there does not seem to be any way to open it from this side. You notice a security camera in the ceiling. Then the heavy door clicks, metal tumblers grinding, and slowly opens. On the other side is a metal-walled corridor: you have found your way back to the kystroni dome. You can go through to 30. Or you can return to 71 to roll again, in which case the door closes tightly behind you.
- 27.** (From 76) Three “doors” appear in the slot machine’s windows. “Choose a door,” says the slot machine. “You have one minute to make your choice.” It takes 20 seconds to try a door. If you have not left this room after trying three doors, go to 35. To try the door on the left, go to 53. To try the door on the right, go to 58. To try the one behind the slot machine, go to 39. To try the door you came in from, go to 49.
- 28.** (From 77) Make a 1st lvl SR Lk. If you fumble (roll a 3) on the dice, reduce your Lk by half (round fractions up). If you miss the Saving Roll, reduce your Lk by the margin missed. If you make it, increase your Lk by the margin exceeded. Go to 77 and roll again.

- 29.** (From 13) You are carried out through the doors as the battle rages on behind you. The hootentoots, having failed to capture you, are now in full retreat, diving back into their holes, which close behind them. The bots put you down and confiscate your unconcealed weapons (but not the concealed ones). They then leave the room through another door that closes behind them. A buzzy mechanical voice says, "Welcome to the Game!" Go to 37.
- 30.** (From 26) The door you came through closes and locks securely behind you. You can go right, to 34, or left, to 38.
- 31.** (From 15) The door on the right is the only one with a true keyhole. You can, if you wish, go back to 76 and play more coins if you have them. Or you can try the skeleton key in the door in 58.
- 32.** (From 77) Make a 1st lvl SR Dx. If you fumble (roll a 3) on the dice, reduce your Dx by half. If you miss the Saving Roll, reduce your Dx by the margin missed. If you make it, increase your Dx by twice the margin exceeded. Then return to 77 and roll again.
- 33.** (From 21) You are put down gently. The hootentoots are hooting to the witchling lady, who is talking back to them in a snarly language you do not recognize. Finally, she turns to you and says in common tongue, "Vee save you from dee egg men. Now you vill meet our master und help us free him." Her eyes glitter with madness as she indicates for you to precede her down a tunnel. To go meekly where she points, go to 41. If you decide you do not like this plan, go choose another option in 44.

34. (From 30) The corridor gently curves round. It ends in a very large round metal door that looks like the door to a very secure bank vault. On the door is a large flat video screen. As you cautiously approach, the screen lights up. The big fat round face of a kystroni construct appears. It asks, "Whoooooo aaaare youuuuuu?" Go to 42.
35. (From 76) The slot machine robot begins to move and change shape. It appears to be getting ready to attack you. To stand your ground and fight it, go to 63. To keep checking doors, make a 1st lvl SR Dx, a 1st lvl SR Sp, and a 1st lvl SR In. If you make all three Saving Rolls, you get to check another door in 27 without hindrance. Check one door only and then return here. If you miss any Saving Rolls, you suffer Con damage equal to the margin(s) missed. Now, you must make a 2nd lvl SR Dx, a 2nd lvl SR Sp, and a 2nd lvl SR In to check a door in 27 without hindrance—the robot will continue to get faster and smarter. If you miss any of the Saving Rolls, you must go to 63 and finish the fight. If the big bot reduces your Con to 0, the Game and this adventure are over.
36. (From 77) Make a 1st lvl SR St. If you fumble (roll a 3) on the dice, reduce your St by half (round fractions up). If you miss the Saving Roll, reduce your St by the margin missed. If you make it, increase you St by twice the margin exceeded. Then go back to 77 and roll again.
37. (From 29) A high-tech beam scans you. Your unconcealed weapons have already been confiscated by the bots, but the scan will not pick up your vest items if you have any left. If your hidden boot daggers are still in your boots, a 1st lvl SR Lk will let you keep them too. If you miss the Saving Roll, though, you will have to give them up. Go to 47.

