

TALES OF STERCORAN

SOLO ADVENTURES FOR
TUNNELS & TROLLS™

Contains
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TALES OF STERCORAN



VOLUME ONE

**A COLLECTION OF
SOLITAIRE ADVENTURES FOR
TUNNELS & TROLLS™**

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Tales of Stercoran is the first volume of **Treasure Chasers** from **Tavernmaster Games**. Each volume contains several very short solo adventures for the *Tunnels & Trolls* role-playing game. We offer a nod of thanks for the idea to gamer Charlie Fleming, who describes his own 'micro-solos' as "hobb-sized" (check them out free online at <http://hobbsized.wordpress.com/>). However, since we wouldn't want to draw attention to the height (or lack thereof) of any particular humanoid kindred, we think of them more neutrally as "fun-size"...

The adventures in this volume are loosely linked in an overarching storyline, but they can be played independently and do not require the same player-character to be used throughout. Nonetheless, we recommend playing them through in order, so as to enjoy riding along in the grand sweep of history. They are aimed at low-level characters: check the notes at the start of each solo for details.

All profits from sales of this volume go to the **Jeff Freels Transplant Fund**. If you'd like to donate, please visit <http://www.jeffwerx.com/tf.html>.

CONTENTS

1. Stercoran's Shrine by Sid Orpin.....	5
2. Attack of the Morgawr by Sid Orpin.....	11
3. Getting The Bird by Jason Mills.....	19
4. Guard Duty by Andy James.....	29
5. Blood For The Tiger Cult by Andy R Holmes.....	35

HOUSEKEEPING

Equip yourself with some scrap paper for notes.

In this solo, AP, Adventure Points, are noted only for special events. Also take AP after saving rolls, spell-casting and combat, in accordance with your normal practice.

There are different editions of the rules for *Tunnels & Trolls*™. This solo is suitable for all editions but is phrased with 7th Edition rules in mind, and 7th Edition characters may of course use relevant *Talents*. 7th Edition players should ignore alternatives provided in brackets for 5th Edition players.

5th Edition players please note: 7th Edition abbreviations are used for Prime Attributes throughout, so Intelligence is *INT*, Strength is *STR* and Speed is *SPD*; you may be used to *IQ*, *ST* and *SP* respectively. If you don't use the optional Speed attribute in your games, then when the text calls for a saving roll on *SPD*, use *DEX* instead. Where differences between editions are significant, appropriate alternatives are given in brackets. For example: "Make an *L2SR* on *WIZ*. (5th: *L2SR* on *INT*.)" Finally, AP have quite a different function in 7th Edition and are given out sparingly: 5th Edition players should *multiply by 5* the amounts of AP given in the text. (Compared to 5th Edition, 7th Edition characters tend to have easier saving rolls and harder combat, so it balances out.)

Look out for any additional **Housekeeping** notes at the start of each of the solos.

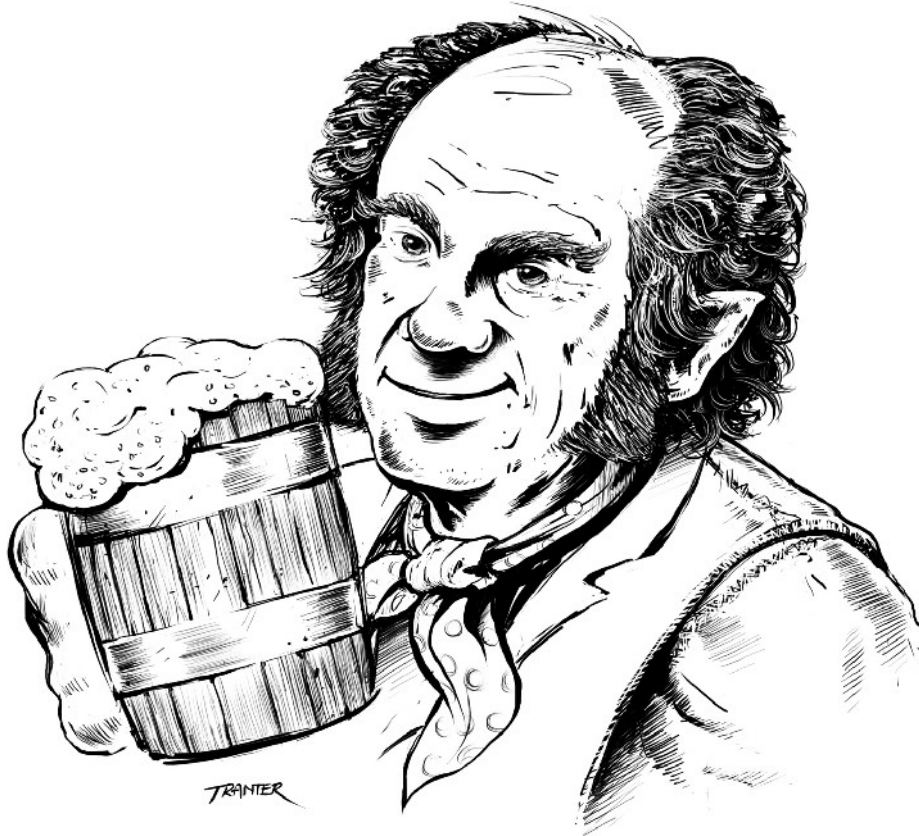


— TALES OF STERCORAN —

STERCORAN'S SHRINE

INTRODUCTION

Your ship has been washed up on the southeast coast of Atruria and has limped into the tiny hobb fishing village of Hakesend for repairs. While these are underway, you decide to spend this evening in the *Block & Tackle*, the only tavern in town. The locals are a friendly bunch and you soon find yourself sipping a pint of good ale and the subject of some friendly banter. You can continue drinking and chatting by heading to **1.2**, or you could join the rowdy party at the back of the room, where the landlord, a round friendly hobb called Bruin Hopwise, tells you a friendly game of dice has just started. To join in, go to **1.7**.



HOUSEKEEPING

Any character type of 1st or 2nd level with no more than 20 combat adds may brave this adventure but absolutely no spell casting is permitted.

You have not come to the tavern fully equipped, as you had no intention of becoming embroiled in any intrigue this fine evening. You have only a dagger or other two-dice weapon with you and only a maximum of 4 points of armour.

Now, go to your chosen paragraph to start.

- 1.1** There are 3D6 (TARO) x 5 GPs. By the time you pick them up, the statue has vanished but you do spot a stone staircase that had been hidden behind the plinth. Start climbing to **1.6**.
- 1.2** As the ale flows much of the talk, typical for such a maritime community is about storms and wrecks and the loss of local sailors' lives. Many if not all of these tales end with an entreaty to Stercoran, the skua god, for the safekeeping of their souls.



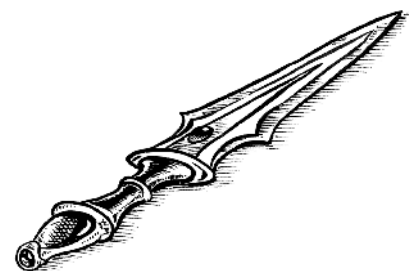
At the end of the evening, Hopwise the landlord, a jovial hobb easily as wide as he is tall, takes you aside for a quiet word. "You strike me as someone who has seen some adventures in your time. Now, I've been waiting for someone with your talents to drop into the 'Tackle'. See, I've come by this map, which shows the way to Stercoran's lost shrine. Plenty of treasures to be plundered for a fellow like you and since I provide the map, how about we split any profit straight down the middle? What do you say?"

If you would like to do a bit of treasure hunting this very night, go to **1.20**, or you can decline and head back to your hammock by merely closing the book.

- 1.3** You emerge into a roughly circular cavern. Several torches attached to the walls provide dim lighting. At the west end is the water-filled tunnel you first entered from, while in the east wall there are two narrow openings. Carved into the rock between the openings is a mass of strange glyphs.

