

SOUL SURVIVOR

BY SID ORPIN



A FREE MINI SOLO ADVENTURE
FOR TUNNELS & TROLLS™

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SOUL SURVIVOR

A TUNNELS AND TROLLS™
MINI SOLITAIRE ADVENTURE

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TAVERNMASTER
GAMES

USEFUL ABBREVIATIONS

1D6, 2D6: One six-sided die, two six-sided dice (and so on)

AP: Adventure Points

CHR: Charisma

CON: Constitution

CP: Copper pieces

DEX Req.: Dexterity required

DEX: Dexterity

GM: Game Master

GP: Gold pieces

HPT: Hit Point Total

INT: Intelligence

L1, L2: Level 1, Level 2 (and so on)

LK: Luck

MR: Monster Rating

SP: Silver pieces

SPD: Speed

SR: Saving Roll

STR Req.: Strength required

STR: Strength

WIZ: Wizardry

WU: Weight units

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INTRODUCTION

Your entire life you have heard from the men who work the caravans across the East Brahm Mountains between Solihar and Khell of the terrors that haunt the high passes. Stories to frighten children you had always thought or the combination of a weak mind and too much ale perhaps. All of the tales though, make mention of demons and souls being dragged to the netherworld by their Prince, Baclitax'l.

This day those tales have been proved true to you in no uncertain fashion as following your capture while making the mountain crossing, you are forced to watch some of your travelling companions torn asunder by demons and hellhounds from your worst nightmares. Is there any way you can avoid the same fate and escape from their foul clutches?

Soul Survivor is a solitaire adventure for use with Tunnels & Trolls 7/7.5. Any character type of 1st or 2nd level with no more than 30 combat adds may brave these caverns but magic users will discover that there is only limited opportunity to use their supernatural powers here where our world and the demon realm conjoin. Combat spells are permitted; check the Spell Table at the end to see if an incantation is successful. A 'Poor Baby' spell will always work as long as the appropriate INT SR is made successfully. For the purposes of recovering WIZ each new paragraph visited allows 1 point to be regained.

The demons will have stripped you of your main weapon(s) but fortunately your dagger, any sort but no enchanted types please, was hidden in your boot, plus you still have any armour you were wearing (maximum 10 points protection). The usual T&T conventions apply and, as always, keeping track of the paragraphs you have visited is a jolly good idea.

Baclitax'l's devilish minions will be trying to track you down at all times while you wander the caves and passages of this projection of the demon realm into your reality. Every time you leave a cavern or room with the exception of the main cavern where you start, you must roll 1D6. If the result is odds, you meet one of these horrors and must roll on the Rampaging Demon Table to determine which one.

Also, if you return to a place you have visited before, unless instructed otherwise, you will find it empty of everything you saw before except a Rampaging Demon, roll to see which one it is.

Finally, should you die during combat at any point, go to **72**.

Now, go to **1** to start.

1

You are huddled with a crowd of your fellow captives in the centre of a large cavern. Huge hellish hounds, the size of small horses surround you, guarding against any attempt at escape. In front of you, the Demon Prince Baclitax'l has already plucked out the hearts of two other prisoners and thrown the corpses to his minions for sport. You have seen strange translucent clouds leave the bodies; surely the souls of the dead being forced into the demons' foul realm. Your turn cannot be too much longer in coming.

As you contemplate your own demise, one of the other prisoners, a dwarf, makes a run for one of the exits. The giant dogs immediately leap after him and in moments they have run him down and start to tear him apart. In the confusion that follows, you have a brief opportunity to make your own escape attempt. To just run for the nearest exit, go to **9**. To try to hide in one of the shadowy areas at the edge of the cavern, go to **24**. You could try to leap on the back of one of the demon dogs and ride out of here by going to **50**. Or you could wait for a better opportunity to flee by going to **68**.

2

You perform brilliantly. Baclitax'l applauds warmly baring his fangs in a fierce grin into the bargain. He vanishes but rewards you by raising the level attribute of your choice by 2 points. The west door springs open while all the others fade away. Exit this way to **85**.

3

If you are a rogue, go to **78**. If not, go to **16**.

4

You have defeated the Prince of Demons in single combat. Truly a heroic effort! You earn 150 APs and can now step safely through the fire curtain to **66**.

5

Attempt a L2 SR on LK. If you succeed, go to **22**. Otherwise return to **45**.

6

You cup the weird black fluid material into your hands. It has the consistency of quicksilver running in globular aggregations over your palms back into the pool. Do you really want to ingest this netherworld concoction? To drink it down, go to **37** otherwise return to **45** and make a new choice.

7

You turn quickly to check on those chasing you. Fortunately, they are not near enough for you to see them yet but as you turn back to continue your flight, you slip. You find yourself falling towards the inky blackness of the chasm. Attempt to make a L1 SR on DEX.

If you succeed, you manage to regain your balance and can continue on to your destination paragraph. If you fail, you drop over the edge and fall to your doom; go to **72**.

8

In order to release the scimitar from the skeleton's death grip you have to pull so hard that the remaining articulated bones collapse in a heap and instantly turn to dust. When the cloud has settled, the ring and helm have gone. The sword is ancient and battered but perfectly serviceable. It will score 4D6 in combat. Now, leave here by returning to **21**.