- 38.** (From 30) On your way down a long winding corridor, you pass by many rooms that appear to be some sort of living quarters or offices, all of which are ransacked and in a state of disarray. You find nothing useful in any of them. While you are nosing about here, you run the risk of a random encounter. Roll 1d6 twice. If you get a 6 on either roll, roll the d6 again. The second number rolled plus one will be the number of hootentoots that you see or hear coming in your general direction. Make a Saving Roll on Lk at a level equal to half the number of hootentoots in the approaching group. If you fail the Saving Roll, they see you, and you must fight them to the end. If you make the Saving Roll, you manage to avoid being seen and do not have to fight for your life. Once any combat is resolved, go to 45.
- 39.** (From 27) The door not only has no working keyhole but it refuses to budge. Go back to 27 and pick another door.
- 40.** (From 77) Three “gems” appear in the slot machine’s windows. Roll 1d6 and add 1 to determine the number of gems that fall into the slot machine’s trough. Each gem is worth $50 \times 2d6$ clusters unless you roll doubles on the dice, in which case each is a cheap piece of costume jewelry worth 1d6 clusters. Each gem also has a 1d6:1 chance to be a kremm battery containing 3d6 Wiz points—these gems will vanish when their last Wiz point is used up. Go to 77 and roll again.
- 41.** (From 33) In some places, the tunnel spirals down steeply. The witchling lady now leads, and you and the hootentoots follow her. The hootentoots sound like a huge flock of pigeons or owls, and you notice other flatulent sounds as well. Suddenly, the ‘toot’ part of the creature’s odd name becomes clear to you—those were not smelling salts that helped you wake up before! Finally, you and the entourage emerge into a large cavern. Pale-green light radiates from globes that hang from stalactites. The big chamber is roughly

circular, and there is a huge pit in the center of the floor. At the edge of the pit is a crude stone altar, and dark stains run down the sides of it that you can see. The witchling cackles hysterically and turns. She starts to give orders to the hootentoots. Roll 2d6 (doubles add and roll over). If you roll a 3 on your first roll, go to 51. Otherwise, check your Lk. If your roll failed to make a 1st lvl SR Lk, go to 56. If you made a roll good enough for a successful 1st lvl SR Lk, go to 61. If you rolled a large enough total to make a successful 2nd lvl SR Lk, go to 100.

42. (From 34) You explain to the kystroni cyborg who you are and how you got here, and ask about what happened here. In its annoying slow drawl, the fat face explains. The whole complex was shut down by sabotage and invaded by a host of hootentoots led by the witchling wizards that the kystroni employed to help them create their zombies. Many of the constructs were killed, but a few managed to fight their way here, to the safe room. Unfortunately, the witchlings were able to cut all communications with the rest of the dome. The kystroni are able to survive here, but cannot contact Kystron for help. They know that there is something powerful and terrible buried deep beneath the dome, and that although it used its power to short out all the kystroni computers and security bots, it is now weak, seemingly having used up most of the power it had stored over time. The cyborg thinks that part of the complex, using an emergency backup system, is trying to run the Game in spite of the invasion. It asks you to go back up the corridor that brought you here and find the main control room, where you will be able to find and activate an emergency beacon. If you can do this, it promises to make you wealthy. Then you feel an alien presence in your head as the kystroni plants in your mind the codes and information you will need. This suddenly becomes the option of choice to you. You have the feeling you may have been “Geased.” Oh well, you are better off than you were—at least now you know where to go and have a way to actually win this damn Game. Go to 38.

43. (From 77) From the slot machine, you receive a bottle that contains a healing potion. When you drink it, make a 1st lvl SR Lk. If you fumble (roll a 3) on the dice, you die. If you miss the Saving Roll, the potion does not heal you, and you must deduct the margin missed from your Con instead. If you make it, the potion will heal Con points equal to twice the margin exceeded. Do not make the Saving Roll until you actually drink the potion. Now, return to 77 and roll again.

44. (From 33) You notice a lot of tunnels entering this chamber. You need a distraction, so you break loose one of your two flash-bangs and roll it into the middle of the crowd of hootentoots behind you. When it goes off, the whole gang of ugly creatures either collapses or goes nuts. Chaos reigns. You sucker punch the witchling woman hard in her ugly face and knock her flat on her skinny backside. Grabbing a club from the nearest stunned hootentoot, you make a mad dash for the nearest tunnel entrance. Make a 1st lvl SR Lk or Sp, whichever is greater. If you miss the Saving Roll or fumble (roll a 3) on the dice, go to 67. If you make the Saving Roll, go to 71.

45. (From 38) The corridor leads you to a large set of double doors. You open them cautiously and are appalled to find yourself in what looks like a really big and very cold morgue that appears to have been ransacked. Piled all around on the tables and floors, and stacked against the walls, are all kinds of human and alien bodies and body parts. Many are in an advanced state of decay, and the stench is awful. Make a 2nd lvl SR Con.

If you make the Saving Roll, no problem. If you miss the Saving Roll or fumble (roll a 3) on the dice, you lose half your Combat Adds until you can get out of the room. In addition to the awful smell, you note that some of the festering corpses and severed limbs in the room are animated, slowly shambling aimlessly about or creeping and crawling on the floors. At the far end of the morgue is another set of big

double doors. If you want to make a quick search of this charnel house, go to 48. Or you can just make a dash for the far doors in 52.

