

Solo 24

When the Cats Away

*Solitaire adventures for
Tunnels & Trolls*



*Solo Adventures by
Catherine DeMott
James L. Walker
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#8124

Star Trek

When the Cats Away

Three solitaire adventures for Tunnels & Trolls

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Table of Contents

When the Cat's Away

By Catherine DeMott4

Sorcerer Solitaire (New Edition)41

Rewritten by James L. Walker

Original version by Walker Vaning

Solitaire for the Intellectually Challenged 72

By Rick Loomis

T & T Character Sheet 78



Other T&T Solitaire Adventures

- 
- | | |
|--|---|
| #1: Buffalo Castle
by Rick Loomis | #13: Sewers of Oblivion
by Michael Stackpole |
| #2: Deathtrap Equalizer
by Ken St. Andre | #14: Sea of Mystery
by G. Arthur Rahman |
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by Lee Russell | #15: Blue Frog Tavern
by James Wilson |
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by Ken St. Andre | #16: Mistywood
by Roy Kram |
| #5: Dargon's Dungeon (2nd edition)
by Michael Stackpole | #17: Gamesmen of Kasar
by Roy Kram |
| #6: Weirdworld
by Keith Abbott | #18: Beyond the Wall of Tears
by K. Martin Aul |
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by Michael Stackpole | #19: Captif d'Yvoire
by Steven Estvanik |
| #8: Beyond the Silvered Pane
by James and Steven Marciniak | #20: The Amulet of the Salkti
by David Steven Moskowitz |
| #9: City of Terrors
by Michael Stackpole | #21: Red Circle
by Michael Stackpole |
| #10: Sorcerer's Solitaire
by Walter Vanning | #22: Caravan to Tiern
by Andrea Mills |
| #11: Sword For Hire
by James Wilson | #23: Dark Temple
by Stefan E. Jones |
| #12: Arena of Khazan
by Ken St. Andre | |

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When The Cat's Away

It was bound to happen, you muse as you half-heartedly shove the moth-eaten mop over the cold, seemingly endless stone floor. Still, after three years of apprenticeship, you were beginning to wonder if the old goat would ever leave. Sure, he'd left once or twice before, but only to borrow a cup of wolfsbane, or try out a new flying carpet. And he'd always managed to find some endless task for you just before he left. Be just like him to cast a spell on the floor to really make it endless

You dunk the mop in the bucket, ignoring its struggles, and steal a glance at your master's familiar. The blue ferrid, a sort of furred snake-lizard, opens one eye and yawns, exposing long, sharp fangs. The yawn changes to an unpleasant smile as you catch its eye, and get a vision of the wizard feeding smoking-hot slivers of you to the beast.

You break eye contact, trying to control your shudders. Because of their minor magical talents, ferrids make good familiars. Such good familiars, in fact, that their masters tend to overlook some of their other traits, including an intense hunting instinct and a truly malicious sense of humor. You've found it best not to think too loud or long about your master in its presence. In fact, you prefer not to do **anything** in its presence, but that's not always possible. Unfortunately, at least for your ego, your master insists that the miserable snake-on-lizard's-legs be present whenever you practice your spells. Never mind your complaints about the way it snickers when things go a little wrong. Okay, a whole lot wrong. Or that the way it has of picking its all-too-pointy teeth with its claws plays havoc with your concentration. 'Thinking under pressure is good for you', is all your master would say, as he scratched the brute's small furry ears. Hmmph. You glance over at the beast again. Roughly as tall as a medium sized dog, you figure that its soft dense pelt would be just the right size for a nice bedside rug. Or something to stretch out on in front of a fire.

The object of your regard opens both eyes, and fixes you with a calculating stare. The kind of look a tiger gives a fawn when it's just starting to think about what's for dinner. Your comfortable thoughts of plush ferrid-hide rugs change to a picture of the ferrid lounging on a rug made of you, complete with head. You look quickly away, shoving the mop into the floor so hard that it squeals in protest.

The ferrid settles back down and resumes its nap. You ease up on the mop, and continue on at a more regular pace. Back and forth, making sure to get all the cracks, nooks, and crannies as you go. You mop your way around the corner, keeping a cautious eye/ear out for the beast. Silence. You mop a bit further. Still silence. Good! You know that Servald, your master, will be gone for at least a week, since he is attending the Triennial Conjurers' Convention. Now's your chance to explore all those things he never let you mess with. Let's see. There's that secret room at the end of the Eastern corridor (go to 2). Or his private study -- you think you can manage the lock (go to 21). If not, there's always that door in the dungeon from which those strange noises come (go to 182). You rinse the mop off and set it carefully against the wall. Now for adventure!



1 The statue is made of the purest obsidian and carved with extreme attention to detail. It is approximately three feet tall and depicts the ugliest dwarf you've ever seen (not that you've seen that many. And they were pictures, not in the flesh. But it's *still* ugly). Its expression is one of malicious amusement, which doesn't add a thing to its looks. The vial itself is made of crystal and closed with a faceted crystal stopper. When you gently touch the surface of the vial, you find that it is cool and loose enough to be removed from the statue's hand without too much trouble. If you take the vial, go to **22**. If you let well enough alone and explore the curtained doorway, go to **68**.

2 As you start to step inside, you find out just how slippery tile can be. Whoops! Make a first level saving roll on Luck. If you are successful, you regain your balance and go to **32**. If not, go to **26**.

3 The statue crushes you to its chest. Each breath you take feels like a tongue of flame, and the time between those breathes is getting longer mighty fast. There's time for one last spell. For your sake, it better be a good one. Go to the Magic Matrix (p 40).

4 The room ceases its spinning. Wow, that stuff's got quite a kick. No wonder old Servald likes it. In fact, you feel better than you have in a long time. If your strength was down, it's now back to normal. Even if it wasn't, you also gain 1 point to your Con. Maybe mom was right about the benefits of eating well. You return the stoppered, but now empty vial to the statue. There's only the curtained doorway left to inspect. Go to **28**.

5 The door is still locked. The lock opens an eye and sneers at you. "Aw, come on! Can't you do better than that?" You reply that it was a perfectly good spell and should have worked. "Uh-uh," the lock says, "you forgot the magic word and I won't let you in without it!" If you wish to talk further with this none-too-bright lock, go to **25**. If you decide to try further magic, return to the Magic Matrix for paragraph **21** (page 40). If non-magical methods are your choice for getting past the lock, make a second level SR on Dex. If you make it, go to **196**. If not, go to **206**.

6 You walk around the structure, noting that the door will fit neatly flush with the side of the structure when closed (the thick section fills the opening, while the thinner extension allows for a good seal. Peering in, you see a 2' deep circular pit (8' diameter) in the structure's center. It is surrounded by a 1 1/2' wide ledge at the same level as the top step of the dais. From the center of this pit rises a fountain sculpted from 6 long (5") metal sections. Each section is 2' wide and gently arches over the ledge. What is this thing, you wonder, some sort of sauna or tub where your master comes to enjoy a nice glass of juice and soak his old bones? After the statue of the dwarf, the metal 'fountain' looks positively lovely. If you step inside for a closer look, go to **2**. If you would rather look over the rest of the chamber, go to **30**.

7 The conversation starts slowly, but you soon find the skull to be rather witty and well worth talking to, if a bit condescending. You also learn a few amusing tidbits about your master (he does *what* at those conventions?! No wonder he seems tired when he gets back). It does occur to you that the skull might know something about the other magical items in the room, so you ask it. The skull stiffens and a glazed look enters its sockets as it replies:

*"Age and wisdom oft go hand in hand,
And travel, too, may broaden what you know.
A source of wisdom you may find the tome
For in it many pearls of wisdom glow.
Curtains veil a plane within a pane,
Sufficient to itself, and yet beyond
Does lie another plane, both foul and fair.
The three alike by magic held in bond.
One may see with more than just the eye,
And see abominations and delight
Or, with a sure swift glance, call to one seen
By hawk-surpassing crystal-aided sight."*

The skull falls silent and will say no more. If you decide to use your new knowledge to examine: the tome, go to **45**; the curtains, go to **82**; the crystal ball, go to **159**. If you feel you have learned enough for one day, pick up 50 EP. and ponder the skull's words as you return to your mop (go to **115**).

8

Click! You look around, and see that the door to the crystal structure is now closed. You walk back up to the dais, and find that pulling on it does nothing -- it remains closed. This may be because it fits tightly into the side of the structure, and you just can't get a good grip on the narrow outer flange. Going back to the pedestal, you see a projection that you think will open it. If you want to try this so that you can explore to inside of the structure on the dais, go to **20**. If you want to push a few more projections, go to **39**.

9

Your eyes are drawn to the beautifully illuminated page before you, and you get a surprise. Your own face is staring back from a border of elaborate design. Fascinated, you lean closer, the better to see the incredible detail of the picture. Like a sparrow gazing into the eyes of a snake, you are mesmerized, unable to look away. As you watch, your face ages, slowly at first, then more rapidly. Your knees grow weak, and you slump forward onto the picture as the spell takes effect. Soon there is nothing to see but a dried, wizened body clutching the reading stand. There is no strength to its hold, and it turns into dust, which floats silently down and comes to rest in a pile at the stand's foot. The Tome closes, sending up a small puff of dust, some of which was an over-curious apprentice. For you, this adventure has reached The End.

10

You sneak cautiously through the halls (no telling what might be slithering around) until you reach the end of the Eastern corridor, pull back a tapestry and expose the door, which is undistinguished save for silver runes etched on its oak surface. You know they're silver because you've polished them often enough. They read either 'Golden Dew Pool' or 'Go Back, You Fool'. You're not sure which, but you suspect the latter. Just why this room is off-limits you've never been able to figure out. You don't even know if the runes on the door have anything to do with what's behind it. Servald likes a bargain as well as the next tight-fisted wizard and he may have picked the door up cheap at a sale. Still, you've never been on the other side of it, and that's reason enough to enter. However, your master often has very good reasons for what he does. If you decide to try the study after all, go to **21**. If the door of strange noises is more to your liking, go to **182**. If you want to open the Eastern corridor door anyway, go to **15**.

11

No wonder the room spun. You've been grabbed by the dwarf. "Not so fast, youngling," it chortles. The magic vibes it's giving out are rather nasty, so you suspect it isn't interested in your welfare. As its smile widens and its grip tightens on you, you realize that if you don't get loose, and soon, you'll be juice yourself. If you try a spell to free yourself, go to the Magic Matrix [p 40]. If you try brute force, make a second level saving roll on Strength. If you succeed, you break free. Go to **18**. If you fail by less than 5, make a first level saving roll on Luck. If you succeed at this his grasp slips and you wiggle out of it. You hit the floor running and don't stop 'til you reach your mop. Go to **260**. If you fail the Strength roll or the Luck roll by 5 or more, go to **3**.

12

Your stomach does a last flip-flop and lies quivering. As well it might, for you are now standing in front of a sharp-eyed old man with a full, neat beard -- your master, Servald. Oops. You smile weakly and shrug. Servald raises his eyebrows a bit and remarks, "As long as you're here, you might as well be of use." A wave of his hand converts you into a hassock, which he pulls up to his chair and props his feet on. The others in the room take no notice of the incident. You will remain as such until the end of the convention. Upon your master's return home, you will be changed back and lectured concerning the fruits of meddling with things of which you know nothing. Pick up 100 EP., gain 1 IQ point, and consider your adventure at an end.



13

Click! You rush to the door and find it closed. Peering through the crystal, you see a smiling ferrid reach up and press a projection on the pedestal. The fountain sections swing down as they rapidly begin to spin. They look remarkably like blades. Chopchopchopchiirrrr. That's it for you.

14

You muster all the power of your mind, all the sparkle of your charisma, and all the luck you can lay claim to. If the sum of this force exceeds 34, go to 18. If it is less, go to 48.

15

This may be your only chance to see what waits beyond, and you're going to take it. To your surprise, the door is unlocked. You cautiously open it, and wait. Nothing leaps out at you. You walk in, and are immediately aware of three things: 1) You sense an increase in the ambient level of magic; 2) You see a circular room (25' diameter) with a doorway partially curtained off to your left; 3) In the center of the chamber you see an obsidian statue. It is a statue of a dwarf and is holding a vial of orangish liquid in its outstretched right hand. A very ugly dwarf. If you want to inspect this attempt at art more closely, go to 1. If you ignore the statue and go to inspect the curtained doorway, go to 28.

16

You walk up onto the dais and around the structure. Roof, walls, and door are of frosted crystal. Peering inside, you see a 1 1/2' shelf of stone around the base of the wall at the level of the dais. This surrounds a 2' deep circular pit that is 8' in diameter in the structure's center. From this pit rises a 'fountain' composed of six 5' long metal sections. Each section is 2' wide and arches gently upward. The whole thing smells faintly of fruit. Aah! You have it! 'It's a sauna,' you think. 'Old Servald must lie in here with a glass of his favorite juice for relaxation.' If you want to take a closer look at the fountain, go to 2. If you'd rather return to the statue, go to 1. If your mop is more to your liking, go to 260.

17

You place your hand in the demon's and step into the glass. After a moment's disorientation, you realize that neither beach, booze, nor companions are to be found. Instead, you are floating in a multicolored void. When you turn to look out at the Study, the demon grins, waves, and vanishes with a "Thanks, fool!" Worst of all, it closed the curtains almost entirely before it left. When you try to get out of the glass, you find that there is an invisible barrier between you and the Study. Since this barrier presumably held the demon, you suspect that your only hope of escape lies in changing places with an unsuspecting person in the Study. Or, if you're lucky, your master might notice where you've gone and let you out. Judging from the layers of dust on the windowsill that doesn't seem likely. Still anything's possible. Make a third level SR on Luck. If you succeed, go to 178. If you don't, looks like you'll be here for a very long time. You've been had.

18

The first thing you notice as you stagger back is that the statue isn't following. No doubt it would like to, but it seems to be fixed in place. All it can do now is make rude gestures and insulting noises. As long as you stay out of reach, you're safe (you hope). If you go back to mopping the floor, go to 260. If you stay, you decide to explore the curtained doorway. "You'll be sorry," taunts the statue, but you ignore it. Go to 28.

19

A massive force presses down on you. Every breath is harder to draw than the last, and if you don't get free soon, it will be your last. You draw upon all your strength in a desperate attempt to break free. Make a second level SR on Strength. If you succeed, go to 36. If you fail, go to 57.

20

You push the projection marked 'open', and the structure's door does just that. You walk over and step inside. Walking up to the metal fountain, you notice the incredible edge on its sections. Make a second level saving roll on Dex. If you are indeed agile (not to mention lucky) go to 32. If you fail, go to 13.

21

The door to the Study lies at the top of the longest, shakiest spiral staircase you've ever seen. But, you remind yourself, you've come here for adventure, not to criticize the structural integrity of the architecture. You set one foot on the bottom step and start your ascent. At first, you blame the shuddering of the steps on poor workmanship. As you climb higher, you're not so sure. There's conscious effort behind its attempts to throw you off. And your stomach isn't too happy, either. If you decide to let the Study alone, and try your fortune elsewhere, go to **10** (if the secret room in the Eastern corridor is your choice) or **182** (if you prefer the Door of Strange Noises). If you are dead-set on reaching the Study, make a first level SR on Dex. If you succeed, go to **34**. If you fail, you lose your balance and fall (go to **190**).

22

You grab the vial, unstopper it, and carefully sniff. It smells rather like the strange Southern fruits your master likes to eat chilled with breakfast. Occasionally, he squeezes them and enjoys their juice. Since those fruits are expensive, you suspect that you've found a secret cache of that very juice, which you've always wanted to taste. Surely he wouldn't use his favorite drink in a potion? You drain the vial. Or... would he? The room certainly wasn't spinning like this before you took your drink. Roll 1d6. If you roll 1 or 2, go to **4**. If 3 or 4, go to **11**. If 5 or 6, go to **19**.

23

You step cautiously inside and feel one of the metal sections. Ouch! It's extremely sharp. Make a second level saving roll on Dex. If you are successful, go to **32**. If not, go to **40**.

24

You experience extreme disorientation, to the dismay of your stomach. This makes the trip up the stairs look like a piece of cake... er, as easy as pie... Oh, just forget the food references. Your poor, abused stomach isn't up to it. Roll 1d6. If you get 1-3, go to **29**. If 4-5, go to **12**. If 6, go to **27**.

25

"What is the magic word?" you ask, feigning innocence. "Why, it's pl-hey! I can't tell you that!" It squints at you, and a worried expression crosses its face. "Say, if you're ol' Servald, you sure look different. Hm-m-m-m-m." The lock pauses suspiciously. You have no idea what it will do when it realizes you aren't Servald, and you have no desire to find out. If you wish one more attempt at magic to solve this, return to the Magic Matrix for paragraph **34** (p 40). If you decide to pick the lock, make a second level SR on Dex. If it succeeds, go to **196**. If it fails, go to **206**.



26

You stumble inside, catching yourself on floor in time to avoid the pit and stop with your face just inches from the metal sculpture. Wow, that sculptor sure put an edge on those metal sections. In fact, most knives you've seen don't have that good an edge. Click! You spin around, but the door has already closed. As you press against it, you see the ferrid smile toothily beside the pedestal as it presses a projection marked 'puree'. The fountain sections start spinning rapidly and swing down as they gather speed. The motion pushes you up and into what you see now are all-too-obviously blades. Wwwwihiiiiirrr. Looks like Servald will have to find a new apprentice, as you are no longer in any shape to handle even the smallest of tasks, much less the one of cleaning up the mess you've just become. Better luck next time.

27

You struggle to breathe, but everything seems flat. No matter how hard you try, you just can't draw any air into your hungry lungs. No wonder, for you've been teleported into the page you were reading, and are now merely an embellishment on its lower left-hand corner. The Tome closes softly with the faintest of laughs. It's The End for you.

28

You push the curtain out of the way and step into the chamber. It is also circular (20' diameter), has a tiled floor with an intricate grapevine design, and smells faintly like your master's favorite fruit juice. At its center is a 10' high circular (10' diameter) structure with walls and roof of frosted crystal. There appears to be something inside it, but you can't make out any details through the frosted crystal. The structure is set on a two-level dais. The floor motif continues up the dais and gets even more involved. A door (2 1/2' w X 5' h), also of frosted crystal, is set in the side nearest you. It is slightly ajar. You notice that the edge of the door becomes thin and extends 3" further from the outer surface of the door than from its inner surface. Near the wall to your right is a pedestal with many raised projections on its topmost surface. If you wish to examine the crystal structure, go to 6. If you prefer the pedestal, go to 62.

29

It takes you a while to calm your stomach and re-orient yourself, for you are now standing in total darkness. When you are able to act, you

stretch out your hand and touch wood — a door. A firmly locked door, from which absolutely **no** magic vibes come. You hear a strange gibbering behind you, and realize at last where you are . . . **behind** the Door of Strange Noises. From your master's hints, you remember that this door is impervious to magic. You turn slowly to face the noise. Go to 135.

30

You wander around the chamber, admiring the tile work and, other than the aforementioned pedestal, find nothing else of interest. Going over to the pedestal, you note that it is waist high, and that its top surface contains a group of 20 or so crystal projections. Each projection has an inscription neatly written beneath it in common tongue. Most say things like 'shred', 'chop', or 'puree'. There is a small bronze plate on the left side of the pedestal with 'Trollworks, Inc. Pat. pend.' engraved on it. If you want to fiddle with the projections, go to 35. If you'd rather check out the inside of the crystal structure on the dais, go to 2. If you wish to return to your mop, go to 260.

31

At the last moment, you wiggle free of the ferrid's jaws, leaving a bit of skin and fluff behind. Spying a large crack in the wall, you dodge into it. It's not much, but it saves you from the ferrid's jaws long enough for Servald to come home and set things right. He calls the beast off and you get healed, lectured, and sent back to your mop. Pick up 75 EP and resume mopping.

32

You catch a flash of movement out of the corner of your eye and leap for the door. You get pinched a bit, but make it outside just in time to see the ferrid grin at you from beside the pedestal and vanish. That was close. If you want to go back and look at the statue, go to 1. If you're finished with the whole thing, go to 260.

33

The ferrid's smile gets bigger and nastier. Then it vanishes, reappears at the bottom of the stairs and slinks off. You find out what it was smiling about when your master returns and seems to have full knowledge of all you've done in his absence. As punishment, you're put on short rations for a week, and have the new task of tending the ferrid. Pick up 100 EP for the adventure, and get to work.

34

You keep both your balance and the contents of your stomach and reach the top of the staircase. The door confronting you is made of oak, with ornate iron hinges. It is also (not surprisingly) locked. You study the lock itself. It is a fist-sized piece of iron carefully set into the door and cast to resemble a cheeky bald face. Its eyes are closed, and the keyhole is between its pursed lips, so that it would appear to be sucking on the key (if you had a key to use, which you don't). If you wish to use magic to correct this oversight, go to the Magic Matrix (page 40). If you think it might be wiser to use non-magical means, make a second level SR on Dex. If you succeed, go to 196. If not, go to 206.

35

You push a random projection. It goes down with only slight resistance, and stays depressed until you press another. That's all that happens or is it? Make a second level saving roll on Luck. If you succeed, go to 8. If not, go to 56.

36

You push back against the force, straining every muscle. Suddenly, at the very end of your strength, the force is gone. Add 3 points (permanent) to your strength. You return the vial, now empty, to the statue and stride towards the curtained chamber. Go to 28.

37

Turn as it may it can't escape and you manage to strike home. The ferrid squeals in pain and vanishes, to reappear near the bottom of the stairs. It glares viciously up at you, then slinks off snarling to itself. You clean up the signs of the encounter as best you can. Closing the Study door carefully behind you, you hear the lock relock itself with a muffled hmph! The stairs are much quieter on your way down. Pick up 15 EP and return to your mop (go to 260).

38

Just as you are about to pass out, you sense vibrations that seem to be coming nearer. Piff! You resume your proper shape and look up to see your master standing over you. Servald carries you to your room, puts you to bed, and gives you things to drink until you rehydrate. Then he scolds you for getting into his Study. Pick up 110 EP for the adventure, and be thankful you're alive.

39

You push a projection marked 'mince' and hear a low whirring sound start. Looking at the 'sauna', you see that the fountain's sections have begun to spin, and have lowered so that they almost touch the its walls. Soon they are moving too fast to be seen. You push the projection marked 'off'. The sections stop spinning and slowly return to their former height. Pressing the projection marked 'open' opens the door. If you want to take a closer look at the 'fountain', go to 23. If you're through with this chamber and want to go back and check out the statue, go to 1. If you'd rather go back to mopping, go to 260.

40

You're too slow. The door closes before you reach it. You see the ferrid push a projection on the pedestal and watch in horror as the metal blades (yes, blades) start to spin and reach down for you. Wwwwhhiirrrr! Sploooch! It's all over for this character.



41

Your mind can't take what you're seeing and runs wildly around in your skull seeking escape. On your master's return, he finds you sitting on the floor of his Study holding your head and gibbering. He sighs and goes to make arrangements to send you to the Happyvale Home for the Mentally Unwell. It's over...

42

You gather every iota of your mental force, then hurl it at the statue -- and strike nothing! After all, this thing may be moving, but it's not truly alive. The statue cackles gleefully as it squeezes your life essence into a vial very much like the one it was previously holding. Your broken form drops to its base, to be found and sampled later by the ferrid. You are very, very, dead.

43

You weren't quick enough. The ferrid catches you in its jaws and crunches down, doing enough damage to paralyze you. The second bite finishes you, and the ferrid enjoys a fine meal. Servald comes home to a happy ferrid and a heap of bunny fur. It doesn't take him long to figure out what happened. He sighs. Now he'll have to look for a new apprentice, and you, for a new character.

44

"Would you like a totally new perspective of the world? I'm sure you would." Before you can answer yea or nay, she casts a spell on you. When the smoke clears, your first impression is that she has suddenly grown very large. Your depth perception is lousy, and you find it hard to focus on things directly in front of you. But the meadow smells great. As she picks you up by the scruff of your neck, you kick out -- and realize the truth! You are now a rabbit.

"There you go," she says, as she places you back in the Study. "I'm sure you'll enjoy all those new scents and sounds. And don't worry -- Servald can change you back -- if he remembers to. Have a good time." She laughs and closes the window. You stare up at the window and sigh. Might as well head back to your mop, or, better still, your room. Then a sixth sense (or perhaps just a rabbit's hearing) causes you to look towards the door. You freeze. The ferrid is standing in the doorway, a predatory gleam in its eyes. You have no doubt that it sees you. It licks what passes for its lips and begins to stalk forward. There's no real hiding place in here. If you stay, you'll be ferrid chow. Your only chance lies in dodging past the ferrid and reaching the staircase. Make a first level SR on Dex. If you succeed, go to **63**. If not, go to **89**.

45

You step silently up to the reading stand and stare at the tome. It is half as long as your arm, nearly as wide as it is long, and very thick. It is bound in thick, black hide decorated with a complex spiral pattern picked out in tarnished silver. Surprising enough, its ornate lock has not been properly closed, and the tome can be easily opened. If you choose to open it, go to **54**. If you'd like to take it elsewhere (like that nice comfy chair by the fireplace) for a thorough reading at your leisure, go to **235**.

46

The ferrid yelps and stumbles when your spell hits. It has a MR of 30. If your spell didn't kill it outright, make a first level SR on Luck. If you succeed, the ferrid rolls to the bottom of the stairs and stays hidden until your master returns. Thereafter, it is a lot more polite to you. Pick up 100 EP and exit this adventure. If you fail your luck roll, the ferrid falls off the staircase and splatters at the base of the stairs. There's teeth, blue fur, and less identifiable bits everywhere (not that you really **want** to look that closely at what's left.) If you killed it with your spell, the effect is the same, just less of a mess. In either case, your master is greatly displeased with your wanton slaying of his pet. He changes **you** into a ferrid and starts looking for another apprentice.

47

Dodging wildly, you avoid the ferrid's jaws. The ferrid recovers and lunges after you. But rabbits aren't built for endurance, and you won't be able to keep this up forever. The ferrid is too fast. The gaping jaws come closer and closer, no matter how you turn. Just when you think you can't run another inch, a blinding light appears. When you can see again, your master is just completing the spell that restores you to your normal form. He points to the door. You leave. Somehow, you get the feeling that there's going to be a lot of drudgery to do for a long time. Pick up 75 EP for your pains and start mopping.

48

The statue howls in fury. In one savage move it crushes your chest like an egg. The world goes violently red. Then -- darkness. Your shattered body falls to lie at the statue's base, mute sign to your master that he now needs a new, less curious apprentice.

49

You strike hard and fatally. The ferrid falls at your feet, its blue fur stained with blood. It glares at you and its jaws close in a last, futile attempt to do you harm before it dies.

Pick up 30 EP for killing the ferrid and 100 EP for the entire adventure. You are now left with the problem of disposing of its body and explaining its death to your master who was rather fond of the beast. Good luck. I'm sure you'll think of something.

50

The demon is not affected. His spell fails and does you no harm. However, the glass can't handle your spell and breaks with a high-pitched, glassy scream. You are slammed backwards by the forces released. Take 2d6 hit points. If you survive, go to 64. If you don't, your master finds your broken body upon his return, assuming, of course, that the ever-hungry ferrid doesn't eat it first.

53

You zip down towards the thoroughly confused ferrid and land a kick on its rump. It yelps and vanishes.

You don't see it again until your master gets back, and it's a lot less annoying. Can't say that it's respectful, but at least it doesn't snicker at you nearly as much. Pick up 100 EP and an enjoyable memory.

54

Licking suddenly dry lips, you open the tome. The cover is heavy and the binding stiff, but with a little careful effort it responds to your touch. Although you meant to open it to the beginning, the pages seem uncommonly sticky and the tome opens to a random page. Roll 1d6. If you roll a '1', go to 9. If 2-4, go to 65. If 5-6, go to 24.



51

You were a model of obedience (or very, very sneaky). She is pleased with your service, and teaches you Dis-Spell (third level) as a parting gift. Gain 2IQpoints and 150EP. Of course, Servald won't take you back as apprentice after the way you left, so it's time for this character to adventure elsewhere.

52

Whether you couldn't get the gestures right, forgot a word, or the spell simply failed will never be known. You have time for one last scream before everything goes suddenly and terminally black. Your twisted corpse falls to the base of the statue with a very final-sounding thud.

55

Guess it just doesn't pay to talk to strangers, no matter how friendly they seem. You feel the full, fatal power of the ferrid's bite, and manage one final rabbity squeal before everything goes dark. But the day hasn't been a total loss. You make the best meal the ferrid's had in a long time.

Burp.

56

Nothing happens. You quickly get bored with this. If you want to examine the inside of the 'sauna', go to 2. If you want to go back and check out the statue, go to 1. If you'd rather mop, pick up 10 EP and go to 260.

57

You push against the force -- to no avail. All those days sitting around and studying have taken their toll. You simply aren't strong enough to break free. The force crushes down upon you, and passes on. Subtract 3 points (permanent) from your Con. If you want to go back to your mop, go to **260**. If you still feel up to exploring the chamber, go to **28**.

58

You have better things to do with your time than fool with this obnoxious lock. Zzuush! If your IQ exceeds 12, the force of your wrath scorches the lock and leaves a long mark on the door. "Yipe!" The lock squeals, and opens. You'll have to do something about the mess before your master returns, but later. Right now you'd rather explore the study (go to **70**).

If your IQ is 12 or less, you leave a scorch mark on the door, and the lock starts howling "Help! Fire! Foes! There's a crazed apprentice up here abusing me! Help! Heeellllpppp!" You turn to run -- and see the ferrid on the stairs 5' away. You glance over the side of the stairs at the 80'+ drop, and decide that running is out. If you decide to fight, go to **92**. However, ferrids are chancy creatures. It might not attack. If you decide to wait and see what it will do, roll 1d6: 1-2, go to **158**; 3-4, go to **171**; 5-6, go to **144**.