9

You bolt for one of the 3 exits and immediately hear the heavy footfalls of one of the hounds approaching you rapidly from the rear. Attempt a L1 SR on SPD. If you succeed, go to **63**. If you fail, go to **84**.

10

You have got past the Prince of Demons and just have the fire curtain left between you and the outside world. You cannot wait to time your jump; you will just have to leap and trust to luck. Roll 2D6. If you roll doubles, you are caught by the flames and take direct CON damage equal to the number you just rolled (2,4,6... 12). If you are still alive, go to **66**. If your CON drops to 0 or less, go to **72**.

11

You are in a small square cavern with exits to the north, east and south. The moment you enter, a number of ghostly apparitions appear and start to fly around and even through you. As their number increases you notice a sharp hissing whisper that echoes off the grey stone walls and into your mind. The speech reaches an intensity that starts to cause you pain while your vision starts to blur. You are on the verge of collapse.

Make a L1 SR on CON. If you succeed, you can leave safely by heading north to **17**, east to **27** or southwest to **41**. If you fail, you fall unconscious and suffer CON damage equal to the number you missed by. Should your CON remain above 0, you awake feeling cold and disorientated but can now depart. If your CON drops to 0 or below, go to **72**.

12

The object of your intense scrutiny suddenly transforms into a living skeleton complete with bejeweled eye and tooth sockets. You are too close to be able to flee, so you will have to fight this creature of the undead. It has a MR of 26 and can regenerate 5 points of damage each combat round. You will have to reduce its MR to - 5 or less to destroy it. Every 4th combat turn another of the mounds will spring to life and join the battle. A maximum of 6 skeletons will appear in total. If, at any point, you do not have an opponent to fight, you can head to **69**.

13

The giant dog flings you into the air. You sail in a less than graceful arc across the cavern and out through one of the three exits. You land doing 1D6 + 1 in direct CON damage.

If you remain conscious, roll 1D6. 1 - 2 you head southwest to **65**, 3 - 4 south to **36**, 5 - 6 southeast to **11**. If your CON drops to 0 or below, go to **72**.

14

Roll your full attack. If you score 50 or more, go to **4**. Otherwise, go to **25** and continue the battle with the demon. His CON will obviously be reduced by your combat total.

15

Return to **55** when you have finished here and continue this strange game of hopscotch.

Double Roll	Outcome
1	Fiery blast. 1D6 direct CON damage if you fail L1 DEX SR.
2	You are teleported directly to 51 .
3	Magical blast. 1D6 direct CON damage if you fail L1 WIZ SR.
4	Electrical blast. 1D6 direct CON damage if you fail L1 SPD SR.
5	Freezing blast. 1D6 direct CON damage if you fail L1 STR SR.
6	Move on 2 lines safely.

16

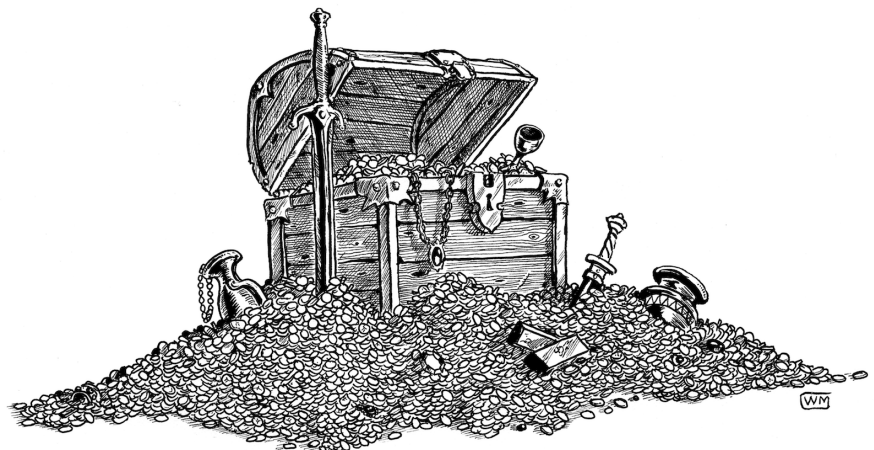
There is a tremendous rush of air and before you know it everything in the room, including the cross on the floor, has vanished. A Rampaging Demon appears. Go to the table at the end of the book to discover which one. On this occasion, even if you do not roll doubles, your enemy will have a demonic power. If you do roll doubles, then they will have 2 demonic powers.

If you survive this encounter, you can leave by heading east to **41** or west to **51**.

17

You are back in the cavern where you started this adventure. Fortunately, the Prince of Demons and his hellish horde are not in residence. The only thing left is the large rock upon which Baclitax'l sacrificed your compatriots for his own devilish ends.

If you want to have a look around for anything useful, go to **53**. Otherwise, you can leave by heading southeast to **27**, south to **11** or southwest to **65**.



18

The passageway you enter slopes downwards quite steeply and you slow down in order to take care with your footing. Unfortunately, after just a couple of steps, you start to skid down slope as if you were walking on ice. You cannot slow your decent but you can try to remain upright by making a successful L2 SR on DEX. If you fail the roll, you fall taking the number you missed by in direct CON damage.