46. (From 77) You receive a Blasting Rod, which contains a Blast spell, that does $3d6+12$ points of damage to the target it hits (treat it as a missile attack). You must have at least 1 point of personal Wiz to activate it, but it will not fire at any kystroni bot. Go back to 77 and roll again.
47. (From 37) A door opens in the far wall, and a buzzy voice says, "Welcome to the Game! You must proceed through each room and carefully follow directions. If you reach the end of the gauntlet, you will receive twice your weight in gold or its equivalent. We apologize for the condition of some of the rooms you will enter. We have been experiencing some . . . problems. Every effort is being made to ensure that the game is fair." Whoever or whatever is speaking—sounds like an AI—refuses to answer any questions. Your only option is to proceed through the open door and go to 76.
48. (From 45) Make a 2nd lvl SR Lk. If you miss the Saving Roll, go to 57. If you make it, go to 101.
49. (From 27) This was a bad choice. It has no keyhole and refuses to open. Deduct 1 point from your In. Then go back to 27 and try another option.
50. (From 77) You may permanently rearrange $1+d3$ of your attribute values in any way you wish. Then go to 54 and continue the Game.
51. (From 41) The hootentoots grab you and 'hoothandle' you over to the big stone altar. Your feet and wrists are now securely bound to the four corners of this ominous block of stained rock. From deep down in the pit, you hear an unearthly roaring growing in volume and intensity. The witchling begins to chant horribly, drawing a nasty knife from

a sheath on her belt. She starts carving you up slowly so that your blood flows into grooves on the altar and, from there, down into the awful pit. Through a red fog of agony, the last things you hear as your life drains out from you are the screeching spell of the witchling lady, the hideous bellowing of what lies beneath, and the exultant hooting and tooting of the excited hootentoots. Your adventure is over.

- 52.** (From 45) Roll a 1st lvl SR Sp. If you miss the Saving Roll, go to 57. If you make it, go to 62.
- 53.** (From 27) This door has no keyhole, but you notice that it is just ever so slightly ajar. You can try to muscle it open in 102, or you can return to 27 and try another door.
- 54.** (From 50) A series of painful electrical shocks prod you to leave through another door, which closes behind you. The buzzy voice says, "Welcome to the Pit of Perilous Pillars. You must cross it by jumping from pillar top to pillar top. One pillar in six is randomly booby-trapped. Good luck." You find yourself standing on a ledge that reaches out about 3 feet from a wall. The room you are in is 40 feet wide and 46 feet long, with a 3-foot ledge on each side. A 40-by-40-foot-deep pit separates you from the ledge opposite you. Four feet from your ledge is a row of six pillars, each 2 feet in diameter, whose tops are level with your ledge. Five more rows, of six similar pillars each, stand at four-foot intervals from their neighbors. Likewise, it is a four-foot jump from the final row of pillars to the ledge opposite you. You see you will have to make seven jumps in all to reach the ledge. Flying spells and teleport spells will absolutely not work here. Go to 59 to start leaping.
- 55.** (From 60) You easily locate and activate the almost perfectly hidden elevator door. You speak the kystroni code word to open it, and you go in. The elevator ascends with you to 75.

56. (From 41) You realize that they want to put you on the blood-stained altar. You think this is probably not the best thing that could happen to you. You can jump into the pit by going to 79, or you can try to take the witchling lady with you in 83.
57. (From 48) The zombies have now become aware of you and shuffle to block your escape. To get away, you will have to battle 1d6 dead guys, and assorted severed arms and hands. Each of these putrescent horrors will have a MR 4d6 (dice add and roll over). If you defeat them, you make it to the doors and go to 62. If they reduce your Con to 0, you will join their horde as one of the witchling's zombies.
58. (From 27) Aha! Here is the keyhole. If you have the oddly shaped skeleton key from the slot machine, and your time is not up, roll a 1st lvl SR Dx to properly insert it in the keyhole. If you fumble (roll a 3) on the dice, you dropped the key! It will take you 10 seconds to recover it—you will still need to make the Saving Roll to insert it. Missed Saving Rolls cost you seconds equal to the margin missed. If you run out of time, go to 35. When you make the Saving Roll, the door opens, and you can run through it to 69.
59. (From 54) You must make seven successful leaps to get across. For each attempt, roll 2d6. If you roll a 2, go to 64. If you roll a 3, go to 103. If you roll a 4, go to 70. If you roll a 5, 6, 7, 8, or 9, you have made a successful jump. If you roll a 10, 11, or 12, go to 73. On your seventh roll (to the ledge opposite you), you can treat 2, 3, and 4 as a successful leap. If you reach the ledge safely, go to 78.
60. (From 66) You place the cyborg's severed head back on the stump of its neck and watch in astonishment as wires and tubes automatically start reconnecting. As vital components find each other and recombine, you see some smoke and sparks, and hear some crackling noises. After making some

weird faces and uttering some weird sounds and static noises, the head comes back to life. “Thaaank youuu,” it says in a whisper. “Iii aaam baadlee daaamaged.” It drawls out that it is not able to move, but will help you by telling you where the door to the hidden elevator that will take you to the main control room is located. As the voice gets slower and lower, it adds that there is a concealed panel there and tells you how to open it. “Puuush theee buuuttooon,” it sighs as the light in its eyes go out. After more sparks and odd sounds, there is silence. The cyborg has used its last life energies to Geas” you. You are now compelled to do what it asked. Go to 55.