59

It's dead, and what a mess it is, with all that bloody blue fur all over the place. Pick up 30 EP for killing the ferrid and another 100 EP for the adventure. Then get your mop and tidy things up before your master gets home. And think up a really good explanation for when he asks you just what happened to his favorite familiar.

60

You refuse to die without a fight. Gathering every scrap of will and intellect you can muster, you send a bolt of power at your foe. If your IQ is 20 or higher, go to **50**. If it is less than 20, go to **94**.

61

You conjure up the image of a huge, hairy, multi-eyed monster with even more teeth than the ferrid right behind the pesky beast. The ferrid looks over its shoulder, stares a moment, then lets out a blood-curdling scream. It leaves your sight in a blur of speed. You don't see it again until your master's been

home a few days -- and it still seems anxious. Pick up 100 EP and an enjoyable memory.

62

This pedestal is 2'x2', and comes up to your waist. The top of the pedestal contains 20 projections. Each is slightly raised from its surface, and has an inscription in common tongue written beneath it. These inscriptions say things like 'mix', 'chop', and 'liquefy'. The rest of the pedestal has a flat surface, much like a table. A small bronze plate on the left side of the pedestal states: 'Trollworks, Inc. Pat. Pend.' If you wish to inspect the structure of frosted crystal, go to **16**. If you want to push a projection or two, go to **35**. If you've had enough exploring for today (after all, that nosy ferrid may be lurking about), go to **260**.

63

It's now or never. You catch the ferrid by surprise as you bounce high over its head and take off down the stairs. You practically fly down the staircase, the ferrid in hot pursuit. Clearing the last five steps in one leap, you race off down the corridor trying to put as many twists and turns into your trail as you can. And the ferrid's right behind. Now comes the hard part -- eluding the aroused beast until your master comes home. Make a first level SR on Dex. If you are successful, go to **98**. If you fail, go to **106**.

64

You roll to a halt against the opposite wall and watch stars for a while. When your private light show stops, you see the scattered wreckage of the window, and nary a sign of the demon. You climb stiffly to your feet, and dust yourself off. If your curiosity is satisfied, clean up the mess as best you can, draw back the curtains, pick up 50 EP, and limp back to your mop (go to **260**). If you still want to explore, you may examine the skull (go to **77**), peruse the tome (go to **45**), or look at the crystal ball (go to **159**).

65

The tome opens to a page illustrated by a master craftsman. For a moment, you can see nothing but its beauty. Then, amid the swirls of vines and twisting creatures, you see the writing. Roll 1d6. If you roll 1-2, go to **73**. If 3-4, go to **80**. If 5-6, go to **86**.

66

"Sounds great!" you say, with visions of well-endowed members of the opposite sex and sandy beaches strolling through your mind. Your studies have been hard, and you'd like a vacation. "How do I get in there?" The demon takes a swig and sighs, then looks back at you. "Just take my hand and step on in," he says. He reaches a hand towards you. You pause, remembering a lecture your master gave you concerning demons. If you'd still like to see the beach, etc., go to 17. If you're beginning to have second thoughts, and want to pass on this offer, go to 75.

67

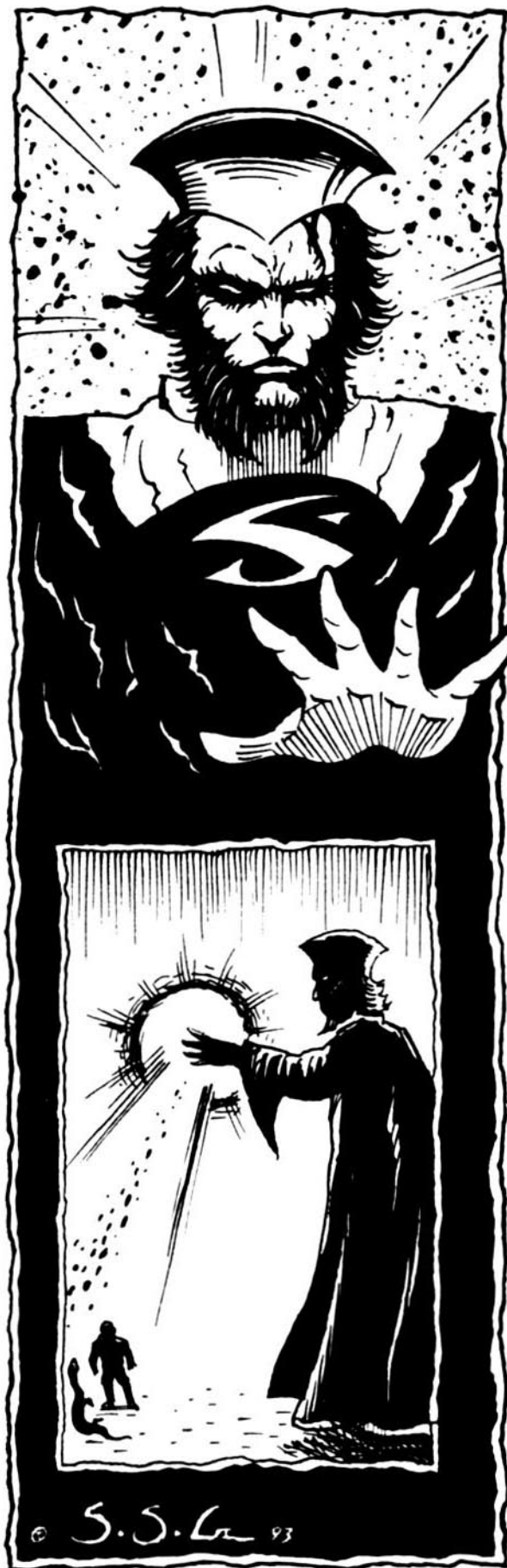
You manage to find and corner the ferrid. You've remembered all the nasty little things it's ever done to you while you were looking for it. Now it's payback time. You grin as you close in on the cowering beast. It senses what you have planned for it, tosses its head back and wails. You feel a draft and sense an increase in the local magic level. An all-too-familiar increase. "Can't I leave you two alone without having a fight start?" You turn, and see your master, who is none-too-happy about being called away from the convention. He glares. "I won't ask who started this. Instead . . ." He changes both you and the ferrid into small stone figurines and puts you on a bookshelf. Then he returns to his convention. Pick up 75 EP and collect dust until he returns (in roughly a week) and changes you both back.

68

Pushing through the curtain, you step into a circular room (20' diam.). The floor is tiled in an intricate pattern of grapevines. In its center is a 10' high circular structure of frosted crystal, set on a two-level dais. The floor pattern continues itself on the steps of the dais. A door, slightly smaller than normal, is set in one side of the structure. This door is open. Next to the wall to your right is a pedestal with many raised projections on its topmost surface. If you want to check out the crystal structure on the dais, go to 6. If you'd rather check the pedestal, go to 30.

69

You come to in your own bed, in your own proper form. It takes three days before you fully recover. You learn that Servald returned in the nick of time and saved your life. When you're back to normal, you get a lecture on the dangers of curiosity. Pick up 100 EP, 1 IQ point, and a little more caution.



70

You push the door aside and step into the Study, sink an inch into the plush green carpet, and pause a moment to get your bearings. The Study is oval (roughly 30' long by 20' wide) with the door set into the middle of one of the long sides. By candlelight, you see built-in bookcases crafted of intricately carved oak flanking the door and covering much of the walls. There is a black stone fireplace in the wall to your left, with two small window slits set high up to either side of it. On the mantelpiece, you see a humanoid skull resting between a pair of silver candlesticks, each containing a fat, yellowish candle. A plump, green chair with a small table beside it is in front of the fireplace.

Directly across from you is a reading stand upon which rests a large closed tome. Behind the stand you see a pair of green curtains on the wall, parted slightly to reveal a sliver of stained glass. To your right, 7' away, is your master's desk, a massive oak affair with carved feet. It is placed so as to watch both door and curtained window. On the desk is a small candelabra containing 3 thin white candles, and a crystal ball on a carved silver stand. Along the wall behind the desk are 2 small window slits.

You find all this quite fascinating, and feel (not surprisingly) the presence of magic. This feeling is strongest from the skull, the tome, the curtains behind the reading stand, and the crystal ball. If you wish to examine: the skull, go to 77; tome, go to 45; curtains, go to 82; crystal ball, go to 159.



71

You climb through the window and walk over the grass to the woman, who rises and leads you to a small table set for two beneath a large hemlock at the edge of the meadow. The many-colored threads of the embroidery on the hems of her gown flashes in the sunlight as she seats herself. Uncertain of what to do, you remain standing. "Go ahead", she says, smiling. "Please be seated. Help yourself" The tea is good and the small seedcakes she serves with it are even better. But you could be eating moldy crusts and swamp water for all the thought you pay them, for she is witty and intelligent, and the conversation holds all your attention. You speak of many things, both trivial and not, and the time slips past unnoticed. After you make a particularly good (you think) answer to something she said, she leans back and laughs. "You are clever," she says with another of those dazzling smiles. Are you, now? Make a first level SR on IQ. If you succeed, go to 79. If not, go to 165.

72

You keep your balance. When you can see again, Servald is standing in front of you. He is definitely displeased. "Since you like my Study so much, you can stay there!" He turns you into a candlestick and puts you on the mantle, then returns to his convention. Make a second level SR on Luck. If you succeed, Servald remembers to change you back when he returns. Pick up 75 EP and continue your studies. If you fail, you remain a candlestick in the shape of a wide-eyed apprentice, with a fat candle stuck in your mouth and your hands holding it upright, collecting dust on the mantle.

73

As you begin to read, you lose track of the words themselves. Instead, you seem to be looking at the entire world from above. No thing of magic escapes your sight, and you comprehend their nature and power with clarity. When you come to your self, you find that you now know the second level spell, 'Omnipotent Eye'. If your IQ and/or Dex were not sufficient to cast this spell, they have been raised to the minimal level necessary (IQ 12, Dex 9). The tome closes by itself and will not open again. If you wish to examine: the skull, go to 77; the curtains, go to 82; the crystal ball, go to 159. [Note: no item will work more than once. If you have already dealt with an item don't go back.] If you wish to adventure elsewhere, try the East corridor door (10) or the Door of Strange Noises (182). If you've had enough, return to your mop at 260.

74

Servald glares at you. "I haven't time to deal with you now. So--." He casts a spell you know only too well. You smile apologetically as he turns you into a small throw rug, and settle to the floor. The ferrid comes in and curls up on you with a toothy snicker. When your master returns, you'll receive your own shape, 100 EP, and bread and water for a week.

75

"Uh, thanks, but no thanks," you say, stepping back from the window. "I sunburn easily." The demon's smile vanishes and he draws back his hand. "Die, then!" he snarls, making a magical gesture towards you. There's no time to run. If you want to defend yourself with magic, go to the Magic Matrix (page 40). If you resort to weapons, be they enchanted or not, go to 140. If you cower and hope he misses, go to 162.

76

You aren't up to this, and faint at the first touch of the knife. When you come to, Servald is standing over you, having just released you from the ball. "Out!" he says. You slink down the stairs. Pick up 50 EP and the task of thoroughly cleaning the castle.

77

You cross the room to the fireplace. Now that you are closer, you note that the skull has a decidedly elfish look, perhaps due to its stretched, narrow features and the prominent ear ridges. This might explain the magic you feel. Knowing your master, however, you suspect something more. As you continue to scrutinize the skull, it seems to blink (pretty good trick without eyes or eyelids) and speaks, "Well, curious one, aren't you going to say something?" If you wish to talk with the skull, go to 7. If you remain silent and continue to examine it, go to 120.

78

Whether you were slow in obeying or got caught doing something you shouldn't have, your mistress is displeased. She cancels your agreement and sends you back to Servald's castle. Servald isn't too pleased with you either, and sends you packing. Pick up 100 EP and look for someplace else to adventure.

79

"Yes, you're quite clever. So clever, in fact, I'm going to make you an offer." She pats you on the head. You wonder what she has in mind. You've covered so many topics in your conversation with her that you don't have a clue to what she intends. Roll 1d6. If you get 1-2, go to 107. If 3-4, go to 44. If 5-6, go to 87.



80

The words bear you up like wings, until you fly like the birds of the air. You soar through unknown skies experiencing the intricacies of controlled flight. When you finish reading, you realize that you have just learned the third level spell 'Fly Me'. If your IQ and/or Dex were not high enough to cast this (IQ 14, Dex 10), they have been raised to the minimal level required. The tome closes itself with a final-sounding thud and can no longer be opened. If you wish to examine: the skull, go to 77; the curtains, go to 82; the crystal ball, go to 159. (Note: the four items of interest in the study will respond to you, visual exam excepted, only once. It is therefore useless to return to a given item.) If you're through with the Study and would like to explore: the East corridor door, go to 10; the Door of Strange Noises, go to 182. If your curiosity is satisfied, return to your mop at 260.

81

You scream once before you land at the bottom of the stairs. There you splatter leaving a big, tasty mess. By the time the ferrid's finished with it, there's nothing but a faint red stain and your apprentice's ring, mute sign to Servald of your unfortunate fate.

82

You walk over to the curtains and pause. They are dark green and of a fabric that is heavy, yet soft to the touch. You pull them aside to reveal a magnificent window of stained glass. It is round roughly 4' in diameter and set in a golden frame which can be opened if you so desire. Depicted in glass of reds and yellows is a most life-like demon. You have never seen an image so perfectly wrought. The magic you felt earlier originates from the window. If you wish to touch the glass, go to **90**. If you want to see what lies beyond the window, go to **102**. If you are finished with the Study, and would like to return to your mop, go to **115**.

83

Servald pops in to see what's going on and finds you, badly scorched, by his Study door. He heals you, gives you the lecture on staying-out-of-things-you-shouldn't-get-into, and sets you back to mopping. Pick up 30 EP and be thankful you're alive.

84

Yipe! The ferrid yelps as your spell takes effect. It has a MR of 30. If you have reduced its MR to 15 or less, go to **37**. If its reduced MR is still greater than 15, you may repeat this spell or choose another (see **Magic Matrix** for paragraph 92), and continue until you have reduced its MR to 15 or less, killed it, or been killed by it (after your first spell, it will be attacking you. It starts out with 4d6). If you kill the ferrid, go to **59**. If it kills you, you don't have to worry about what your master will say when he sees what you've done to his Study.

85

You fall 60 feet, screaming all the way. Make a first level SR on Con. If you succeed, you live but are badly injured. You lie on the floor fading in and out of consciousness. In your more coherent moments you keep an eye out for the ferrid. Servald finds you on his return and heals you. Pick up 30 EP, but lose 1 Con point (you now walk with a slight limp). If you fail, your master finds your broken body at the foot of the stairs.

86

The words reveal secrets common to all living things and hint at the meaning of life itself. You now know how to preserve any life from the ravages of disease, as per the third level spell 'Healing Feeling'. If your IQ and/or Dex were not high enough to cast this, they have been raised to the minimal level necessary (IQ 14, Dex 10). The tome closes and can not be reopened. If you wish to examine: the skull, go to **77**; the curtains, go to **82**; the crystal ball, go to **159**. (Note: no object will work more than once, so if you've done more than look at something, don't bother going back to it.) If you're finished with the Study, but still wish to explore, go to the East corridor door at **10**, or the Door of Strange Noises at **182**. If you'd rather return to your mop, go to **260**.

87

"I could use a good apprentice," she says, smiling. "And I'm sure Servald doesn't half appreciate your value. Would you like to be my apprentice?" She seems to be a lot easier to get along with than your current master. And she's certainly much better looking. If you'd like to take her up on her offer, go to **113**. Still, Servald took you in when nobody else would. He may be a grouch with lousy taste in familiars, but he knows his magic. If you'd rather stay with him, go to **125**.

88

Desperately, you dive for the rapidly shrinking opening. The Door grazes your heels as you fly through, then crashes shut behind you, tearing a small piece from your clothing. You land roughly on the floor. Looking back, you see no sign of pursuit -- and a solidly shut Door. If you wait a bit and try to open it, it refuses to budge. Pick up 25 EP and several bruises. As you head back up the stairs to your mop, you hear a small chuckle. Then the gibbering begins again. O, well. Maybe your master will tell you what's actually in there when he gets home. Which will probably be anytime now, so that's it for adventuring.

89

Quick as you are, the ferrid is quicker. As you try to zip around it, it chomps down on your tender little body. Take 1d6 hits on Con (any armor you may have been wearing doesn't help while you're a rabbit). If this kills you, the ferrid dines. If not, make a second level SR on Luck. If you succeed, go to **47**. If you don't, go to **55**.

90

You reach out, gently touch the glass -- and get the surprise of your life as your fingertips go past its surface! As you jerk your hand back, a deep, harsh voice remarks, "Neat trick, eh?" You glance wildly around for its source but see nothing. "Hey you! Apprentice! I'm up here -- in the window!" You look back towards the window and meet the glass demon's eyes. It blinks. You stare. "Did you want to talk, or were you just sticking your fingers in here for fun?" You've heard about demons. However, this one seems safe enough for the moment. If you'd like to talk with it, go to 99. If you'd rather not and wish nothing more to do with the window or its occupant, go to 151. If you'd like to open the window, go to 102.

91

He holds out a hand and helps you into the window. Your mind does a flip-flop, then reorients to your surroundings -- a multicolored void, lacking beach, booze and everything else the demon told you about. Speaking of whom, he isn't here, either. You turn back to the Study just in time to see him wave to you and vanish, leaving you stuck in his former prison. Unless, of course, you can trick an unsuspecting person into changing places with you. Otherwise, you're in for a very long stay. Make a third level SR on Luck. If you succeed, go to 178. If not, you're stuck 'til starvation, thirst or insanity claim you.

92

You get the first shot. You know that ferrids are somewhat magical by nature. You also know that they are amazingly quick, both in dodging and attacking. And they have lots of very sharp teeth. Very nasty teeth, which they are all too eager to use on anything that bothers them. Especially if it's potentially edible. You gulp once, then choose your best shot. If you decide to use a weapon of any kind, go to 103. If you use magic, go to Magic Matrix, p. 40.

93

This particular brand of Poker just isn't your style. You lose 2/3rds of the money you were carrying. If you had no money, you lose 1/3rd of the stuff you were carrying -- rope, clothes, etc. Insi accompanies you to the Door and invites you to come again. You just might do that. Maybe you could even win back your stuff. Hmmmm. Was that a book on poker variants you remember seeing in your master's library? You'll have to check. For now, it's back to chores. Pick up 50 EP and return to your mop.

94

The demon's spell fails, unable to breach the glass. Your spell causes the glass to shudder but does no damage to either it or the demon, who snarls and glares before turning his back to you. He seems content to ignore you and that suits you just fine. If you'd like to see what lies beyond the window, go to 102. If you'd rather examine the skull, go to 77; the tome, go to 45; the crystal ball, go to 159. If you wish to return to your mop, go to 115.

95

The cards slide easily through your fingers. It's simple -- once you know how. You find that you have a knack for this sort of thing. Pick up 1 Dex point and some knowledge of card tricks. Insi takes you back to the Door and invites you to return some time. Pick up 75 EP and go back to your mop.

96

Quicker than your eyes can follow the ferrid leaps forward and snaps its slavering jaws shut -- on the air 1 inch from your nose. Then it squeals in glee and takes off down the stairs. You wipe the slaver off your face and tell your knees to stop shaking. If you choose to ignore the beast, return to your mop (go to 260). If you are fed up with the ferrid's insolence and want to teach it a lesson, either choose a spell and go to the Magic Matrix or hunt it down with weapons (go to 138).

97

Easily in, but not so easily out. The curtain reacts to your presence by sending a powerful shock through your body. You are thrown down the corridor and slide to a halt against the wall. Take 13 points of damage directly on your Con. If you yet live, you manage to crawl back down the passage and upstairs to your bed. Pick up 40 EP and a few scars. If not, the master finds your scorched remains on his return.

98

After a merry chase, you manage to squeeze yourself into a spot where the ferrid can't reach you. And just in time, because it's been a long run and bunnies just don't have much staying power. Even so, the ferrid's teeth snap down on the tip of your tail and pull loose a tuft of fur. So you tuck yourself further into your refuge and stay there, panting, until you hear your master's voice. "Well now, what have you got?" Servald peers into the crack, does a double-take, then

gets up and orders the ferrid back. It goes with ill grace. All you can see now are your master's feet. "You can come out now." You wriggle free and look up hopefully at Servald. . A wave of his hand restores you to your proper form. However, he's none-too-pleased with your extra-curricular activities. You get a lecture on keeping your nose out of places it shouldn't be. Then it's back to your mop, with the scullery to clean afterwards. And from the way the ferrid is looking at you, it's got something unpleasant and annoying planned the moment Servald turns his back. Pick up 75 EP and start cleaning. The fun's over for now.

99

"I was just curious," you answer. "Say, how'd you get in there? I thought you were just a work of art." The demon scowls. "I don't know anything about this 'Art' of yours. Never met him. As for being 'in here', I was bored with my usual activities, and your master suggested it as a nice vacation spot." He leers down at you. "Whooooeeey! You should see the females here! And the males! Not to mention the beach and the booze! Come on in and see!" He slips on a pair of mirrored spectacles and opens a small metal container, obviously cold, from which starts foaming an interesting brew. If you wish to take him up on his offer, go to 66. If you'd like to talk further, go to 176. If you're still curious as to what lies beyond the window, go to 102.

100

Slipping her autographed copy of **Karner's Konjurations** out of the library for further study in your room was NOT a good idea. Getting caught with it was worse. Getting bread crumbs in it was the last straw. She ignores your excuses. "Since you like my books so much, stay with them, and, for once, be useful!" She turns you into a bookend and puts you on a shelf, right next to the book that got you into this. That's it for this character.

101

Did I say almost? Your heart couldn't take the strain. You die with a beatific smile on your face, which puzzles your master no end when he comes home and finds you slumped on the floor of his Study.

102

Carefully keeping your fingers away from the glass, you undo the latch and push the window open. The demon in the glass watches you covertly, but otherwise ignores you. You look outside and gasp.

Instead of clouds and cliffs, you see a green meadow surrounded by hemlock and pine trees. Seated in the meadow on a large black stone is a very beautiful woman gowned in green, plaiting her long red hair. "Servald?" she murmurs, then looks up and sees you. "Ah, you must be Servald's apprentice. Come, join me for tea -- that is, if your master can spare you a moment." Things seem safe enough. And you might learn something of interest about your master if you talk to her (sly old dog -- you never guessed he had someone like **her** on the side!). If you wish to talk, go to 71. If you'd rather not (meddling with your master's things is one thing. Dealing with someone he knows could be really bizarre), go to 173.

103

You lunge toward the ferrid, which realizes what you're up to and tries to twist away. Make a first level SR on Dex each time you attack the beast, which has a monster rating of 30 (4d6 attack. Did I mention how tough ferrids are?) If you succeed in dropping its MR to 15 or less, go to 37. If you kill it outright, go to 49. If it kills you, Servald finds a fat, happy ferrid and no apprentice upon his return.

104

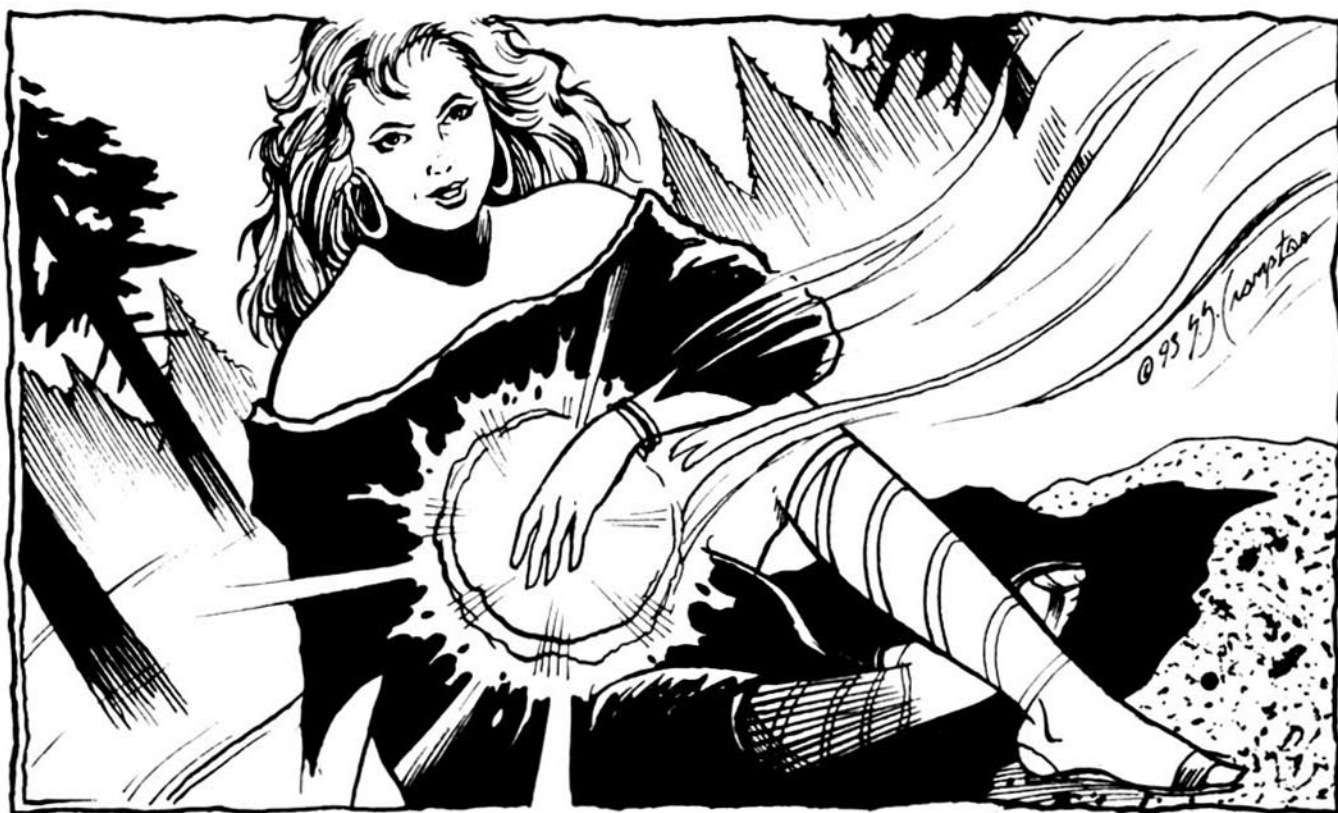
You make yourself as comfortable as possible and wait for Servald. He shows up after a day or so and isn't at all pleased when he sees you. You are put on bread and water for 2 weeks and set to cleaning every inch of his castle, inside and out. Pick up 100 EP, 1 Dex point, and many, many blisters.

105

You blew it, big time. You not only lost all your money, but pretty nearly everything else as well. In fact, it's only because Insi likes you that you have anything decent to wear back to the Door. You leave with the clothes on your back. Pick up 50 EP and get back to mopping.

106

You make the mistake of running straight for too long a stretch and the ferrid makes the most of it. You feel its hot, fetid breath as you dodge, and bounce to one side. The wrong one. The ferrid snaps -- and connects. Take 1d6 hits on Con (armor you were wearing in human form doesn't count in this one). If this kills you, the ferrid has a tasty, though now boring (you stopped moving), snack, and Servald will have to go apprentice-shopping. If you survive, make a second level SR on Dex. If you make this, go to 31. If not, go to 43.



107

She offers to teach you a spell. For free. Just because she likes your style, and she knows how difficult your master can be when it comes to getting new spells out of him. If your IQ is less than that required for the spell, she will place it in your mind, where it will remain until such time as your IQ is sufficient to use it. If you already know the spell, roll again. If you know the second spell you roll, she is impressed with your knowledge, and you gain 1 IQ point. Now roll 1d6 to determine the spell you learn:

- 1) Mirage (level 2)
- 2) Poor Baby (level 2)
- 3) Hidey Hole (level 2)
- 4) Omnipotent Eye (level 2)
- 5) Dis-Spell (level 3)
- 6) Fly Me (level 3).

After teaching you, she bids you good-bye. You go back to the window (which looks rather strange standing in the meadow by itself, especially since it's floating about 2 feet off the ground.), and re-enter the Study. After stepping through, you carefully close the window behind you. You stop to pick up the leaf or two that you tracked onto the rug, and close the curtain, trying to make sure that you leave everything as close to the way it was as possible. Pick up 50 EP. If you

want to examine: the skull, go to 77; the tome, go to 45; the crystal ball, go to 159. If you want to go back to your mop, go to 115.

108

The cards won't fall right for you. Try as you may, you just don't have any skill at this. However, you do understand enough of what Insi is doing to have a good chance at spotting anyone else trying such tricks. Pick up 1 IQ point and 75 EP, and return to your mop, with Insi's invitation to stop by any time.

109

You were a little slow reaching the curtain. The what-ever-it-is behind you is close enough to trigger the room's defenses. This results in your receiving a powerful shock when you jump out of the room. You take a nose dive into the floor, but you made it out of there. Take 13 points of damage directly on your Con. If you are still alive, you retreat to the Door and out as fast as you can. Pick up 60 EP and a well-earned nap. If not, an appendage forces its way past the curtain and drags your body back into the room to serve as the main course in a rather messy repast.

110

If the sum of your IQ, Luck, and Charisma is greater than or equal to 30 (the ferrid's MR), the force of your personality is too much for it, and it slinks off down the stairs. You breathe a sigh of relief and return to your mop (go to 260). If the sum is less than 30, the ferrid is not impressed, and viciously attacks you using 4d6. If you survive its attack, you may choose another spell (return to Magic Matrix p.40), or use a weapon (go to 103).