Remember whether you managed to remain on your feet or not and proceed straight to **61**.

19

Attempt a L2 SR on INT or a Poetry or similar talent if you have one. Success leads to **2**, while failure means you should visit **70**

20

In order to grab something from the pile of treasure and still keep moving as quickly as you can away from the demons and hellhounds chasing you, you must attempt to make as high a SR as you can on SPD.

If you fail the roll, one of the demons catches you. Roll on the Rampaging Demon Table to discover which one. Should you survive this encounter, you may gather treasure as if you had made a 1st level SPD roll successfully.

If you succeed at 1st level, you grab 5D6 in GPs.

If you succeed at 2nd level, you grab 10D6 in GPs, 1D6 gems worth 10 to 60 GPs each.

If you succeed at 3rd level or better, you grab 10D6 in GPs, 2D6 gems worth 20 to 120 GPs each plus an item that you can find at **48**.

When you have finished collecting treasure return to **65** and leave here.

21

You are in a large rectangular cavern with exits to the northwest, southwest and south. If you have been here before, go to **38**. Scattered at irregular intervals across the floor, though concentrated at its centre, are half a dozen or so piles of pale grey dust or dirt. To examine the nearest mound, go to **58** while if you prefer to keep moving along you can stride amid the mounds to your chosen exit via **44** or you can skirt around the edge of the cave at **69**.

22

You find a secret door in the east wall of the pool chamber. It leads to **41** if you choose to go that way. Alternatively, you could return to **45** and decide on a different course of action.

23

With every step you take you sense you are being hunted down. Sounds of pursuit echo all around you and your level of anxiety starts to rise alarmingly. Use the highest of either your INT or CHR as if it is a MR to produce dice and adds. Do 'combat' with your unseen fears. They have a rating of 20 (3D6 + 10).

If you are defeated, go to **89** while if you are the victor, go to **79**.

24

The pandemonium created by the dwarf's escape attempt dies down and your absence seems to have gone unnoticed. Attempt a L1 SR on WIZ. If you succeed, go to **77**. If you fail, Baclitax'l's demonic horde discovers your hiding place and drags you before their leader where your heart is ripped out. Go to **72**.

25

In a straight fight you are unlikely to defeat such an opponent. You need some sort of strategy to tip the odds in your favour. Attempt to make a L1 SR on INT. Success leads to **59**, otherwise fight for all you are worth. You may attempt this roll again during the heat of battle should you fail first time, however, the level of difficulty rises by one for every combat turn the fight has lasted (e.g. after first combat turn L2 SR, after second combat turn L3 SR and so on).



What you are up against here is obviously not the demon Baclitax'l but merely a projection of some part of him into the mortal realm. He has a CON of 50 and MR of 52. If you are defeated, go to **72** while if you are the victor you should head to **4**.

26

You drop into the strange dark pool. Immediately, you feel your strength and will being sapped. You sense you need to get out as quickly as possible.

Attempt to make the highest level CHR SR you can.

If you make the roll at L3 or higher, you escape in 1 combat turn.

If you make the roll at L2, you escape in 2 combat turns.

If you make the roll at L1, you escape in 3 combat turns.

If you fail the roll, you escape in 4 combat turns.

For each combat turn you are in the Pit of Despair, attempt a STR SR, starting at L0 and increasing by 1 level for each additional roll. Any failures temporarily reduce your STR by the number you missed by for the next 6 different paragraphs you visit before it returns to normal levels. If your STR drops to 0 or below at any time, your spirit fails and you sink beneath the surface into oblivion. Go to **72**. When you manage to drag yourself out onto the side, go to **45**.

27

You are in a narrow cave with exits to the northwest, southeast and west. As you try to decide in which direction you should head from here, a humanoid figure approaches from the shadows. In a few seconds the creature is upon you. It is clearly a zombified dwarf wearing chain mail armour (11 hits) but carrying no weapons. He has a MR equal to the total of your 3 highest attributes.

Your choices are to stand and fight; if he scores more than 4 spite hits against you, you will mutate into zombie form, or you can try to dodge past him by making a successful L1 SR on DEX. Failing this roll means that the dwarf gets to attack you without retaliation for a single combat turn. If your battle extends to a fifth combat turn, a demon turns up and joins the fight; go to the Rampaging Demon Table to see which it is.

Once you have avoided your opponent in whatever way you can, the northwest tunnel leads to **17**, the southeast to **21** and the east tunnel to **11**.

28

As you leave the Cavern of Sacrifice, you are suddenly aware that you are crossing a narrow rocky bridge with the impenetrable dark of a likely bottomless chasm on either side of you. The sounds of pursuit grow louder. If you decide to look behind at your pursuers in case they are so close that you have to stand and fight, go to **7**. If you just keep your head down and hope you can keep ahead of them, go to **86**.

29

Roll 1D6. If you roll odds, you meet a demon; go to the Rampaging Demon Table to discover which one it is. Survive this encounter and you end up at **21**.

If you roll evens, go to **39**.

30

You will have to attempt a L2 SR on SPD to get to an exit before the demon prince can react.