61. (From 41) The witchling has turned her back on you. You have a chance to escape. To take the risk, go to 44. For other options, go to 56.
62. (From 48) Leaving the stinking morgue and its gruesome occupants behind, you run down another long corridor. The rooms you pass appear to be workshops and monitor stations with lots of dead video screens. The whole area has been thoroughly wrecked, and there is nothing of use to you here. None of the computer panels responds to any input, and the keys are all in an alphanumeric code that you do not recognize anyway. In a couple of rooms, you find several dismembered and completely dead kystroni cyborgs and a lot of busted up bots. Finally, you arrive at a large secure doorway. If you talked to the kystroni in the safe room in 42, go to 68. If not, go to 72.
63. (From 35) The bot is very sturdy. It has a Con of 200, gets 10d6+50 Adds, and takes 16 points per round for its armor. It will keep attacking you until it is destroyed or until you are killed. If you survive, you can rest for a turn. Then, to check the door on the right, go to 102. If you have the skeleton key, you can use it open the center door there and pass through it to 69.

64. (From 59) The top of this pillar is wobbly, and when you land on it, you must fight frantically to keep your balance. You must make a 3rd lvl SR Lk or Dx, whichever is higher. If you fumble (roll a 3) on the dice or miss the Saving Roll, you fall. Game over. If you make the Saving Roll, go back to 59 and leap again.
65. (From 66) Apparently, this room was also the site of a battle. Long-dead festering bodies of numerous hootentoots and inanimate zombie remains lie strewn about a pedestal on which stands a glowing bar of golden metal. Make a 1st lvl SR In. If you fumble (roll a 3) on the dice, go to 97. If you miss the Saving Roll, go to 98. If you make it, go to 99.



- 66.** (From 74) You enter a large room. Evidently, a battle took place here. Near an overturned table, the headless body of a big fat kystroni construct sits in a chair, its head nearby. You go and pick up the head, and, when you turn its battered face towards you, it opens its eyes! It stares at you before rolling its eyes to look at the body in the chair. Its lips move feebly; no sound comes out. In the far wall is a door. You can put down the head and go check out the door in 65. Or you can take the head and place it back on the neck of the body—which you note is mostly machinery of an advanced type—in 60.
- 67.** (From 44) You did not make it. You tripped over one of the fallen hootentoots, and the rest piled on you. They strip you naked, beat you severely, and carry you, bruised and helpless, to the sacrificial chamber of the horror in the pit, where the witchling flays you alive so that the trapped balrukh there can gain strength from your blood and suffering. The balrukh used most of its power to help the witchlings and hootentoots overcome the kystroni, and your little contribution will help make it stronger, so that it can someday escape its age-old prison to rise up and consume all that lives on Bollux IV, and take its evil out into the rest of the hapless universe. For you, the game is over.
- 68.** (From 62) You somehow recognize this door as the main door to the central control room. And somehow, you know how to operate its complex lock. You punch in the code and the door opens, taking you to 75.
- 69.** (From 63) You find yourself in a long hallway in the form of a huge cylinder—just like the ones often seen in so-called funhouses in amusement parks. Along its length, you see all kinds of blades and sharp instruments randomly scything, swinging, or stabbing out from slots. As you think that avoiding all these nasty cutting tools should not be difficult if you go slowly and carefully, the buzzy voice says, “In two minutes, a lethal gas will be released into the corridor. Do not

tarry!” Then the big cylinder begins to rotate slowly. To get safely through, you must make four 1st-level Saving Rolls each on your Dx, Sp, and Lk. For each missed Saving Roll, you will take Con damage equal to the margin missed; for each fumble (roll a 3) on the dice, you will take 1d6 points of Con damage. Each Saving Roll will take 10 seconds, and each miss will count for 15 seconds. After 120 seconds have passed, you must hold your breath or die. Roll $(1d6+6) \times 5$ to determine the number of seconds you have before you absolutely have to inhale again. If you finish all the Saving Rolls before you run out of time, go to 77. If you run out of time, you die a painless death from inhaling a deadly nerve gas. Sorry. Game done.