111

You maintain enough awareness of your surroundings to take the passage to the Door when you reach the fork in the path. The thing(s) behind you slaving at your heels, you race towards the Door and freedom. Eight feet from your goal, the Door starts to swing shut. If you want to try to leap through before it closes, make a first level SR on Dex. If success is yours, go to 88. If you fail, go to 136. If you stop and face your pursuers, go to 249.

112

You come up with a truly amazing, but plausible, explanation, mostly true. You are not certain if your master believes you, but he does seem impressed, both with the death of the whasit and your tale. Pick up 100 EP and start cleaning up the mess under Servald's watchful eyes.

113

You agree to be her apprentice. The window through which you left the Study vanishes with a soft 'pop'. You feel a sudden chill, and suddenly her smile doesn't look quite as friendly as it did. Then you find out what being her apprentice means. You will serve her for one year. She expects complete and immediate obedience. No arguments. No questions. Most of all, no back talk. To see how well you do, make a third level SR on Luck. If you make it, go to 51. If you miss by 5 or less, go to 78. If you miss by more than 5, go to 100.

114

A flash of light, a cloud of smoke, and a powerful spell later, you find yourself on the floor of the room, sans monster, at the feet of your master. You feel a strong temptation to kiss those feet, and, if you can find the strength, you probably do. Servald isn't too happy about having to leave his convention to rescue you and gives you a number of tedious tasks

(such as cleaning this room) as punishment. Right now, you're so grateful to be alive that you don't care. Pick up 100 EP and start working.

115

You make some attempt to straighten up the Study so that your visit won't be immediately obvious. After one last look around, you start for the stairs -- and meet the ferrid just outside the door. It smiles toothily, and runs a thin tongue over its lips. You don't like the look on its face and you definitely don't trust its mood but there's no place to run. And ferrids are notoriously unpredictable. If you decide to fight it, go to 92. If you decide to wait and take a chance on its behavior, roll 1d6. If you get: 1-2, go to 33; 3-4, go to 96; 5-6, go to 144.

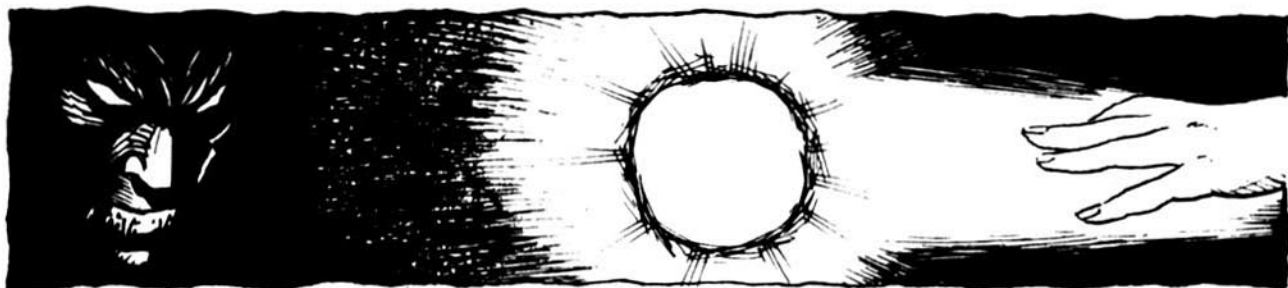
116

This is one difficult beast to pin down. Make a first level Dex SR each time you attack the ferrid. If you fail this, you miss. If you reduce the ferrid's MR to 15 or less, go to 37. If you kill it, go to 49. If it kills you, Servald is minus an apprentice and you need to roll up a new character. You're ferrid chewies.

117

Impossibly large red fingers graze your chest, but don't get a firm grip, and slide off. You plaster yourself against a wall and watch as the hand gropes futilely. To your great relief, it finally withdraws back through the pentagram. It takes you a moment to catch your breath. Pick up 30 EP for avoiding the hell-hand. If you just want to leave, go to 239. If you are still interested in exploring this room, go to 258.





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118 You cast the light-ball into his eyes and momentarily distract him. His spell does absolutely nothing. You suspect that the power holding him in the glass also keeps him from doing any harm to you, an idea that finds support when the demon snarls and turns his back on you. If you'd like to see what's behind the window, go to **102**. If you'd rather look over: the skull, go to **77**; the tome, go to **45**; the crystal ball, go to **159**. If you want to return to your mop, go to **115**.

119 You approach the reading stand. The tome is bound in black leather adorned only by a line of runes on its spine in a script you have never before seen. It is as long as your forearm and as thick as your wrist. It also gives off magical vibes of no apparent alignment. If you wish to open it, go to **131**. If you would rather examine: the apparatus, go to **259**; the shelves, go to **189**.

120 "Ouch!" the skull says as you prod its face, and tries to squeeze the eyes it doesn't have shut. "You'll be sorry!" It makes no further attempts to communicate. It is indeed an elf skull. You cease your examination, curiosity satisfied. If you want to examine: the tome, go to **45**; the curtains, go to **82**; the crystal ball, go to **159**.

121 You vanish. The ferrid sniffs about for a bit, looking for you. Make a first level SR on Luck. If you succeed, the ferrid gets bored and leaves. You slip downstairs and return to your mop (go to **260**). If you fail, the ferrid bumps into you or catches your scent and attacks (MR 30, 4d6). If you survive the attack, you may attack using magic (return to the Magic Matrix) or weapon (go to **103**). If you do use a weapon, make a first level SR on Dex each time you attack it. If you don't survive, your worries (and this character) are over.

122 Somehow, you killed it -- and you still have no idea what it was. The major monster bits turn into oily smoke and seep back to where it came from. Pick up 86 EP for doing away with it. However, even with most of the gore gone, this room, to put it mildly, is a mess. Servald isn't going to be at all pleased. You can either try to straighten it up (go to **139**) or come up with a convincing story to tell your master (go to **216**).

123 The palm of your hand is a bloody mess, but you were able to free yourself from the ball. The tatters of skin you leave on it shrivel and fall off even as you watch. You bind your hand up to stop the bleeding. Take 2 hits. If you want to leave, go to **115**. If you wish to examine: the skull, go to **77**; the tome, go to **45**; the curtains, go to **82**.

124 Oh, well. Some days things just don't go your way. You are mashed into writhing pulp and absorbed, body and soul, by the black thing. Servald, arriving moments later, hears only a deep belch from the shadows. Of you, his apprentice, there is not a trace. He shrugs and returns to the convention, faced with the problem of finding your replacement.

125 Your master may be tough to deal with at times, but at least you know where you stand with him. Besides, her smile reminds you of the way the ferrid looks at dinner. Still, she's not someone you want to offend. "Well, my time with Servald isn't up yet," you say. "So I can't take you up on your offer. Not that I don't want to. It's just that he's ... uh ... kind of used to having me around. In fact, he should be back any time now. I probably should be going. Thanks for the tea." You smile ingratiatingly and edge for the window. She doesn't look at all pleased. Make a first level SR on Luck. If you make it, go to **134**. If not, go to **147**.

126 You don't care where you run, so long as you escape the source of that noise. Thus, you run straight instead of turning for the exit. The passage widens to 6 feet. Bouncing into the walls a few times causes a green glow to dimly light your way. This is a good thing, as it enables you to see the sudden turn ahead. You make the turn and almost run into the red silken curtain that completely blocks the passage at this point. Stopping, you notice that you don't hear the noise anymore. You also notice a design woven into the curtain in gold and black, which resembles either a number of arrows pointing away from a common origin or a stylized flower. There are magic vibes coming from the curtain. If you wish to pass through it, go to **180**. If not, go to **129**.

127 You vanish. The demon's spell does nothing, and he turns and sulks, paying no further attention to you, even when you reappear. You strongly suspect that it can't harm you. If you want to see what lies beyond the window, go to **102**. If you'd rather check out: the skull, go to **77**; the tome, go to **45**; the crystal ball, go to **159**. If you want to get back to your mop, go to **115**.

128 You tell a truly incredible story . . . and Servald doesn't believe a word of it. Still, he is impressed by the death of the thing, and he thinks your skill at story-telling may improve. Pick up 75 EP and start on the task your master gives you: sorting out the various spilled powders, grain by grain. Sigh. Well, at least you've got these tweezers he gave you. You start on your task. And there's still the mopping to do when you finish.

129 You decide that you've explored enough for one day and turn around to find the ferrid right behind you, grinning. If you try to move around it, it moves to block you but makes no attempt to attack unless you try to pass. Then it snaps at you. It seems quite content to keep you here. Even worse, it seems to have activated the curtain behind you, which is now a force field. You strongly suspect it would take more magic than you command to pass **that**. The ferrid, however, is another matter entirely. If you want to try magic to handle the beast, go to the Magic Matrix (p. **40**). If you strike it with a weapon, go to **223**. If you decide to sit and wait, go to **237**.

130 Whether you slowed it or speeded up yourself, you get an extra turn on it. If you want to slip by it and return to your mop, you may do so go to **260**. Or, you can attack with magic go to the Magic Matrix (p. **40**) or weapon go to **103**, but ignore the first level Dex SR on your first attack.

131 The front cover is cold to touch as you open the tome and look within. A musty smell rises. The pages are thick parchment of a type you haven't come across before. Written upon them in a crabbed, uneven hand is an assortment of spells which appear to involve the summoning of beings. If you wish to try out one of the spells, go to **141**. If you would rather take the tome back to your room for some serious reading in more comfortable surroundings, go to **257**. If you would rather leave the tome entirely alone, go to **258**.

132 You look more closely at its slimed surface and notice two very strange things about the Door itself: it gives forth absolutely NO magic vibrations of any kind and it isn't locked! In fact, it swings slowly open at your touch. Inside, it's very dark. The wail writhes into a shriek, then fades to a soft muttering. You swallow noisily and wipe the slime from your hand. Since you are set on entering, you will need a light. If you choose to take a torch from the passage or use a Will-o-wisp spell as your light source, go to **198**. If you would rather use a Cateyes spell, go to **233**.

133 You avoided it -- this time. But it's between you and the curtain, and it's still coming. Tentacles grope about the room, seeking your tender flesh. You can either try a spell (go to the Magic Matrix, using the paragraph for **146**) or keep dodging (go to **207**).

134 She lets you go without further conversation. You head for the window as fast as you dare and climb back into the Study. Closing the window behind you, you draw the curtains back over it and breath a sigh of relief. Pick up 10 EP for loyalty. If you want to check out: the skull, go to **77**; the tome, go to **45**; the crystal ball, go to **159**. If you just want to leave, go to **115**.

135 Since you are in darkness, creating a light would probably be a good idea. If you cast Will-o-wisp, or light a torch, go to **198**. If Cateyes is more to your liking, go to **233**. If you can't make a light or prefer exploring in the dark, go to **242**.

136 Mid-leap, you realize that you aren't going to make it. At least, not all of you. And that Door is very heavy. Twisting desperately, you try to change direction in the air. Make a first level SR on Luck. If you succeed, go to **152**. If you fail, go to **145**.

137 With the ferrid this intent you can't do anything but sit because it snaps at your slightest move and you have little desire to be chewed. When Servald gets back, he finds you sitting in front of the curtain, the ferrid's jaws scant inches from your tender body. He listens to both of you, then calls the ferrid off and sends you back to your mop with a warning to stay on the other side of the Door in the future. Pick up 30 EP and start mopping.

138 Whether your weapon is magical or not, you draw it and take off after the ferrid with blood in your eye. It sees you coming and makes itself very scarce. You never knew anything could move that fast. Make a third level SR on Luck. If you make it, go to **67**. If not, you fail to find the beast and go back to mopping (go to **260**).

139 You do the best you can to put the room into a semblance of order. As you are wearily surveying your handiwork, you hear a slight cough behind you. You guessed it -- it's Servald. "Care to tell me what happened?" he asks in a deceptively calm tone. You gulp. You can either tell the truth (go to **153**) or come up with a quick lie (go to **252**).

140 Mumbling the spell, you draw your weapon and strike. Or maybe you just strike. The demon grins nastily and calls up a spell of its own. You're just a hair quicker. If your weapon does 20 or more points of damage, go to **149**. If it does less, go to **154**.

141 Turning the pages, you come at last to a spell you find more interesting (and, perhaps, more legible) than the others you have seen. You begin to read it aloud. As you continue, you sense a building of magical force in the center of the pentagram. At last, the spell is complete -- but did you perform it correctly? Make a first level SR on IQ. If you make it, go to **164**. If you fail, go to **253**.

142 A faint purple glow forms on a small projection on the lock's lower left. "Hey, that tickles!" says the lock as you press, twist, and jiggle this button. You hear a small click as the lock releases. The door swings slightly open. Go to **70**.

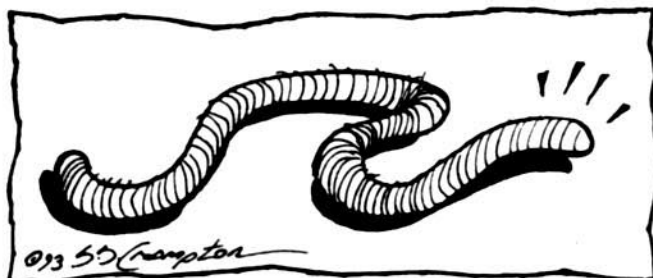
143 Its strength is greater than the best you can muster. The thing's black tentacles squeeze with relentless force. You are jellied by its power and devoured.

144 The ferrid leaps forward and takes a bite out of you. It has an MR of 30 (4d6). If this kills you, the ferrid has an early lunch. If not, you are, to say the least, very annoyed. If you choose to chastise it with weapons, go to **116**. If magic is your choice, go to the Magic Matrix (page **40**).

145 So close, but not quite good enough. You make it halfway through the Door before it slams shut. It has a bit of trouble getting completely closed, but manages, cutting you completely in half. Your crushed and mangled remains fall to the floor half in and half outside of the Door. You are very, very dead.

146 Before your horrified eyes, the shadows come together to form a black, writhing mass. A black, writhing, intelligent mass which glares at you malevolently. As it takes form, the curtain guarding the room's entrance becomes a wall of light. From your master's lessons, you strongly suspect that it has become a force field -- with you on the wrong side. You may either cast a spell (go to Magic Matrix), try to avoid the thing (go to **241**), or, if you have a weapon, fight back (go to **195**).

147 "So Servald has need of you, eh? Let's see how much use he can get from a worm!" So saying, she changes you into a foot-long earthworm, and throws you back into the Study. You sense her laughter as she closes the window behind you. Now you've got a serious problem. The carpet is very dry, and is quickly sucking the moisture from your delicate body. Make a first level SR on Con. If you make it, go to **38**. If not, go to **156**.



148 Fine. You are invisible. Unfortunately, you are not unsmellable. The ferrid is not impressed. Servald turns up shortly afterwards, and isn't pleased to find you where you are. He puts you back to work and rewards the ferrid with a small, lively snack. Pick up 30 EP and start mopping.

149 Whatever the demon's spell was, it fails. Your blow, however, shatters the glass and releases quite a bit of power. Take 2d6 hit points. If you still live, go to **64**. If not, your shattered body slides to a halt against the far wall, to be found on your master's return.

150 You cast your spell. Unless your IQ is 86 (the thing's MR) or greater, it uses the opportunity to grab you with its long black tentacles. Go to **175**. Otherwise, it drops dead. You breathe a sigh of relief and set about the task of removing its body. Pick up 86 EP for killing it and start chopping. As you sever a piece, it turns into oily black smoke and vanishes. When finished, return to your mop (go to **260**).

151 You drop the curtains back across the window and back away. You hear some muffled snarling, then all is quiet. If you want to examine: the skull, go to **77**; the tome, go to **45**; the crystal ball, go to **159**. If you prefer to leave the Study, go to **115**.

152 Good news: you weren't crushed by the Door. Bad news: you weren't able to control your landing and crashed head first into the wall. Take 2d6 hits on your Con (only head protection counts vs this damage). If you live, go to **193**. If you are slain, things best left nameless slither out of the walls and slurp up your remains.

153 He listens in silence as you relate the whole sad tale. Then he compliments you on your martial skill. However, you made a real mess of his lab. Not to mention spilling several rare substances. Very expensive, rare substances. You pick up 100 EP for the adventure, and are put on bread and water for a week, while he finishes tidying things -- and conjuring up a new monster to guard his lab. And you still haven't gotten that mopping done.

154 Your weapon strikes the glass and bounces off. Not that it matters, since the demon's spell failed. He turns and sulks, paying no further attention to what's in the Study. It occurs to you that he probably can't harm you. If you want to see what lies beyond the window, go to **102**. If you want to check out: the skull, go to **77**; the tome, go to **45**; the crystal ball, go to **159**. If you'd rather go back to your mop, go to **115**.

155 Slowly, you turn right and approach the source of the noise. Then you see it. Crouched in the shadows is a small, brown, furry creature with a worried face. Using the corridor's acoustics to maximum effect, it is producing the mysterious noise.

It looks up and sees you. "You're supposed to run," it says. "Please run. I could get into big trouble if you don't." Further conversation reveals that Insi, the creature, is employed by your master to make noises to discourage unwanted visitors. Insi is relieved to find out that you are Servald's apprentice, and invites you to its home. If you decide to go, go to **222**. If you prefer to explore the left passage, go to **227**.

156

You feel drier than you ever thought possible. Squirm as you might, you can't move an inch and merely succeed in getting lint all over yourself, which hastens the drying process. Finally you pass out from lack of water. Make a fourth level SR on Luck. If you happen to succeed, go to **69**. If you fail the roll, Servald finds your body upon his return, so shriveled that the ferrid wouldn't even touch it.

157

You work a hand free, take the corner of your tunic, and make a few clumsy passes at the ball. "I could do a much better job of this if you'd free my other hand," you say. "Oh, I suppose so," it replies, "but remember to finish dusting me." It frees you. You can either finish cleaning it (go to **166**) or leave the Study (go to **188**).

158

The ferrid stalks up to you, fangs a'gleam. Then it sits down and yawns in your face. Moving towards the door, it silences it with a touch and pushes it open. Glancing back at you, it smiles and vanishes. Go to **70**.

159

You walk over to the desk and look at the ball. It is the size of a cat's head and clear, pale, grey in color. It rests on a small three-legged silver stand. The legs are in the shape of serpents, with the ball resting on their entwined tails. If you wish to look into the ball, roll 1d6. If you get: 1-2, go to **169**; 3-4, go to **184**; 5-6, go to **200**. If you want to take it back to your room to play with later, go to **218**.

160

The sudden flash causes you to lose your balance. You fall off the stairs and plunge to your death at their foot, 80 feet below. Kersplatt! Servald shrugs and goes up the stairs to set his Study to rights. Maybe he can get a new apprentice at the convention.

161

Your host looks non-too-happy about your plans, but accompanies you back to the split in the corridor. "That way leads back to the Door. If you must go the other way, touch the wall for light." It stares up at you with sorrowful eyes. "Please don't go there. Please." Insi looks away. With no further ado, the furry creature hurries back to its lair. Ignoring

the passage back to the Door, you set off down the other corridor, which widens out to 6 feet. Touching the walls yields a sickly greenish light. The corridor turns. Suddenly, you confront a red silken curtain hung across the passage. At eye level is a design resembling a stylized flower or a number of arrows pointing away from a common point worked into the fabric with gold and black thread. You sense much magic ahead. If you wish to continue, go to **180**. If you'd rather leave (after all, Insi did seem concerned for your safety), go to **129**.



162

Nothing happens. You open your eyes and uncrouch. The demon snarls and turns away, obviously wanting no more to do with you. If you want to see what waits beyond the window, go to **102**. If you'd rather look over: the skull, go to **77**; the tome, go to **45**; the crystal ball, go to **159**. If you just want to leave, go to **115**.

163

You answer not. The ball utters a small 'humph!' and goes dark. You are left with your original options. If you want to await Servald's return, go to **104**. If you want to cut yourself free, go to **228**.

164

You have succeeded in conjuring up a very small, thoroughly annoyed imp. It looks around, notes that the pentagram is intact and in force, and sighs. Glaring at you, it demands, "Well, out with it. I haven't got all night." A hasty glance at the spell's title reminds you that you have summoned an imp of information, usually called up to teach a low-level spell. At your request, it will teach you the third level spell of your choice, whether you can use it now or not. When finished, it makes a rude noise and leaves. If you are through exploring and would like to leave, go to 239. If you wish to explore further, go to 258.

165

"But not clever enough to bother spending any more time with. Now, run along." She turns to other pursuits as you trudge back towards the window and re-enter the Study. Pick up 20 EP for an interesting conversation. You may examine: the skull, go to 77; the tome, go to 45; the crystal ball, go to 159. Or you can leave the Study (go to 115).

166

"Thanks," it says, and goes dark. It won't respond to either your voice or peering, and you certainly don't want to touch the thing again. Pick up 25 EP. If you want to look at: the skull, go to 77; the tome, go to 45; the curtains, go to 82. If you'd rather leave, go to 115.

167

The horrid shriek comes so suddenly that you are unable to react. In the silence that follows, you hear a small voice say, "You're supposed to run. Now what am I going to do?" Then a small, brown, furry creature with a worried face and very large feet steps into your light. Further conversation reveals that its name is Insi, and that it was only doing its job, which is the making scary noises. It then invites you to its home, just down this corridor. If you accept, go to 222. If you'd rather explore the left passage, go to 191.

168

The ball seems to be a perfectly ordinary piece of grey crystal, set on a carved silver stand a hand's width tall. The stand's three legs are carved to resemble serpents whose entwined tails form the resting place for the ball. No secret release button here, at least not that you can find. You sigh. "Really put your foot, er, hand in it this time, eh?" a voice

inquires. "Huh?" you say, looking for its source. "Well, if you're going to grab someone, you certainly can't blame them for defending themselves, now can you?" You realize then that the ball itself is speaking. If you want to talk to it, go to 181. If you'd rather ignore it (you remember what the lock was like), go to 163.

169

You stare for a moment. The ball grows cloudy, then reveals a scene of sulfurous pits, flame, and writhing shapes. Everything you see seems subtly different, almost twisted. As you continue to stare, the scene explodes into chaos. Make a first level SR on IQ. If you succeed, go to 179. If not, 41 is your fate.



170

Nice try. Unless the total of your IQ, Luck, and Chr ratings is greater than 86, you don't even slow it down. And if the total is 86 or greater, the thing "grelps!" but keeps coming, because the magic that binds it to this room is not something your spell was meant to compete with. Make a second level SR on Dex. If you succeed, you may fight it with weapons (go to 195), or keep dodging (go to 207) as it is now after you from too many sides for you to effectively cast more spells.

171

The ferrid glances from you to the now quiet lock and grins nastily. The it saunters down the stairs. Return to the Magic Matrix (paragraph 34) and choose a new action.

172

You travel back down the corridor, and thence into the left-hand passage, which widens to 6 feet. Touching the walls here causes them to give off a sickly green light. The corridor goes on a ways, then turns. You find the way blocked by a red silken curtain with a design woven into it in gold and black resembling a flower or a number of arrows pointing away from a common origin. You sense magic. If you wish to continue, go to 180. If not, go to 129.

173

Talking to strangers isn't generally a good idea. Talking to those you meet when you're where you've been warned not to be (and they're obviously magical) can be worse. "Thanks, but I've got to get back to my mop." She laughs as you shut the window. You may now examine: the skull, go to 77; the tome, go to 45; the crystal ball, go to 159. If you really do want to go back to your mop, go to 115.

174

Regardless of the spell, your speed is enhanced vs that of the ferrid. You nimbly avoid its lunge and escape through the Door. Once outside, the ferrid grumbles and hisses, but leaves you alone. It seems disappointed. O, well. Back to your mop. Go to 260.

175

Struggle as you might, you can't wriggle free. The slime of the thing eats into your flesh like acid, while the stench of it almost drives you insane. Worse still, your arms are pinned down by its many limbs. If you want to gather your ST for one frantic lunge, make a third level SR on ST. If you succeed, go to 248. If you don't, go to 143. If you scream for help, go to 211.

176

"Sounds like a really nice place," you say, "but I don't know if I can take you up on your offer now. Perhaps some other time?" The demon sadly shakes his head. "Sorry, kid. This is a once-in-a-lifetime deal. Who knows when you'll be able to contact me again. Now, are you coming or not?" If you decide to go with him, go to 91. If you'd rather not, go to 75.

177

"Sorry," you say, "I'd rather not." Insi looks disappointed, then starts a conversation. You discuss things of minor importance and give Insi an idea of what goes on 'up there'. This does get boring, though. If you want to explore the left passage, go to 161. If you just want to leave and explore elsewhere, you may go to the Eastern corridor (go to 10), or to the Study (go to 21).

178

You are one lucky pup. After what seems like a very long time, you notice movement in the Study. It's the ferrid, and you never thought you'd ever want to see that pesky beast as much as you do now. "Help! Help!" you scream, banging soundlessly on the barrier. The ferrid slowly glances your way, runs a long pink tongue over its teeth, and smiles. A question mark appears in your mind, and you realize that it wants to know what enticements you'll offer if it gets you out. Anything within reason. you think back at it. The ferrid shakes its head and starts to turn away. "And let Servald decide what's reasonable!" you add frantically. It stops. With infuriating slowness, it ambles over to the curtain, wraps a piece around one paw, and extends the wrapped paw to you. You grab, and you're back in the Study again. As you are escorted out, visions of you feeding wiggling tidbits to a smiling ferrid and otherwise attending to its comfort flash through your mind. Pick up 50 EP and start paying your debt to that smug blue beast. O, yes. There's still the mopping to do, if the ferrid will ever let you get to it.



179 Your mind panics for a moment at the strangeness and horror that you're viewing, but you control your fear and look away from the ball. You have just viewed a section of hell and maintained your sanity. Pick up 1 IQ point. If you wish to examine: the skull, go to 77; the tome, go to 45; the curtains, go to 82. If you are finished with the Study, go to 115.

180 You push past the curtain. A faint tingle runs through your body. Fortunately, nothing else happens. You find yourself in a roughly 15 foot by 15 foot chamber lit by the same faint light as the corridor. Along its walls are a number shelves and benches covered with bottles, books, and a bizarre apparatus. On the floor at the room's center is a large pentagram. To one side of that is a reading stand with a large black-bound tome resting upon it. If you wish to examine the shelves, go to 189. If you prefer to study the apparatus on the bench, go to 259. If the tome is more to your liking, go to 119.

181 "Uh, since I was just curious, could you let me go?" you ask. "Well, I'm not supposed to let go," it says, then pauses a moment. "But, if you did something for me, I might free you." This doesn't sound good, but you're in no position to bargain. "Do what," you ask eagerly. "A bit of polishing," it says. "Servald isn't much of a housekeeper, and I don't like being dusty." It's better than just waiting for Servald, so you agree to dust the ball. Make a first level SR on IQ. If you are successful, go to 157. If not, go to 203.

182 Leading down into the depths of Servald's castle is a narrow stone staircase. You tread warily on its slick steps, avoiding the occasional large rat or other, less identifiable creature, as it skitters out of your way. Coming to the bottom, you pass along a narrow corridor until you reach the Door. From behind its slimed surface comes a strange gibbering wail, much louder than you remember. If you'd rather explore more quiet surroundings, you may go to the East corridor (go to 10) or the Study (go to 21). If you're set on opening the Door of Strange Noises, go to 132.

183 The apparatus groans, but nothing comes out. In fact, whatever you put in has gummed up the thing so badly that it explodes from the internal pressure, sending shards of glass, scorching hot liquids, etc., all over the room. Take 6 hits on your Con. If you survive, go to 258. If not, Servald finds your glass-riddled body upon his return.

184 A cloudiness forms in the ball's depths as you watch. Then all becomes clear and you see beautiful maidens, rich fruit, and other delicacies. Indeed, all that anyone could wish for lies revealed. Just when you think there is nothing more, you see something so beautiful, so magnificent, that it is almost more than you can bear. Make a first level SR on Con. If you are successful, go to 192. If not, go to 101.

185 You pass through the curtain without incident and make it safely back to the Door, which lies slightly open. You slip out. Before you can close it, it shuts on its own. Pick up 25 EP and return to your mop (go to 260).

186 Phuuph! The sudden light, regardless of your reasons for casting it, startles the lock. It gasps and jerks, losing its hold on the doorjamb. "Oh, rust!" it says, and falls silent as the door swings slightly ajar. Pick up 10 EP for inventive spell use and go to 70.

187 You encounter no problems in making it back to the Door, which is open. Keeping an eye out for that pesky ferrid, you sneak the tome into your room and close the door. You curl up on the bed, and settle down for a good read. Though the legibility of the writing is often questionable, what you can read you find fascinating. Make a first level SR on Luck. If you make it, go to 251. If you fail, go to 199.

188 "Bye," you say, and start for the door. "Hey! You didn't finish!" "That's right," you answer, and head down the stairs. "Okay. You asked for it," the ball says, then shouts "Help, master! Thieves, here to rob you!" A blinding light flashes before you. Make a first level SR on Dex. If you make it, go to 72. If not, go to 160.

189

The shelves are laden with numerous jars, bottles, and vials, with labels such as 'mummy dust', 'oil of infant', and 'lizard extract'. There are a few unlabeled vials among them. A small selection of books is also present, ranging in subject from *Thaumaturgy Made Easy* to *Edmund's Esoteric Evocations*. If you care to examine the unlabeled vials, go to 202. If you would like to examine the apparatus on the bench, go to 259. If the tome is more to your liking, go to 119.

190

You scream and flail your arms wildly, trying to grasp anything you can to stop your fall. Make a first level SR on Dex to halt your descent and/or land safely. If you are successful, go to 201. If you aren't, go to 194.