If you fail, one of Baclitax'l's fiendish cohorts descends upon you; go to the Rampaging Demon Table to discover which one.

If you succeed, you can leave and head west to **85**, northwest to **65**, northeast to **11** or east to **46**.

31

Ring of Solace. This enchanted object has the power to make any of the demons, except Baclitax'l himself, leave your presence and forget where you are. For it to function, all you need do is make a successful WIZ SR starting at L0 the first time you use it and increasing by one level on each subsequent attempt. It will be worth 150 GPs if you escape from here.

32

You suddenly realise that the mounds may pose a threat to you and bolt for one of the exits. As you do so, the pile you had been looking at transforms into a living skeleton complete with bejeweled eye and tooth sockets. Now go to **44** and try to leave.

33

Attempt to make a L0 SR on DEX to safely jump over the centre of the bloody cross. If you are successful, you can proceed to one of the doors and leave here. East leads to **41** and west to **51**. If you fail the roll, your boot just touches the edge of the bloody markings, go to **16**.

34

You discover a terbutje-like weapon hidden in the dirt. It consists of a bamboo pole with vicious 3" claws attached to it. It scores 4D6 + 2 and requires STR and DEX of 10 to use. Return to **17** and leave here.

35

You will need to try to make L2 SRs on both SPD and DEX to bypass the Prince of Demons. Failure to make either roll means you take the total(s) you missed by in direct CON damage before you have to fight him by going to **25**. If you make both rolls successfully, you nip by him to **10**.

36

You are in a small circular cave. You have entered from the east and there is another exit to the south. The floor is covered in a thick carpet of moss that gives off a faint purple luminescence. To just head off from here at top speed, go to **60** or, if you would like to take a closer look at this glowing botanical mass, go to **90**.

37

The black liquid has an odd consistency and virtually no taste. Within seconds of swallowing, you feel yourself fading. You have crossed into the demon realm. You aren't dead but you don't really get to enjoy all that normal mortality has to offer. Trapped beyond hope of rescue or the deliverance afforded by death, your adventure has ended, close the book.



38

You are back in the cavern that had the dirt mounds in, though they have now disappeared. You need to make a L1 SR on LK to avoid meeting a Rampaging Demon. If and when the time comes, northwest leads to **27**, south to **46** or southwest to **71**.

39

The thin pieces of material have subtle veins within them and a waxy warm surface. They begin to pulse with a silvery light at your approach; slowly at first but with increasing frequency. The effect is hypnotic and you find yourself feeling tired suddenly. This place is the Well of Spirits and the evil presence here is trying to steal your soul.

Use the sum of your WIZ and CHR as if it were a MR to produce dice and adds. The creature here has a rating of 3D6 + 20. Run a spirit battle using these ratings as if it were an ordinary T&T combat but without spite hits.

If your rating drops to zero or less at any time, your soul has been stolen away from your earthly shell and you have died. This means that you cannot be reincarnated, so your life is well and truly over.

If you are victorious, you gain 3 times your opponent's rating in APs. When the creature is defeated, all of the flaps drop to the cavern floor and merge to form an opening to a narrow passageway that leads to **51**. You could, of course, turn around and head back northeast by going to **38**.

40

You manage to blind the demon with a handful of dust and may now either rush past him to **10** or you can take this opportunity to attack him while he cannot retaliate at **14**.

41

You are in a large rectangular hall with ordinary doors in the east and west walls plus 2 others heading northwest and northeast. There is a raised wooden platform against the south wall with an ornate high-backed golden chair at its centre. The Prince of Demons, Baclitax'l himself, is sitting on this throne leaning forward and looking in your direction. He leers at you and announces in a voice dripping with malevolence, "Welcome puny humanoid to my Chamber of Entertainment. If you can amuse me in a way that befits my station, I may allow you to leave here alive."

Your options are to try to do as he requests and either sing a song (at **83**), dance (at **54**), recite an epic poem at (**19**), or tell a joke (at **49**). Or you could try to make a dash for one of the available exits by going to **30**. Finally, you could challenge this example of demonic royalty to a duel by going to **67**.

42

If you can make a L1 SR on your lowest level attribute, go to **76**. If not, go to **16**.

43

In your attempt to retrieve the helm, you manage to knock the visible parts of the uruk skeleton to the floor. The bones collapse into dust and when the cloud has settled, the ring and scimitar have gone.

This piece of armour appears entirely unremarkable. If you decide to try it on, it looks about your size, go to **62**. To leave here now without the helm, go to **21**.

44

As you stride across the cavern, one of the mounds transforms into a living skeleton complete with bejeweled eye and tooth sockets. It has a MR of 32 and can regenerate 5 points of damage each combat round. You will have to reduce the MR to - 5 or less to destroy it.

If you manage to survive the ensuing battle you can head to **69**.

45

You are in a small chamber on the edge of a pool that contains an odd blackness. Up close to this strange pond you feel more on edge, as if your hope of escape and confidence is being sucked from you. All in all, it is an uncomfortable place to be. There is only one exit through a doorway south. Do you want to leave here straight away by heading that way? If so, go to **51**. If you would like to drink some of the dark liquid, go to **6**. You could search the area around the edge of the pool by going to **5**.