- 70.** (From 54) If you have already been to this paragraph, go to 103. Otherwise, a swarm of hornets emerges from the pillar that you just landed on. The hornets start flying about, delivering painful stings to the exposed parts of your skin. Distracted, in addition to the required roll for leaping, you must now make a 1st lvl SR Dx for each subsequent leap. If you miss the Saving Roll, you fall. Game over. If you make the Saving Roll, go to 54 and keep jumping. Once you reach the opposite ledge, however, the hornets will return to their pillar. Go to 78.
- 71.** (From 44) During the confusion, you manage to reach the tunnel and escape. If you still have one, you use a stick-up bomb to seal the tunnel behind you. To get out of this hellish labyrinth, you decide to try and take only tunnels that lead upwards. There are a lot of tunnels, so roll 2d6 and use the following outcomes until you find an exit.
- If you roll a 2, go to 2.
 - If you roll a 3 or 4, go to 6.
 - If you roll a 5, go to 10.
 - If you roll a 6, 7, or 8, go to 14.
 - If you roll a 9, go to 18.
 - If you roll a 10, go to 22.
 - If you roll an 11 or 12, go to 26.

- 72.** (From 102) You find yourself in a room filled with busted up machinery, robot parts, and other junk. You notice an open grate in the ceiling. Something is now trying to get through the door you just came in through. If you want to wait for it, go to 81. To try to climb up the vent shaft, go to 89.
- 73.** (From 59) You made a clumsy landing. If you rolled a 10 to get here, make a 1st lvl SR Lk to avoid falling. If you rolled an 11, a 2nd lvl SR Lk is needed. If you rolled a 12, you need a 3rd lvl SR Lk. A missed Saving Roll means you fell. Game over. These results apply even on your seventh jump to get to the opposite ledge. If you get there safely, go to 78. If you still have more leaps to make, go back to 59 and keep on leaping.
- 74.** (From 78) You will have to force the door open, which will require a 3rd lvl SR St. If you miss the Saving Roll, go back to 78 and pick another door. If you make it, you find yourself in a place where some kind of battle has occurred. Broken bots and machinery lie alongside nasty rotting corpses of hootentoots. Suddenly, four very much alive hootentoots pop out of concealed holes in the floor. They attack you, trying to capture you. Their leader has a MR 30, and the rest have a MR 20 each. All damage they do comes off your In, except Spite, which comes off your Con and In. If they kill you (Con 0), your adventure is over. If they knock you out (In 0), they carry you off to 33. If you defeat them all, you can go to 66.
- 75.** (From 68) You are now in the master control room. Standing in the middle of the room is one of the master computer hackers of the galaxy: a brainotaur or gene-engineered Minotaur with a brain three times larger than normal. This one has been unsuccessfully trying to break into the kystroni computers. It is also hostile, and, with a roar, jumps up and attacks you. Though it lacks horns, it still has a MR 100 (11d6+50 Adds) and armor worth 12 points per round. It will fight to the death. If it wins, game over. If you win, go to 80.

76. (From 47) You enter a 40-foot-square room. In its center stands a seven-foot-tall bot whose body is a slot machine. It looks like it has been damaged and repaired many times. In its trough are 12 coins. The buzzy voice explains, "To leave this room you must play the slot machine." There are four doors in the room: the one through which you entered (now closed), one on your right, one on your left, and one behind the slot machine. If you do not play the machine for more than two minutes, it will attack you, so you decide to get on with it. You play by inserting one of the coins from the trough in the coin slot, and this spins the three dials. For the result of each spin, roll 2d6 and consult the following outcomes.

If you roll a 2, go to 88.

If you roll a 3, go to 92.

If you roll a 4, go to 94.

If you roll a 5, go to 3.

If you roll a 6, go to 77.

If you roll a 7, go to 11.

If you roll an 8, go to 15.

If you roll a 9, go to 19.

If you roll a 10, go to 23.

If you roll an 11 or 12, go to 27.

If you run out of coins to play with, go to 35.

77. (From 69) You find yourself in a round room, which is thirty feet in diameter and contains a table with two six-sided dice, with a comfortable chair next to it. "Roll the Dice of Destiny," says the buzzy voice. "Follow the directions you will be given." If you dawdle or otherwise delay, you will get a mild electric shock. Subsequent warnings will increase in voltage and intensity, so roll the dice to avoid electrocution. You can only roll each option below once. Any time you roll a number you have already rolled, go to the next higher unrolled option.