191

You decide that you'd rather not follow what was frightening you back to its lair. Instead, you say good-bye to Insi and head off down the left-hand passage, which widens out to 6 feet. When your hand brushes the wall, it begins to give off a greenish light. Then the corridor turns. You turn with it, and find yourself facing a red silken curtain hung from wall to wall across your path. On it is a design, either of a stylized flower or a number of arrows pointing away from a common point, woven into the fabric in gold and black. You sense magic, both in the curtain itself, and beyond. If you want to go on, go to 180. If you'd rather leave, go to 129.

192

You are left in awe by what you have seen -- a piece of heaven. You look away from the ball and ponder what you have been privileged to view. Pick up 1 IQ point. If you wish to check out: the skull, go to 77; the tome, go to 45; the curtains, go to 82. If you've had enough of the Study and want to leave, go to 115.

193

When you regain consciousness, you become aware of small, furry hands gently rubbing your cheeks. A timid voice says, "O, do be all right! I didn't mean any harm." By the dim glow of a small ball of light, you see a strange creature. It is roughly 3 feet high, with a round, furry body, a timid, worried-looking face, and feet three sizes too big. Seeing that you are awake, it backs off, picks up the light-ball, and smiles nervously. You take stock of the situation. The

Door is totally impervious to magic. There is also no handle or latch on this side, so you can't open it from here. If you want to talk to the creature (does it know a way out?), go to 208. If you want to explore on your own, go to 204.

194

You scream until you land at the bottom of the stairs. Kerthump! But how far did you fall? Roll 1d6. If you roll 1-2, go to 205. If 3-4, go to 85. If 5-6, you were almost at the top when you fell (some 80 feet), and are now quite dead. The ferrid saunters over and starts sampling your remains.

195

Only enchanted weapons affect this thing, which has a MR of 86 (9 hit dice). If your weapon is magical, keep hacking until it kills and eats you, body and soul, or you kill it (go to 122). If you have ensorcelled your own weapon (Vorpall Blade or Whammy), and don't kill the thing in one combat turn, or you didn't have a magical weapon to begin with, you are in a heap o' trouble. Make a third level SR on Dex. If you make it, go to 133. If not, you are grabbed by this unspeakably loathsome thing. Go to 175.



196 You take a long, thin piece of metal you just happen to have in your belt pouch (your 'good luck piece' right?) and proceed to pick the lock. It isn't too happy about being poked, but there's nothing it can do about it in so short a time. The door swings open. Go to **70**.

197 Ignoring the noise, you set off down the wider passage. Touching the walls here causes them to give off a greenish light. You travel on for a bit. Then the passage turns. Across the way at this point is a red silk curtain hung so as to completely block the passage. This curtain has a design woven into it resembling a stylized flower or a group of arrows pointing away from a common point. You sense much magic. If you want to pass the curtain, go to **180**. If you would rather not, go to **129**.

198 With your flickering flame, you venture into the darkness beyond the Door. The floor is uneven stone, quite wet in spots. A smell of damp decay fills the air, and grows stronger with every step. The corridor itself is rough-hewn from the rock, about 4 feet wide and 6 feet high. Slowly you move forward trying to avoid the worst of the puddles. The muttering gets louder as you proceed. Then the corridor branches. To your right lies the source of the muttering. To your left, the passage widens out to about 6 feet. If you wish to go right, go to **215**. If left, go to **197**.

199 The tome is so interesting that you don't notice your master's return. You remain unaware of that fact until you hear a low cough. You look up, and see your master standing in the doorway. He doesn't look at all pleased. He extends one hand for the tome, which you give him. Then he leads you by the ear to the moat, which hasn't been cleaned in a long time, and hands you a scrub brush. A small one. Pick up 80 EP and have fun cleaning the moat. O, and don't forget to finish the mopping when you're done.

200 As you stare, the center of the ball clouds and darkens. A picture slowly forms within. You see a neatly bearded old man seated in a comfortable chair reading a large book. As you watch, he glances up and stares straight at you. You recognize your master about the same time that he recognizes you. He frowns. Make a first level SR on Luck. If you make it, go to **209**. If luck fails you, go to **74**).

201 That was close. You managed to claw your way back onto the stairs and pant for a moment. But adventure still beckons. If you want to visit the East corridor room, go to **10**. If you prefer the Door of Strange Noises, go to **182**. If you still want to visit the Study, you crawl to the top of the stairs. Go to **212**.

202 You gingerly pick up one of the unlabeled vials and examine it without opening it. After looking at all of these vials, you note that none of them appear to be empty. If you wish to open one of them (they are all sealed with wax), make a first level SR on Luck. If you make it, go to **213**. If not, go to **230**. If you would rather not open one, go to **258**.

203 You do your best to dust the ball off with your free hand. You even manage to get most of the dust out of the intertwined snakes that form the stand. "I'm finished. Now let me go." "I'll think about it," the ball says. Roll 1d6. If you roll an odd number, go to **210**. If you roll even, go to **220**.

204 The creature seems harmless enough. Giving your head a final shake, you decide to ignore it, and go back to the fork in the corridor. The creature, which has been following you, dodges off down the right-hand passage. Shortly afterwards, you hear a door slam off in that direction. Exploration down the right passage reveals a small, closed door which refuses to open to brute force or magic. Exploring the left passage may bring better results. Go to **172**.

205 Fortunately, you hadn't gotten very far. You fall about 30 feet. Take 6 hits. You can crawl back to your mop and forget the whole thing. In that case, pick up 50 EP. When Servald gets home he notices your injuries. After consulting the ferrid, the story is out. He heals you, and gives you the lecture on staying-out-of-places-you-shouldn't-be. Or you can cast a 'Poor Baby' on yourself, rest up a bit, and then: a) attempt the stairs (return to paragraph 21); b) go check out the East corridor room (go to 10); c) try the Door of Strange Noises (go to 182). If you can't cast 'Poor Baby', ignore the rest and go directly to option a, b, or c.

206 Your improvised lock pick isn't very good and you spend quite a bit of time fumbling with the lock. It gets madder and madder. Suddenly it yells, "Okay, you asked for it!" Roll 2d6 and make at least a 5. If you are successful, go to 224. If not, go to 214.

207 This room is too small for dodging to be successful for long. And does the thing really have more tentacles now than it had when you started? You jump when you should have ducked and get thoroughly grabbed by the hideous black thing. Go to 175.

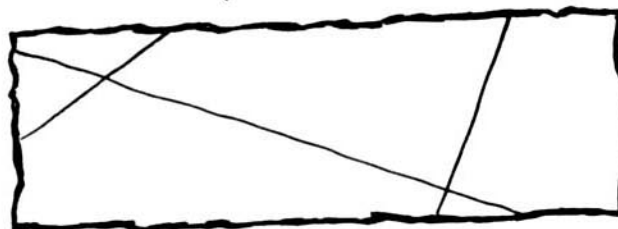
208 "Who are you?" you ask. The creature scrunches down, trying to look smaller than it already is. "I'm Insi," it replies, curling into a ball of brown fluff. You try to speak in a quieter voice. "Well, Insi, did you see where that thing that was chasing me went?" "Uh, that was me," it says, smiling sheepishly. "I'm the one who makes the noise. The master wants me to. I didn't want to hurt anyone, though. Really, I didn't. You frown and rub your head gently. Further questioning reveals that Insi doesn't know of another way out. If you want to follow Insi back to its lair down the right-hand passage, go to 222. If you want to explore the left passage, go to 191.

209 Servald stares at you a moment longer. Then he says "Apprentice, get back to that mop NOW!" You take off down the stairs, knocking over the surprised ferrid in your haste, and don't stop until you reach your mop. Pick up 75 EP. Back in the Study, the figure in the crystal ball fades out with a faint chuckle.

210 After an uncomfortably long pause, it sighs. "Oh, all right. You can go." It frees you and goes dark. You back away. Pick up 25 EP. If you wish to examine: the skull, go to 77; the tome, go to 45; the curtains, go to 82. If you'd rather just leave the Study, go to 115.

211 You've done your best. Now you can only hope that the stories you've heard from other apprentices are true. "Servald!" you scream desperately as the thing prepares for the kill. "Heeeeeellp!!" Make a first level SR on Luck. If you are successful, go to 114. If you are not, go to 124.

212 The Study door is oak, with ornate iron hinges and lock. The lock is cast in the shape of a fat, round face with pursed lips and is, not surprisingly, locked. The keyhole lies between its lips. If you want to use magic to open it, choose a spell and go to the Magic Matrix (page 40). If you want to try picking the lock, make a second level SR on Dex. If success is yours, go to 196. If you fail, go to 206.



213 The wax crumbles easily as you pry the stopper loose. Nothing leaps out at you. Your vial contains a clear, oily liquid that smells faintly of herbs. You may either touch/taste the contents of the vial (go to 229) or leave well enough alone and examine the apparatus (go to 259) or the tome (go to 119).

214 Why it never dawned on you that a wizard's Study would have stronger safeguards than a mouthy lock will probably never be known. You smell ozone a second before you're hit by an incredibly powerful bolt of pure magical energy. Take 30 hits. If you still live, go to 83. If not, you are a crispy critter, and very dead. Sorry, for you the story ends here.



215 You cautiously make your way down the right-hand passage. The muttering grows louder as you approach. Then, suddenly, it stops. The silence is deafening as you pause. Yaaaaiiii! Almost in your ear, a loud scream shatters the stillness. If you run back the way you came, go to 226. If you freeze in place, go to 167.

216 There is no way that you are going to keep your master from noticing that something's happened in here. So, you aren't even going to try. You go back upstairs and greet Servald when he returns. He then goes promptly to his lab. This is followed by an immediate summons for you. Make a second level SR on IQ. If you make it, go to 112. If you fail, go to 128.

217 "Who are you?" you ask, looking over the frightened creature. It is 3 feet high, covered with brown fur, with a round, worried face, and feet three sizes too big for it.

"I'm Insi," it finally says. "The master wants me to scare things away. I'm supposed to make a lot of noise, and they're supposed to run."

Further questioning yields little information, save that there is no other way out. Insi then invites you back to its home in the right-hand passage. If you accept the invitation, go to 222. If you want to check out the left-hand passage, go to 191.

218 You grab the ball. It is pleasantly cool to touch. It is also immovable, and now you're stuck to it. Several futile attempts to escape prove that brute strength isn't enough. Since you can't use one hand (at the very least), magic is also out (your Dex is greatly impaired). If you wish to stay here until your master returns, go to 104. If you want to examine the ball more closely, go to 168. If you absolutely must get free and wish to cut yourself loose (assuming that you have a knife or other cutting tool), go to 228.

219 You should have suspected that this room would be guarded against theft. The curtain reacts to the tome's presence by sending a bolt of raw power through your body. The tome falls to the floor, unharmed. You, however, have been thoroughly crisped, and are very dead.

220

"I said 'might'," it says and keeps its hold. It also refuses to answer any of the curses, pleas, etc. that you direct at it. You can either wait for Servald's return (go to 181) or, if you are truly desperate (assuming you have a cutting tool), cut yourself loose (go to 228).

221

Whether you increased your own speed or decreased the thing's matters little, the overall effect being the same. You may now try another spell (go to the Magic Matrix, p. 40, paragraph 146), fight it with weapons (go to 195), or dodge (go to 256).

222

You follow your strange companion down the right-hand passage and into a small (7 foot diameter) room. At its center are a low-set table and two cushions. "It may be a while before the Door will let you out," Insi explains. "Meanwhile, would you care for a game of cards?" It pulls out a deck of colorful cards, not much different from others you have seen as far as the suits used. If you want to play cards, go to 231. If you're not interested, go to 177.

223

Whether you zapped your weapon with a spell, have an enchanted weapon, or are using an ordinary one, the result is the same. Before you can strike, the ferrid runs back to the Door. You follow and find the Door locked against you. When Servald returns, he finds a cheerful ferrid and a rather hungry apprentice. He lets you out, gives you something tedious to do, and goes off with the ferrid. Pick up 30 EP for the experience and get to work.

224

It doesn't take much intelligence to realize that the lock isn't bluffing. You jump quickly away from the door, in time to avoid the bolt of energy that scorches the spot where you were. You smell lots of ozone and scorched hair (yours). But which way did you jump? This landing is pretty narrow. Make a first level SR on Luck. If you make it, go to 234. If not, go to 244).



225

You lift the vial from its resting place and sample the liquid within. Roll 1d6. If you get:

1-2) You get a cloud of butterflies, which fly 'round your entire body, surrounding you with a glorious mantle of color. All too soon it dissolves into mist. When you next look in a mirror, you have trouble recognizing yourself. Pick up 3 CHR points.

3-4) You receive a cat-type tail, which springs suddenly from your rump, furred to match the color of your hair. It isn't prehensile, but should, with practice, add to your chances of making any long leaps you try. You start wondering how you'll explain this development to your master. (Requires a 5th level Dis-Spell to remove).

5-6) You are hit with an attack of the shakes -- which leaves your muscles somewhat worse for wear. You do, however, avoid biting your tongue. Lose 1 ST point.

My, wasn't that interesting. You wish you could get that cinnamon-whatsit taste out of your mouth. Later, perhaps. If you want to explore a bit more, go to 258. If you'd rather leave, go to 239.

226

With a tremendous leap, you jump away from the noise and land running. Slipping and stumbling on the rough, wet floor, you run faster than you ever thought you could. The terrible wail seems to be right on your heels. Make a first level SR on IQ. If you make it, go to 111. If you don't, go to 126.

227

You decline the invitation and head back to the left passage. "Touch the wall," says Insi, "and it will give you light. And do be careful, won't you? Please? It's not very nice down that way."

The left passage widens to 6 feet. Touching the walls does produce a greenish light. The corridor goes on a while, then turns. Around that turn, a red silken curtain completely blocks further progress. It is plain, save for a design woven into the fabric in gold and black at eye-level that is either a stylized flower or a group of arrows pointing away from a common point. You sense magic ahead. If you want to pass the curtain anyway, go to 180. If you'd rather leave, go to 129.

228 You work a hand loose enough and draw your knife. Taking a deep breath, you gather your courage and try to slip the blade between your hand and the ball. You just **know** this is going to hurt. Make a first level SR on Con. If you succeed, go to **123**. If you don't, go to **76**).

229 Nothing ventured, nothing gained. Or should that be, 'no pain, no gain'? You gather up your courage and either sip or pour some of the vial's contents into your hand. Either way, the effect is the same. Roll 1d6 to determine what happens.

1) Super-strength vitamins: You feel much better now. Add 1 point to your Con.

2) Hair Tonic: Your entire body, excepting face, palms, and soles, is now covered with short, thick hair. Have fun explaining this to your master. If you do a good job and/or he's feeling nice, he might get rid of it for you. (Requires a 4th level Dis-Spell to remove.)

3) Swamp Muck Extract: This one doesn't agree with you at all. You throw up everything you even *thought* of eating. Lose 1 Con point, permanently.

4) Essence of Leprechaun: Gain a fondness for shamrocks and add 3 points to your Luck.

5) Tincture of Light: Your entire body now glows faintly, but noticeably, in the dark. (Requires a 4th level Dis-Spell to remove.)

6) Snake Venom: You writhe on the floor, feeling utterly miserable, for much too long. When the shakes and cramps stop, you are left with slight muscular tremors. Servald probably won't be asking you to polish his leaded crystal goblets anymore. Lose 1 point of Dex permanently.

After a few minutes to cope with what's happened to you, you consider your options. If you have finished your explorations and would like to leave, go to **239**. If you want to stay a bit longer, go to **258**.

230 A sharp hiss follows the breaking of the vial's wax seal. You are enveloped in a blue mist that quickly fills your lungs. This should alarm you but it's such a soft, gentle mist. You fall into a very deep sleep and pass into death without even noticing. Rest in peace.

231 "Anything to pass the time," you say, and sit down on one of the cushions. The game Insi wants to play is an odd variant of Poker, with betting. Anything of value (coins, clothes, etc.) can be bet. The rules seem fairly simple. If you still want to play, go to **238**. If you're not into gambling, go to **250**.

232 You manage the spell without a single problem and are instantly invisible. It grabs you anyway as it has an excellent sense of smell. Not to mention touch. It wraps its long, black tentacles around your body. Go to **175**.

233 Leaving the Door open behind you, you are able to see almost as well as in daylight. The floor is rough and wet. The damp, musty odor of the place is strong, but doesn't bother you once you get used to it. The corridor itself is 4 feet wide and 6 feet high. As you continue, you notice that the muttering gets louder. Then the corridor divides. To your right, the source of the noise. To your left, the passage widens to 6 feet and continues on out of sight. If you want to go right, go to **155**. If left, go to **197**.

234 You land squarely on the step just below. The lock laughs. "Try it again, and you'll get the same. I'm ready for you now!" You decide that you didn't really want to visit the Study after all. Pick up 10 EP. If you want to check out the secret room in the East corridor, go to **10**. If you'd rather explore the Door of Strange Noises, go to **182**).

235

Your hands gently caress the leather binding as you lift the tome from its stand and turn towards the door. Make a fifth level SR on Luck. If you fail this, you are dead, dust, and gone. If you make it, you come to, face down on the floor. The tome is back on its stand. You have no desire to mess with it further (it wouldn't open if you tried, anyway). If you still wish to check out: the skull, go to 77; the curtains, go to 82; the crystal ball, go to 159. If you want to leave the Study, go to 115.

236

You look at the tray of powder-filled dishes, select the one that meets your fancy and add it to the main opening. The apparatus bubbles and hisses, shakes a bit, and finally prepares to pour something into the smoky glass vial. Make a first level SR on Luck. If you succeed, go to 245. If not, go to 183.

237

You sigh, and settle down for a long wait on the cold, uncomfortable floor. When Servald comes, you complain about the ferrid ('It chased me!'). Then the ferrid has its say. Servald listens to both of you, then sends you back to your mop, and the ferrid back to the fireside rug. Pick up 35 EP.

238

Insi flexes its fingers and starts shuffling the deck. Then your companion deals out the cards. It's time to play. Gambling requires skill -- and luck -- to win. Make a second level SR on Luck. If you succeed, go to 246. If you fail, make a first level SR on Luck. If you make this, go to 255. If you don't, go to 93. If you failed critically (i.e. rolled less than 5), go to 105.

239

Much as you'd like to stay, you've been down here quite a while and should probably leave to avoid having your master catch you here. And something tells you that wouldn't be a good thing. Make a first level SR on Luck. If you succeed, go to 185. If not, go to 97.

240

If the total of your IQ, Luck, and CHR is greater than or equal to 30, the ferrid takes off down the corridor at a dead run, finally stopping under Servald's bed. It stays there for a long time. In fact, you don't see it again until your master gets home. You reach the Door and leave. Pick up 20 EP and return to your mop (go to 260). If the total is less than 30, the ferrid only becomes more intent on keeping you here. Go to 137.



241 This thing has lots of limbs, so it's going to be difficult to evade. In fact, it seems to be growing more tentacles as you watch. Make a second level SR on Dex. If you make it, go to 133. If not, you get grabbed. Go to 175.

242 You grope your way down the corridor until you come to a branching of ways. The floor is rough and you occasionally step in a puddle as you proceed. A musty smell fills the air. The noise, which has been growing in volume as you came further in, seems to be coming from the right-hand passage. To your left, the passage feels wider. If you go right, go to 215. If left, go to 197.

243 There's something nasty in here and you don't want to see what it is! You dive for the curtain, which emits a blinding flash of light after you pass through, and run for the exit. Stumbling along, you make it back to the Door, which is slightly open. You dive through and head up the stairs, barely registering the sound of the Door closing behind you. Pick up 30 EP. Mopping never felt so good. Go to 260.

244 This is definitely not your day. You jumped off the staircase entirely. Scrabbling madly, you grasp for purchase on anything remotely in reach. Make a third level SR on Luck. If you make this, go to 254. If not, go to 81).

245 With a final belch, the apparatus produces a liquid, which dribbles into the vial. It smells very strange, sort of cinnamon, with a hint of ... fish? If you wish to taste/touch this liquid, go to 225. If you'd rather let it alone and examine the rest of the room, go to 258. If you're finished exploring and want to leave, go to 239.

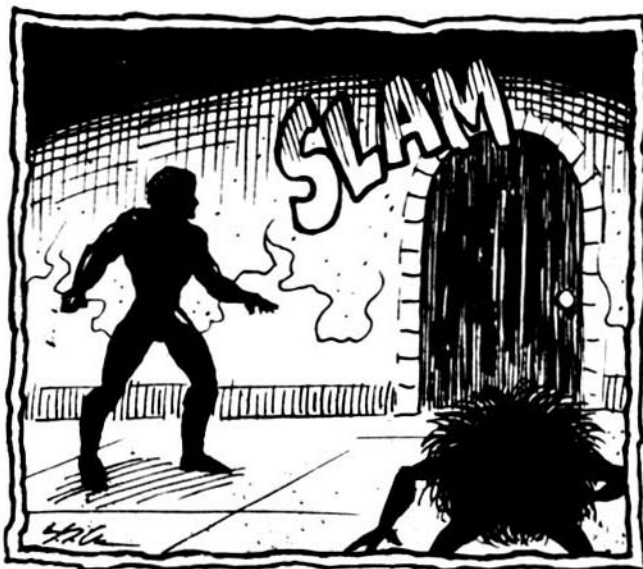
246 You were very successful. Your winnings include 20 silver pieces, 50 copper pieces, and a small bag of dust which (so Insi says) will blind any living thing for 7 turns if it is thrown into its eyes. Insi walks you back to the Door, which can now be opened, and waves good-bye as you head back up the stairs. "If you want to stop by and play cards again, just knock

three times," the little creature calls after you. Then the Door swings shut, and the wailing starts again. You smile, and think you might just take Insi up on that offer. Pick up 100 EP and return to mopping.

247 You try to dodge, but you zig when you should have zagged. The hell-hand seizes you in its incredibly powerful, hot, scaly grip and slides back through the pentagram to its place of origin, where you meet its owner. The meeting is brief -- and fatal -- for you. Your final scream echoes through the lab for a long, long time.

248 You tense every muscle to its limit and lunge for freedom. Surprised by your sudden strength, the thing flinches, allowing you to slip free. Take 5 hits on your CON from abrasions caused by contact with the thing's 'skin'. If you survive, you may use magic against it (go to the Magic Matrix, p. 40, paragraph 146) or yell for help (go to 211). If you are killed, you are spared having to worry about escaping this room.

249 Stopping suddenly, you turn -- and a small furry creature runs into you with a squeak. It bounces back against a wall and watches you warily. Meanwhile, the Door has closed, and no amount of pushing can budge it. The creature seems harmless enough. If you want to talk to it, go to 217). If you would rather ignore it and explore by yourself, go to 204.





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250 Insi is a bit disappointed, but offers to show you some card tricks instead. Those nimble furry fingers can do some amazing things with cards. Even on the back streets of home you've never seen anything like it. Then Insi offers to teach a few tricks to you. Make a second level SR on Dex. If you succeed, go to 95. If not, go to 108.

251 Fortunately, you hear your master enter the main door. Slamming the tome shut, you grab it and bolt for the Door of Strange Noises. You make it to the reading stand in record time, replace the tome, and run back to your room. Just before you reach it, you hear Servald call your name, and change course to meet him. "Sleeping?" he asks, handing you his cloak. "No," you say, "I was doing a little studying." Pick up 100 EP and 1 IQ point, and hope your master doesn't find out just **what** you were studying.

252 "Ah - I heard an awful shrieking down here, so I came to see what it was, and -- uh -- I just found it like this," you say, not meeting his eyes. "I was trying to clean it up before -- you -- got -- back?" Servald isn't buying a word of this. "Stupidity is one thing I don't tolerate," he says. "If you're going to lie, do it right, or don't bother." He turns you into a bookend and puts you on a shelf, then sets about fixing up his lab. He might eventually change you back to your normal form -- in a few hundred years or so.

253 You just couldn't maintain the proper cadence in your chanting. Of maybe it was that unfortunate sneezing fit. As a consequence, the pentagram fails to activate fully. Whatever the spell normally calls up is swept aside by an immense, scaly, red hand that rises up out of the pentagram's center and reaches for you. Make a second level SR on Dex. If you are successful, go to 117. If you fail, go to 247.

254 'Lucky' should be your middle name, 'cause you really are. You grab onto the staircase a half spiral down from the landing. Shaking, you drag yourself back to safer ground. You sense a great increase in the level of magic at the door and decide not to push your luck by fooling with it again. If you want to explore the East corridor room, go to **10**. If you'd like to check out the Door of Strange Noises, go to **182**).

255 You did slightly better than break even. Pick up 30 coppers. Insi walks with you to the now-open Door and tells you to feel free to drop in any time. "Just knock three times," it calls as you leave. The Door closes, and you head back to your mop. Pick up 50 EP.

256 The spell helps your movement tremendously, but it doesn't compensate for the size of the room. Is it just your imagination, or does the thing have more tentacles now than what it started with? Make a second level SR on Dex. If you make it, go to **133**. If not, you are grabbed. Go to **175**.

257 You gingerly lift the tome from its stand, and tuck it under one arm. Then you lose no time heading for the exit. Make a second level SR on Luck. If you succeed, go to **187**. If you don't, go to **219**.

258 As you turn away from the former object of your interest, you notice that the room seems much darker than when you entered, almost as if the shadows were thickening and pressing in upon you. You sense some very bad magic vibes. If you bolt for the exit, make a first level SR on Dex. If you make it, go to **243**. If you fail, go to **109**. If you wait to see what's causing all of this, go to **146**.

259 Upon the bench, which follows the wall halfway 'round the room, is a collection of glass, metal tubing, and other, less identifiable things which defies description. Along its length various vials bubble, gurgle, and steam. There is one smoky glass vial at what appears to be the end of the apparatus, perhaps for collection of

the final product. If you wish to add something to the apparatus (there are a number of powder samples next to it), go to **236**. If you would rather examine: the shelves, go to **189**; the tome, go to **119**.

260 You are diligently mopping the corridor when Servald returns from his convention. He pats the ferrid as he drops his cloak on a chair for you to put away later, then asks, "Anything unusual happen while I was out?" "Not a thing, sir," you say, somehow managing to keep a straight face. "Fine, fine. Keep up the good work," he says, and heads for his favorite chair in front of the fire. The ferrid catches your eye and slowly winks one of its own, then curls up at Servald's feet. You suppress a chuckle. Pick up 100 EP and start thinking of things to do the next time your master's away.



Magic Matrix

Find the number of the paragraph that sent you here (or the one to which you were referred) in the extreme left-hand column. Then find the spell you cast, and read the result. A number indicates the paragraph you should proceed to. An 'x' means that the spell cast had no effect, and returns you to the paragraph from whence you came. A 't' means that your spell didn't work. If you are in combat, your opponent gets a free swing at you. If you survive, return to the paragraph that brought you here. If not, your worries are over, as your character is dead.

P#	TTYF	OGA	KK	<i>First Level</i>			HH	<i>Second Level</i>			W
				OTIS	WOW	VB		GL	LF	Mir	
11	42	14	52	52	52	52	52	52	52	52	52
3	42	14	52	52	52	52	52	52	52	52	52
34	58	x	5	142	186	[x]	[x]	[x]	[x]	[x]	[x]
75	60	[x]	[x]	[x]	118	140	127	[x]	[x]	[x]	140
92	84	110	[t]	[t]	[t]	103	121	130	130	[t]	103
110	84	[x]	[t]	[t]	[t]	103	121	130	130	[t]	103
121	84	110	[t]	[t]	[t]	103	[x]	130	130	[t]	103
130	84	110	[t]	[t]	[t]	103	121	[x]	[x]	[t]	103
96	46	[t]	[t]	[t]	[t]	138	[t]	53	53	61	138
144	84	110	[t]	[t]	[t]	116	121	130	130	[t]	116
212	58	[x]	[35]	142	186	[x]	[x]	[x]	[x]	[x]	[x]
146	150	170	[t]	[t]	[t]	195	232	221	221	[t]	195
129	[x]	240	[x]	[x]	[x]	223	148	174	174	[x]	223

Spell abbreviations: TTYF=Take That, You Fiend; OGA= Oh-Go-Away; KK=Knock Knock; OTIS=Oh There It Is; WOW=Will-o-wisp; VB=Vorpal Blade; HH=Hidey Hole; GL=Glue You; LF=Little Feets; Mir=Mirage; W=Whammy.

SORCERER SOLITAIRE



*New Version Rewritten by
James L. Walker*

*Original Version by
Walker Vanning*

Sorcerer Solitaire was originally published By Flying Buffalo as Solo #10. That book (by Walter Vanning) has been out of print for some time. This new version is completely rewritten, with some of the concepts from the original Sorcerer Solitaire intergrated into this new version.

Sorcerer Solitaire

Introduction

The rain on the slates covering the east wing of the Aged One's Sanctum beats a strange rhythmic counterpoint to your thoughts as you travel the full length of the Hall of Contemplation. The Master's summons had been no surprise. He recently interviewed several young magi. You assumed that the Aged One was searching for an apprentice to replace you. After three long years of study and work it is time for your ascension to journeyman mage status.

The great doors at the terminus of the Hall open at a word of command from within before you can touch the opening lever. You hear the Master's voice from inside.

"Come in, my friend. I welcome you to my study." The Aged One looks much the same as he did three years ago when you interviewed for your apprenticeship. According to legend among the servants and students who live and work and study in the sanctum the Master has looked this way for all time. With magic as a factor it is impossible to discount this rumor.

"As you know I have recently undertaken a second apprentice magician. I did this in order that you might advance to the journeyman level of study. I trust that this is something that you wish to do?" This question was purely rhetorical. Your life has had this goal as its focus for the last half a decade.