46

You are in a narrow hall that runs east west. There are large wooden doors in the north wall at the east of the room and in the west wall. The whole place is beautifully decorated with rich gold-embossed wallpaper, delicate plaster mouldings along the ceiling and a highly polished marble floor. Approximately two thirds of the floor is taken up by a checkerboard pattern of red and white squares; 3 wide and 8 long. When you look closely at the squares, you can see subtle images appearing and disappearing at short but irregular intervals. To leave here via the door you did not enter by, you will have to step on some of these.

If you wish to turn around and head back the way you came, return to the paragraph that sent you here in the first place. To press on, go to **55**.

47

The instant you place the battered felt hat on your head you are teleported away. Roll a D6 and add the level of the highest WIZ SR you can make. Check your result on the table below and go to the paragraph shown; that is where you end up. The hat will only work on this one occasion.

Total D6 + WIZ SR	Destination Paragraph
1 – 2	17
3 – 4	27
5 – 6	65
7 – 8	51
> 8	66

48

Roll 1D6 to see what you have found.

1 - 2 Go to **31**.

3 - 4 Go to **91**.

5 - 6 Go to **73**.

When you have retrieved your treasure, return to **65** and leave here.

49

Attempt a L1 SR on LK or a Comic or similar talent if you have one. Success leads to **2**, while failure means you should visit **70**.

50

You leap onto one of the hellhounds and grab hold as tightly as you can. The beast starts bucking and thrashing around trying desperately to dislodge you. Attempt a L1 SR on STR. If you are successful, you manage to stay on board your canine mount. Eventually, the dog runs into the cavern wall and knocks itself out so that you can leap off to **63**.

Failure means you fall to the stony floor. Before you can react, however, Baclitax'l's demons are upon you. You are torn apart in a frenzied attack. Go to **72**.

51

You are in a wide north south corridor. South of you, beneath a high granite archway, a curtain of fire leaps and crackles. Sometimes the flames reach as high as the ceiling. Beyond this inferno, through the arch, you can see blue sky and glimpses of the East Brahm Mountains. It looks like you have made it to the gateway out from this demon-infested hole.

Just as you start to contemplate the possibility of escape, Baclitax'l himself appears blocking your escape route. He bares his fangs and reveals his sharp claws all the while fixing his orange lidless eyes on you. You must get past him to gain your freedom. Do you try to dodge and run around him by going to **35** or do you decide to attack him before he attacks you by going to **25**?

52

You discover a tiny brooch pinned to the shoulder of the cloak. It is made of pewter in the shape of a dove. It is enchanted. When touched by the wearer's bare flesh, it can send the illusion of a dove flying in front of another character's eyes. This will distract the other character if the wearer can make a higher level INT SR than they can. In solos, this can give you the opportunity to flee from a combat situation or to fight a single combat round without retaliation.

You may now leave with your prize east to **41** or west to **51**.

53

Attempt to make a LK SR. If you fail, return to **17** and leave. If you make a L1 SR, go to **81**. If you make a L2 SR, go to **34**. If you make a L3 or higher SR, go to **82**.

54

Attempt a L2 SR on DEX or a Dancing talent if you have one. Success leads to **2**, while failure means you should visit **70**.

55

For each line of the checkerboard you step on roll 2D6. Each time you get a double, make a note of the number and go to **15**.

You can attempt to jump over lines of squares and so reduce the number you actually land on by making a DEX SR at the level of the number of lines jumped + 1. Should you fail such a roll, you fall and take direct CON damage equal to half the number you failed by (round up). You also slide across 2 lines of squares and must roll 2D6 and go to **15** and use the table there as if you had rolled doubles of each of these numbers (e.g. You roll 4 and 2 and must accept the consequences of rolling double 4 and double 2).

If you get to the far side - you have 8 lines to cross - the exit to the north leads to **21** and the west one takes you to **41**.

56

If you are a sorcerer, go to **80**. If not, go to **16**.

57

The skeleton appears to be that of an uruk. As well as the battered scimitar, there is a silver ring sporting a yellow jewel on the index finger of the right hand and an unusual shaped open-faced helm on the floor behind the corpse. To prize the sword from those long-dead fingers, go to **8**, while if you like the look of the ring and want to remove it, go to **87**. You can take a look at the helm at **43**. If you have a bad feeling about the uruk and his possessions, you could examine the walls and their strange flaps at **39** or you could turn around and leave by going to **29**.

58

As you approach the small hill of fine-grained soil, you spot what look like a few small jewels amid the heap. Attempt a L1 SR on INT. if you are successful, go to **32**. Otherwise, you continue to examine the mound at close quarters at **12**.

59

You notice that the floor of the corridor is made of ashes and that if you could throw it into the demon's eyes it could buy you precious time. You will need to make a L1 SR on DEX to hit your target. YOU WILL ONLY GET ONE CHANCE SO DO NOT WASTE IT! Now return to **25** and have at it. If you do manage to blind Baclitax'l during your battle, go to **40**.