Die #1	Die #2	Die #1	Die #2
1-3: 1	Go to 8	4-6: 1	Go to 32
2	Go to 12	2	Go to 36
3	Go to 16	3	Go to 40
4	Go to 20	4	Go to 43
5	Go to 24	5	Go to 46
6	Go to 28	6	Go to 50

78. (From 59) You will get a brief respite here: enough time to catch your breath and take a Poor Baby pill if you need it. After a few minutes, a door opens in the wall. “Enter,” says the buzzy voice. You have learned not to keep it waiting by now, so you hurry on into a circular room. The door you came in through closes securely behind you. In the room are six doors. “Choose a door. Door 6 is not currently available for choice. You are almost done with the Game. The last challenge lies beyond these doors.” To choose Door 1, the White Door, go to 82. To choose Door 2, the Black Door, go to 85. To choose Door 3, the Red Door, go to 90. To choose Door 4, the Green Door, go to 93. To choose Door 5, the Blue Door, go to 96. If you want to be contrary and look at Door 6, go to 74.

79. (From 56) You furiously break loose, body check the witchling lady before she can react, and leap over the grisly stained altar into the black moaning pit. Roll a 3rd lvl SR Lk. If you fumble (roll a 3) on the dice or miss the Saving Roll, you die knowing that you denied whatever horror lay below its gory sacrifice. If, however, you made it, go to 87.

80. Some alien power in your mind directs you to a large metal panel in the wall. Under its benign influence, you push, in a pattern, several of the rivets that hold it in place. The panel swings open. Inside it is a large red button: the Panic Button. You push it. All the lights in the room dim for a moment, and then all the computer screens light up, as the whole system appears to reboot itself. Go to 84

81. (From 72) Kystroni bots force the door open and gently take you into custody to 69.
82. (From 78) You pass through the door and are abruptly teleported to a vast field of snow and ice in an arctic environment. Several odd-colored moons shine overhead in a purple sky. Coming towards you is a three-headed multi-legged creature with thick white fur. Each of its heads has four eyes and a toothy mouth, and gets a MR 18. Its thick fur and tough hide give it 7 points of armor protection. It will fight to the death. If it wins, game over. If you win, you will be teleported to 66, where you will have time to take a Poor Baby pill if you still have some or cast the spell if you can.
83. (From 56) You decide you will not be the only one to die here! You grab both your stick-up bombs, and, leaping forward, slap them on the witchling's back. A large group of hootentoots jumps on you and on the evil priestess. The explosion is deafening. Make a 3rd lvl SR Lk. If you miss the Saving Roll, at least you went out with a bang! If you make it, the hootentoots covered you and protected you enough to save your life. You stagger up out of the heap of dead and dying hootentoots, and fall into the pit! Go to 87.
84. (From 80) A huge kystroni face appears on one of the video screens. "Beee paaatient!" it drawls. "Heeelp iiis ooon theee waaay!" A short time later, all the computer screens come up, and a huge pair of kystroni warbots arrive and take up positions to guard the door. They vaporize a horde of hootentoots and zombies led by several witchlings that come hooting and screeching up the hall to retake the control room. You sit in one of the big chairs, eat a couple of your food bars, and wait. You soon fall asleep, worn out by your adventurous exploits. You are awakened by a kystroni cyborg and are impressed by how big these guys are in person. He warmly thanks you for sending the distress call. Similar fat men are now seated, working busily, at all the computer

stations in the control room—you were lucky that a large kystroni ship that was in the area was able to quickly respond to your SOS. The cyborg assures you that they have already informed PSM of the facts of this incident and agreed to make reparations to all persons affected by it. They have also taken steps to ensure that it will not happen again. You get your pardon from PSM and 10 times your weight in gold clusters. You also get 20 AP for each section of this adventure that you visited in addition to the AP you have acquired from combat, spells, and Saving Rolls—you did keep a record, did you not? We bid you farewell now and wish you great success in your next venture into the 9,000 Worlds.

- 85.** (From 78) You pass through the door and are suddenly teleported into a place devoid of light. You sense something in the dark. It smells awful and is approaching while making a nasty chuckling-chittering noise—it sounds, in fact, as if it is a lot of things making similar noises. Fortunately, you remember your PSM belt buckle and try to switch on its light. Make a 1st lvl SR Lk to see if it still works. If the lamp is still functional, you will see a black mass of writhing claw-tipped tentacles, each with a little red eye, lashing out and slashing at you. If it does not, you will not see it, but will still have to fight it in the darkness (i.e., without your Combat Adds). The creature gets a MR 60 and inflicts 1 point of Spite for each 5 or 6 rolled on its dice. If it kills you, game over. If you survive and kill it, you will be abruptly teleported to 66.
- 86.** (From 96) The blue crystal guy fights with four blue crystal daggers (2d6 each). It has four arms, Con 30, and gets armor protection of 10 points per round. Blunt weapons, however, will do it double damage. If you shatter it to Con 0, you will be teleported to 66. If it kills you, game over.
- 87.** (From 79) With a great ‘whoomp,’ you land on a stone ledge that sticks out from the pit wall. You take 1d6 of Con damage. If you are still alive, you scramble on and see a narrow tunnel opening in the wall. Glancing back down into

the pit, you see, with horror, a gigantic, hideous, burning horned head with its awful face pressed against some invisible barrier. As it lets out a horrible soul-wrenching cry of rage and frustration, you run, as if hell were on your heels, into the dark tunnel opening. Go to 71.