"Taranwn Wildchild will serve me from this point on. You must undertake a Quest to commence your journey into the more esoteric realms of knowledge which a journeyman must master." A Quest! Of all of the methods open to the advancing apprentice, the Quest was the most arduous! If the Aged One has chosen the Quest, then he must indeed think highly of his former apprentice!

"After much reflection I have found a suitable quest. You must go to the village of River's Edge where you will contact Kessel Joris, a local hunter. Kessel will guide you to a large manor located in the forest north of town."

"Vaning Manor, as the locals call it, has been vacant for the last fifty years. I know some of the history of the place. The last Lord Vaning died soon after it was constructed. He, his new bride, and all his servants fell prey to a strange creeping malaise. No one could understand what was happening. Now I fear that the evil is returning to Vaning Manor. I want you to find out what is going on and do whatever you can do to stop it."

"Further, the Princess Nanus of Robert's Hold recently disappeared near the Manor. I can't help but think that the two are interrelated. I hear that there is a large reward for the safe return of the Princess."

After taking your leave of the Aged One you set out on your journey. Kessel Joris proves easy to find, and you set out for Vaning Manor with your somewhat surly guide. Go to 1.

Note:

Sorcerer Solitaire is an adventure for Mages exclusively. Non-mages will have a lot of trouble with most of the adventures and will almost certainly die horribly. Your character should be no higher than level three and should have no more than 30 combat adds.

Anytime that you are told that you can rest for a number of turns you may cast healing spells on yourself if you need to, however remember that the strength you use must be restored by rest during this time.

Any time at all you may cast Will-o-Wisp for light unless the paragraph you are at negates this spell.

In any combat you may cast Take That You Fiend or Blasting Power as your attack. This will negate the necessity of referring to the magic matrix every time.

Several times you will be told that you restore one or more constitution points spontaneously during the adventure. This is because of the intervention of good spirits on your behalf. It should not be depended on for healing, but it might help out in some situations.

Always remember to write down the paragraph you came from when referring to the magic matrix. You will not always be told which paragraph to return to even though you may have to do so.

I hope that you enjoy your adventures in Sorcerer Solitaire. Good Delving.

This version of Sorcerer Solitaire is dedicated to Walker Vaning, without whom it would not exist, and to all the persons who helped out with the original Sorcerer Solitaire:

Bill Moore, Gary Webb, Susan Roberts, Jim Walker, Liz Danforth, and Ken St. Andre.

To this list I would like to add Claude "Rusty" Watrous III, Lisa Star Walker, Rick Loomis, Steven Crompton, and Kenneth Jones.

Without the contributions of all of these persons Sorcerer Solitaire in any form would not exist.

Thank you all.

1 The night winds howl an evil refrain to your thoughts as deep velvet clouds hide the green and gibbous moon from your sight. Weird night creatures prowl the fog-cloaked clearing your guide has chosen to stop in. He pauses to take a pull out of a small silver flask produced with notable dexterity from his back pocket. "Nasty night out, Eh? You ain't gonna find Kessel Joris goin' no closer to yon evil digs! I ain't paid ta get myself grabbed by no ghosties nor ghoulies!"

With a last gulp from his flask, the grizzled old man drops your pack at your feet and takes shelter under a gnarled and mossy oak tree. "I'll await your return, Mage. If you ain't out by daybreak I leave. "Good Luck, you'll need it!"

Taking up your pack, you walk on down the path until you come to an old, half-rusted and fallen gate. The words "Vaning House" can still be read, worked in wrought iron over the gateway. Flashes of lightning illuminate the ancient and sprawling ruin that was once the home of one of the most influential families in the kingdom. Now, it is nothing but a ruin rumored to be the home of ghosts and worse. Pondering thoughts of mortality and the fallen mighty, you approach the manse.

The building storm sends blinding bolts of lightning to the ground. In this uncertain light you can make out the wooden shutters nailed over the windows of the house. The crumbling steps lead up to the front door which is sealed by a heavy padlock and chain.

A Knock Knock spell makes short work of the padlock (subtract the strength). Lightning strikes a tree nearby, a formidable reminder of the coming storm. If you wish to make a foray into the unknown dangers of Vaning House, go to 8. If you choose to remain on the front steps, go to 15.

2 As you approach the skull it brightens: its radiance fills the room. You can feel yourself changing, your skin grows hot, your bones creak and your muscles burn. Falling to the floor in agony, you wonder if you can survive this metamorphosis. What seems like hours later you begin to rise, a new being. Roll 1D6 and consult the following table.

1= Go to 29	4= Go to 49
2= Go to 36	5= Go to 10
3= Go to 43	6= Go to 17

The shards of the now-destroyed skull litter the table upon which it sat. Go to 45.

3 Make a saving roll on luck (20-LK). If you miss this roll, go to 23. If you make the roll, you will travel down the corridor in the dark without noticing anything. If you make the roll go to 16.



4 You wait for a short time, then you hear the Troll's boots as he returns. You may cast magic by going to the Magic Matrix (note this paragraph so you can return here when you're done), or you may ready a weapon and go to 18.

5 The magic of your spell reveals a concealed door on the wall across the landing from you. You may flee through the hidden door by going to 161, or you may return to 24 and take some other option excepting that you will not have time to cast another spell.

6 "Moooooooooaaan!", the ghost cries out, agony distorting his already ghastly features. His fingers clutch at you, cold waves coming from the dead digits. "Oooooohhh! You shall pay for this!" The ghost will disappear before you can attack again unless you can make a dexterity saving roll against his Speed (28-dexterity). If you miss, he gets away, and may return to plague you at another time. If you make the roll, you will get off your second Take That You Fiend. Return to 48 and continue from there.

7 With very little warning a squid-like demon materializes out of the ceiling of the room. Your mind flashes to a lecture your master delivered when you were an apprentice magician, "Gopher, you must beware the danger of searching another magician's sanctum. Given enough time and motivation any wizard can summon all manner of horrible spirit, demon, devil, and monster to act as a guardian. These guardians are sometimes very powerful, and you would be hard put to defeat them if you are taken by surprise. Always check to see if these things are present before you do any other thing!"

Your homey flashback is interrupted by the squid-demon ripping you limb from limb. Close the book. You have died.

8 The door opens with a protesting shriek of tortured metal. You enter a dark foyer. In the afterglow of the lightning you can see a dimly glowing skull resting on an ornate pedestal in the center of the room. Behind the skull you can make out a stairway leading up. To your right and left are doorways. The floor is littered with the rotten remains of wall hangings and fabric furniture. Mice and insects scurry about underfoot. A musty odor permeates the atmosphere.

Suddenly, with a sound like the crack of doom, the door behind you slams shut. Turning back, you find it jammed firmly into its casing. If you would like to cast magic consult the Magic Matrix. If you want to go upstairs, go to 21 If you go through the door on the left, go to 28 If you go through the door on the right, go to 34 If you approach the skull, go to 2.

9 You slip when the step breaks, but manage to catch yourself before you suffer serious injury. In the dark beneath the stairs you see a bit of glittering something. Reaching into the cobweb festooned space you pluck a golden ring from it's hiding place. Casting a Detect Magic you determine that the ring is magical. It will cast the spell "Poor Baby" restoring 10 points of lost constitution. (10 uses of 1 con restored per use or 1 use of 10 con restored, your choice.) Afterwards, the ring can be sold for 30 g.p. Go to 24.

10 You have become noticeably more beautiful and graceful. Subtract 3 each from your Constitution and Strength, and add +5 each to your Charisma and Dexterity. Go to 45.

11 You begin to carefully sneak out of the closet. Make a level 2 saving roll on Luck (25-Luck). If you make the roll, go to 25. If you fail, go to 31.

12 You can see nothing on the stairs, however a chilling wind suddenly envelopes your body. Make a level one saving roll on Constitution (20-Constitution). If you make, go to 19. If you miss, go to 26.

13 Out of the corner of your eye you spot a squid-like demon materializing. You realize that you are about to be attacked by a powerful guardian demon of unknown power and ability.

Instantly your mystic training takes effect, justifying all those hours of grueling practice with tongue twisting dead languages! "Buttafingga!" you shout! "Nottafingga! Gorrudicadma!" These mystic words have an instant effect! The demon hesitates, leaving you a few seconds to escape the room. Make a saving roll on luck(20-LK) If you make, go to 52. If you miss, go to 60.

14 The second step you take sags, then with a groan, breaks under your weight. Take damage equal to the number you missed the saving roll by. If you die, close the book. Otherwise, you crawl out of the ruins of the stairs and continue on up without further incident. Go to 24.



15 The lightning flashes come fast and furious, the sky continually lit as the storm rages across the night sky. Thunder drowns out all other noises. The small creatures of the night run for the dubious safety of their burrows and nests. Too late, you realize your danger. A bolt of lightning streaks down out of the clouds like the finger of fate. Make a saving roll on your Dexterity (20-Dex) to see if you are struck. If you miss the saving roll, you will have to take 10 points of damage on your Constitution. If you survive, go to 1 and try another option. If you did not survive, you provide a much needed meal for the little forest critters.

16 Darkness cloaks you in its anonymity. Small creatures cry out as you pass by and sometimes on them. After a time you come to a bend in the corridor. The sounds you have been hearing all along resolve themselves into incoherent muttering and clicking. Go to 35 and ignore the first few sentences.

17 You have become somewhat taller and grown fur similar to that of a mountain lion. You further notice that you can see quite well -- even in the dimness of this room. Subtract 2 from your charisma now that you are a cat person. Add +3 to your dexterity and go to 45.

18 This ominous beast of a Troll charges you, showing every bit of his ferocity and tenacity. You may consult the Magic Matrix to cast magic by writing down your spell and going to its arcane listing.

The Troll has a monster rating of 30, which gives him 3 dice and 15 adds in combat. He uses his hands in combat, and is able to absorb 2 hits of damage in the skins and hair that cover his body. He will continue to fight until he has taken at least 15 points of damage, at which point his true nature will show through. This Troll is a bully! He will cut and run at this point, giving you a last, free shot at him. If you survive the Troll's savage attack, go to 221. If you are killed, close the book.

19 You shiver, but nothing bad happens. Return to 24 and take a choice you have not yet taken.

20 These books contain information on Sorcery, Enchanting, Necromancy, Numerology, Demonology, Conjuraton, and a hundred other arcane subjects. You reach to take one down from the shelf in order to flip through it's bounty of lore. Make a third level saving roll on IQ (30-IQ). If you make it, go to 61. If you miss it, go to 7.

21 The first step creaks threateningly under your weight. The second step sags precipitously. You begin to realize that this stairway is a death trap. Make a saving roll on your luck. (20-Luck). If you make the roll, go to 9. If you missed your saving roll, go to 14.

22 The closer you come to the end of the passage the louder the rumbling becomes. You can now smell a noxious, rank odor. Suddenly it comes to you: what you smell is unwashed Troll. What you hear is hungry Troll. You are now only a few feet from the source of the odorous and ominous rumbling! If you wish to cast any defensive magic, you may do so by consulting the Magic Matrix (p. 70.) When you are finished, go to 31.

23 You walk slowly down the corridor, trusting in your luck to guide you safely toward the light at the end. Your heartbeat seems to reverberate with pent-up tension. Your breath comes fast. You seem to imagine a hundred noisome critters sneaking up on you from every direction. When your doom finally comes, it is almost anti-climatic!

A single sharp click sounds. A grinding sends your nerves into a fever pitch. You turn to run! But you never get your step completed. A sharp spike strikes you just above the 4th vertebrae, rips through your vitals, and protrudes sickeningly from your chest.

As the trap slowly begins to recycle, you wonder what it was doing in a hallway in a house anyway! The only way you will know is to haunt this home of death! Close the book.

24 At the top of the stairs is a small landing. As you come onto the landing a chill envelopes you and the faint illumination that is a natural feature of the house dims. (You may make a light if you wish. Cat Eyes will work.)

Laughter slinks up the stairway from below and chains clink in the distance. An eerie feeling of dread begins to creep up your spine like a spider on a web of bone.

You see an iron-bound door across from you. If you wish to cast a Knock Knock spell at the door, go to 51. If you wish to cast an Oh, There It Is, go to 5. If you look back down the stairs to see what is coming up them, go to 12.

25 You are able to elude the noxious Troll. Take 85 experience points and go to 38.

26 You shiver, your teeth snapping against each other, your breath coming in harsh gulps. You lose 1D6 from your Constitution from the intense cold. Return to 24 and take a choice you have not yet taken.

27

The beakers, bottles, and vials contain all manner of interesting stuff; mummified lizard tails, crushed ant mandibles, dried mandrake root! You have discovered a veritable storehouse of alchemical ingredients! You begin to root through the stuff on the table with greedy abandon!

Suddenly, out of the corner of your eye, you spot a squid-like demon materializing. You realize that you are about to be attacked by a powerful guardian demon of unknown power and ability.

Instantly your mystic training takes effect, justifying all those hours of grueling practice with tongue twisting dead languages! "Buttafingga!" you shout! "Nottafingga! Gorrudicadma!" These mystic words have an instant effect! The demon hesitates, leaving you a few seconds to escape the room. Make a saving roll on luck. If you make, go to 67. If you miss, go to 60.

28

You stumble, falling through the rotten floor of Vaning House. Dust and debris cushion your fall, preventing you from taking any damage. You find yourself in one of the basements of the old house. The way back up is blocked by wreckage. You can proceed down a short tunnel-like hallway. There is sufficient light coming from the far end for you to see vague shapes. Several small furry creatures with long tails scurry away at your approach. Large bones litter the floor. You think that they might be human bones. The hallway grows suddenly cold and dark. You can hear something growling, coming toward you from the opposite end of the passage. You have only two choices; you can search the tunnel or wait to see what is at the other end. If you do an "Oh There It Is", go to the Magic Matrix (p. 70). If you search the corridor without using magic, go to 152. If you prefer to make your way through the bone littered passage without searching, go to 22.

29

You change your outward racial aspect — thus, you would look like the racial type indicated, but not have any of the attribute adjustments listed under the racial attribute modification table. Roll 1d6 on this table:

1-3 = Human

4-5 = Elf

6 = Orc

(if you roll your own race, then you lucked out and do not change.) Go to 45.

30

You hear a rushing sound from behind you as you turn to go. A huge, hairy, warty green arm reaches over your shoulder and grabs your throat. As you gasp for breath, you feel a sudden sharp pain on the back of your head, and then all is black. Too bad, so sad. Never turn your back on an unusual growling sound. You can never tell what it might be. Go to 37.

31

Terror grips your heart as you see an immense green troll dead ahead. It very nearly blocks the passageway. It moves toward you, it's malformed skull scraping the ceiling, it's hairy arms like moss covered tree limbs, it's legs like the gnarly old trunks of old growth oaks. The only way you can pass is between the troll's massive legs. Consult the **magic matrix** if you intend to cast magic, then go to 18 to adjudicate the effects of your spell. Don't forget to write down which spell you wish to cast before going to the Magic Matrix. (make a note of this paragraph so that you may return here if directed to do so.) If you think your tongue is more powerful than the troll's pea-sized brain and attempt communication, go to 126. If you draw your puny weapons and try to fight the malodorous green beast, go to 18.

32

You find that the boiler chamber is full of some sort of liquid. The tubing runs through several condensation devices, and terminates in an empty wooden barrel. You are familiar with the concept of the boiler system and are sure that you could start up the distillation machine. You waste no time starting the fire.

Make a level three saving roll on IQ (30-IQ). If you make your roll, go to 13. If you miss your roll, go to 7.

33

You find yourself in a large trash-cluttered room. Along one wall a narrow table has been set up. On the table you see several boxes, beakers, wooden casks, and small bottles. In the center of the room is a larger table set up with what looks like several meters of copper tubing running from a boiler chamber and terminating over an overflow vat. Bookshelves line the wall to your left, covered with many tomes of unknown lore.

This room is considerably warmer than the corridor outside. You may elect to investigate the books by going to 20, you may check out the center table by going to 32, you may investigate the work table on the far wall by going to 40, you may cast Detect Magic by going to 47, or you may cast an Oh, There It Is by going to 53.

34

The door leads into a small room once used to hang cloaks and store muddy boots. A servant's door opens into a long corridor. You can hear some noises coming from the end of the hallway, as well as seeing some dim source of light. You may cast a Will-o-Wisp spell and continue to 35, or you can take advantage of the darkness and sneak forward by going to 3.

35

The dim light of the flickering Will-o-Wisp reveals a corridor strewn with trash, dust-balls, and small animal bones. You can see tracks in the dust ahead of you, alerting you to the fact that you are not alone in this vile house. As you walk the noises you heard resolve themselves into clinking and muttering. Rounding a bend you come face to face with a sorry figure of a man!

Scars cover what little of his face you can see under the darkly brooding slouch hat that he wears jauntily cocked over on one side. His rags — you hesitate to call them clothes — seem to have seen better decades. You give an involuntary start as his croaking voice hails you, "Hoy, Guv'ner! What brings a fine young mage such as yourself to these sorry digs?"

Your hand nervously begins the finger motions for a potent spell of repulsion, but you stay your spell as he continues, "Sir, I been lost in this terror hole for well nigh unto a week! I tell you, I'm so hungry I could eat a rat — and I can assure you, I have already dined on the scrawny vermin that pass for rats in this pestilential place, and they don't fill me up none too well!"

If you wish to continue your conversation with the ragamuffin man, go to 123. If you strike out at him with your weapons for his impudent behavior, go to 130. If you elect to brush by him, ignoring him in grand big city style, go to 138. If you want to cast magic, write down your spell and consult the Magic Matrix.

36

You grow fangs and a tail. Your bite will now do 1d6 of damage plus your combat adds. Your tail is prehensile and may be used to grip small, light objects. It may manipulate objects with one half of your normal dexterity. Subtract 5 points from your charisma, however, due to your demonic appearance. Go to 45.

37

With a groan fit to wake the dead you slug your way out of the black limbo of pain induced coma. The rustling of small clawed paws gives testament to the presence of life nearby. You seem to be in a very dark room. Musty odors of decay and neglect assail your nose. If you have a way of seeing in the dark or making a light, go to 44. If you want to feel your way around, go to 50.

38

The area succumbs to a serene silence. Moss clings to the damp cold clay walls. You have the option of waiting here or you may continue. If you decide to wait here for 5 turns, go to 120. If you prefer to leave, go to 127.



39

Make a level two saving roll on Luck (25-luck). If you make, go to 67. If you miss, go to 75.

40

You begin to poke around the work table, opening bottles and sniffing at beakers. Make a level three saving roll on IQ (30-IQ). If you make, go to 27. If you miss, go to 7.

41

You pull up the ring, which reveals a trap door set in the floor. Hastily you descend to the room below the magic laboratory.

This room is a bedroom. From the richness of the furnishings and the tapestries on the wall you conclude that it must have belonged to Lord Vaning himself! As you stand looking about yourself a strange light emanates from the bed. Before your eyes a young woman appears. She lifts her ethereally beautiful, brown-tressed head from the pillow and addresses you, "I am Charlotte, Lady Vaning. Will you help me?"

If you wish to help Lady Charlotte, go to 63. If you wish to leave the room via the secret entrance, go to 76.



A diminished, shriveled husk of a ghost comes face to face with you. The ghost's reddish beard seems to brush either side of the landing, as well as the ceiling and floor! Chains hang from the ghost's wrists and ankles, clinking as he moves.

"Beware!" it shrieks! "Beware the curse of Krwonsku the Blood Drinker! He shall surely destroy you as he destroyed all of us!"

If you wish to heed the ghost's warning and run from the house, you may do so by charging back down the stairs at 66. If you choose to cast a Take That You Fiend at the ghost, go to 48. If you wish to ignore the ghost and go into the room, go to 33.

43 Your skin is now lightly scaled, much like a snake's. You are considered to have 1 point of armor protection over your entire body. Subtract 3 points of charisma because, though these scales are rather pretty, they are also rather frightening to those with a fear of reptiles. Go to 45.

44 You see that you are in a small room, about the size of a large closet or utility room. On the walls are hooks, festooned with decaying clothing. The floors are covered with trash and littered with the bones of small animals. You avoid the nest of a brooding rat and go directly to the door, which opens into a hallway: the same one, in fact, that you were in when the Troll grabbed you. You can only guess that he dumped you into the closet for a later snack. You may stay in the closet, hoping to ambush the burly being on his return by going to 4 or you can cast magic by going to the **magic matrix** (note this paragraph so you can return here when you are done), or you can try to sneak out by going to 11.

45 The room is now dark. Shards of the crystal skull litter the floor, crunching under your feet as you walk. If you go up the staircase, go to 21. If you go through the door on the left, go to 28. If you go through the door on the right, go to 34.

46 As the ghou's life's blood slowly stains the worn floorboards you notice that it was carrying a small amulet around its neck. Bending down you take the amulet, which explodes in a burst of magical energy.

The magical power released from the amulet will grant you +1d6 Cold Touch anytime you wish to use bare hands in combat. This Cold Touch will always score damage, on any normal armor: unfortunately magic armor will block it. You may take 68 a. p. for killing the ghou.

Turning away, you get no more than a few paces before you come face to face with a frightening creature from beyond the grave (so what else is new). As it floats down out of the ceiling go to 83 ignoring the first sentence of 83.

47 You cast Detect Magic and sense that this place is a place of greatly evil magic. Much that was horrible went on here! You sense a malefic presence nearby. If you wish to cast Oh, There It Is, go to 53. If you wish to leave the room, do so by going to 39.

48 The ghost will get one attack off against you while you are casting your spell. Reduce your strength by one half, then resolve the combat as listed below. If you killed the ghost, go to 55. If you failed to kill the ghost with your first Take That You Fiend, go to 6.

The ghost has the following statistics:

Strength:	0
IQ:	11
Luck:	18
Constitution:	22
Dexterity:	0
Charisma:	22
Speed:	28

The ghost is very vulnerable to Take That You Fiend spells. You will get an additional one half of your IQ in hits against the ghost.

Each turn the ghost attacks he must make a saving roll on IQ against your Dexterity or your Speed rating, whichever is higher (Speed or Dexterity-IQ of 11). If the ghost makes this roll he will touch you and you will lose half of your Strength. When you reach a Strength below 1 you will die. If you die, close the book. If you live, go to 55.

49 You have grown noticeably more muscular. Add +5 to your Strength. However, you have also grown somewhat clumsy because of the extra musculature. Subtract 3 from your dexterity. Go to 45.

50

You feel trash, small bones, and the fur-less tail of an irate mother rat. Your scream of pain as her teeth gnash your flesh alerts the troll, who returns to finish the job he started earlier. Close the book.

51

With a click, clearly audible in the sudden silence of the now quite chilly landing, the door swings open. Sepulchral groans and moans envelope you.

You may rush into the room blindly and slam the door shut behind you by going to **33** or you can turn and see what is causing all the commotion by going to **42**.

52

As you search frantically for a way out you notice a gold ring set in the floor of the room. If you wish to pull it up, go to **41**. If you wish to search further, go to **54**.

53

You cast your Oh, There It Is and instantly a horrific demon becomes visible. It is connected by tendrils of energy to each and every thing in this room. You realize that it is a guardian demon. If anything is disturbed, the demon will attack. Otherwise, it will leave you alone.

If you decide to take something anyway, go to **7**. If you decide to just leave, go to **39**.

54

While you are searching, the spell holding the demon in stasis wears off. Go to **7**.

55

As the ghost's ectoplasmic remains dissipate into the nether plains you are left with it's meager material possessions: A small golden earring worth 15 g.p., and a short length of silver chain worth 1 g. p. You may take 65 a. p. for dissipating this noisy revenant.

You may rest for 10 turns after this battle, during which time all the Strength sucked away by the ghost will return, along with any strength you used to cast spells.

While you rest you notice a trap door in the ceiling. You may investigate this trap door by going to **16** or you may go through the door behind you by going to **33**.

56

You follow the ghost down the stairs revealed behind the secret door. Soon you come to another door. Lord Vaning takes his leave of you, saying that he cannot pass beyond this point. You slip the door open and peep through the folds of a tapestry to see a room which has been made up as a Chapel of Krwonsku, and evil god of dark repute.

At one end of the room a beautiful young woman is bound by silver chains to an altar carved all over with serpentine coils of draconian demons. Over her stands

another woman, clad in the vestments of an Initiate of Krwonsku! Even as you watch the Initiate casts an arcane spell at the captive, turning her into a black cat (!) and the chains into a silver cage!

If you wish to attack the Initiate, go to **92**. If you wish to watch for a while longer, go to **100**. If you wish to talk to the woman, go to **59**.

57

You awaken outside the door of Vaning House. All of your belongings are intact, and you seem to be healthy. As morning breaks, you notice smoke pouring out of the windows and chimneys of the old house. It burns to the ground in a very short time.

"Whatever you did in there, it must have been mighty final!" your guide says as he walks up. "Want me to get the mules ready to go back to town?"

Resignedly, you nod yes. You'll never know how you survived the ghost or what put you outside the house. This mystery burned with the mansion. Ah, well. Tomorrow is another day. Close the book. Take 225 a.p. for this mystifying sojourn in Vaning House.

58

"Thank You, Living One! I cannot enter the Temple of Krwonsku! I have tried many times, but the force of his darkness repels my incorporeal form! Come, I will show you the way! He points out a secret door. Go to **56**.

59

The Initiate starts in surprise when you make yourself known, then settles down to a suspicious expectancy.

"What are you doing here!," she demands! "You should be guarding the Tooth of Krwonsku!"

Realization that she has mistaken you for someone else is not long in coming. You may disabuse her of this assumption by attacking her at **78**, or you can continue the deception at **93**.

60

You rush toward the door to the stairs. Throwing it open, you see a ghost standing on the landing! Go to **83** if you prefer the ghost. Go to **7** if you prefer the demon!

61

You take down the book and begin to peruse its subject index. Before you can get much past the Introductory Thaumaturgy listing you see a greenish yellow tentacle out of the corner of your eye. Make a saving at level three on IQ (30-IQ). If you miss the roll, go to **7**. If you make the roll, go to **13**.

62

Though she has her suspicions, she buys your line of blarney. She gives you the cage with the cat in it and tells you to take it to the Chamber of the Master. If you wish to follow her orders make a level 1 saving roll on Luck and go to 80. If you feel you are doomed to failure in this web of deception you may attack her now by going to 92.

63

Once you have decided to help Lady Charlotte she rises to a sitting position. You see that she is very frail looking, as if she has undergone a long illness. "My husband and I are the victims of a terrible curse," she starts out. "Fifty years ago an evil magician named Semaj cursed our house with a terrible creeping curse of horror. Ever since that time we have been unable even to die with dignity. If you will destroy the evil force that holds our house under the curse I will reward you with a great treasure."

If you wish to take up her offer, go to 84. If you wish to leave now, go to 76.

**64**

"Long ago I was the owner of Vaning House. I built it as a home for myself and my young bride, Charlotte. I did not know it at the time, but I had built my house directly over the long buried Great Temple of Krwonsku! The priesthood of the Blood Drinker had long been driven from these parts! How was I to know?" The ghost pauses, remembering some other time, lost in his emotions.

"I had only lived here a few months when Semaj, the evil high priest of Krwonsku, launched a plot against me! He wished to drive me from my house, take it as his own, and dig down to the buried temple! I resisted, of course. But his plan was almost foolproof!"

As the ghost, Lord Vaning, told his story you begin to get a sense of what the Aged One meant when he said that the evil of Vaning House was creeping! Semaj's plan was simplicity! He began by casting a series of subtle curses on

the land around Vaning House. Each curse taken by itself was minor, unimportant. But with each additional curse, the creeping evil grew!

At first it was just a little bad luck, an unusual sickness, or a general malaise. Then monsters began to roam the area, smaller ones at first, then more powerful undead and demons. Finally, all the persons living in Vaning House began changing, becoming evil, decadent. Lord Vaning never had a chance. By the time he realized he had been cursed, it was too late.

"So you see, Living One, all that I cared for died at the hands of Semaj the Black!"

"I have but one reason to welcome my current existence! Revenge!" he holds out the chest. "Take this chest into the heart of the Temple of Krwonsku! Within it is the Heart of Eualc the Red! The power of the Sainted One's goodness will surely destroy all the vestiges of Krwonsku's malevolent power!"

To take the Heart of Eualc, go to 58. If you refuse the quest of Vaning, go to 68. If you wish to attack the ghost, go to 73.

65

The cage hits the Initiate full in the face! Roll 1d6 and add your dexterity combat adds, then subtract this as damage from her Constitution when you get to 94. Other than the above, follow the instructions at 94.

66

You push past the ghost, running for your life. The stairs seem the best option, so you run headlong down the rickety flight. Make level 4 saving roll on Luck (35-luck). If you make the roll, go to 90. If you miss go to 98.

67

You see a secret door on the back wall of the room. Your hand reaches out for the door's ornate pull ring. You could take this door (by going to 41) you muse, or you could just forget secret doors entirely (by going to 75). Which appeals to you more? The known or the unknown?

68

"You refuse! You dare to refuse me! You shall die for this!" The ghost moves to attack you with unnatural speed. Vaning strikes out at you, cuffing you across the face. You will lose one half of your strength points now as a result of this attack. Now go to 77.

69

The Initiate has a Constitution of 22, however since you have complete surprise, she will take 1 1/2 times the damage of your normal attack. If you kill her, go to 86. If you don't kill her she will recover and throw a nasty transformation spell at you, turning you into a wooden statue. Termites will tunnel in your toes for a very long time. Close the book.

70 Make a level one saving roll on Dexterity (20-dexterity). If you make it, go to **96**. If you miss, go to **104**.

71 As you stand over the Initiate's body you hear a creaking, groaning sound from behind you. You turn, and to your horror, you see Semaj standing up! He begins to cast a spell! If you wish to cast your own spell, go to the magic matrix (p. 70). If you wish to take out the Amulet of Edualc, go to **102** and ignore any references to the Initiate. If you wish to run, go to **88**.