60

As you stomp across the cavern, your steps send plumes of violet dust up into the air. You end up walking through clouds of oddly glowing particles and your throat becomes sore. You start to cough uncontrollably. Attempt to make a L1 SR on CON. You lose CON points equal to the number you missed the SR by. If you are still conscious, head to **18** and leave here going south. If your CON drops to 0 or less, go to **72**.

61

Having slid more than 20 feet down the slope, you see that you are rapidly approaching what looks like a pool that seems to contain something black. If you lost your footing during the slide, you will be deposited into the sable pool at **26**. If you are still on your feet as you descend, you can jump over the pool by making a L2 SR on STR, which will take you to **45** - go to **26** if you fail the roll.

62

This is Hadron's Helm.

Any who don it are instantly transformed into an uruk. Your attributes, skills and other knowledge are unaltered. This transformation is for life whether the helm is worn or not. It gives the standard 2 points of protection.

Now, return to the paragraph you were at when you decided to put the helm on.

63

You manage to get to one of the exits from the cavern.

Roll 1D6. 1 - 2 you head southwest to **65**, 3 - 4 south to **36**, or 5 - 6 southeast to **11**. Make sure you visit **28** first.

64

The dwarf's corpse is a dried husk with no discernible features. The armour is in good condition but will only fit you if you are also a dwarf. The broadsword on the other hand is a finely wrought weapon with a pommel carved from amber and can only have been wrought in the workshops of Khell, only a few leagues from where you now stand. It scores 3D6 + 4 in combat but has been enchanted to deflect the wielder's level number in spite hits each combat turn.

You may now leave with your prize east to **41** or west to **51**.

65

You are in a small roughly circular cave with exits to the northeast, south and west. A large pile of treasure; coins, artifacts and even a few jewels, rests in the middle of the floor. To try to grab some of the loot, even though you are supposed to be fleeing from the demonic horde, go to **20**. Otherwise, you can dash through one of the exits. Northeast heads to **17**, southeast to **41** and west to **36**.



66

Congratulations! You have escaped from the demon netherworld back to reality. By good fortune or the intervention of the gods, you are found wandering the East Brahm Mountains by a caravan en route to Solihar. You are suffering from exposure and near total exhaustion but your rescuers soon tend to your immediate physical needs; warming you, feeding you and healing your wounds. Whenever you tell your tale of the demon host of Baclitax'l, they all give you the same incredulous look that you once reserved for the tellers of similar stories but that apart you are well looked after. In less than a week, you are back home.

For surviving this adventure you receive a bonus 250 APs in addition to those you earned for combat and SRs throughout. Your experiences in the caverns on the boundary between this world and that other have given you a special understanding of the creatures that dwell in such places. From now on, for every battle you took part in today, you get a bonus combat add when fighting demons or any creatures of the undead (e.g. you had 4 fights today so you now get 4 bonus combat adds).

You can now move on to new adventures.

THE END

67

Baclitax'l hesitates while expressions of surprise, mirth and even contempt cross his face. He begins to laugh and while his guffaws echo around the room, you slowly lose consciousness only to reawaken at **51**.

68

You have wasted the bounty that fate had given you. Before you realise what is happening, you are placed on the crude stone alter and the Prince of Demons tears out your heart. As your life ebbs away you are vaguely aware of your eternal soul being dragged to some other place. You are dead. Worse than that, because your soul has been lost you cannot be reincarnated. Close the book, your adventure is over.

69

You skip around the edge of the cavern and get to your chosen exit unmolested. To head northwest, go to **27**, south leads to **46** and southwest takes you to **71**.

70

Baclitax'l looks bored throughout your performance and when you have finished he lets you know in no uncertain terms how poor your efforts were. He vanishes but leaves you to face one of his giant Hellhounds; a great slaving brute as big as a pony, MR 30.

If you manage to survive, you can leave by going west to **85**, northwest to **65**, northeast to **11** or east to **46**.

71

You are in a small round cavern with one exit to the northeast. The walls are covered in multiple roughly triangular flaps of silvery green material. The ceiling is very low and you have to stoop slightly to avoid hitting your head. A humanoid skeleton is buried up to its waist in the middle of the sandy floor. It has an ancient bronze scimitar in its left hand.

To examine the walls with their odd appendages, go to **39**. To take a closer look at the skeleton, go to **57**. If you decide to turn around immediately and leave, go to **29**.

72

Your life on this plane of existence is over. As your earthly vessel succumbs, your soul is ripped away to the realm of demons where it will suffer an eternity of never ending agony. Not only have you failed to survive this adventure but your essential spirit has been stolen away and you can never be reincarnated. Close the book, your time here is over.

73

Shield of Sanctity

This is an ordinary-looking round shield (5 points protection) but it gets triple protection on combat turn 1 and double protection on combat turn 2 of any battle.

74

Unlike other caverns and passages here, you cannot see anything amid the impenetrable blackness in this tunnel. As you carefully walk down a long flight of uneven stairs you hear steps behind you or perhaps that was a low growl from up ahead. If you decide to turn around, you can go back to the top of the stair at **38** or you can continue to march forward in the dark by going to **23**.

75

If you are a warrior, go to **64**. If not, go to **16**.