- 88.** (From 76) If you have been to this paragraph before, ignore it and take a free roll in 76 instead—this one will not cost you a coin. Otherwise, three “skulls” appear in the slot machine’s windows. The eyes of the bot begin to glow! Make a 2nd lvl SR Lk. If you fumble (roll a 3) on the dice, death rays from the eyes of the bot kill you. Game over. If you merely miss the Saving Roll, you lose Con points equal to the margin missed. If you make it, the eyes of the bot malfunction and burn out. Ignore this section if you roll it again. Instead, take a free roll in 76—this one will not cost you a coin.
- 89.** (From 72) You pile up some junk and easily climb up and into the metal shaft. Now you need to use your muscle, your stamina, and a little luck to wedge your way up to the opening above. This will require a 2nd lvl SR St, a 2nd lvl SR Con, and a 1st lvl SR Lk. If you fumble (roll a 3) on the dice on any of the Saving Rolls, you fall back down into the room and take 1d6 of Con damage. Then, if you are still alive, go to 81. If you miss any of the Saving Rolls, reduce the corresponding attribute by the margin missed and try again. If you miss two consecutive Saving Rolls on the same attribute, down you go to 81. If you make it out of the shaft alive, you will recover the attribute points at the rate of 1d6 per attribute per section played. Once you have made the successful Saving Rolls, huffing and puffing, you climb out into 95.
- 90.** (From 78) You enter the room and are suddenly teleported to a very hot desert scene of dark-red craggy rocks jutting out of red sands and a vast dark-red sun that fills half of the red sky. Attracted by your moisture, hundreds of little black beetle-like creatures with big nasty-looking mandibles immediately begin to crawl out of the gravel soil and scuttle towards you. In the

distance, you see the outline of another door in the air. There are too many of the bug creatures to fight, so you must make a mad run for the doorway. Make a 1st lvl SR Con, a 1st lvl SR Lk, and a 1st lvl SR Sp. If you miss any of the Saving Rolls, deduct the margin missed from your Con and make a 2nd lvl SR on the attribute for which you failed the Saving Roll. Repeat this process until you make a successful Saving Roll on each attribute. If your Con is reduced to 0 before you reach the door, the bugs drag you down and suck you dry. Game over. If you reach the door, all the bugs will fall off, and you will be teleported to 66, where you will find a big cold pitcher of water waiting for you.

91. (From 96) This is a game of skill. Your opponent has Con 30 and In 14. Both of you must roll a 1st lvl SR In. A missed Saving Roll deducts the margin missed from the roller's Con; a made Saving Roll either deducts the margin exceeded from an opponent's Con or adds it back to the roller's own. Continue on until either Con is reduced to 0. If it is yours, game over. If it is your opponent's, you are teleported at once to 66. You can always, of course, decide to attack the blue crystal guy in 86.

92. (From 76) Three "rats" appear in the slot machine's windows, and a hatch opens in the wall, admitting three big six-legged Bolluxian grats, each with a MR 10+2d6 (doubles add and roll over). Their high-pitched screeching requires you to make a 1st lvl SR In for each grat that is still alive in each round.

A missed Saving Roll means losing Combat Adds equal to the margin missed. A fumble (roll a 3) on the dice means you lose all your Adds that round. If they kill you, game over. If you kill them, go back to 76 and insert another coin in the slot machine if you have any left.

93. (From 78) You go through the door, and zap! You are suddenly in a small clearing surrounded by dense jungle vegetation. In the sky above are two suns, and it is very warm

and humid here. You see a large flesh-colored globe floating towards you, its skin covered with weird eyes and numerous mouths. Serpent-like tongues, each with their own eye and sharp beak, flick out from each mouth. The monster attacks you. It has a MR 50. For each point of Spite it scores, roll a 1st lvl SR St and, if you fail, reduce that attribute by the margin missed. The monster will flee if you inflict more than 25 hits of damage on it. If it kills you, game over. If you kill it or drive it away, you will be teleported to 66.