If you decide to proceed along one of the narrow passages, the left hand one leads to **1.22** while the one on the right goes to **1.17**. You could always take a closer look at the strange writing at **1.21**, or you could search the rest of the cavern at **1.8**.

- 1.4** In a darkened corner, buried beneath sand, you uncover a dirk. It is in all aspects normal except when used in combat versus creatures that live in or by the sea, when it scores double damage (i.e. 4D6 + 2). Now, return to **1.3** and make a different choice.



- 1.5** Beneath the crystal statue you spot a small depression filled with gold coins. To pick up the coins, go to **1.1**. The statue may be more valuable, to take it, go to **1.12**.

- 1.6** You have escaped the skua god's shrine and receive a bonus 50 APs for your efforts. Naturally, if you had made a deal to share any treasure you found with someone from the village, you will need to hand over what you owe before you set sail on further adventures.

~ The End ~

- 1.7** The hobb sailors from these parts play a game called 'Skua's Treasure'. It's easy to learn and soon you are involved in some serious gaming. The game lasts 5 rounds. Attempt an L1 SR on LK (or a *Gaming* or *Roguery* talent) for each round. If you have more successes than failures, go to **1.11**. If you have more failures than successes, go to **1.18**.
- 1.8** Try to make an L1SR on LK. If you fail, return to **1.3** and make a different choice. If you succeed, go to **1.4**.
- 1.9** The stercataur addresses you in an odd growling squawky voice: "The gift of Stercoran is yours to claim. Take your reward and leave now."
- To approach the statue and take whatever valuables you find there, go to **1.5**. To reject such worldly recompense and leave, go to **1.16**.
- 1.10** You enter the dark waters of the tunnel with a resounding splash. The shock of the cold almost forces the breath from you, but you manage to hold on. After a few swimming strokes, you discover that you are moving through a forest of seaweed.
- Attempt an L1SR on DEX. If you fail, you take direct CON damage equal to the number you missed by and you must attempt an L2SR on CON. If you succeed, you take no damage and must make an L1SR on CON. In either case, failure leads to direct CON damage equal to the amount by which you missed the roll. If your CON remains above 0, go to **1.3**. If your CON drops to 0 or below, you drown. Close the book, your adventure is over.
- 1.11** For each winning round you receive 2D6 SPs. You may take your winnings back to your berth and leave this adventure by merely closing the book. However, one of your opponents offers to pay his debts with a map to the lost shrine of Stercoran, the skua god. Legend has it that it is littered with treasure just waiting to be picked up. If you would like to have the map and go treasure-seeking this very night, halve your winnings and go to **1.20**.
- 1.12** The crystal skua statue is a fine piece of art. Anywhere along this coast, where Stercoran is worshipped, it will fetch 2D6 (DARO) x 10 GPs. By the time you pick it up, the coins have vanished but you do spot a stone staircase that had been hidden behind the plinth. Start climbing to **1.6**.
- 1.13** Just enough of the tunnel is above the water to permit you to climb, in the near pitch dark, to the far end. You will need strength and skill to succeed. Attempt L1SRs on STR and DEX. If you make them both, you can proceed to **1.3**. If you fail either or both, you fall, go to **1.10**.
- 1.14** Attempt to make an L1SR on CHR. If you fail, go to **1.19**. If you are successful, you should go to **1.9**.



1.15 You dredge a memory of travel to some far away land where these markings were the written language. You remember enough to translate the message. It reads, "The right hand passage is a trap". Now, return to **1.3** and make a different choice.

1.16 Once you have decided to leave the treasure alone, you notice a stone staircase that had been obscured behind the plinth. The climb up is a long one but eventually you emerge back on the cliffs overlooking Hakesend. You are given gifts from the skua god, Stercoran:

1. Your lowest attribute is raised by 2, permanently.
2. You are given a new Talent of *Scavenging*. This is an INT-based Talent and has a starting value of INT + 2D6 (DARO). It is the ability to find/scrounge/steal whatever you need to survive in any environment where resources are scarce.

You have no pecuniary gains from your exploits this night but you can return to your ship with a bonus 100 APs. Naturally, if you made a deal to share any treasure with someone from the village, you will have some explaining to do but you're capable of coming away from that unscathed no doubt.

~ The End ~

1.17 Before long the passage has narrowed so much that you have to squeeze between the rocky walls. Abruptly, a great mass of sand drops on you from above, rapidly burying you alive. Your adventure here is over: close the book.

~ The End ~

1.18 Unfortunately, your losses this evening total more than you have in your purse. Your debts are bought up by a ruffianly human who takes you aside for a private word:

"You owe me and I want the debt paid in full this very night. Now, I have a map that leads to the lost shrine of Stercoran, the skua god. There's treasure galore in there for the taking. We can split the takings straight down the middle. I'll meet you on your ship at sun up."

The smile he flashes you and his calloused hand on the hilt of his cutlass suggest you have no choice. Go to **1.20**.



1.19 The sterccataur has a MR equal to the total of your lowest and highest attributes. It has a special combat effect when it rolls a '6': it gets a beak parry that will reduce your attack total by 1D6 for each '6' rolled. Fight to the death, your opponent will. If you are victorious, go to **1.5**.

1.20 By the light of the full moon, you find the cliff path that leads to a tunnel down through the rocks. As you descend, you can see a light ahead and you hear the sounds of crashing waves getting louder.

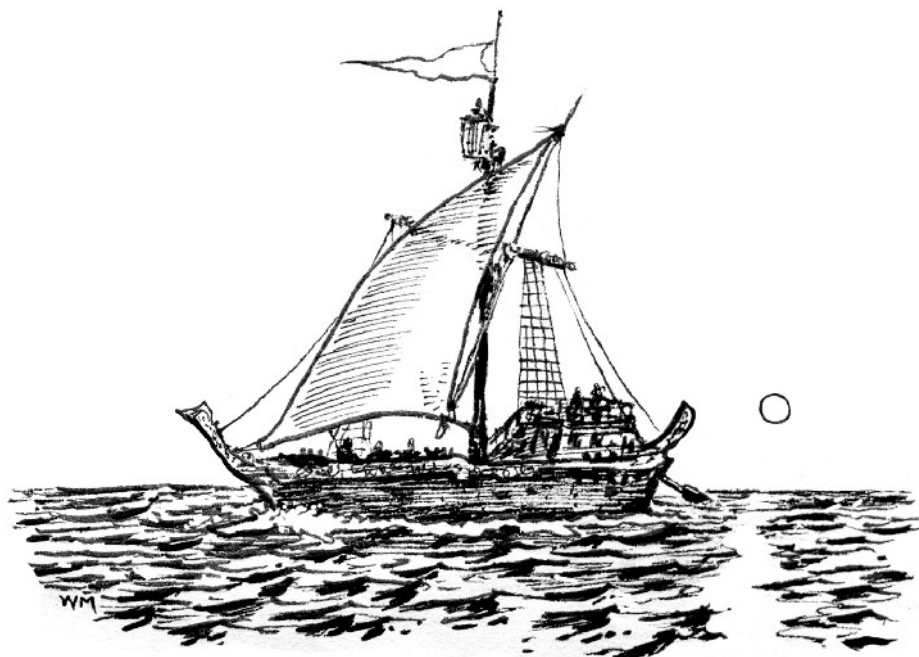
Suddenly, you step out into a small cave, lit by several torches stuck into the sandy floor. At the eastern end there is a further tunnel but it is more than half-filled with seawater. The map shows that the shrine is at the far end of the tunnel. You could dive straight in and swim underwater to your goal by going to **1.10**, or you could try to cling spider-like to the rocky walls above the waterline and climb through at **1.13**.