72 The Initiate buys your tale completely. She indicates a secret door and instructs you to follow her with the caged cat.

The passage revealed beyond the door is long and treacherous, leading down a steep incline. It takes you several seconds to reach the bottom. Once there the woman casts a Will-o-Wisp spell and lights the way into a large room.

This room must be the inner sanctum of the Temple of Krwonsku that you were told of by the ghost of Lord Vaning. It's high vaulted roof is decorated with scenes of bloodshed which only a demon of Krwonsku's tastes could admire. Against the far wall is a huge crystal throne upon which sits a wizened husk of a man.

"Behold the mortal remains of Samaj, High Initiate of Krwonsku!" exclaims the woman! "It is he who shall lead the Brotherhood out of obscurity and into the power that is rightly ours!"

She instructs you to place the silver cage on Semaj's lap. If you do so go to **87**. If you choose to attack her go to **94**.

73 To cast spells at the ghost refer to the Magic Matrix. If you wish to use normal weapons, go to **77**.

74 The magic of your spell reveals a concealed door on the wall across the landing from you. You may flee through the hidden door by going to **56**, or you may return to **83** and take some other option except that you will not have time to cast another spell.

75 You see only one exit from the room; the door you came in through. Remembering back, you know that something horrible may be waiting out there for you. If you can't go on, you will be trapped in this room with a horrible demon. Truly, you are between a rock and a hard place. If you want to chuck it all, summon the demon by picking up one of the beakers on the work table and go to **7**. If you want to throw caution to the wind and brave the stair's first landing, go to **83**.

76 As you step into the corridor a ghoulish terrible, scarred visage fills your heart with horror! You try the door, but it will not open! You must fight the ghoulish!

The ghoulish has the following statistics:

Strength:	23
IQ:	4
Luck:	12
Constitution:	22
Dexterity:	12
Charisma:	1
Speed:	12

In order to cast magic at the ghoulish, go to the Magic Matrix (p. 70). If you wish to use normal weapons you may conduct the fight right here. The ghoulish will get 2d6 (claws) +11 combat adds. If you kill the ghoulish go to **46**. If the ghoulish kills you close the book.

77 The ghost has the following statistics:

Strength:	0
IQ:	11
Luck:	18
Constitution:	17
Dexterity:	0
Charisma:	22
Speed:	28

The ghost may not be hit by normal weapons. It can only be hit by magic. If you have a magic weapon you may hit the ghost only if your total attack exceeds the Speed rating of the ghost. Each turn the ghost attacks he must make a saving roll on IQ against your Dexterity or your Speed rating, whichever is higher (Speed or Dexterity-IQ of 11). If the ghost makes this roll he will touch you and you will lose half of your strength. When you reach a strength below 1 you will die. If you die, close the book. If you survive this battle, go to **85**.

78 The Initiate has a Constitution of 22, and you have total surprise, so you may double your attack. If you kill her, go to **86**. If you do not, she will cast a nasty transformation spell at you, turning you into a wooden statue. Termites will appreciate your new body for a very long time. Close the book.

79 You break Semaj's hold easily. His muscles are old and withered and don't have much strength. However, the time you spend doing this allows the Initiate to get off a spell! Take 28 hits off your Constitution. If you live, go to **94** and ignore the part about getting surprise, since you do not have this benefit. If you die, close the book.

80

If you made your saving roll, go to 72 and ignore the first line of the first paragraph. If you missed your roll go to 94.

81

So you have taken all the options at 8. Therefore, take 110 a. p., and close the book. You have finished the adventure.

82

The power of the third, Omnipotent Eye washes the scene before you in its all-revealing rays! You detect the presence of a powerful curse at work on the ghost! Before you can take any other action, he speaks, "So, you are a wizard, Living One! Release me from this accursed unlife and I will give you all the secrets of Vaning House! In order to listen to the ghost's story and learn the secrets of Vaning House, go to 64. To run away in terror, go to 66. To attack the ghost, go to 73.

83

The door opens and you stand face to face with the terrifying visage of a horribly murdered man! His tall, gaunt form shows many wounds, any one of which could have been fatal. All the more terrible is the realization that he must have died a young man, about your own age. Chains hang from his arms and legs, though they make no noise when they touch against the floor or his body. In one hand he clutches a small, intricately carved chest.

If you wish to cast magic other than the following spells, go to the magic matrix (p. 70). If you wish to cast Oh,

There It Is, go to 74. If you wish to cast Omnipotent Eye, go to 82. If facing this ghost is too terrible to contemplate, you may faint dead away by going to 57. If the option of total flight appeals to you, go to 66.

84

"I can take you to a place where you will meet my husband's ghost. He will give you a talisman of great power which you can use to destroy the evil of Semaj."

She rises from the bed and floats across the room to an intricately carved dressing cabinet. Opening it, she takes out a jewelry box. "This was a gift from my Lord Vaning. Take these five diamond studs as your reward. They were once the property of a queen."

You agree to go taking the studs each worth 250 g. p. and find yourself speaking with Lord Vaning at 64.

85

You may take 100 a. p. for slaying the ghost. In the small chest you will find a crystal orb on a chain, a silver and gold signet ring worth 175 g. p. and a silver locket worth 80 g. p. Inside the locket you will find a lock of hair and two tiny portraits, one Vaning, and the other a young woman. As you turn back up the stairs you feel a cold wind play over your body. A woman's voice cries out, "I curse you for destroying the spirit of my Beloved! You shall never know true love! Or any kind of love!"

As a result of this curse, you must add three levels to any saving roll on charisma you must make if it involves love or romance until you can find a mage of level twelve or higher who is willing to cast a Curses Foiled! in your behalf.

You may continue by going up the stairs to 16.



86 You may search this room by going to **99** and ignoring the first paragraph. Take 165 a. p. for your efforts.

87 You approach the throne with trepidation. Near to it, on the left side you see some bones that look somewhat fresh. The odor of rot and decay seems to emanate from the still figure of Semaj. If you wish to drop the cage and take out the Amulet of Eudalc, go to **102**. If you continue up to the throne go to **110**. If you throw the cage at the Initiate and attack, go to **65**.

88 You get only a few feet before Semaj's spell catches you. You are engulfed in a blast of flames that sear the flesh from your bones. Close the book, you have died.

89 The zombie can not be harmed by non-magic weapons. If you have a normal weapon, return to **109** and cast magic. (Except now you don't get one free round of combat since you wasted valuable time trying to destroy him with a non-magic weapon). If you have a magic weapon you kill the zombie in one blow by disrupting his unlife energy.

You may take the way out presented by the Zombie by going to **111**.

90 You run down the stairs, which collapse behind you. Go to **8** and choose any option that you have not already chosen. If you have taken all of the options available at **8**, go to **81**.

91 You have landed on an altar just as a magic spell is being cast! Beside you on the altar is a young woman you recognize as Princess Nanus of Robert's Hold.

Before you can do anything both you and the Princess are transformed into Black Cats and locked in a silver cage!

The woman gloats, "Ha! Semaj will dine on two souls this night!" She picks up the cage and carries it down a ramp into a large room. You and the Princess are both sacrificed to Semaj, the mortal avatar of Krwonsku the Blood Drinker. Close the book.

92 You have total surprise. If you cast a Take That You Fiend, go to **69**. Attack with weapons, go to **78**.

93 You apologize for deserting your post, but make some excuse that sounds plausible. Make a level 1 saving roll on IQ (20-IQ) and a level one saving roll on Charisma (20-chrm). If you miss both, go **101**. If you miss either one but not both, go **62**. If you make both, go to **72**.

94 To cast magic at her consult the Magic Matrix and return here. If you wish to attack using weapons her statistics are as follows:

Strength:	10
IQ:	28
Luck:	12
Constitution:	22
Dexterity:	18
Charisma:	12
Speed:	18

The Initiate has no armor. Her weapon is magic. Each turn she will cast a Take That You Fiend spell at you. If you die, close the book. If you live you may continue the battle.

On the first round of combat you have surprise and may move up to her without taking the attack. Each round thereafter combat will proceed as normal in the T&T rules. If you defeat her go to **71**.

95 As soon as you touch the cat's cage the spell is broken and the cat transforms into a woman whom you instantly recognize as the Princess Nanus of Robert's Hold.

"Who are you? Where am I? What happened?" she asks. Quickly you fill her in.

"Thank you for rescuing me," she says. "We must get out of this place!"

If you wish to search for an exit, go to **118**. If you wish to search the body of the Initiate go to **109**.

96 You are able to lasso a post and hoist the Princess and yourself up to the main level. With the help of the Princess you make your way out of Vaning House and return to town. In gratitude King Bilmore of Robert's Hold will give you 1,000 g.p. for rescuing his daughter.

When you return to the sanctum of the Aged One he asks you into his Sanctum Sanctorum.

"My friend, you have done very well! I am proud of you!" He offers you a seat on a soft cushion.

"But now it is time for you to adventure into the world as a mage among men. In honor of this occasion take this token of our friendship."

The Aged One gives you a ring that will act as armor against magical damage such as that from Take That You Fiend spells and Blasting Power spells. The ring will absorb 6 points of damage, the rest being applied to your Constitution as normal.

You leave the Aged One's sanctum to embark on life's journey with a good feeling in your heart. Take 500 a.p. for surviving Vaning House.

97

With a scream of pain you look on in horror as the wrinkled thing burrows into your flesh. For several minutes you feel the thing growing inside you. Then, just as suddenly, you feel an unusual calm come over you. You sit down and watch without comment as your skin opens up and a short, weird looking critter crawls forth. "Hoy, mate! The handle's Mort the Wart! I'm a homunculus — O.K., a familiar to you new guys!"

Mort is a fairly good familiar as such things go. He will help you cast spells as if he were an Ordinary Staff, so you won't have to carry one around anymore. Further, he can see rather well in the dark, and can give you this ability as well. In combat, he will be able to heal 4 points of damage 1 time per hour, and if you take damage from a magic spell he will act as 6 points of armor, thus reducing the amount of damage you must take. In the case of your death, Mort will die as well, and even if you are brought back to life, he will still be dead. If you ever get a Deluxe Staff, Mort will turn back into the Homunculus Egg that you found him as, his usefulness to you at an end. At that time you will be able to sell him for 300 g. p. To continue go to 38.

Too late, you remember the crystal you found. Looking around, you find it's broken shards on the floor of the passage. You must have broken it when Mort burrowed into you to hatch.

98

You run down the stairs which collapse under your weight! You find yourself falling -- down, down, down you go, and where you stop, only the gods above know!

You crash through a thin plank decking. Make level one saving roll on Luck (20-Luck). If you make the roll, go to 91. If you missed the saving roll, take the number you missed by directly off your constitution and go to 99.

99

You have landed directly atop a woman clad in the robes of a Initiate of Krwonsku the Blood Drinker! You may take 100 a. p. for disposing of this evil woman.

You find yourself in a small room accoutred as a Temple of Krwonsku. In a cage on the altar is a black cat. The walls are all hung with tapestries depicting the ghastly practices associated with the worship of Krwonsku. No exit is instantly visible.

In order to investigate the cat's cage, go to 95. If you wish to cast an Oh, There It Is spell, go to 103. If you wish to search the body of the Initiate, go to 109.

100

You wait for several moments. You may regain 5 strength and 1 constitution. The woman picks up the caged cat and moves across the room to another tapestry and disappears behind its folds. Before you can enter the room to follow, a sharp cracking sound alerts you to a presence behind you. Turning, you face a man carrying a crossbow, which was aimed at your back.

To attack him, go to 153. To do nothing go to 169.

101

Your story is very unconvincing. While you are still making excuses she casts a Mutatum Mutandorum spell on you, turning you into a small brown mouse.

As a mouse you are not much of a match for the terrors of Vaning House, however, if you make a level eight saving roll on Luck (50-luck) you will be able to survive Vaning House and continue life's grand adventure elsewhere.

If you survived, take 200 a. p. and close the book. (With that much luck, you should be able to find a kindly wizard who will change you back into yourself.)

102

As soon as you take out the Amulet an intense white light bathes the room! A voice shouts out a spell in an arcane language dead for a thousand years! The Initiate, Semaj, the throne, all are consumed in the blinding light of Educt's fury!

You look about you in astonishment, taking a few seconds to comprehend the destruction you have witnessed. The voice of Lord Vaning captures your attention, "You have destroyed Semaj and banished the evil power of Krwonsku! I thank you with all my heart! Take the Princess and go from this cursed house. You will find a great treasure in the ancient oak beside the main gate!"

As Lord Vaning says it, you realize that the cat in the cage must have been the Princess Nanus! Hastily you lead the princess from the house as smoke begins to tinge the atmosphere. Once outside you see that a fire has broken out. The old mansion burns quickly.

Once outside you find the oak tree easily. You, your guide, and the princess are able to make it back to town with ease.

The treasure in the tree consists of 3,000 g.p. worth of gems, jewels, and silver plated dishes. Lord Vaning must have hidden these things before his death fifty years ago. King Bilmore of Robert's Hold rewards you with an additional 1,000 g.p. for rescuing his daughter.

When you return to the Sanctum of the Aged One he calls you into his study and holds out a wand. Taking it, you discover it to be a Deluxe Staff! "You have earned this, my friend. Go, be the best mage you can be!"

Apprentice no longer, you enter the world a power to be reckoned with. Take 1,000 a. p. for successfully completing the adventure.

103

Your spell will illuminate a secret door set in the floor of the room. If you wish to take it, go to 133. If you wish to search further, go to 125.

104 Try as you may, you cannot get the lasso to stay on any of the likely boards. As you resign yourself to some other course of action a zombie shuffles in. Go to **109** and ignore the first paragraph.

105 You touch the crystal, which instantly dissolves. Add +1 to your IQ and go to **112** to continue your explorations.

Suddenly, you remember the wrinkled something. Looking at it, you realize with your newfound IQ that it could be a trap of some sort, and in disgust, toss it over your shoulder, back down the passageway.

106 You find yourself in the midst of a panicked flight of rats, mice, and large insects. You see the glow of flames coming toward you, followed shortly by a reptilian head. If you wish to run, go to **113**. If you wish to stand your ground, make a saving roll on IQ (20-IQ) and go to **121** if you make it. If you fail, go to **128**.

107 You sense that you are not alone in the darkness (big surprise)! A sick dread begins to fill your soul as you remember something the Aged One said about a darkness demon. It could only be dispelled by the proper usage of one of the lesser power spells. Now what was it? Which spell will dissolve this demon back to the nether plains from which it came?? Now, write down your choice and hope you can find it on in the Magic Matrix! If you still refuse to use magic, go to **115**.

108 You wander in this tunnel for several minutes, until you come to a nondescript door. Opening the door you find yourself on the back porch of Vaning House. For several moments you explore the drooping, moss-covered porch. Then you notice that the house has been set afire. Moving around to the front of the house you and your guide watch as the house burns to the ground.

Take 125 a. p. for surviving the adventure, then close the book.



109 You will find a pouch containing 300 g. p. in diamonds on the Initiate. As you are searching her body a secret door on one of the walls opens and a zombie shuffles in. You must fight the zombie!

The **zombie's** statistics are as follows.

Strength:	20
IQ:	4
Luck:	8
Constitution:	22
Dexterity:	10
Charisma:	1
Speed:	10

He gets 1d6 +8 adds in combat. Due to his unliving nature he will halve the effects of all magic spells cast at him. In order to cast magic at him, consult the magic matrix. You will get 1 free round before he shuffles up to you. In order to attack with normal weapons, go to **89**. If you defeat the zombie, go to **119**. If the zombie defeats you, close the book.

110 You place the caged cat on Semaj's lap. A bony hand grasps your wrist before you can withdraw it and a leathery voice croaks, "Traitor! You are not an Acolyte of Krwonsku! Asilrats! Kill him!"

With that, the Initiate begins casting a Take That You Fiend at you. You may attempt to break Semaj's hold on your wrist by going to **79**. You may cast a spell at Asilrats by going to the Magic Matrix. Or you may pull out the Amulet of Edualc by going to **102**.

111 The zombie must have come in from outside, for the passage he came out of leads right to freedom. As you come out into the trees near where you left your guide you smell smoke. Turning, you see that Vaning House has been set aflame by some unknown agency.

With the help of your guide, you and the Princess make your way out of Vaning House and return to town. In gratitude King Bilmore of Robert's Hold will give you 1,000 g.p. for rescuing his daughter.

When you return to the sanctum of the Aged One he asks you into his study.

"My friend, you have done very well! I am proud of you!" He offers you a seat on a soft cushion. "But now it is time you adventure into the world as a mage among men. In honor of this occasion take this token of my friendship."

The Aged One gives you a ring that will act as armor against magical damage such as that from Take That You Fiend spells and Blasting Power spells. The ring will absorb 6 points of damage, the rest being applied to your Constitution as normal.

You leave the Aged One's sanctum to embark on life's journey with a good feeling in your heart. Take 500 a.p. for surviving Vaning House.

112 If you have any red stones, go to **129**, then return here. If you have any clear crystals go to **154** and return here.

Leaving the damp tunnel, you enter a room hewn from solid rock. Something tiny hits you on the shoulder with a splat! Water is dripping from the ceiling, running down the walls and out through cracks along the floor. Except for the sounds of the water there is absolute silence; you could hear a worm belch. Phosphorescent fungus coats the walls and emits a dim yellow glow so that you can see about you. Make a level 1 saving roll on Luck (20-Luck). If you make it, go to **137**. If you miss, go to **147**.

113 Something hits you hard in the back. You go down, falling through a rotten place in the floor. When you wake up, you find yourself at **229**.

114 You can pick up half your IQ of clear crystals as well. These also have a weight of 1. Go to **112**.

115 Dread grips your heart in a hand cold as ice! A sickness seeps into your soul from the darkest nether reaches of the forbidden realms of the outer demons. You feel a cold, slimy tentacle wrap itself inexorably around your body, leaching the will to live from your failing flesh. Too late you remember what your Master said about demons of darkness and the one simple spell which sends them screaming into the pits of Daleglath in the farthest reaches of the Dark Dimensions! Close the book, you cannot survive this onslaught of horror!

116 You open the door only to discover that it opens on the side of the house. You stumble out, rejoicing that you have escaped. Take 150 a.p. and stay out of trouble. If you wish to return to Vaning House, go to **1** Try to avoid making the same decisions.

117 You pick up the rabbit's foot and instantly gain 2 points of luck. The foot crumbles to dust. Return to **156**. You may not choose to examine the rabbit's foot again.

118 You find a rope by the altar. If you wish to lasso a board on the collapsed stairs and hoist yourself and the Princess up to the first level, go to **70**. If you wish to search further, go to **125**. If you wish to consult the magic matrix, write down your spell choice and do so.

119 Take 55 a.p. for defeating the zombie. Tiring of Vaning House you leave via the same door the zombie entered by.

Once outside you meet up with your guide and make your way back to town. Take 250 a.p. for completing this adventure.

120 Make a saving roll on luck. (10-Luck). If you make it, you survive 5 turns without anything popping up. You can leave by going to **127**. If you missed your saving roll, go to **135**.

121 You notice that the Dragon's head is so large that it's body could never fit in the corridor before you. This is a not so clever illusion.

Taking up your courage, do you stand your ground? Go to **136**. Or do you try an Omnipotent Eye spell? If so, go to **146**.

122 You know that these stones are rubies, worth 8 g. p. each. You will also notice several crystals which you scoop up. These are diamonds, each worth 10 g.p. each. You can get your IQ worth of them. Go to **112**.

123 Surprisingly, the ragamuffin man turns out to be a pretty fair conversationalist. His raspy voice begins to tell his sad tale, "For the last week I have been searching this house for the Princess Nanus, who was lost near here about 10 days ago. I have just about lost hope of ever finding her, however, since this old manse is filled with all manner of deadly trap and critter. "

You notice him looking longingly at your canteen and decide to let him have a few sips of water. Thus fortified, he continues, "I wish to thank you for your water, Sir! Perhaps a bit of advice would be the better form of repayment! Beware the darkness! If you find yourself in a darkness that fills you with true dread, then use the power of The Third Eye to combat it, for it can never face the all revealing power of The Eye! Only with this spell was I able to escape the Darkness!"

Realizing that the man is a rogue — he hasn't the look of a full mage about him, you might offer him the vast benefit of your magical knowledge by teaching him a spell, Go to **148** or you may continue your journeys in Vaning House by going to **156**.



124 You swing open the door to see a shadowy figure standing just beyond it. You make a move to begin a spell, only to realize that you are looking at your own reflection! Entering the room, you begin to investigate the highly ornate, full length, oak mounted mirror that someone has thoughtlessly left standing facing the door.

Without warning the room grows cold. A dark blotch begins to take form in the glass of the mirror. You have only a few seconds to decide what you are going to do! Run into the corridor and slam the door? Go to **131**. Cast a spell at the mirror? Consult the Magic Matrix (p. 70). Shatter the mirror with your weapon? Go to **139**.

125 As you search, a zombie shuffles in. Go to **109** and ignore the first paragraph.

126 The monster's reaction will depend on how likable you are. If you have a charisma less than 12, the troll finds you to be a deficient conversationalist, and insists that you remind him of his last meal. Go to **18** and see what happens to you. If your charisma is 12 or more, make a first-level saving roll on charisma (20-CHR). If you miss, you may queue up behind the poor conversationalists at **18**. If you make your saving roll, proving your likable nature, go to **134**.

127 You walk briskly for 5 turns and reach the end of the tunnel. You may recover two of your lost strength points (if necessary). Now go to **112**.

128 The Dragon comes ever closer. Losing your control, you turn to run, only to stumble over some debris. You hit the floor solidly, continuing on through the rotten wood. You hit hard, but not hard enough to be unconscious. You are in a short corridor. To go west, go to **112**. To go east, go to **108**. Take 75 a. p. for facing this fierce critter.

129 These red stones are rubies, worth 8 g.p. each, now return to **112**.

130 With a hoarse shout of rage you draw steel and charge! The rogue is not taken unaware by your maneuver. Deftly he draws his dagger and meets your slashes as you both begin combat..

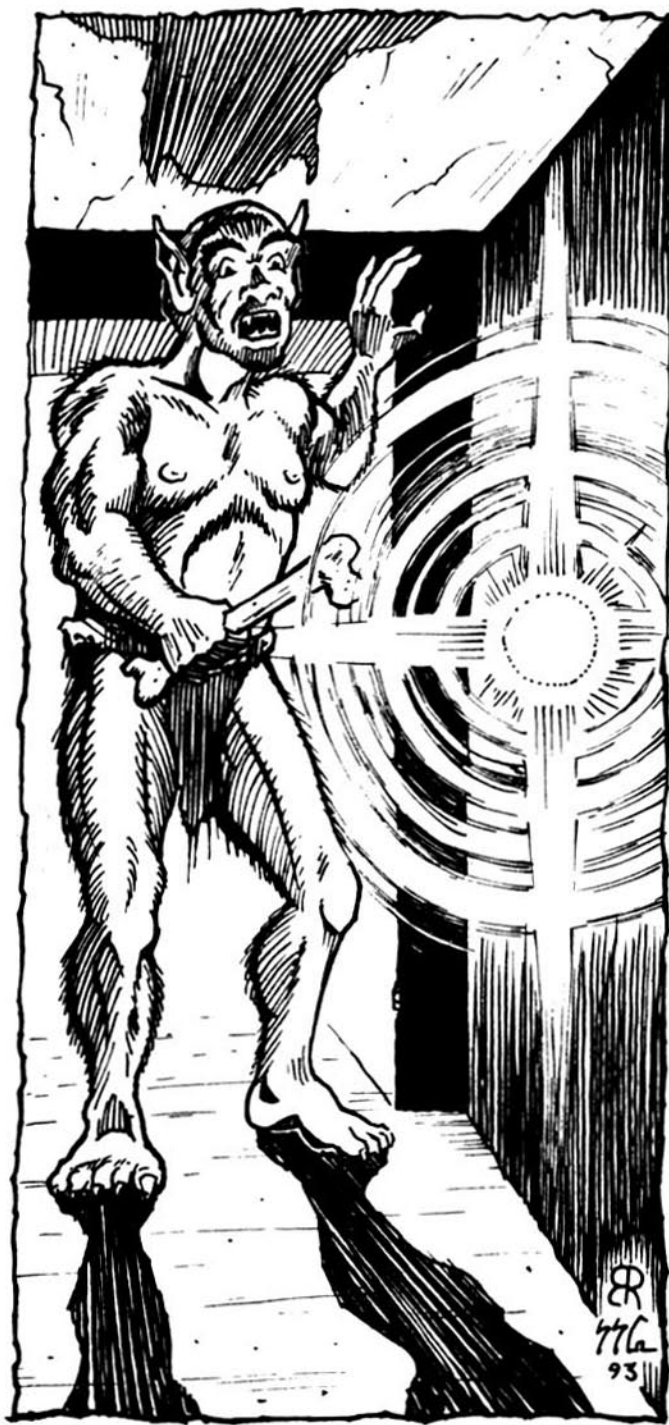
His statistics are as follows:

Str.= 14 He will use a dirk in combat for 2d6+1 damage.
 Dex.=13 He is wearing a leather jerkin under his rags which takes 1 hit in combat.
 Luck=15 If he takes hits on the first melee round he will cast an Oh, go away spell which is worth 37. If this number is higher than your combined IQ, Luck, and Charisma, then you run. Otherwise, handle as per the spell description.
 Chr= 10 Don't forget to subtract the strength of any spells cast from the strength of the ragamuffin man or yourself.
 Spd= 13

If you win, go to **156** to find out what happens next. If you lose, close the book, you are dead. If you run away because of the effects of an Oh, Go Away, go to **163**.

131 You run for the door. Make a level 1 saving roll on Speed (20-speed). If you make, go to **145**. If you miss, go to **157**.

132 You leave the room and enter a corridor which is as bare as the proverbial cupboard, until you come to a T-intersection. (During this time you may regain 3 turns worth of Strength and Constitution if you are down.) To take the left passage, go to **188**. To take the right passage, go to **140**.



133

The trap door leads out of Vaning House. Once outside you meet up with your guide and make your way back to town. Take 250 a.p. for completing this adventure.

134

For some reason you have entranced this poor, dumb Troll with your powerful personality. With a sound much like the screeching of an old, very rusty iron hinge, he begins to cry and beg your forgiveness. Realizing the power you have over him, you demand all his treasure! "Sir!", he croaks! "It's yours! I'll just go eat some worms or something...." He drops his gold and other sundries at your feet and goes off down the passage muttering to himself.

Picking up his pouch, you are surprised by it's weight. Opening it, you will find 210 GP worth of rubies, a magic marble which will increase your IQ one point one time (it will not work on Trolls), and a magic ring which will allow you to cast a Will-o-Wisp spell at no strength cost once per melee round for light only. It will not cast the spell at another being.

As you move down the passage, you notice a part of the wall that is different from the rest. Searching around, you find a loose brick. Behind this brick is a small pouch. Inside this pouch is a small, gray, wrinkled bit of something, and a glowing crystal. If you touch the wrinkled something, go to 97. If you touch the crystal, go to 105.

135

You wait for a time. You begin to grow somewhat nervous, however you are getting some much needed rest so you stick it out. For the first 3 turns, nothing happens. Then, with a sound like a run-away peddler's cart, and a smell much akin to the swamps in southern Rhalph, a big, nasty looking THING approaches! Go to 106 if you stand your ground. Go to 113 if you cut and run.

136

The dragon hits you, doing no damage. It's body snarls past you, eventually disappearing in the distance. You continue down the corridor until you get to a small grotto. Inside the grotto you find several rocks that you believe might be large rubies. Take 110 e. p. for the illusory dragon. You can also grab up to your IQ worth of the red stones, each of which weigh 1, or you may search further. To search further, go to 114. If you are a Dwarf go to 122, If you wish to cast Detect Magic or Oh, There It Is, go to 222, and if you wish to leave, go to 112.

137

You see a small gold ring in a puddle of stagnant, brackish water. The skillfully crafted ring is magical. When you pick up the ring, you note that it will cast a Too Bad Toxin spell 1 time per day. Without any magical quality the ring is probably worth about 20 g.p. Now go to 147, you lucky stiff.

138

You brush by the ragamuffin man, sniffing your displeasure as you do. You don't get far, however. Angered at your cavalier treatment of his person, Captain Guy l' Webbe of the royal guard of Robert's Hold draws his dirk (the only weapon he has that has survived the ravages of this place!) and charges your back. Go to 130, however, you must let Guy have 1 free round of combat on you before you can begin to fight.

139

You try to shatter the glass, but it is unbreakable. As you stand pounding at the mirror's surface a hideous amorphous being of unnatural origins takes uniform. Tentacles reach forth and clamp onto your body. You feel your soul being slowly drained from you. Close the book, you are dead.

140

This path is getting colder and darker fast. If you go back, go to 156 and take a different option. If you cast a "Detect Magic", go to 196.

141

You cleverly manage to twist in mid fall, thus avoiding the majority of the spikes. This is not so true for others that you see as you painfully pull your gored body up off its bed of death. Looking around yourself, you find you are in a roughly constructed pit about 15 feet deep. You are so injured that you could never hope to climb up the crumbly walls. Lucky for you, recent rains have eroded one wall of the pit, revealing an old access tunnel. With a lot of squirming, dirt shifting, and hard work, you manage to worm your way to the surface, exiting near an old cistern. Your cries for help bring your guide, who performs some rudimentary first aid on your cuts and gashes.

You have a constitution of 1, which will take a few days to recover from since the ghouls were kind enough to poison their punji stakes. By the time you are able to move, Vaning House is not open to your explorations. Take 150 a. p. for surviving your experience.