76

The troll's skull has been neatly bisected by a heavy machete, which is still lodged in the last piece of thick intact bone. It scores 2D6 + 5 hits and requires STR and DEX of 8 to wield. It gets triple adds (i.e. + 15) versus demons.

You may now leave with your prize east to **41** or west to **51**.

77

The demons perform their dreadful rite on the rest of your compatriots and then drift away leaving you the chance to slip out quietly. Go to **63**.

78

The hobb almost looks like he is sleeping, though there is a terrible look of horror on his face. You cannot see anything worth taking at first glance, but you could try rummaging amongst the folds of the cloak in case there is anything worthwhile there, by going to **88**. If looting the dead is not your style, you may return to **85** and make a different choice.

79

You manage to hold your nerve in the face of your fear. Increase your CHR by 1 permanently and follow this dark tunnel to **51**.

80

The leprechaun corpse is that of a female. Clearly, she was a sorceress by her attire. Her silken robes have been almost eaten away to the bare threads but her weather beaten hat is still in tact and you can sense some enchantment from it. If you decide to try it on for size, go to **77**. If robbing the corpse of a fellow wizard doesn't appeal, you can return to **85** and make a new choice.

81

You find a length of the chain that was used to tether the hellhounds that were guarding the prisoners. It will make a serviceable weapon, scoring 3D6 + 2, requiring STR and DEX of 6 to use. Return to **17** and leave here.

82

You unearth a glowing green gem. As you pick it up, you are transported to **51**.

83

Attempt a L2 SR on CHR or a Singing talent if you have one. Success leads to **2**, while failure means you should visit **70**.

84

You are gripped in the enormous jaws of one of the hellhounds and tossed around like a rag doll. Attempt a L1 SR on LK. If you are successful, go to **13**. Otherwise, you are torn apart by the giant canine; your attempt to escape has quickly ended in your demise. Go to **72**.

85

You are in a small octagonal room with a white marble floor and doors in the east and west walls. A large rough diagonal cross has been painted on the floor. It appears to be made from dried blood of some sort and lying on each of its 4 arms is a humanoid corpse. On the northeast arm, there is a dwarf wearing lamellar armour with a broadsword clasped in his lifeless left hand. On the southeast arm, there is a hobbit wearing a patched and faded hooded robe. On the northwest arm, there is a leprechaun sporting crimson silks covered in golden figures and on the southwest arm, there is a small rock troll whose skull has been split in two.

If you would like to examine one of the cadavers, you will have to walk on the blood cross to do so, go to **75** to look at the dwarf, to **3** to look at the hobbit, to **56** to look at the leprechaun or to **42** to look at the troll. To avoid stepping on the blood, you can jump over the central part of the cross and head for one of the doors by going to **84**.

86

You safely pass the bridge across the chasm and can continue on to your destination paragraph.

87

In order to release the ring from the skeleton's dead finger you have to pull so hard that the remaining articulated bones collapse in a heap and instantly turn to dust. When the cloud has settled, the scimitar and helm have gone.

This item is enchanted. The wearer scores double DEX adds versus the undead (note this does not include demons) but every fight, even if successful leads to a permanent loss of 1 point of CON.

Now leave here by going to **21**.

88

Attempt to make a L2 SR on your Roguery talent. If you succeed, go to **52**. Otherwise, go to **16**.

89

You prove unable to control your fears. Your heart stops, go to **72**.

90

You bend to look at the moss when suddenly a large cloud of purple matter erupts into your face. You start to cough. You gasp desperately trying to draw air into your lungs but you cannot. You collapse and roll on the floor your lips and tongue turning blue as you suffocate and die. Go to **72**.

91

Sword of Sanity

This is just an ordinary looking short sword (3D6) except that it will protect the wielder from any spite damage inflicted by any enchanted or other worldly creature (demon, zombie, living skeleton, balrukh etc...).



Rampaging Demon Table

You have been discovered by one of the demons that inhabit this place. Roll 2D6 and consult the table below to find out which of these devils you encounter. If your roll was a double (e.g. 1, 1 a meeting with Adal'meb) you should go to the Demonic Powers Table to see what special ability your opponent has. If you ever roll the same opponent again, they will have an increase in MR of 5 for each subsequent encounter with APs for victory increased by the same amount.

1 st D6 ↓	2 nd D6 →	Odd	Even
1 - 2		Adal'meb A great blue demon with 2 pairs of arms and a black tongue at least 3 feet long. MR 30. Armour provides 6 points of protection. (40 APs)	Vln'Crex A small red-brown demon with 2 pairs of wings and a single horn on his head. MR 28. Armour provides 4 points of protection. (30 APs)
3 - 4		Cal'Plax A black demon with 2 pairs of eyes and 3 rows of razor sharp teeth. MR 34. Armour provides 6 points of protection. (40 APs)	Gol'Mab A large demon in the shape of a flying reptile. MR 32. Armour provides 2 points of protection. (35 APs)
5 - 6		Ust'Mek A great horned demon with huge claws on his 7-fingered hands. MR 36. Armour provides 4 points of protection. (40 APs)	Hellhound The hounds of Baclitax'l are great slaving brutes as big as a pony. MR 30. No armour protection. (30 APs)

Demonic Powers Table

Roll 1D6.