If you don't like the idea of either of these, you can turn around and head back to your nice comfy hammock aboard ship, though you will have to keep your head down if you are in debt to any of the locals. Close the book.

1.21 There is something familiar about the writing. If only you could remember what? Attempt to make an L1SR on INT. If you fail, return to **1.3** and make a different choice. If you succeed, go to **1.15**.

1.22 You are in a small, square cave that is clearly the shrine of Stercoran. At the west end there are the 2 narrow passages, one of which you have entered from. At the eastern end, there is a plinth of green onyx with a crystal statue of a gull-like bird resting on it. Standing next to the plinth, unmoving, there is a strange creature, half-man, half-bird. It has the arms, legs and torso of a muscled human man but has the head of an ugly gull of some sort, though it is almost completely devoid of feathers. It just stares at you with its cold black eyes.

You could try to communicate with the man-bird at **1.14**, or you could attack it straight away at **1.19**.





— TALES OF STERCORAN —

ATTACK OF THE MORGAWR

INTRODUCTION

The tiny hobb fishing village of Hakesend is in uproar following the loss of several boats and their crews, even though it is summer and the seas have been calm. Just yesterday, a survivor who had been adrift for days and who was suffering from terrible injuries, was brought home and with his dying breath told of an attack by a monstrous tentacled sea creature. His ship was destroyed and his shipmates devoured.

Now, the superstitious locals have beached all of their fishing boats and refuse to go out to sea until the creature is killed or captured. Who would be foolhardy enough to attempt such a mission?

Make an L1SR on WIZ (5th: INT). Success leads you to **2.13**, while failure takes you to **2.21**.

HOUSEKEEPING

Any character type of 1st or 2nd level with no more than 20 combat adds may brave this adventure but absolutely no spell casting is permitted.

Now, go to your chosen paragraph to start.



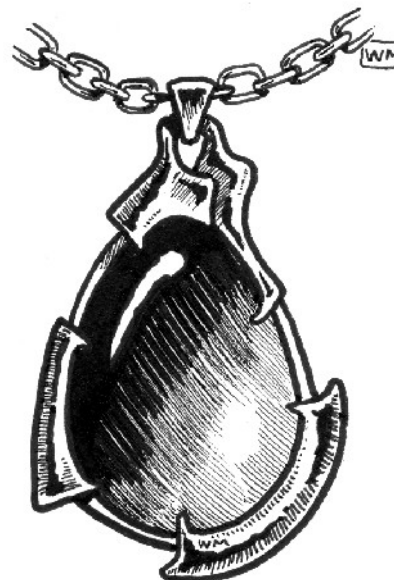
2.1 Unfortunately, in its death throes, the Morgawr has sent you flying into the sea made dark with its blood. Attempt to make an L1SR on CON. If you succeed, go to **2.6**, while if you fail, go to **2.14**.

2.2 Despite your hitting the huge sea monster it is still alive and attacking. Return to **2.19**, you have no negative modifier from your LK roll from now on.

2.3 On your return to Hakesend you are carried shoulder high through the streets and then spend all night being bought drinks at the *Block & Tackle*. The following morning, well it's afternoon by the time everyone has surfaced, you are taken to Glenflorana, the seat of the local Lord of the manor, and he personally hands you your 25GP reward. In addition, you also receive an enchanted jewelled pendant that temporarily raises the wearer's WIZ (5th: STR), INT, CHR and LK by a D6 in total. Roll for the total every delving day and distribute the numbers as you see fit (i.e. You roll 5 and can then increase WIZ (5th: STR), INT & CHR by 1 and LK by 2 for that day then re-roll the next day).

You also get a bonus 100 AP. Enriched and bejewelled, head off for adventures new!

~ The End ~



2.4 The decision is made to send you out alone in a small fishing skiff armed with just your instincts for survival and a short harpoon (4D6) – STR and DEX required are only 9 each.

Once you're settled, attempt to make an L1SR on LK. If you fail, make a note of how many you fail by (**THIS IS IMPORTANT**) and go to **2.19**. If you are successful, go to **2.15**.

2.5 Your aim is true. Roll your damage but you can only include STR and LK derived combat adds; any SPD and DEX advantages are cancelled out by the size of your opponent and the movement of the sea.

If you roll 12 or less, go to **2.2**. If you roll more than 12 but less than 16, go to **2.17**. If you roll 16 or more, go to **2.20**.

2.6 You drift for what seems like days before a fisherman from a nearby village rescues you and returns you to Hakesend. On the return journey, he tells you about the death of the Morgawr and you assume, quite rightly, that you should be in line for your reward and elevation to hero status.

Unfortunately, someone else found the great carcass and has claimed the rewards that should have been yours. No matter how hard you try to explain what happened, the locals just see it as sour grapes and ignore you. Best to keep quiet about it and plot your revenge on the individual who stole your bounty.

You get a bonus 50 APs. Perhaps you'll have better luck in Trondhelm!

~ The End ~

- 2.7** After three days of waiting for the Morgawr to strike, you discover that it got tangled in some nets from a large foreign vessel that was trying its luck along this stretch of the coast. Hakesend is saved, though your contribution is negligible. The Bailiff and the rest of the inhabitants of the village don't see it that way and you are lauded as a hero almost as if you had destroyed the creature. No gold is forthcoming, however!

You receive 50 bonus APs. Time to try your luck elsewhere.

~ The End ~

- 2.8** After a couple of days virtually unconscious, you recover only to discover that you have fallen into the hands of one of the pirate bands that ply these waters. Their only use for you is as a fellow corsair and to meet their exacting standards you will have to beat their champion Third Mate in an arm wrestling contest.

Add up your STR and CON and use it as an MR to develop dice and adds. Your opponent has a total arm wrestling rating of 22. Run as a conventional MR v MR combat. As well as contributing to your score, rolled sixes act to increase your rating for the next combat round by 1 (rather than reducing your opponent's rating as Spite damage would). Whoever's rating reaches 0 or less first is the loser and is tossed into sea with their throat cut! If that isn't you, proceed to **2.22**.



- 2.9** You contract the disease. This isn't entirely terrible news but it does mean it is less likely that other like-minded souls will wish to go adventuring with you. Of course, you might not tell them but if they find out... To simulate the degenerative effects of the infection, you must make SRs at your current level on all *physical* attributes (STR, CON, DEX and SPD) at the start of every day in which you are adventuring. Failures lead to a loss of a point from that attribute and fumbles mean a 2-point loss. The loss is permanent and there is no cure, not even magical, though a 'Poor Baby' can be used to restore any attribute reduced in this way back to normal levels.

Adventuring companions have only a tiny chance of contracting the disease. A successful LOSR on the average of LK and STR (i.e. avoid a fumble) each day that they are in your company will ensure they remain free from infection.

You get a bonus 50 APs and an uncertain future...

~ The End ~

- 2.10** You are taken well out of sight of land to Lonely Rock and unceremoniously dumped there with enough water and provisions for a few days and a sturdy, short harpoon (4D6) – STR and DEX required are only 9 each. Your escort departs with the promise that they will return in 2 or 3 days' time.

Once you're settled, attempt to make an LISR on LK. If you fail, make a note of how many you fail by (THIS IS IMPORTANT) and go to **2.19**. If you are successful, go to **2.15**.

2.11 You spot an opening to get off a shot at the Morgawr. Attempt the DEX SR at the level indicated in the last paragraph but you must include the amount by which you missed the previous LK SR as a negative modifier. If you miss the shot, return to **2.19** and try to get off another shot. If you are successful, go to **2.5**.

2.12 You are sent to sea in a small fishing skiff with a hardened hobb sailor called Dunstin to crew for you. He has the following attributes:

STR: 14 **CON:** 18 **DEX:** 16 **SPD:** 9
INT: 7 **WIZ:** 6 **LK:** 10 **CHR:** 8 **Combat Adds:** +6
Weapons: large dagger akin to a kukri (2D6 + 5)
Talents: Rowing (STR) +12

You have been given a short harpoon (4D6) – STR and DEX required are only 9 each.