142

A pale green light sprouts from your fingers, light which has a devastating effect on the frail forms of the shadow-favoring ghosts! Long ago these were the high priests of a terrible darkness-loving demon called Krwonsku the Bloodrinker! Now you have destroyed them, ending their unlives unlived in the service of the evil Krwonsku! Take 160 e. p. and go to 147.

143

If you missed the saving roll, you lose half your strength to the ghost's evil draining. You must fight at this reduced level, knowing that only rest and recuperation will restore your lost strength!

If you cast a Blasting Power spell, go to 151. If you cast any other spell, go to the Magic Matrix (p. 70) and consult it to see what happens!

144

You take the finger bone. Instantly the corpse crumbles into its component parts. A sepulchral voice rises from the skull a moment before it crumbles to shards, "My blessing is in that finger bone! If you are ever the victim of harmful magics it will absorb much of the harm!"

The bone will take 10 points of damage from the total generated by any damage causing spell such as Take That You Fiend or Blasting Power. This bone is mystic armor. Take 150 a. p. for talking to the mummified servant. Now go to the landing at 42. There are no other exits from this room.

145

You slam the door and run down the corridor. Throwing open the first door you see, you discover that it opens on the side of Vaning House. You stumble out, rejoicing that you have escaped. Take 150 a. p. and stay out of trouble. If you wish to return to Vaning House, go to 1. Try to avoid making the same decisions.

146

The all seeing power of the third, Omnipotent Eye, reveals the illusionary nature of the dragon, which promptly dissolves away. Unhappily, so does the floor under your feet. You fall, striking your head on the way down. Take 55 e. p. for this illusionary dragon. Go groggily to 229.

147

The little bit of light coming from the phosphorescent fungus on the walls suddenly fails. You sense a palpable evil in the atmosphere. Torches, lanterns, candles, Will-o-Wisps, even Cat Eyes are useless. The evil grows closer, more evident. Your back seems to crawl in expectation of a dagger thrust. If you wish to grope around blindly in the darkness, looking for a way out, go to 155. If you wish to try other magic spells, go to the Magic Matrix (p. 70).

148

He is grateful for your assistance! With a great deal of enthusiasm he learns Take That You Fiend, the only level one spell he has yet to learn. As you go, he takes out a small bag and tosses it to you.

The bag contains a diamond worth 100 g. p. and a copper eating dagger worth 8 g. p.. "This is the sum of my worldly goods. No, I won't take it back! You deserve much more than this, but alas, I am a poor man." Go to 156 after taking 100 e. p. for teaching him the spell.

149 You continue down the corridor, nonchalantly keeping up your jogging pace. About half way to the end of the corridor you notice a glinting in the darkness. If you stop to search, go to **192**. If you continue on, go to **147**. If you choose to cast magic, write down your spell and consult the Magic Matrix (p. 70).

150 You dash off after the diminutive ghouls, confident in your power to overcome the entire pack. Abruptly the world seems to rise up and slap you! You have fallen into a pit! Pain explodes over your entire body! Spikes! Several of them! Your body, held, torn, gouged, helpless! Dying!

Your last coherent thoughts revolve around the concept of fate, the after-life, and God, but it is too late. You make a fine meal for a bunch of hungry scavenger ghouls!

151 A mystical vision of magical energy erupts from your hands as bolts of energy leap to do your bidding! Your fiery spell force meets to mingle with the cold anti-life of the malevolent spirits. Phosphorescent vapors dance in a rainbow aurora like that of the far north. The ghosts are obliterated, one by one, until only the largest and oldest is left! With a cry of rage and outrage terrible to behold, the spectre cries out, "Krwonsku! Avenge your servants! Destroy this unbeliever!"

And then he dies, leaving you alone with the only reminder of this epic battle the drifting mists of the ghostly being's ectoplasmic bodies. You can stop to rest, go to **176** or you may run for your life just in case Kwronsku shows up, go to **185**.



152 What a pile of garbage you sift through! Fifty years of ghosts, ghouls, goblins, and similar ghastlies can leave a lot of trash! Eventually you tire of your labors and determine to continue your searches elsewhere. To continue down the hallway go to **22**. If you decide to return the way you came, go to **30**.

153 You move to grab your weapon or to cast your spell, but the guard is ready for you. The crossbow quarrel takes you in the chest. Close the book, you are dead.

154 The crystals are diamonds. Each one is worth 10 g.p.

155 You search and search fruitlessly. The darkness extends infinitely in all directions. You feel the evil drawing closer and soon it will be upon you. If you want to use your magic, return to **147** and consult the Magic Matrix (p. 70). If you wish to ready your weapons for a fight in the pitch blackness of this unnatural darkness, go to **162**

156 Having killed the ragamuffin man, you kneel to loot the body. As is frequently the case, all was not as it seemed with this man. You find his money pouch attached to a loop under his ragged cloak. The man was once a member of the royal guard of Robert's Hold, a small kingdom far from the hustle and bustle of Kosht or Kazan. He has several personal ornaments, including a locket containing the likeness of a very beautiful young lady, whom you take to be his wife or lady, a diamond worth 100 g. p., a lucky rabbit's foot, which seemed not to give this man much luck, and a dagger (other than the one that he used in combat. You may take the dirk as well, but it is nothing special, just an ordinary dirk.) The dagger and the rabbit's foot both detect as magical.

If you wish to examine the dagger, go to **164**. If you wish to examine the rabbit's foot, go to **117**. If you wish to leave these items where they lay and just gather up the mundane items and the dirk, go to **132**.

In any case, take 88 e.p. for killing the ragamuffin man.

157 From over your shoulder you can just glimpse the surface of the evil mirror. As if viewed in the depths of honey or some other viscous liquid, a hideous amorphous being of unnatural origins takes unform. Tentacles reach forth and clamp onto your body. You feel your soul being slowly drained from you. Close the book. . . You are now dead.

158 As the witch-glow of the Will-o-Wisp spell slowly dispels the shadows you hear a scurrying from your rear. Turning, you catch a glimpse of several feral creatures as they rapidly retreat into the darkness from whence you came. Realizing that even cornered rats will fight with the ferocity of lions, you elect to avoid a confrontation by going on to 183. If you are a gung-ho Conan-style brawler, you could run after them by going to 191. In either case, you get 150 a. p. for causing such a rout among the monsters.

159 Ransacking the entire room will take a bit of time. You can regain any lost strength, and 1 lost constitution, while doing so. In the end, you don't find much in the way of mystic tomes except one volume dealing with the summoning of fire elementals which is far beyond your current level of achievement, but is worth 800 g. p.!

You take it and leave by the stairway, which puts you in a faintly phosphorescent corridor which you do not recognize from your previous explorations. Go to 147.

160 The lead spirit absorbs the mystic energies that were unleashed by your spell and grows visibly larger before your eyes! These undead priests of a terrible evil demon thrive on fear! The ghosts surround you and begin to suck the very life essence from you!

You may try to fight back with your weapons, go to 211, or you can try to cast a spell, go to 143. Before doing either, make a level 3 saving roll on Strength (30-current strength)

161 The hidden door leads into a narrow passage about twenty paces long and 6 paces wide. At the opposite end of the room is an incongruous brick wall.

If you wish to break down the brick wall go to 168. If you wish to search the room for a way out, go to 177. If you wish to just wait here for a while, then return to the landing, go to 186.

162 You stand in the darkness, clutching your weapons in sweaty hands, awaiting doom in who knows what form. A panic begins to grip your soul. What are you thinking; trying to play knight in shining armor? How can you hope to win against whatever is in the darkness? Surely, your courage must be foolhardy, and your sense of self preservation nil! Make a saving roll on Luck (20-Luck). If you make the roll, go to 107. If you miss, go to 115.

163 You run until your breath is exhausted. Slowly it dawns on you that you are totally lost. The only ray of hope you have seems to be a glinting of light ahead. Tiredly, you begin to trudge down the corridor. Once before the door, you waste no time opening it. Make a level 2 saving roll on Luck (25-Luck). If you make, go to 116. If you lose, go to 124.



164 You have never seen such a magnificent piece of workmanship before! This dagger, actually a Jambya, is a masterpiece of form and function. Only a master weaponsmith could have fashioned it! Admiringly, your finger reaches to trace the gold filigree demons that decorate the hilt.

At first touch, the dagger seems cold, lifeless. Then, horribly, you sense a change come over the weapon, and indeed, over you!

The dagger has been cursed by its creator! The whole darkling story pours into your mind from the spirit of the dagger!

"Man, know that I am The Tooth of Krwonsku the Blood Drinker! For far too long have I been thirsty! Now, in the hands of a true mage, I can once more slake my thirst on the gore of the living! Take me forth from this place into the cities and the towns. Never again will I allow my will to be thwarted! We will start such a bloodletting that it will be remembered in the time of your grandson's grandson's grandson!"

This is the last coherent thought you have as you rush from Vaning house, embarking on your savage killing spree! If some kindly master magician takes pity on you and casts a level 14 Curses Foiled you may regain control from The Tooth of Krwonsku the Blooddrinker. More likely you will be spitted on the end of a city guardsman's spear and The Dagger will possess some other poor fool.

Make a level 9 saving roll on Luck (60-luck). If you make it, you receive a Curses Foiled after about 10 days. If you miss, you receive a spear in about 12 days. In either case, you may not return to Vaning House. Close the book.

165 Make a first-level saving roll on your dexterity (20-DEX). If you miss, you tripped in the dark, and fell over. You must absorb 8 hits if you fell. All of this may be taken on armor, if applicable. If you make your saving roll, nothing happened. You reach the other end safely. Go to 147.

166 You soon tire of prying open potion beakers that have not been opened in several decades. In frustration, you take the nearest beaker and throw it against the far wall. Unfortunately for you, this beaker contained a huge and very violent djin. Laughing all the while, this thing from the Eastern Lands uses its incredible power to destroy the room you are in. You barely escape to the outside. Looking back you see Vaning House in flames, the djin reveling in it's fiery chaos. Take 85 a.p. & close the book. This character can't enter Sorcerer Solitaire again.

167 Desperately striking out with your weapons you drive the ghosts back down the corridor! Shrieking, the lead ghost gives way before you, then the next and the next. A seeming endless horde of the foul undead priests of Krwonsku the Blood Drinker strive against you!

You begin to believe that you may prevail! The terrible wounds that your weapons cause to their insubstantial bodies gives you hope!

Then a growing, ululating, squirming laughter insinuates itself into your mind. The evil spirits that only a moment ago you had been ripping to ectoplasmic shreds now rise up anew, untouched by your efforts! A sick, hopeless moaning sound wells up from deep in your throat as you crumple to the floor!

The ghost's laughter echoes in your ears as they begin to suck your life's essence from your body. So it ends. Close the book.

168 It takes awhile, but you manage to break down the wall, revealing a small room. Chained to the far wall is the skeleton of a human being. You can see at a glance that the person died after the room was sealed up: the distortion of his features implies absolute agony.

If you wish to search the corpse, go to 194. If you wish to return to the landing, go to 186.

169 The guard motions you to go on into the room. Once inside you see that the woman has returned, sans the caged cat.

"Well, Calla. I see you have found another sacrifice for Semaj. Bind him to the altar!"

Realizing that you will not get any other chances you make your move to escape now. To cast magic, consult the Magic Matrix (p. 70). To fight with weapons, go to 178.

170 Your hand brushes across a small bag of some sort as you crawl forward. Soon you get to the opening which proves large enough for you to squeeze through.

Once outside the crawl space you pause to examine the bag, which contains 30 pieces of gold and 8 pieces of silver. You turn back toward the front of the house only to notice that most of the upper floors are engulfed in flames.

You and your guide watch as the old house burns to the ground. You get 125 a.p. for completing the adventure. Close the book.

171 Your spell will reveal a small golden coin caught in the floorboards. Taking it up in your hand you suddenly feel a bit luckier. Add +1 to your luck. (Return to the paragraph that sent you to the Magic Matrix)

172 Your Dis-spell will neutralize Semaj's spell momentarily. To run go to 88. To use the Heart of Eudalc, go to 102.

173 You detect high level evil magic. To learn more by casting Omni-eye, go to 224. To try to go back, go to 107.

174 Your spell warns you of magical danger! Looking in the direction you are detecting magic in you will see the eerie forms of several ghosts! Since you have noticed them, they abandon stealth and come streaming out of the walls toward you, moaning and shrieking in glee! Their cold-as-death forms cluster around you like pilot fish on a shark. If you cast a Will-o-wisp, go to 142. If you cast a Blasting Power, go to 151. If you cast an Oh, go away!, go to 160. If you cast any other spell, write it down and consult the Magic Matrix (p. 70). If you elect to fight with weapons, go to 167.

175 You crack the door on the furnace, disturbing the fire elemental who has been busily baking a clay beaker since the last living resident of Vaning House ordered him to do so. The cold air let in by your opening of the door strikes the beaker with catastrophic results! The resultant explosion hurls you across the room and down the stairs! Flames engulf the upper room as the elemental, freed from the furnace when the beaker exploded, reeks his revenge for too long an imprisonment in too small a space.

Counting yourself lucky to have survived you take

the first turn that takes you far from the flames that will surely destroy this house of evil. Go to 147.

Before going however, you should know that you were not altogether unchanged by your encounter with alchemecal philosophic science. Roll 1d6 and consult the following table:

Roll Effect

- 1 The potion being baked was a Troll Strength Potion. Add 3 Strength permanently.
- 2 The potion being baked was a Brain Booster Potion. Add 2 IQ permanently.
- 3 The potion being baked was a Dragon Control Potion. It went bad. -10 Charisma versus any dragons you may encounter.
- 4 The potion being baked was a Regeneration Potion. It went bad. Any time you must be healed by a Poor Baby spell it will take 2 times the cost for each heal. In other words, 4 for 1 instead of 2 for 1!
- 5 The potion being baked was a Shape Change Potion. It went bad. No effect on you save that you now have green hair, eyebrows, beard, teeth, fingernails, and toenails!
- 6 The potion being baked was actually a toxin, Dragon Venom! It went bad, so it didn't kill you outright. Instead, lower your Constitution by 3 permanently.

176

You can rest for 5 turns, thus restoring the proper amount of strength and constitution for that time. Take 160 e. p. for destroying the ghosts. They had no treasure. When you are done go to 147.

177

You search for a long time, but find no other exit. If you wish to break down the brick wall in order to see if it hides an exit, go to 168. If you wish to check out the landing now, go to 186.

178

You draw your weapon and slash at the guard, closest to you. You will have to kill the guard before you can attack the woman.

Calla, the guard:

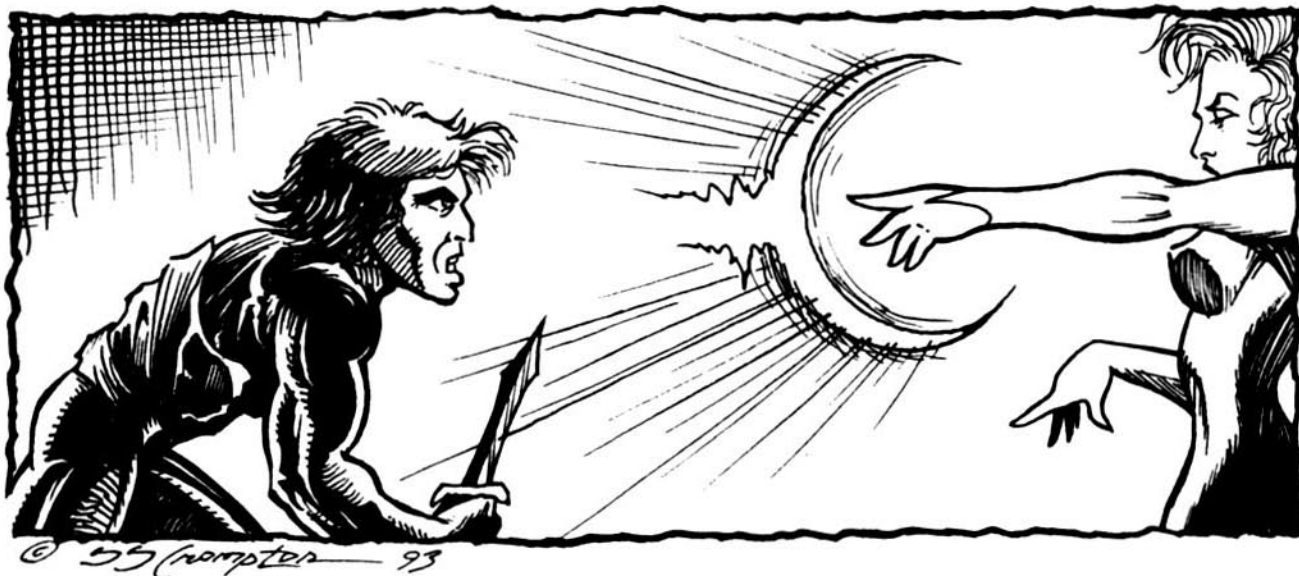
Strength:	16	Crossbow:	5d6
IQ:	10	Short Sword:	3d6
Luck:	13		
Constitution:	16	Leather Armor:	6 hits taken
Dexterity:	12		
Charisma:	11		
Speed:	12		

The Initiate:

Strength:	10	Will always cast Take That You Fiend in combat for 28 points of damage.
IQ:	28	
Luck:	12	
Constitution:	22	
Dexterity:	18	
Charisma:	12	
Speed:	18	

Calla will not be able to draw his Short Sword until he drops his crossbow, so you will get one free attack on him. If you kill him, you can try to attack the woman.

In any case while you are fighting Calla, the woman will have an opportunity to cast a spell at you. Take 28 points off your Constitution from her Take That You Fiend. If you survive you may continue to fight. Otherwise, you die. If you survive, take 340 a. p. You may go through the door behind the tapestry after taking the guard's crossbow (if you want it) by going to 195.



179

You reach the opening which proves to open onto the outside of the house. You turn back toward the front of the mansion only to notice that most of the upper floors are engulfed in flames.

You and your guide watch as the old house burns to the ground. You get 125 a. p. for completing the adventure. Close the book.

180

In the all seeing rays of the third, Omnipotent Eye, you can see the lines of ancient magic that permeate the atmosphere of Vaning Manor. You realize that this place has been cursed for a long time, and that the curse is even now at work against you. You will also perceive an undercurrent of opposition to the power of the curse, as yet embryonic, but it could flair into full power at any time. (Return to the paragraph that sent you to the Magic Matrix.)

181

Your Curses Foiled will un-animate the zombie. Take 250 a. p. for quick thinking and go to 119 You will get the full reward at 119 for your actions.



182

This type of demon thrives on anonymity! By casting a spell which reveals that which is hidden, you have banished it!

As the demon dissolves into the nether plains from whence it came it drops a small golden orb. You carefully Omni-Eye the orb, but it proves to have no harmful magic on it. In fact, you realize that the spells on the orb are such that it will allow you to cast a Protective Pentagram that will last for 6 turns for a strength cost of only 6. Go to 11. Take 250 a. p. for not sleeping during your Master's lecture on basic demon banishing.

183

Marching on, you come to a spiral stairway that leads up into the upper floors of the old mansion. Taking this path, you will come up in a large room, some 3 stories above the ground level.

You stand agog! This one room is the greatest treasure you could possibly find in a place such as this! You realize that you have stumbled on the study of a magician of great power and learning. Slowly your eyes roam the stacks of books, the dwarven manufactured furnace, the neatly arranged vials of magical paraphernalia. Surely this is the best this place has to offer.

You may search the combination study, workshop, and library by going to 159 to look for books, or you may begin to open vials and bottles, looking for magical potions, go to 166, or you may open the alchemical furnace to see what may have been cooking by going to 175, or you may cast a detect magic, go to 184.

184

As soon as you finish your spell you realize that it was the very best thing you could have done. The years have not been kind to this magician's sanctum. Over the passage of time many enchantments that should have been maintained for safety's sake were left to vanish. You know to avoid some danger spots, and you know what is magical and safe to take. You move to gather up your treasure!

You find a book on summoning Fire Elementals worth 1800 g. p. to your master, the Aged One, a small ring which would have gone unnoticed in the debris which will cast a Second Sight spell at level 5 power for 12 strength points, a bit of unicorn horn which will neutralize any type of poison or toxin it is dipped into, and a Bag of Plenty which will hold 500 g. p. worth of weight in things that could fit through the opening in the bag (4" x 4" roughly) but which will only weigh 50 and take up the volume of the bag.

Further, for thinking like a magic user take 1,000 a.p., and use the secret magic door thus revealed by your spell to exit Vaning House. Since you have all the best that this place has to offer, you never return.

185

You do not pause to rest, nor do you pause to search for treasure. Make a level 2 saving roll on Luck (25-luck). If you make it, go to 193. If you miss, go to 202. Take 260 a. p. for obliterating the ghosts.

186

This interlude has been restful enough that you have restored 7 points of strength lost from casting spells, and 2 points of Constitution lost in combat. You may cast Poor Baby spells to top off your Constitution if you wish. Go now to 42.

187

There is no paragraph 187. You must have cheated to get here! "Poof!" You have been turned into a toad! So there! And stop peeking.

188

Your eyes flit from shadow to shadow as you briskly jog along the latest in a seemingly endless string of winding, twisting, turning corridors. Abruptly you feel a change come over the atmosphere of the hallway. Your hair rises on your neck and along your spine, the feeling of invisible daggers plunging into your body palpable in the sudden darkness.

The section ahead of you is totally dark, no light escapes it's stygian depths. An eldritch blast of cool, damp air stirs the edges of your cloak, coming as if from the nostrils of some evil winter troll.

You may continue into the darkness, go to **149**. You can cast a Will-o-Wisp spell, go to **158**. You can pick your pace up, and try to run into the darkness, as if through an arcane gauntlet, go to **165**. Or, on the chance that it may reveal some hidden spell or enchantment, you could cast a Detect Magic. Go to **174**.

189

You detect magic emanating from the skull on the pedestal. (Return to the paragraph that sent you to the Magic Matrix.)

190

You discover a secret door with your spell. To take it, go to **201**. To go back the way you came, go to **107**.

191

How soon you have forgotten the mage rules of survival! Never, never charge a bunch of ghouls! They are cunning, these vultures in human form. Though not a match for a healthy man, they can be more than a match for a man who has fallen into a pit full of spikes! Too late you realize that these creatures live here. They know all the ins and outs of Vaning House. Where the pits with spikes are, for instance.

Make a level 3 saving roll on Dexterity (30-dexterity). If you make the roll, go to **141**. If you miss the roll, go to **150**.

192

You search around in the debris that litters the floor until you find a large sapphire which is worth 100 g. p. Now continue on to **147**.

193

You notice a secret door. Opening it, you follow the corridor thus revealed to a tunnel which ends just outside the house in a copse of trees. Noticing your guide nearby, you rejoin him and take your leave of Vaning House and its evil story! Close the book.

194

As soon as you touch the corpse its eyes open! To fight it, go to **203**, to talk to it, go to **212**.

195

The passage revealed beyond the door is long and treacherous, leading down a steep incline. It takes you several seconds to reach the bottom. Once there you must cast a Will-o-Wisp spell to light the way into this large room.

The room must be the inner sanctum of the Temple of Krwonsku that you were told of by the ghost of Lord Vaning. It's high vaulted roof is decorated with scenes of bloodshed the likes of which only a demon of Krwonsku's tastes could admire. Against the far wall is a huge crystal throne upon which sits a wizened husk of a man.

You realize that these must be the mortal remains of Semaj the Black! If you wish to go closer, go to **204**. If you wish to take out the Heart of Edualc right now, go to **213**.



196 You reach the end of the hallway where you find a short stocky man. He looks you in the eye and says, "You're on the wrong track, friend. You needed to go up to the second floor. Take this ladder."

If you wish to take the ladder, go to 33. If you wish to attack the man, go to 214.

197 Sometimes it pays to just look around for the pleasure of looking! Roll 2d6:

2 You find a Dirk of Dwarven manufacture.

It does 3d6+1 and is worth 54 gp.

3 - 5 You find a treasure of 30 gold pieces and 15 silver pieces.

6 - 8 You find nothing of note.

9-11 You find a small bronze salt shaker. Inside is a powder which will neutralize any toxin or poison once. (1 dose is in the shaker. When it is empty, the shaker will be worth 12 gold pieces.)

12 You find a small brown spider, which you promptly squish. Now you'd just better hope you don't run into Mama Shelob, the baby's mom!

You may only get each item on this list once.

198 The Troll is actually just a big bully. Double the effects of your spell. If you came from 31 go to 18 to find out how well you did. If you came from 18 this is not a mistake. Double the effects of your spell and return to 18.

199 This thing thrives on fear! Go to 115.

200 The mirror shatters! Behind it you will find a vanity with a box of jewels on it worth 300 g. p. Take 145 a. p. and go to 145.

201 You stumble around in the secret passage for quite some time. At one point you smell smoke. Panic spurs you on to greater efforts. Soon you come out in a tiny, damp, evil smelling room. A ladder on one wall leads up to a wooden trap door. To climb out, go to 210 To go back and search for some other exit, go to 219.

202 You stumble into a trap door set in the floor of the corridor. It will lead you to 147.

203 "Evil!" it shrieks! "Evil is at work here! Beware!" In order to attack it with spells choose your spell, write it down, and refer to the Magic Matrix (p. 70). In order to fight with weapons, go to 220.

204 Before you can go more than a few feet into the room Semaj opens his dehydrated eyes, "Who are you? You are not one of my Initiates!"

He casts a very powerful Take That You Fiend at you that does more damage than you can handle. Close the book, you have died.

205 You also get 10,000 a.p. Go to 187.



206

You fly up near the ceiling where you find a trap door. This opens into a short corridor, which terminates in a secret door. Open it and go to 161.

207

You realize that all you really need to do is grab hold of Princess Nanus and fly her out of here! Take 100 a. p. for thinking like a magic user and go to 96 and ignore the part about the lasso.

208

This thing is indeed a function of a curse! One on you! Lucky for you it's an old and somewhat weak curse. You disperse its effects and the darkness goes away. Go to 35 Take 150 a. p. for creative thinking.

209

Sometimes it pays to just look around for the pleasure of looking! Roll 2d6:

- 2 You find a Dirk of Dwarven manufacture. It does 3d6+1 and is worth 54 gp.
- 3-5 You find a treasure of 30 gold pieces and 15 silver pieces.
- 6 - 8 You find nothing of note.
- 9 - 11 You find a small bronze salt shaker. Inside is a powder which will neutralize any toxin or poison once. (1 dose is in the shaker. When it is empty, the shaker will be worth 12 gold pieces.)
- 12 You find a small brown spider, which you promptly squish. Now you'd just better hope you don't run into Mama Shelob, the baby's mom!

You may only get each item on this list once. (Return to the paragraph that sent you to the Magic Matrix)

210

You climb out of an old cistern near the gate. You see that Vaning Manor is almost completely burned to the ground. Kessel is startled by your sudden appearance. "Oi! I thought you'd died, what with the fire and all! You must tell me how you managed to survive!" As you make your way back to the village you relate your adventures to Joris, only adding a bit here and there to spice things up. Take 150 a. p. for surviving and close the book.

211

If you missed your saving roll you lose half your strength to the ghost's evil draining. You must fight at this reduced level, knowing that only rest and recuperation time will restore the lost strength. Go to 167. If you made your saving roll you need not subtract half of your strength! You resisted the ghost's efforts! Go to 230.



212

"Evil!" it shrieks, "Evil is at work here! Beware!" You stand stock still, listening to the thing's words.

"My Lord Vaning tried to stop him! Semaj is evil incarnate! His spirit still dwells within the walls of this cursed house. Beware his minions, they are everywhere!"

Your spine tingles. It is as the Aged One implied! There are forces at work here that have ramifications even in this day and age! You hang on every word the mummy creaks out, fearing to miss some clue that could lead you to the answer to the Aged One's questions.

"Lord Vaning holds the key to destroying Semaj. He holds the Heart of Eudalc the Red! Take it from his hands and you will be invincible! But do not seek to betray Lord Vaning! Cursed are all betrayers! Take my smallest finger bone as a token of protection."

If you take the finger bone go to 144. If you wish leave go back to the landing at 42. There are no other ways out of this place.

213

As soon as you take out the Amulet an intense white light bathes the room! A voice shouts out a spell in an arcane language dead for a thousand years! Semaj, is completely destroyed in the blinding light of Eudalc's fury!

You look about you in astonishment, taking a few seconds to comprehend the destruction you have witnessed. The voice of Lord Vaning captures your attention, "You have destroyed Semaj and banished the evil power of Krwonsku! I thank you with all my heart! Go now, while you can! You will find a great treasure in the great oak beside the main gate!"

Hastily you run from the house as smoke begins to tinge the atmosphere. Once outside you see that a fire has broken out. The old mansion burns quickly.

Outside you find the oak tree easily. You, and your guide are able to make it back to town with ease.

The treasure in the tree consists of 3,000 g.p. worth of gems, jewels, and silver plated dishes. Lord Vaning must have hidden these things before his death fifty years ago.

When you return to the Sanctum of the Aged One he calls you into his Sanctum and holds out a wand. Taking it, you discover it to be a Deluxe Staff! "You have earned this, my friend. Go, be the best mage you can be!"

Apprentice no longer, you enter the world a power to be reckoned with. Take 750 a. p. for successfully completing the adventure.

214 You prepare to cast your spell, but before you can complete the most basic gestures the ghost dematerializes. You must go back to **156** Do not return here.

215 This troll is particularly susceptible to Rock-a-bye spells. He collapses like a puppet with its strings cut. (Return to the paragraph that sent you to the Magic Matrix.)

216 You notice that the lasso is magical. If you wish to cast an Omni-Eye on the lasso, go to **223**.

217 Wrong choice! This thing can't be dispelled! Go to back to **115**, while there is still a chance!

218 You detect magic emanating from a small vial wedged between the floor and the baseboard along the side of the corridor. You take it up and find that it contains a metal sewing needle.