94. (From 76) Three “spiders” appear in the slot machine’s little windows. From the ceiling, a horrible twelve-legged arachnid descends to the floor and attacks you. To hit it, a 2nd lvl SR Dx or Sp, whichever is greater, is required. If you fumble (roll a 3) on the dice, you take 2d6 of Con damage. If you miss the Saving Roll, its venomous bite inflicts Con damage equal to the margin missed. If you are still alive, you must keep striking at it—it is very fast. If it kills you, game over. If you make the Saving Roll, you squash the little horror, and you can return to 76 and play on.
95. (From 89) Huffing and puffing, you clamber out of the vent shaft into a room full of mainframe computer equipment. The buzzy voice says, “You are not authorized to be in this room. Please return to the Game in the room below.” You decline and ask the AI what the heck is going on here. The AI computes for a while and answers, “I am the Game backup computer. Something has attacked the complex and disconnected master control from the Game. I cannot contact my controllers. My program requires me to keep the Game going to the best of my ability, but odd creatures keep interfering with my efforts.” You say that you are an agent of PSM and want to help against the ones who are causing the problems. The AI thinks a while longer, and a door opens in the far wall. “Reconnect me and you will be rewarded,” it says. “Go right when you go thru the door.” Go to 30.

- 96.** (From 78) You enter the room and suddenly find yourself teleported to a world where everything is in shades of blue or black. A small blue star sheds blue light on a landscape made entirely of blue crystals of varying sizes and interesting shapes. Near you, you see a table of blue glass and a vaguely humanoid creature made up of blue sapphire-like stones. In a kind of eerie wailing voice, it invites you to play a game with it. You see the game and recognize it as one that is common throughout the 9,000 Worlds. To play the game, go to 91. Or you can attack the friendly creature in 86.
- 97.** (From 65) Too late, you recognize the glowing metal as geecium. Its radiation is lethal, and you have received a full dose. You feel so tired and weird, and are tingling all over. You lie down to take a little nap, but no one ever wakes up from ones such as this one. Game over.
- 98.** (From 65) You immediately realize that this glowing metal bar is dangerous. You run back to 60 as fast as you can, but must deduct from your Con the margin missed on the Saving Roll that got you here. This damage will not heal. You will have to buy new Con points with AP to replace the lost ones if you survive. If the damage kills you, however, it is a moot point.
- 99.** (From 65) You recognize the danger here even as you start to walk in. The golden metal bar is geecium, and its radiation is lethal. You dash back into the outer room and are spared any lasting ill effects. Go to 60 and make another choice.
- 100.** (From 41) Suddenly, you make a mad dash for one of the tunnels, scattering the hootentoots like ninepins. As you enter the tunnel, you slap one of your stick-up bombs on the wall. Five seconds later, you hear a huge explosion behind you, and the sound of a tunnel ceiling collapsing. Any pursuers are buried by the cave in. Go now to 71.

- 101.** (From 48) Your luck has proven to be very good: you have found a Spit Thorn Rapid Fire gun (New Khazan Rule Book, page 36). It has 30 thorns left in the magazine and will fire one to six 4d6 thorns each time you pull the trigger, firing up to six bursts per combat round—treat it as a missile attack. Now, however, the zombies are getting interested in you. Hurry to 62.
- 102.** (From 53) Roll a 2nd lvl SR St. If you miss the Saving Roll, you failed to open the door. Go back to 35. If you make the Saving Roll, you managed to scramble through to 72.
- 103.** (From 59) If you have been to this paragraph before, go to 64 instead. Otherwise, when you land on top of this pillar, a sharp blade shoots up out of it. Make a 2nd lvl SR Lk. If you fumble (roll a 3) on the dice, it got you bad and you fall. Game over. If you miss the Saving Roll, you take Con damage equal to the margin missed. If this kills you, game over. If you make the Saving Roll, all you got was soiled undies and a good scare from a near miss. If you are still alive, go back to 59 and keep leaping.
- 104.** (From 18) You get d3 (1–3) rolls here. Roll a d6 and go to the section indicated on the table below to see what you found. If you roll duplicates, roll again—only one of each item will be found. Once done, go back to 71.
- If you roll a 1, go to 105.
 - If you roll a 2, go to 106.
 - If you roll a 3, go to 107.
 - If you roll a 4, go to 108.
 - If you roll a 5, go to 109.
 - If you roll a 6, go to 110.
- 105.** (From 104) First aid kit.
Five uses, each mends 1 point damage.

- 106.** (From 104) Crowbar 3d6+3 Adds.
Requires St 12 and Dx 4.
- 107.** (From 104) Leather vest cuirboille takes 7 hits.
Requires St 8.
- 108.** (From 104) Chainmail haubergeon takes 12 hits.
Requires St 12.
- 109.** (From 104) Hand Blade (New Khazan rules, page 35).
- 110.** (From 104) Blastum Pistol (New Khazan rules, page 35).
Six rounds with each reload.