Once you're settled, attempt to make an L1SR on LK. If you fail, make a note of how many you fail by (THIS IS IMPORTANT) and go to **2.19**. If you are successful, go to **2.15**.

2.13 The village Bailiff, in the knowledge that you have some experience beyond the mundane activities of in-shore fishing, comes to you with a proposition. The local Lord of the manor will pay you the staggering sum of 25GP if you can rid the seas of this menace. To take on the task, go to **2.16**, while if you decline you can always head to the *Block & Tackle* and think about having a game of dice by just closing the book.

2.14 Clinging grimly to a piece of flotsam, you drift alone on the sea for days. Almost delirious, you sense your life ebbing from you, when finally you are rescued. If you failed your CON roll by an even number, go to **2.8** while if that number was odd, go to **2.18**.

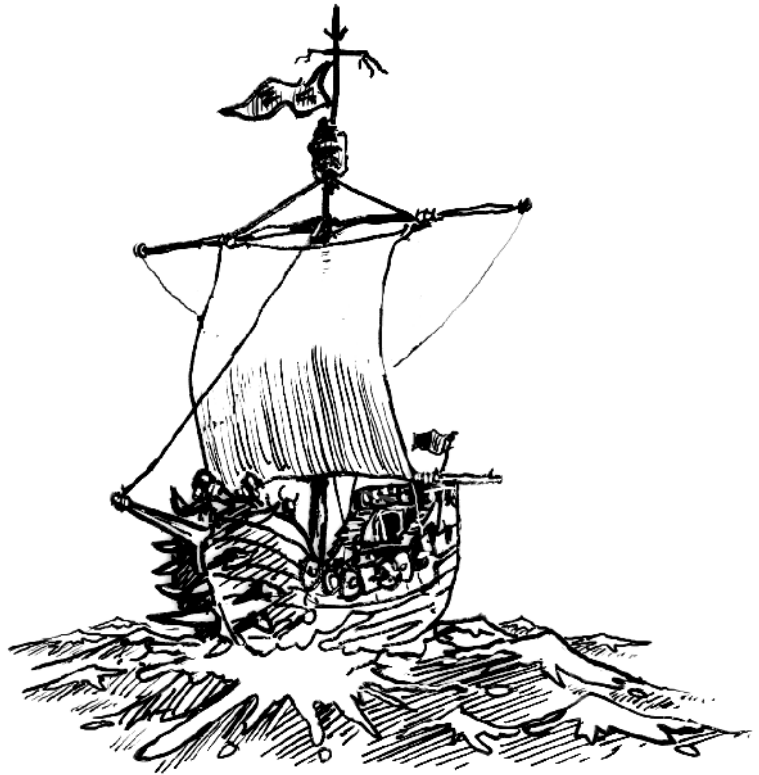
2.15 You spend an entire day waiting for an attack from the tentacled leviathan but nothing happens. If you're out on Lonely Rock your vigil continues, while if you were afloat, you return to port for a brief rest before being sent out again. Now, return to the paragraph that sent you here. Increase the level of the LK SR there to one more than the last time. If you have come here three times in a row, go to **2.7**.

2.16 The Bailiff's preferred method of destroying the sea creature, now christened 'The Morgawr' after some creature of legend said to have stalked these waters hundreds of years ago, is to leave you on a small island out in the bay, little more than a large rock really, and hope the monster strikes. You'll have weapons and provisions for a few days and they'll come and check on you from time to time. To try to dissuade him from this plan, attempt to make an L1SR on CHR – prisoners from the lock-ups must attempt this roll with a -5 modifier and no one gets to use their level bonus to achieve success. If you are a prisoner and fail the roll or you think this is the best plan, go to **2.10**. Volunteers on the other hand, who fail the roll, should go to **2.4**. Successful rolls take you to **2.12**.

2.17 You hit the creature just behind the giant eye and immediately it starts to thrash around. If you are on Lonely Rock, go straight to **2.20** and ignore the first sentence. If instead you are at sea in a skiff, you must try to gain control of your vessel or be sunk. Attempt an L2SR on DEX, or if Dunstin is at the oars, he can try to make the roll against his *Rowing* Talent. If the roll is successful, go to **2.20** and ignore the first sentence. If you fail the roll, go to **2.1**.

2.18 By sheer luck you have been picked up by a leper ship – a vessel used to ferry the individuals suffering from this terrible disease out to the colony island some 40 or 50 leagues south of here. As the ship is on its outward leg you have to work your passage in close proximity to the sufferers. There is, of course, a chance you may succumb to the infection yourself.

Make an L1SR on the average of LK and STR. If you succeed, you are dropped off in the major port of Trondheim some 2 months after your adventure began: alive and well and with a bonus 50 APs, ready for adventures new!



If you fail, go to **2.9**.

2.19 After a good deal of time passes waiting for something to happen, the Morgawr finally puts in an appearance as its massive tentacles break the surface of the waves. You realise that to fight the giant cephalopod you will need to keep the tentacles at bay with the harpoon and wait for an opportunity to launch it at the monster's body. Roll a D3 + 1. This is the number of tentacles that engage you for this combat round; each one has a MR of 9. Obviously, if Dunstin is on board with you, he can try to engage the beast while you wait for a suitable opening – there isn't enough room on board for both of you to tackle tentacles simultaneously!

Important Note: Tentacle special attack occurs if more than a single '6' is rolled by the Morgawr. This is a tangle attack and the combatant must make an L1SR on STR to avoid being dragged beneath the waves to a watery doom!

To get a shot at the monster's body one of the following must happen:

- (i) Dunstin beats the monster's combat total. You will need to make L0SR DEX (Roll 2D6 and avoid a fumble) to throw the harpoon on target.
- (ii) You beat the monster's combat total. You will need to make L1SR DEX to throw the harpoon on target.
- (iii) Dunstin avoids being dragged overboard or his CON dropping to 0 or less. You will need to make L1SR DEX to throw the harpoon on target.

If you get to attempt to spear your opponent this combat round, go to **2.11**, where you will need the number by which you failed that LK SR.

If you are still alive but have not managed an opening to attempt to use your harpoon, roll for the number of tentacles for the next combat round and try again (continue to keep a note of the number from the failed LK SR).

2.20 You spear the great sea monster right in its eye. After a brief pause dark blood spills out and fills the sea around you and the creature goes limp. You manage to haul the corpse in and you either sail back to Hakesend or wait to be picked up. Whichever it is, by sundown you have returned to dry land. Go to **2.3**.

2.21 After a night in the local gaol following some sort of altercation at the inn, the magistrate decides you must atone for the damage you did while "under the influence of intoxicating liquor". With no hope of you paying for the damage you caused, let alone any fine that might be imposed, you are given the job of ridding the seas of this sea monster. Since stoning is now considered unethical it is clear the judiciary has found alternative ways to mete out condign punishment to those who fail to obey the rules of civil society. Go to **2.16**.

2.22 Roll a D6 + 1. This is the number of years you serve on the pirate ship before you can safely slip away back to normal society.

Make an L1SR on LK for each year. Every time you succeed, you made a profit that year of your roll x 50GP. If you fail, you earn nothing that year. If you fumble any of these rolls, the naval authorities caught up with you and hanged you for your crimes.

If you survive, you may take a bonus 100 APs, and put the sea behind you in search of adventure on dry land...

~ The End ~





— TALES OF STERCORAN —

GETTING THE BIRD

INTRODUCTION

The taverns of Trondhelm are not known for their tranquillity, and the fat hobb has trouble making himself heard on this hot night. Finally he clambers onto a barrel and yells across the bustling room: "GOLD! Gold for the brave!"