Further investigation proves that this needle will always point north when the vial is floating in water. When the vial is floating in wine it will indicate the nearest secret door. When floating in milk it will indicate the nearest pure water. (Directions laboriously printed on the cap of the vial help somewhat.) Take 75 a. p. for thinking to cast the spell. (Return to the paragraph that sent you to the Magic Matrix.)

219 As you wander the maze of secret corridors under the old house you can feel the air getting warmer and warmer and more and more smoke fills the air. Soon it is hard to breath. Make a level four saving roll on Luck (35-luck). If you make it, go to **227** If you miss it, close the book. You have died of smoke inhalation.

220 Your weapons rip into the mummified flesh of the corpse. All the while it keeps screaming "Evil! Beware the Evil!" Finally it falls into a pile of dust. Take 10 a. p. for destroying this animated corpse. There are no other exits from this room. Go to the landing via **42**.

221 You may take 65 a. p. for killing the troll. You will find that he has a very small bag in his filthy loin cloth that contains 35 copper pennies and a small bit of quartz worth 12 more coppers. Continue down the corridor by going to **38**.

222 If you cast either of these two spells, you will see a small, purple glowing crystal way in the back. You realize that this is magical, and that it is worth much more than any of the rubies or diamonds littering the room. You can take your IQ in rubies, as noted, and a like amount of diamonds. The rubies will retail for 8 g.p. each, and the diamonds for 10. The purple crystal is a rare one called Dragon Egg. It is worth 300 g.p. Go to **112**.

223 You learn that the lasso has a modified Lock Tight on it. Whenever you tie anyone or anything up with this lasso it will take a Dis-spell or a Knock Knock to untie it. Return to **118**.

224 The power of the Omni-Eye shows you a lattice of horrible magics indicating the presence of a powerful curse in action. In order to avoid becoming enmeshed in this curse you must search for some other route. You already are deeply enough into the effects of the curse that you cannot go back the way you came. To cast an Oh, There It Is, go to **190**. In order to search without using magic, go to **107**.

225 Very creative! It isn't a disease, but the healing spell has a very strong element of 'GOOD' in it. This gives the demons pause and they withdraw to consider for a short time. Make some other choice by writing it on a piece of paper and consulting the Magic Matrix line for paragraph **107** Take 150 a. p. for creative thinking.

226 This spell works fine on the lead ghost, but the rest just fall in behind him. Before you can ready another spell the other ghosts fall on you and drain your life away. Close the book, you are dead.

227

You stumble out of the maze of corridors into the burned out ruins of Vaning Manor. Take 125 a. p. and close the book. You lack even Kessel's surly company on your journey back to the village. He left long ago, having given you up for dead.

228

The corpse shudders, then slumps. A young man appears before you in ghostly form. "Oh, God! Thank you for freeing my astral self from my body! I have been cursed to feel all that it feels for fifty years! Can you imagine what it is like to feel yourself slowly rot away?"

Know you that my body is magical. I was a practitioner of an arcane form of magic that concentrates magic power in the bones, organs, and joints of the living caster. Take each of my toe bones as reward for releasing me from my cursed state. They will heal your wounds when cracked by your dagger or against a stone."

Each toe may be used one time. You may collect 10 toes. Since you no longer wish to fight the corpse, go to 212 and listen to what the ghost has to say.

229

You wake up in a crawl space under the floors of Vaning House. As you look around yourself you notice light coming from a small opening.

As you crawl toward this opening make a level one saving roll on Luck (20-Luck). If you make your roll, go to 170. If you miss your roll, go to 179.

230

Your first desperate blow blasts clear through the lead ghost's insubstantial body and strikes a metal object that is floating in the hand of the second spirit!

With a loud keening shriek all the ghosts are sucked into a vortex of energy! Your blow has destroyed the Scepter of Krwonsku the Bloodrinker! It's power was what held the ghosts in the world of the living.

Take 300 e.p. for destroying the Scepter! Searching around, you notice that the ghosts all dropped some bit of jewelry when they were sucked into the vortex. Each piece is worth 100 g.p. and each of the 8 ghosts had one piece of jewelry. Go to 147.

231

Among all the magical paraphernalia, you find a wondrous Deluxe Staff that contains all the 4th and 5th level magic spells. Now go to 205.

232

If you chose to cast Fire Blasting Power go to 151. If you chose any other type of Blasting Power, you are overwhelmed by the ghosts. Close the book, you are now dead. Sorry, better luck next time. . .



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Magic Matrix

Magic Matrix Directions:

Always write down the paragraph you came from and the spell you wish to cast before going to the Magic Matrix. The first column is the paragraph you came from. All the other columns under the spell names tell you what to do. If the entry is N, the spell is not usable. If the entry is Y, this means that the spell is usable, return to where you came from and go to the combat option to adjudicate what happens or carry out the combat with your spell as your weapon or effecting your weapon, depending on the spell. If the entry is I, the monster is Immune to the effects of your spell. If the entry is R, the spell is reflected back at you and you must take the effects of your spell. If the entry is a paragraph number, go to that paragraph and do what it says.

From	TTYF	VB	OGA	CE	PB	Wh	CF	RAB	Dis	BP	FM	HF	OTIS	OE	DM
8	N	Y	N	Y	N	Y	N	N	N	N	N	N	171	180	189
28	N	Y	N	Y	N	Y	N	N	N	N	N	N	197	N	N
44	N	Y	N	Y	N	Y	N	N	N	N	206	N	N	N	N
4	Y	Y	Y	Y	N	Y	N	215	N	Y	N	N	N	N	N
22	N	Y	N	Y	N	Y	N	N	N	N	N	N	N	N	N
31	Y	Y	198	Y	N	Y	N	215	N	Y	N	N	N	N	N
203	Y	Y	I	Y	N	Y	228	I	228	Y	N	N	N	N	N
76	Y	N	Y	N	N	N	N	Y	N	Y	N	N	N	N	N
83	77	Y	I	Y	Y	Y	N	I	N	77	N	Y	N	N	N
73	77	Y	I	Y	Y	Y	N	I	N	77	N	Y	N	N	N
169	Y	Y	Y	Y	N	Y	N	Y	N	Y	N	N	N	N	N
(GO TO 178 AFTER)															
94	Y	Y	Y	Y	Y	Y	N	Y	N	Y	N	Y	N	N	N
110	Y	N	Y	N	N	N	N	Y	N	Y	N	N	N	N	N
71	Y	N	Y	N	N	N	N	Y	172	Y	N	N	N	N	N
109	Y	Y	I	Y	Y	Y	181	I	N	Y	N	Y	N	N	N
118	N	Y	N	Y	Y	Y	N	N	N	N	207	Y	N	N	216
18	Y	N	198	N	N	N	N	Y	N	Y	N	N	N	N	N
147	N	Y	N	N	Y	Y	N	N	N	N	N	Y	190	224	173
107	N	N	199	N	N	N	208	N	217	N	N	225	182	N	N
35	Y	N	Y	N	N	N	N	Y	N	Y	N	N	N	N	N
(GO TO 130 AFTER)															
124	R	N	N	N	N	N	N	N	200	N	N	N	N	N	N
149	N	Y	N	Y	Y	Y	N	N	N	N	N	Y	209	N	218
174	226	Y	N	Y	N	Y	N	I	N	232	N	Y	N	N	N
143	226	Y	N	Y	N	N	N	I	N	N	N	N	N	N	N

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FOR THE
ZEPHYRUS



HEY... DUH... ARE
THERE ANY **DRAGONS**
IN THERE ??

NO...
NO DRAGONS
HERE... COME
ON IN...

SUCKER!

ANOTHER
MALOX
MOMENT

BY
RICK
LOOMIS

08-25-Computer

Solitaire Adventure for The Intellectually Challenged

By Rick Loomis

Just about every solo adventure has “choices” available that are obviously pretty stupid, and of course no one picks those choices unless they are real idiots. It recently occurred to me, however, that some people are pretty dimwitted, and anyone who makes a stupid choice in a solo adventure probably “dies” pretty quickly. Certainly we don’t want to miss a market niche, so I thought I would write a solo adventure that a stupid person could enjoy. So here it is. Now normally, we jumble all the paragraphs, so that from #1 you choose between #8, #27 or #56 and from paragraph #8 you choose between #39, #60, or #92 and so on. But since this adventure is for people who are probably pretty slow readers anyway, I’m just going to put the paragraphs in order. Its easier that way, and besides, I don’t want to confuse anyone. Don’t read ahead, now. Just read the paragraphs you are directed to.



#1

You are a peasant, tending a flock of sheep in a meadow high up in the Blue Mountains. While looking for a comfortable place to sit down and have lunch one bright morning, you discover a cave in the side of the mountain. Over the cave is a large sign: “Danger! There is a dragon inside this cave! Do not enter or you will die!” You are carrying nothing but your lunch, a water sack, and a stout wooden club. You have often wondered what it would be like to be a Great Hero such as a slayer of dragons. If you ignore the cave and go back and tend your flock, go to #2. If you enter the cave to see what is inside, go to #3.

#2

No, no, no. This is an adventure for **stupid** people. People who make intelligent choices are not allowed to play this adventure. You get 100 experience points for having seen the cave, collect 100 silver pieces for telling the tale over and over in the local tavern, and live a long and reasonably happy life. The End.

#3

When you get inside the cave, you see that the way into the deeper reaches of the cave is sealed off with rocks and some kind of mortar. There is a large, rusty, iron door in the center of this rock pile. There is a lock on the door that is glowing faintly. As you reach for the lock, your hand starts to tingle, and the hairs on the back of your hand stand straight up. The closer your hand gets to the lock, the nastier the tingle. If you wish to grab hold of the lock to take a closer look, go to #4. If you wish to take your wooden club and pound on the door shouting for someone to come open up, go to #5.

#4

The lock pops open, and comes off in your hand. You put it in your pocket for safekeeping, while the iron door slowly swings open with a creaking and groaning noise. (If you survive this adventure, you may later sell the lock for 100 gold pieces back in the village.) It is very dark inside the cave and you can’t see a thing. If you just walk right in, go to #6. If you shout into the darkness “Hey, are there any Dragons in there?” go to #7.

#5

The door slams open, and standing there in the opening is a huge, smelly, slobbering man-like creature. He is over 8 feet tall, with green skin, 4-inch fangs, dirty hair, and looks like he weighs about 300 pounds of all muscle and bone. In his hand he has an ugly club about as big as you are, with a long, curved spike sticking out of it. He is swinging this club rather casually, as he growls, "Whadda you want?" If you tell him you are here to kill the dragon, go to #8. If you just push right by him and go inside, go to #9. If you immediately challenge him to a duel to the death, go to #10.

#6

In the dark, you trip over something long, white, and skinny (perhaps a bone?) and fall flat on your face. You hear a whishing sound over your head, and feel a slight breeze and then hear a loud "Thump!" As you climb to your hands and knees, you slip on something slimy and fall forward into a pit. You tumble, roll, and slide for quite a ways, and end up at the bottom in a brightly lit cavern. All around you are piles of gold, jewels, bolts of expensive looking fabrics, and little bottles of potions. In one corner of the room is a rope leading up to the ceiling. There is a small sign next to the rope that says "alarm". In the center of the room is a large, forbidding altar encrusted with bloodstains and slimy gore, and covered all over with hideous carved gargoyles and arcane symbols. The top of the altar has a little depression, somewhat bowl-shaped with more bloodstains and some scorch marks. Hanging over the altar is a huge, glowing sword with the letters E.V.I.L. imprinted on the handle. You grab a few likely jewels as you look around (3 gems worth 200 gold pieces each). You pick up one of the little bottles, and notice that it has no writing on it, but there is a skull and crossbones engraved on the lid. If you wish to open this bottle and drink what is inside, go to #11. (If you don't drink it, you can sell it later for 100 gold pieces). If you wish to walk over and pull the rope marked "alarm" go to #12. If you wish to climb on top of the altar and take down the sword, go to #13.

#7

A loud, rough, masculine voice shouts back "No, there are no dragons here, but there is a beautiful princess. Come on in and rescue her." If you walk into the dark cave, go to #6. If you shout back "No, no, I want to kill a dragon" go to #14.

#8

"Ha!" he shouts. "No one comes inside unless they fight me first. What do you say to that?" If you pull out your club and try to impress him by twirling in a flashy manner, go to #10. If you just say "Oh, bother!" and just walk past him into the dark entrance, go to #9.

#9

The Ogre howls in rage, and swings his club at you. Fortunately his club is longer than the door is wide, and it hits the side of the door with a loud "Clang!" As you walk on inside, the Ogre drops his club and reaches for you with huge, warty hands. In his blind rage, he trips over his club and falls on the spike, which happens to get him right in the throat. You get 500 experience points for killing this nasty beast. Now go to #6.

#10

The Ogre looks at you in surprise, and then starts to laugh. You angrily pull out your cudgel, and try to twirl it to impress him with your dexterity, but you slip and smack yourself in the knee. The Ogre laughs even harder, drops his club, and grabs his stomach. As you bend over to rub your aching joint, you poke yourself in the eye with your wooden staff. The Ogre howls even louder, sits down, and rolls around on his back. You drop your staff, and cover your watering eye, but now you step on the staff and slip and fall down on your rump. The Ogre starts kicking his heels on the ground, and gasping with a sort of "Erck, Argh, Ack!" noise. Suddenly he is quiet, jerks a couple of times, and then lies still. He has had a fatal heart attack. You get 500 experience points for killing this nasty beast. Now if you want to walk into the dark cave, go to #6. If you want to shout "Hey, are there any Dragons in there?" go to #7.

#11

After you drink the potion, you have a sudden urge to bury all the treasure you see all around. You wander around the cave saying "Arrr! Shiver me timbers! Yo, ho ho!" and covering up the gold pieces with the bolts of cloth. After awhile you grow dizzy and faint. When you wake up you are outside near where you left your sheep. You discover that on your left shoulder you have a tatoo of a parrot, and on the back of your right hand is a tatoo of a heart with the word "Mom" underneath it, and you can't remember where they came from. You get 1000 experience points and this adventure is over. The End.

#12

There is a puff of smoke and a loud “pop” and suddenly appearing before you is a small creature about one foot high with yellow skin and blue hair that sticks out in all directions. “You rang?” he asks. “Who are you?” you ask. “My name is Larm” he replies. “I can grant you a wish”, he says with a smile.

If you want to kick this funny-looking creature, go to #15. If you want to laugh at the way his hair sticks out, go to #16. If you want to wish for a roast beef sandwich, go to #17. If you want to wish that the big bully back in your village would be covered with warts, then go to #18.

#13

As you grasp the sword, there is a sudden spark of static electricity. It makes you flinch, and you drop the sword. You make a grab for the falling sword, and slip off the altar. As you fall forward, you hear a very loud “Crack!” and there is an extremely bright flash of light behind you. You land on a pile of fancy rugs and the sword lands next to you. When you turn around to look at the altar, you see smoke coming off the top of it and you hear a slight hissing of steam. Then you hear a voice behind you saying “Who has taken my sword?” You turn around and see a 6 foot tall, very muscular man with black hair and a black beard. There is a jagged scar over his right eye, and he is wearing chain mail. “My name is Edgar Victor Ichabod Lodz and that’s my sword. Hand it over”. He holds out his right hand. If you want to turn it around and hand it to him handle first, go to #19. If you want to throw it to him, go to #20. If you want to laugh and say “Nyah nyah nyah nyah nyah nyah!” Finders keepers, losers weepers!” go to #21.

#14

The voice replies “Well, I understand that a dragon is supposed to come by this afternoon. Do you want to come inside and wait?” If you want to go inside the dark cave, go to #6. If you want to sit down here and wait until the dragon comes, go to #22.



#15

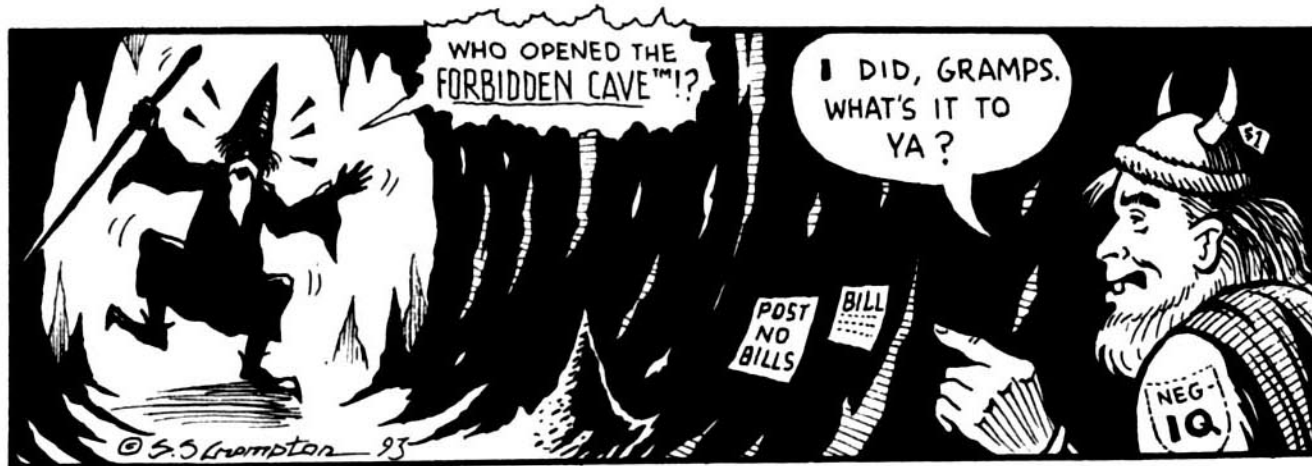
You kick him and he bounces off the far wall like a rubber ball. He screeches, and runs into a small hole in the wall that you hadn’t noticed before. You walk over to examine this little opening. You see that it is barely big enough for your head and it is very dark inside. If you want to stick your head inside the hole, go to #23. If you want to stick your arm into the dark and feel around for something valuable, go to #24.

#16

“Oh, so I’m funny am I? Well, how about this?” He snaps his fingers and you feel very funny. You look down and discover that your skin is now yellow. You reach for your head, and discover that your hair is now blue. Suddenly a door crashes open on the far side of the cave, and five heavily armed and armored guards come clanking in. “Where’s the intruder?” one of them shouts. “Nobody here but us Larms!” laughs the little fellow. He snaps his fingers again, and there is another puff of smoke. You feel dizzy, and find yourself seated in a tiny room, where you have to keep your neck bent to keep from banging your head on the ceiling. It is the little guy’s living room, and he cheerfully serves you tea in a little teeny cup. You discover that he is lonely for someone to listen to his jokes, and since you seem to like to laugh he tells you all 500 of his favorite “short people” jokes. You laugh uproariously at every one of them, and in gratitude, he teaches you how to teleport yourself. It is a magic spell you can use even if you are not a magic user, but unfortunately you can only teleport yourself up to five feet at a time, and each time you do it, you have to rest for an hour before you can do it again. Afterwards he shows you a back way out of the cave and you wander back to your flock, trying to think up ways to use your new skill to impress the young people of your village of the opposite sex. You discover that with your new skin and hair color, females think you are “cute” and you can add 3 to your Charisma when dealing with females. However, subtract 3 from your Charisma when you are dealing with males. The End.

#17

“OK” he says. He snaps his fingers, and there is a roast beef sandwich in your hand. “In return, I’ll take the cheese and biscuits that are in your lunch sack.” He snaps his fingers once again, and your lunch sack suddenly feels lighter. There is another puff of smoke and he is gone. If you want to sit down now and eat your roast beef sandwich, go to #25. If you want to get the sword from above the sinister altar, go to #13.



#18 “Very well” he says and snaps his fingers again. “The bully is now covered with warts. But I forgot to tell you, that whatever you wish for, your worst enemy gets twice as much. So now the village bully is covered in THREE layers of warts!” He lets out a loud laugh, and disappears in yet another puff of smoke. If you want to sit down in this dangerous cave, and eat your lunch now, go to **#25**. If you want to climb up on the sinister altar and get the sword marked E.V.I.L. go to **#13**.

#19 As he reaches out for the sword, the blade slips a bit and cuts your finger. You squeal in pain and see blood dripping from your finger onto the ground. Edgar immediately says “Oh, you’ve cut yourself. I think there is a healing potion in that bottle behind you.” If you turn around to look for the healing potion, go to **#26**. If you ignore his comment and demand that he pay you for getting his sword for him, go to **#27**.

#20 You throw the sword to him, and as you let go of it, it suddenly speeds up on its own, and flies like an arrow straight for his heart. As it pierces his breast, both Edgar and the sword disappear in a blinding flash of light. You get 200 experience points for killing this bully. Now go to **#25**.

#21 Edgar gets a cunning look in his eye, and says “I’ll trade you for it. Here, how about this pretty green rock?” If you give him the sword for the pretty green rock, go to **#28**. If you demand more, go to **#29**. If you tell him you won’t sell it for any price, and turn around and walk away, go to **#26**.

#22 After you wait for an hour or so, and old man dressed in robes with arcane symbols all over them, wearing a pointed cap and carrying a staff walks up. The staff is glowing and sparking. “Who opened the Forbidden Cave?” demands the man in an angry voice. If you reply “I did, Gramps. What’s it to ya?” go to **#30**. If you whip out your little club and attack this guy pretending to be a powerful magician, go to **#31**.

#23 You feel a sharp kick to your posterior, and smack your head against the top of the little opening. You turn around, rubbing your head, and the little yellow feller is standing behind you laughing. As you take a step towards him, he disappears in another puff of smoke. Now if you want to sit down and eat your lunch, go to **#25**. If you want to climb up on the sinister altar and get the E.V.I.L. sword, go to **#13**.

#24 You hear a loud “Snap!” and feel a sharp pain across your fingers. You jerk your hand out of the hole just as three sharp spears slam across the opening of the opening, just missing your hand. You remove the mousetrap from your bruised fingers (you can sell the mousetrap later for one silver piece), and look around for something wet to lessen the pain. You see a nearby potion bottle and open it and pour it over your fingers. They tingle, and you can add one to your dexterity. Now if you want to sit down and eat your lunch, go to **#25**. If you want to climb up on the sinister altar and get the E.V.I.L. sword, go to **#13**.

#25

Suddenly a door crashes open, and five heavily armed, and armored guards come clashing in. One of them shouts, "Ho, an intruder." They quickly surround you, pointing their spears and crossbows at you. If you offer to share your lunch with them, go to #32. If you pull out your little club and attack them, go to #33.

#26

You feel a sharp crack on the back of your head, and feel yourself falling down another chute or slide. You slip into unconsciousness, and when you wake up, you are outside near where you left your sheep. (If you had the sword in your hand, it is not here with you.) You are disappointed that you didn't get to kill a dragon, but it's getting late, and you need to take the sheep home. You get 500 experience points and wander home. Tomorrow is another day.

#27

"Sure" he says, "I'll reward you. Suppose I give you a gift of good health for the rest of your life? Just close your eyes and turn around. I can't let you see how I perform this magic spell." If you agree, and close your eyes and turn around, go to #26. If you refuse, he laughs and walks out of the cavern. Go to #25.

#28

The "pretty green rock" is an emerald worth 450 gold pieces. Edgar takes a few practice swings with his sword, then looks behind you and shouts "Look out!" You turn around to see what it is. Go to #26.

#29

"Then die!" shouts Edgar as he pulls a dagger from his sleeve and throws it at you. You throw your hand up in front of your face to protect yourself and the sword slips out of your hand towards Edgar. The sword magically speeds up, and flies straight and true right at Edgar's heart. As the sword pierces his heart, both he and the sword disappear in a blinding flash of light. You get 200 experience points for killing this bully. Now go to #25.



#30

"Then," he smiles, "you must want to fight the Dragon!" He gestures at you with his staff, and there is a loud noise and a puff of smoke. You find yourself on a mountaintop, in front of the largest creature you have ever imagined in your life. It is enormous, covered in green scales, and appears to be asleep. If you want to shout "Wake up, Dragon!" go to #34. If you want to take your wooden club and smack the Dragon on his nearest toe, go to #35.

#31

Your club goes right through him, as if he weren't there. Since you were expecting some resistance, this throws you off balance, and you fall forward, on top of the little one-foot tall being who was actually standing before you. He lets out a loud "Oof!" and scrambles out from under you, dropping a strange glowing rock in his hurry. He scurries away and quickly disappears behind some bushes, while you examine the glowing rock. Eventually you discover that this magic rock allows you to look like anything you desire for one hour every day. You hurry back to your village with this treasure, thinking up all the various ways you can appear to the villagers of the opposite sex. The End.

#32

They think this is so hilariously funny, that they forget to search your pockets as they smack you around and throw you out of the cave. You limp back to your sheep, slightly bruised and disheveled, and without your lunch, but with everything you had managed to put in your pocket while you were in the cave. You get 200 experience points for this. The End.

#33

Just as you charge towards guard #1, guard #3 fires his crossbow at the spot where you were a moment ago. Since you are no longer there to stop the bolt, it goes through the throat of guard #5, who drops his crossbow. It fires when it hits the floor, and hits guard #2 in the leg. This makes guard #2 jerk his spear sideways, just in time to impale guard #4 who was leaping at you. Guard #4 drops his spear, which rolls under the feet of guard #1 as he is trying to fend you off. Both you and guard #1 fall in a heap, while guard #3 picks up the fallen spear and tries to run you through from behind, just as #1 throws you off, and #3 ends up spitting #1 instead. You smack #3 in the back of the head, and discover that you are the only one left standing. You get 500 experience points for killing the

guards. You gather up one crossbow (just an ordinary crossbow) and all the gold you can carry, and leave the cave through a back door in the room where the guards came from. (Figuring correctly that there are more guards on the way.) You are now the richest peasant in your village, but after you pay for the sheep you forgot to bring home (in all the excitement) and paying the "income tax" and "treasure trove tax" demanded by your village elders, you find that you only have 3000 gold pieces left. The End.

#34 An elf walks up behind you and, yawning, asks for your ticket. You notice that he has a shirt with the letters "S.P.C.D." printed on the front. You ask, "What ticket" and he replies that this is the Dragon Preserve, run by the Society to Prevent Cruelty to Dragons, and you were supposed to buy a ticket before coming in to see the Dragon. If you tell him that you are here to kill the Dragon, go to **#36**. If you attack him, go to **#37**.

#35 The dragon's toe flicks out by reflex and hits you in the chest. You go flying off the mountaintop, and slide down a couple hundred feet, and land in a large nest. You get 500 e.p. for surviving a "fight" with a Dragon. Now you are in a nest with a twelve-foot tall bird. The bird squawks, stands up, and starts to flap its wings. If you grab one of its legs and hold on, go to **#38**. If you leap over the side of the nest without looking, go to **#39**.

#36 He gasps in horror, and blows a small whistle. Suddenly there are 500 armed elves surrounding you. They drag you into court with a charge of Attempted Destruction of an Endangered Species. You are found guilty, and sentenced to 10 years working in a magic cookie factory hidden inside a giant tree. After 10 years of very boring labor, you are released, and you discover that magic elf time is not the same as human time. You get home the same day that you left, but you get 2000 experience points for all the time you spent in the elf factory. The End.

#37 You catch him by surprise and knock him on the side of his head. He falls to the ground unconscious. You search his pockets, and find 30 gold pieces. Now if you want to attack the dragon by hitting his toe with your club, go to **#35**. If you want to hang around and collect ticket money, go to **#40**.

#38 The giant bird flies away, with you hanging onto its leg. After about half an hour, your arms get so tired you can't hang on anymore. You slip and fall off the bird. Fortunately you land in a lake not far from your village. You get 1000 experience points for this flight, gather up your sheep, and go home.

#39 There is a "Poof" and a puff of smoke and you find yourself in front of the cave again, facing the wizard. "Ha!" he laughs. "Not much of a Dragon Killer." He disappears, laughing, in another puff of smoke. You get 500 experience points for this. The cave still beckons, but it's getting dark and someone has to take the sheep home. Maybe tomorrow. The End.

#40 You collect 150 gold pieces and a Magic Lantern that is guaranteed to give off light for 50 hours of continuous use (you can turn it on and off and use it a little at a time) from various tourists before you get bored and go home. You get 200 experience points, but after you go home, you discover when you try to bring your friends back here that you can't find the right mountain top. The End.





TUNNELS & TROLLS™

FOR: _____

Character Record Sheet

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#1901

CHARACTER NAME _____

TITLE OR NICKNAME _____

ST _____ IQ _____ LK _____

LEVEL _____ KINDRED _____

CHARACTER TYPE _____ SEX _____

HEIGHT _____ WEIGHT _____ AGE _____

SPEED _____ HAIR _____ EYES _____

OTHER IDENTIFYING CHARACTERISTICS _____

WEAPONS (* IF ON PERSON) _____

ARMOR / SHIELDS _____

PROVISIONS & OTHER POSSESSIONS _____

PETS & SLAVES _____

NEXT OF KIN _____

CON _____ DEX _____ CHR _____

PERSONAL ADDS _____ W / MISSILE _____

ADVENTURE POINTS _____

TREASURE CARRIED _____

TREASURE STORED _____

WEIGHT POSSIBLE _____

WEIGHT CARRIED _____

MAGIC _____

LANGUAGES _____

ADVENTURES _____

NATIONALITY & PLACE OF RESIDENCE _____

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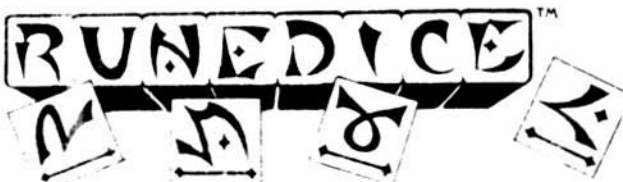


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