1 = *Leeching Gift*

Drains 1 CON every combat round unless opponent makes L1 SR on WIZ.

2 = *Gift of Inertia*

Slows opponent down, halving combat total every combat round, unless a L1 SR is made on SPD.

3 = *Gift of Spite*

Scores double spite damage.

4 = *Gift of Invisibility*

Halves opponent's combat total every combat round unless a L1 SR is made on LK

5 = *Gift of Draining*

Reduces opponent's STR by 2 each combat turn and adds to MR unless a L1 SR on CON is made.

6 = *Gift of Spite*

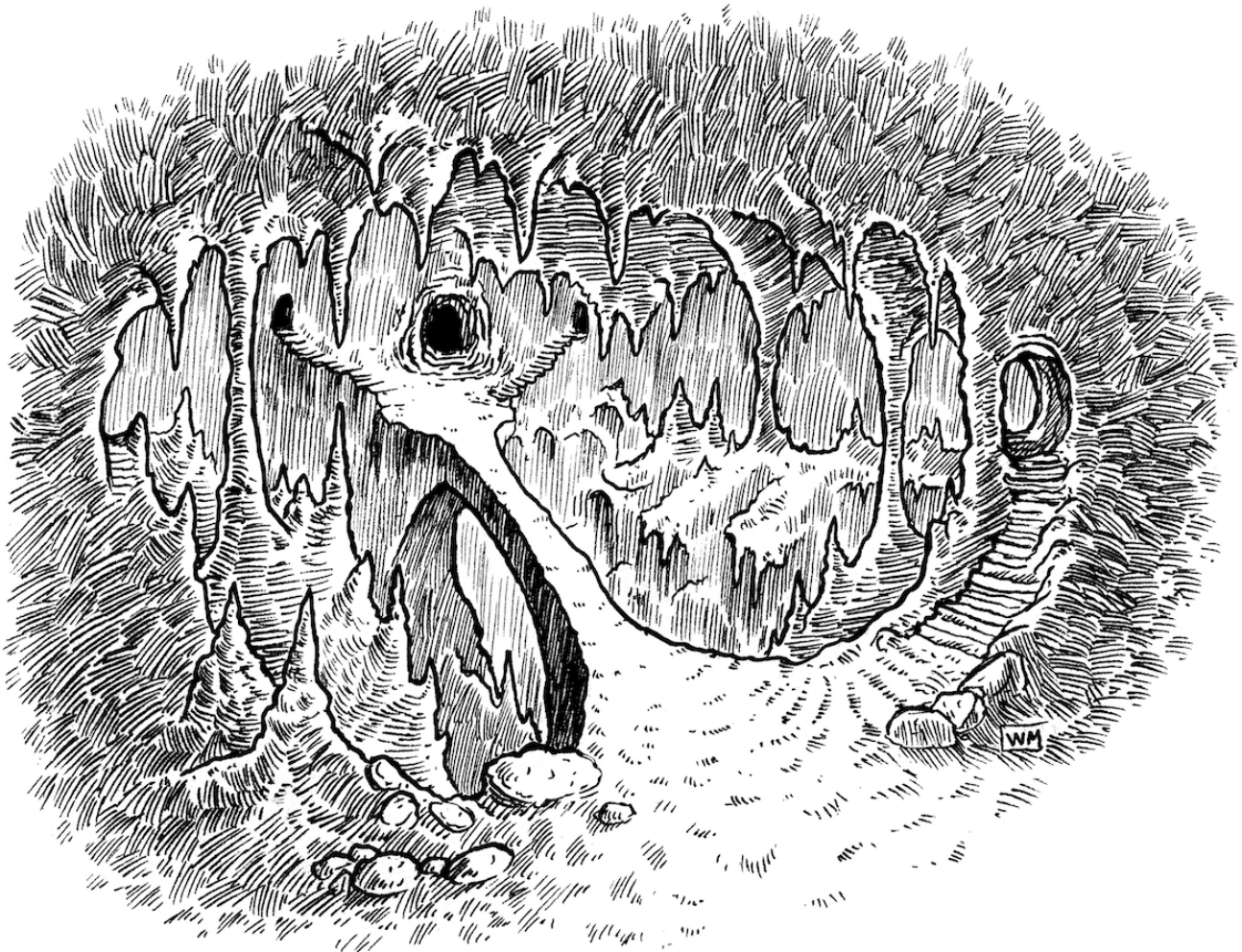
Scores triple spite damage.

Combat Spell Table

You may only attempt to cast spells that either do direct damage to an opponent (TTYF, Call Fire, Call Water, Blasting Power) or that improve your weapons attack roll (Vorpal Blade, Whammy). Don't forget that you need to make a successful INT SR to cast any spell. By some strange effect of this particular corner of reality, no account need be taken of the difference between WIZ values of each combatant.

Just roll 1D6 to discover what effects the demonic netherworld has on your incantation.

- 1 = Spell has half effect.
- 2 = Spell has full effect.
- 3 = Spell has no effect.
- 4 = Spell has no effect.
- 5 = Spell has half effect.
- 6 = Spell has full effect.



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