Well, *that* got everyone's attention...

"I am Bruin Hopwise, a barkeep from Hakesend," he explains. You've heard of the village, it's to the west, around the coast. "Close to our village is a shrine to Stercoran. Recently some scoundrel robbed the shrine of its crystal statue, and since then we have been cursed with ill fortune! Emura has turned but once in the sky, but two fishing boats have been lost, sea monsters have attacked off the shore, an old lady's milk soured a day early and my wife's rabbit died! We must recover the statue!"

The perspiring hobb pauses, looking downcast. And indeed, that does seem a lot of bad luck for one month! Still, although the whole tavern is listening, no one asks the obvious question; so you do it: "What about this GOLD you mentioned?"

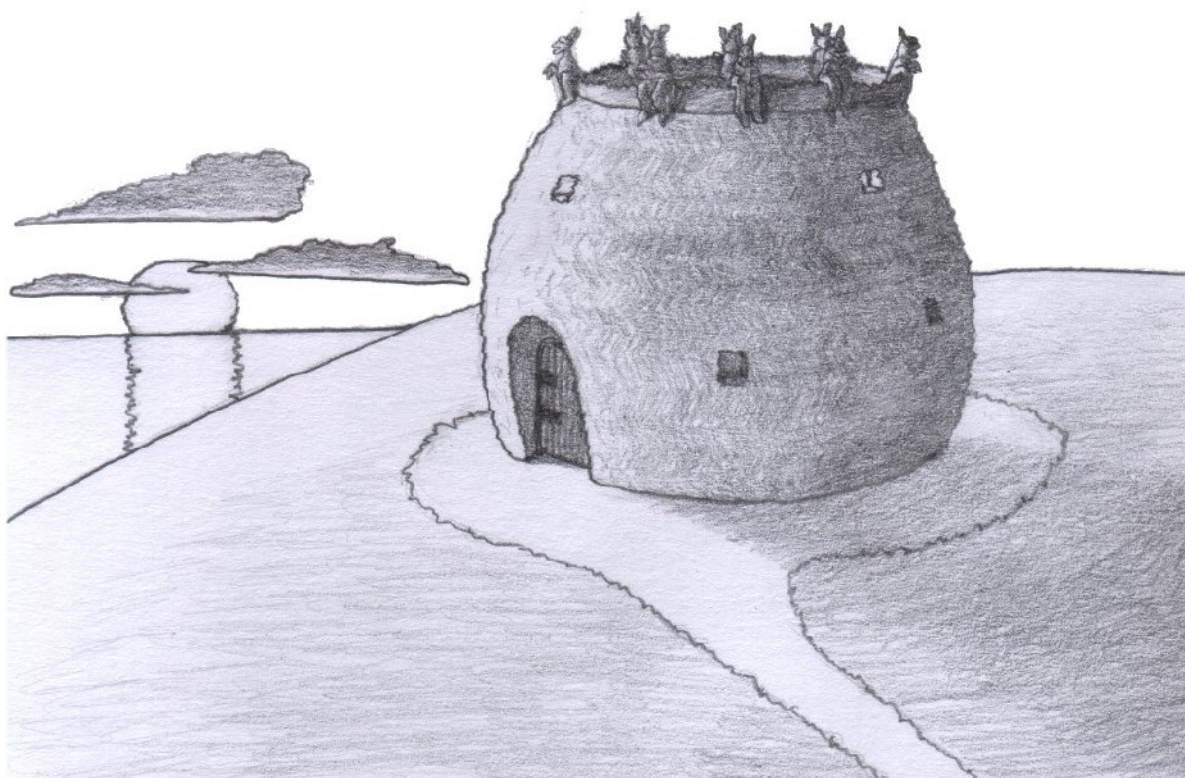
"Aha!" says the hobb, perking up. "The villagers have clubbed together and we have fifty gold coins to reward whoever brings me the statue. We believe it has fallen into the hands of the alchemist who lives in the tower at the edge of Trondhelm. It is not for me, a humble barkeep, to comment on your methods. Just bring me the statue of Stercoran!!"

Amid the sudden hubbub of excited discussion that greets his words, the hobb sits himself in the corner to wait. But you have already slipped out of the door, heading for paragraph **3.1**...

HOUSEKEEPING

This solo is a quick first adventure for level 1 or 2 characters only, with no more than 20 Combat Adds. Magic-users are welcome but should restrict themselves to only the most basic combat spells – *Take That You Fiend* and *Vorpal Blade*. Casting anything more subtle in the environs of an alchemist's tower would likely prove fatal...

Now head off to your starting paragraph...



3.1 Not waiting for the rest of the tavern-goers to get their act together, you scurry off to the south edge of town, where you have often seen the stubby tower on the hill that overlooks the river's mouth. There it is, as round and fat as the hobb, two storeys high, standing aloof and crowned with a rampart of gaping gargoyles. The setting sun paints the dark stone like firelight on a hearth, and the walls seem somehow both grand and ominous. You can see one door in the south side, very solid, and several windows panes; but these are no bigger than a spread hand. If you want to go through the door, go to **3.12**. If you want to climb to the ramparts and onto the flat roof, go to **3.10**. If you want to find a local to ask for information, go to **3.13**.

3.2 You are struck a mighty blow from behind by what feels like a huge paw made of mud! Take 3D6+14 hits, counting armour. If your CON is reduced, take an extra 1 from CON. If you're still standing, turn to see what hit you so rudely! Go to **3.18**.

3.3 With a flick of his fingers he sprays a pinch of glittering powder over you! You shy away and squeeze your eyes shut for an instant, and when you open them you are back in the tavern! Everyone turns to look and then to laugh at you, for although you still have all your equipment, your clothes have completely disappeared. Only a scrap of red silk remains to cover your modesty, embroidered with yellow letters that spell out: "MIND YOUR OWN BUSINESS!"

Other adventurers have set out to claim the reward, and you are now way behind and ill-equipped! Alas, for you this tale is over. Take 20AP and scurry home, wearing only your blushes.

~ The End ~

3.4 Your second drink of the day, eh? Very brave. Go to **3.24**.

- 3.5** "Well," says the alchemist, "let's give it a go, shall we?" And from that point on, you are his! An enchantment prevents you from leaving the tower, and you spend the next year tidying his home, preparing mixtures, cleaning the equipment, and basically doing whatever you're told.

In return, the alchemist teaches you the basics of his craft, specifically those aspects likely to be of use to an adventurer. At the end of it, you are able to prepare powders, a pinch of which you can throw in the air to have the same effect as Level 1 spells (and you can fight in the same combat round, if desired). However, these preparations do not cost you WIZ (5th: STR); the magic is in the powders, not in you. But making them costs money, so although you can easily carry a pouch of powder for each kind of spell (perhaps on a utility belt), you must spend 1GP for each point of WIZ (5th: STR) that the equivalent spell demands (ignoring any staff and level effects). Thus, a pinch of *Take That You Fiend* powder costs you 6GP. Deduct gold as you go along, on the assumption that you are carrying all the powders you need, but that between adventures you must pay an apothecary to replenish your supplies to full.

After a year, you emerge from the tower and blink in the unfamiliar daylight. A condition of your service was that you must leave Trondhelm, since the alchemist does not welcome competition. So set your feet to the north, take 100AP, and head off for adventures new!

~ The End ~

- 3.6** He rolls his eyes. "I get so fed up with you people," he says. Then he sighs and points to a pile of small sacks against the wall, clearly filled with things of many different shapes and sizes, and each one marked *LUCKY BAG*. "Take one of those and go," he tells you. "I have better things to do than dispose of dead thieves, but I will if I have to."

You are in no doubt that this fellow's powers far exceed your own! Rather than push your luck, you wisely grab a sack and depart, as instructed. You scoot down the stairs, into the bedchamber and out through the door into the lane, somehow feeling the alchemist's gaze boring into the back of your neck all the way! When you are a good distance from the tower, you open your sack. Roll a D6. If the result is odd, go to **3.21**. If it is even, go to **3.11**.

- 3.7** "In that case," says the alchemist irritably, "stop wasting my time and intruding on my privacy!" Take 60AP for your adventure so far and go to **3.3**.

- 3.8** You slope over to the bed and have a poke around. The sheets are fine, the mattress and pillows soft, but there is nothing to remark. Noting the height of the bed, it occurs to you that there might be storage space beneath, behind the valance. Lifting the frilly skirt, you peer under the bed. A pair of disturbingly wide-set eyes peer back at you! You have but an instant to ready yourself for combat when the thing leaps out at you! Go to **3.18**.

- 3.9** "I can tell you this much," the fellow says, with a gleam in his green eyes. "He doesn't like strangers asking questions about him!" Go to **3.3**.

- 3.10** The walls of the tower are rugged and lean in a little, so it's not too difficult a climb. Roll an L1SR on DEX. If you fail, you can't manage this climb: return to **3.1** and choose again.

If you make it, you are halfway up: roll another L1SR on DEX. If you fail that one, you fall off! Take 1D6 hits direct to CON and return to **3.1** to choose again. (You can elect to start climbing again.) If you succeed, go to **3.17**.

3.11 Your sack contains a magical item! Roll a D6 and consult the table below.

Result	Item
1	Enchanted knife. Choose a dagger from the Rulebook, with an extra 3 adds.
2	Silver Seagull pendant. Adds 2 to wearer's CHR. 1WU.
3	Golden Compass. Always points to nearest collection of 100GP or more. 2WU.
4	Rope of Bun'Ji. 50', can stretch to 150' and contract again. 50WU.
5	Dragon Segs. 4 dragon scales that can be nailed to the sole of your boots, enabling you to walk through fire unharmed. 2WU.
6	Thinking Cap. Colourful cap with spinning propellor on top. Adds D6 to any INT saving roll. Cannot be worn with a helmet. 5WU.

You have emerged from the tower largely unscathed. You don't have the statue, but you have your life, a magical treasure and a good story. Take 50AP and go home!

 **The End** 

3.12 The door may be thick and solid, but, experimenting carefully, you find that it opens smoothly and silently. You step quietly into a round bedchamber with whitewashed walls. The bed in the centre is a four-poster, hung with red silk curtains, embroidered all over with yellow flame designs, and the mattress is high off the ground. On the left side of the room, the west, there is a workbench full of weird chemical apparatus: strangely shaped glass vessels and bubbling liquids, all aglow with shafts from the setting sun through the small windows. On the right, in the north-east, a stairway leads up around the wall and through the ceiling.

If you want to inspect the bed, go to **3.8**. If you want to look at the workbench, go to **3.26**. If you want to head up the stairs, go to **3.20**.

3.13 There's a tall fellow coming along the lane, you can ask *him* what he knows. "Ho there," you say, holding a silver coin before him as he comes up. "What can you tell me about the alchemist of yonder tower, friend?"

Roll an L1SR on LK. If you make it, go to **3.25**. If you fail, go to **3.9**.

3.14 "Oho!" says the alchemist, glancing at the bird statue. "That's what you're after, is it? Well, that's a fine old idol, my friend, and not something I'll let go without a price. I'll accept half your sight, half your *kremm* or half your fingers! Ingredients can be so hard to find, you know."

Eek! This is a hard bargain! If you want to give up an eye, he will magic it out of your head, leaving your DEX, SPD and CHR all reduced by 3. If you give up *kremm*, he will take half your WIZ (5th: STR), permanently. If you offer him the fingers, he will take the last two on each hand, reducing your DEX by one third. (A pet dragon bites the fingers off and simultaneously cauterises the wounds for you.) Make your choice and go to **3.23**. Alternatively, if you don't think the statue is worth any such sacrifice, tell him so and go to **3.7**.

3.15 Even as you lift your hands to attack, the alchemist sighs and flicks a sparkling powder from his fingertips. In an instant, you are in darkness, feeling oddly soft. There is a bad smell. It is you! The alchemist has turned you into his new Demon of the Chamberpot! You are made entirely of brown unmentionable material, and you are bound to serve as his sentry, living under his bed on the ground floor and attacking intruders.

Make an L2SR on LK. If you succeed, then after a few months in this unenviable role, another intruder is obliged to take your place: leave the tower, restored to flesh, but naked, dejected, empty-handed, and with a 2D6 reduction in CHR because of an aroma that you can never quite rid yourself of; but take 50AP for your trouble. If you fail the roll, some fluke thief manages to cut you into pieces too small and shapeless to reassemble: you have come to a sticky end...

~ The End ~

3.16 On the bench are numerous vessels, as well as powders and liquids in labelled bottles. A tripod stands over a little dragon that is chained down on its back, emitting a steady flame upwards. Scribbled in charcoal on the wall are these words:

1 POWDER, 1 LIQUID, 1 VESSEL, 1 REACTION, 1 DAY!

What can this mean? There are 4 powders, 4 liquids and 4 vessels in front of you. If you want to add a powder to a liquid in a vessel and boil it over the flame before drinking it, choose your poisons – er, potions – from the table below, writing down the substances and vessel and their accompanying numbers before going to **3.28**. If you are doing this for a second or third time, choose your items and go to **3.4**. If you want to drink a mixture containing *more than one powder or more than one liquid*, choose your items and go to **3.24**. If you want to ignore all this, or you've had your fill, go up the stairs at **3.27**.

Powder	Liquid	Vessel
Mercurus (P=3)	Aquarius Humour (L=1)	Crucible (V=2)
Dried Snow (P=2)	Milled Dew (L=7)	Alembic (V=4)
Dust of Utopia (P=5)	Skeleton Blood (L=4)	Bottle (V=3)
Griffin Grit (P=4)	Yolk of the Wolf (L=3)	Conical Flask (V=5)

3.17 Phew! You clamber over the little wall atop the tower, between a pair of squatting gargoyles. Take 10AP. As you bend over, catching your breath, you hear a low grating noise, like the grinding of millstones. Looking up nervously, you see that all the gargoyles around the tower have turned their heads to look at you! There's a trapdoor in the roof at the western side, but before you can reach it, one of the stone gargoyles leaps from its station with a horrendous thud, and stands guard over it. The other gargoyles aren't going to let you back over the edge, so you'll have to fight this one! It is an ugly thing, the size of a wolf, with big ears, a big snout and big stone teeth. Its MR is 25, but because it is made of stone, any damage you inflict on it is halved. After 6 rounds, the gargoyle is satisfied and returns to its station. If you are still alive, you can lift the trapdoor and descend the stairway to **3.27**.

- 3.18** Your attacker is a brown, squishy, foul-smelling fiend, taller than you and hideous: the Demon of the Chamberpot! It has an MR of 28, but because its soft, er, *substance* can so readily smooth over any wounds, it is only harmed by damage of 6 or more in one go: any less damage is ineffective. If it inflicts any damage on *you*, remove an extra 1 from CON on each occasion because of the unfortunate effects of infection. After 5 rounds, the creature slops to the floor and oozes back under the bed, where it belongs. If you are still alive, head up the stairs at **3.27** or investigate the workbench at **3.16**.



- 3.19** The alchemist is a little surprised, and peers over his spectacles at you. "I see," he says. "Well, tell me about yourself, then, and I'll decide if you're likely to be of use."

You set about telling your life story, trying to make yourself sound interesting and resourceful. Make two L1SRs on INT, two L1SRs on CHR and two L1SRs on WIZ (5th: LK). If you succeed in at least 4 of these rolls, go to **3.5**. If not, go to **3.22**.

3.20 You stroll across the room and set your foot on the stair. But before you have taken two steps, your progress is interrupted! Go to **3.2**.

3.21 Your sack is full of coins! Roll 1D6. Then roll *that many* D6 and multiply all the results together. The total is the number of coins in the sack. (For instance, if you roll a 4, then roll 4D6. If their scores are 3, 5, 2, 2, then you have 60 coins.) Roll one more D6 to see what kind of coins they are: 1: copper; 2-3: silver; 4-6: gold.

You have emerged from the tower largely unscathed and slightly (or massively!) enriched. You don't have the statue, but you have your life and a good story. Take 50AP and go home!

 ***The End*** 

3.22 At some point in your tale, the alchemist's eyes glazed over and he returned his attention to his work. When you eventually run out of steam and shut up, he glances up. "Oh," he says, "still here? Look, I dare say you're a good sort, but this isn't really the line of work for you. Take this and run along, there's a good fellow." He hands you a sack and all but shoves you down the stairs, through his bedchamber and out of the door. "Goodnight then," he says, and the tower door closes behind you. You can hear the bolts being shot into place. Heigh-ho! Go to **3.11**.

3.23 With the pain of your sacrifice still burning, you accept from the alchemist the crystal statue, inside a padded wooden box. He shows you out of the tower and you return to the tavern, there to hand over the bird effigy to the grateful hobb, who in turn gives you a purse of 50GP with effusive gratitude.

Still, it seems a small reward for what you've given up! Only later do you come to grasp that the god Stercoran grants good fortune as well as ill, especially to one who has suffered so much in his name. Henceforth your purse will always contain at least 3GP at sunrise, and you may roll 3D6 in all LK saving rolls. (Doubles – and triples! – still add and roll over.) So perhaps in time your good luck and modest financial security will reconcile you to the whims of the gods. Take 200AP and set forth from Trondhelm, in search of new adventures!

 ***The End*** 

3.24 For a moment after you drink the potion, your mind is filled with astounding sensations and unimagined wisdom. Take 100AP. Then your head explodes.

 ***The End*** 

3.25 The stranger glances at the tower and shudders. "I'll take your coin for even looking at that place," he tells you, grabbing the silver piece. "I don't know what goes on in there. But I swear I've sometimes seen those gargoyles turn to stare at me!" And with that he shakes himself and walks briskly away. Return to **3.1** and choose again.

3.26 You approach the workbench, with its many peculiar objects and smells. But before you can examine anything, you are distracted! Go to **3.2**.

3.27 You step off the stair into the chamber on the upper floor. Around the walls are all manner of shelves, cabinets and storage crates. The centre space is entirely occupied by benches bearing a mind-boggling forest of glassware: big round vessels, tall thin ones, twirly tubes, crucibles, funnels and the gods alone know what. Liquids and smokes of all imaginable colours (and a few you've never seen before) bubble and swirl over flames provided by tiny tied-down dragons. And in the middle of this glazier's nightmare stands the alchemist: tall, red-robed, green-eyed behind his round spectacles. He turns his head and peers down his nose at you.



"Aha," he says, indifferently. "And what are you then? Another common thief? Or are you here to steal something in particular?" You can't help stealing a glance at a shelf behind him, on which stands a crystal statue of something like a seagull, though you're not sure if he notices your attention. You realise

at once that this chap is not to be trifled with by the likes of you. What will you do? To cast a spell or charge the alchemist in amongst his glassware, go to **3.15**. If you reply, "It's a fair cop, I'm just a common thief, sure enough," then go to **3.6**. If you tell him, "I came for the statue of Stercoran," go to **3.14**. If you decide to play a wild card and say, "I'm no thief, I came to ask if I could be your apprentice," go to **3.19**.

3.28 You sprinkle your powder into your liquid and place the vessel over the dragon flame. It quickly boils, and you lift it off the heat and let it cool for a few moments, then gulp it down. Weird sensations flood through your body! Alchemy is not the most predictable of sciences, however. Roll a D6 and check the reaction on the table below:

Result	Reaction
1	Add P to one attribute and L to another; subtract V from a third.
2	Add P and V to one chosen attribute, and then subtract L from it.
3	Find your V th attribute (ie. go along your attributes counting up to V) and add to it the difference between P and L.
4	Multiply P by L, divide by V, round up and add the result to any <i>two</i> attributes.
5	Multiply V by L, divide by P, round up and add the result to any <i>two</i> attributes.
6	Add together P, V and L, subtract that from 15 and add the result to an attribute.

Now, thoroughly refreshed(!), return to **3.16** and choose again.



— TALES OF STERCORAN —

GUARD DUTY

INTRODUCTION

It's time to leave Trondhelm. The pickings are thin, nobody's hiring and the constant rain is getting tiresome.

Taking advantage of a sudden break in the weather, you decide it's time to move on. As you stand in the main street deciding which way to go, a fat hobb driving a pony and cart approaches from the east. The hobb is whistling out of tune and has a happy grin on his face. Wishing you had a horse you notice that there is space enough for you next to the hobb.

You greet the hobb as he draws close. After a short conversation you find out that he is Bruin Hopwise, the landlord of the *Block & Tackle* in the village of Hakesend, about a day's ride west of Trondhelm.

The landlord says that he could do with company on the journey as you never know when a highwayman might strike. If you wish to accept his offer go to **4.5**, if you wish to gracefully decline go to **4.1**.

HOUSEKEEPING

This solo is suitable for any character with no more than 20 Combat Adds, but a rogue with suitable sneaky talents may be especially useful in this adventure. If you have any Talents that are appropriate then substitute them for any relevant Saving Rolls that you make.

Now, go to your chosen paragraph to start.

- 4.1** As the hobb bids you farewell and the cart trundles away it starts to rain again. The hobb's offer suddenly looks much better. You shout after the hobb and the landlord reins in his pony and smiles over his shoulder at you. "Climb aboard!" You run to catch up. Make an L1SR on DEX: if you fail go to **4.16**, otherwise go to **4.5**.
- 4.2** While the men are busy at the altar you try to drag the hobb into the trees. Make an L2SR on LK: if you succeed go to **4.17**, if you fail go to **4.19**.
- 4.3** You follow the track into the wood. As the trees start to close in around you, you are suddenly attacked by two masked and hooded men! You must defend yourself without your weapon for the first round; thereafter you can use your weapons as normal. Each brigand has an MR of 16. If you survive go to **4.6**. If you don't, may the luck of the god Stercoran bless your next incarnation.
- 4.4** The hobb rushes into the clearing, where he is spotted and set upon by the cultists. If you wish to follow the hobb and try to help him go to **4.19**, if you wish to slink away go to **4.18**, or if you want to try to rescue the statue then go to **4.15**.
- 4.5** As you leave Trondhelm the hobb pulls a bottle from under the seat and pours you a mug of ale. He tells you that he is returning a sacred idol of the skua god Stercoran to his village. The statue had been recently stolen and sold to an alchemist but an adventurer has recovered it – for a modest fee. He points over his shoulder and you see a heavily wrapped bundle secured in the back of the cart. He tells you that the village has had nothing but bad luck since the statue was stolen and everyone will be overjoyed to see its return.



With the ale, the gentle plodding of the pony and the landlord's constant chat you find yourself starting to doze off. Suddenly a sharp blow knocks you off the cart and even as the ground greets you, consciousness bids you goodnight.

You come to some hours later, face up by the side of the track. Bruin Hopwise and the cart are nowhere to be seen, but the tracks left by the cartwheels are easy to follow. Make an L1SR on INT. If you fail go to **4.20**, if you succeed go to **4.14**.

- 4.6** Now that you have leisure to examine the bodies of the two men, you notice that their hoods bore stripes like those of a large cat. Continuing up the cart track you hear the sound of chanting coming from a clearing up ahead. The noise allows you to get close without being detected. In the clearing you can see many figures clustered around a makeshift altar in the centre, on which there is the skull of what must have been a very large tiger. These men are all wearing striped hoods similar to those of the two you killed on the track.

On one side of the clearing you can see the landlord has been staked out spread-eagled on the ground, and on the other side is the bundle containing the statue of the god Stercoran. You can attack the hooded men at **4.7**, attempt to rescue the hobb at **4.2**, try to recover the statue at **4.15**, or slink away to safety at **4.18**.

4.7 There are 10 men here, each with an MR of 16, as well as the leader who has an MR of 32. They have no reason to offer quarter. If you survive against these intimidating odds, go to **4.8**. If you don't may the luck of the god Stercoran bless your next incarnation.

4.8 Miraculously you have defeated the members of the Tiger Cult. Now out of danger, the innkeeper tells you that he was about to be sacrificed in a ritual to steal the power from the statue of Stercoran and transfer it to their tiger skull idol. The hobb retrieves his statue and leads you through the trees to where the pony and cart are tethered. The rest of the journey back to Hakesend is uneventful, but the celebrations of the villagers on the return of the statue are loud and wild. The town council gives you 50GP for your troubles and the innkeeper gets you drunker than you have ever been. Take 50AP for rescuing the statue and the hobb and head off for adventures new – when you're sober...

~ The End ~

4.9 You have escaped the members of the Tiger's Cult, rescued the innkeeper and saved the statue. Bruin tells you that he was about to be sacrificed in a ritual to steal the power from the statue of the god Stercoran and transfer it to their tiger skull idol. You both decide that the best thing for you is to get to Hakesend as soon as possible.

On arriving at the village the innkeeper takes you to the village council, where you hand over the statue. This causes a spontaneous and wild celebration. Suddenly you feel very lucky: add 1D6 to Luck.

The village council gives you 100GP and you may take 150AP for retrieving the statue and saving the innkeeper. Well done!

~ The End ~



4.10 You have escaped with the statue. It's a shame about the innkeeper. Still, life goes on. Well, his doesn't, but you decide that the best thing for you is to get to Hakesend as soon as possible.

On arriving at the village you hand over the statue to the first person you meet and this causes a spontaneous and wild celebration. Everybody is suddenly very happy and beaming at you. You try to tell the villagers of the sad demise of the innkeeper but they all agree that "It's what he would have wanted!"

The village council gives you 100GP. Suddenly you feel very lucky: add 1D6 to Luck and take 100AP for retrieving the statue. Well done!

~ The End ~

4.11 You circle a short way around the wood and find a small track leading in. As you draw close to what looks like the cart track you can see two figures crouched in the bushes. You can attempt to sneak up on the two figures and attack them by going to **4.12**, or return to the main track at **4.3**.

- 4.12** Make an L1SR on LK: If you succeed you have surprised them and can fight the first round unopposed. They each have an MR of 16. If you survive go to **4.6**. If you don't, may the luck of the god Stercoran bless your next incarnation.
- 4.13** You decide to trust your skills again and try to spirit the statue away without being seen. Make an L2SR on DEX as you sneak forward. If you fail go to **4.19**. If you make it go to **4.9**.
- 4.14** You can see that there are quite a few footprints on the road at this point and they all head off in the same direction as the cart. Go to **4.20**.
- 4.15** You slip among the trees to get closer to the statue. As you approach it you see that the innkeeper has been dragged to the makeshift altar and is about to have his throat cut! Make an L2SR on LK. If you succeed go to **4.10**. If you fail go to **4.19**.
- 4.16** You slip in the mud and the hobb bursts out laughing. He's still laughing as you leave the outskirts of Trondhelm beside him. Reduce your Charisma by half until you can get a bath and some clean clothes. Go to **4.5**.
- 4.17** You succeed in dragging the innkeeper into the trees without being spotted. When you untie him he insists that you have to help him recover the statue. If you agree, go to **4.13**. If you won't help, go to **4.4**.
- 4.18** You sneak away with the hobb's screams ringing in your ears. Take 50AP for surviving. Time to find a bath. It would be best not to go to Hakesend though: it mustn't be such a lucky statue after all....

~ The End ~

- 4.19** You have been spotted by the cult members and they attack instantly. The innkeeper is of no help in this fight, alas. Go to **4.7**.
- 4.20** The cart tracks continue along the road for a couple of miles and then turn off up an overgrown track which disappears into a small wood. Continue to follow the track by going to **4.3** or circle around the woods to **4.11**.





— TALES OF STERCORAN —

BLOOD FOR THE TIGER CULT

INTRODUCTION

The tremendous smash of Xanulo's fist onto the huge oak table causes the candle holder to topple, splashing hot wax across the parchments that cover it. Xanulo stands suddenly, knocking his huge chair backwards with a crash, and crosses the dark chamber to a wall covered in runes and glowing symbols. A tall thin man comes rushing in, alerted by the noise.

"Master, is everything all right?"

The giant of a man known as Xanulo studies the runes on the wall, tracing them with a finger, slowly and deliberately, as a spider would spin a web around its prey.

"All is well, Jash. I have received grim tidings that many of our clan have been slain. This outrage must be revenged. Tell the men to prepare, for tonight, I unleash the Spirit of Xi Pan..."

Jash shudders, for he knows what this means.

"Yes, Master," he replies, and dashes from the chamber.

Left alone, Xanulo, High Priest of the Cult of Xi Pan, prepares the ritual.

"They will all die without mercy, and the power of the god Stercoran will be mine..."

HOUSEKEEPING

This solo is a tougher adventure for characters up to level 4, with no more than 50 Combat Adds. Magic-users are welcome but will be too busy to consider casting anything other than these basic combat-friendly spells: *Dem Bones Gonna Rise*, *Take That You Fiend*, *Vorpall Blade*, *Little Feets*, *Unerring Blade*, *Blasting Power* and *Whammy*. These spells have their normal effect. You may assume that your opponent's *kremm* is less than yours and so ignore *kremm* resistance.

Now begin your adventure at **5.1!**

- 5.1** You have been resting in the coastal village of Hakesend for several days now, enjoying the hospitality of the townsfolk. The last few days have seen a marvellous celebration. From what you can gather, a local hero saved the day and rescued a hobb, or found a statue, or killed a tiger, or something. You can't seem to get the proper tale, as most of the people are still drunk or hung over, and the tales seem to change with every person you talk to! However, it's been a great celebration, and you are pleased to have been a part of it.

Your time here is soon at an end however, as you have adventures to travel to. In your pack you keep a map folded-up that will hopefully take you to the Halls of Ogul-Duhr, where treasure is plentiful.

Today, as the town begins to tidy up and sober up, you head to your room and pack up, and then visit the store to pick up a few supplies before leaving. On your way to the store, make an L1SR on LK. If you make it, go to **5.9**. If you fail, go to **5.7**.

- 5.2** Suddenly and as if from nowhere, a razor-sharp blade is drawn across your throat, another pierces your ribs, and a third slits the femoral artery at the top of your leg! You expire in fountains of your own blood. Leaving you to die horribly, the cultists of the Cult of Xi Pan rejoice that blood flows in tribute to the Tiger God to avenge the death of the fallen. You die, leaving the town to the mercy of the Cultists of Xi Pan...

 *The End* 

- 5.3** Creeping behind the store, your weapon in hand, you see three men, all dressed in black hooded robes that have faint yellow stripes. They are just about to enter the back of the store when you appear. They attack immediately. Each has an MR of 12. Unless you are killed, go to **5.8**.

- 5.4** There is no sign of the storekeeper. Suddenly, three men, wearing black hooded robes with faint yellow stripes, crash through the door behind the counter, with bloodied knives. They attack you immediately. Each has an MR of 12 and combat here is unavoidable. Unless you are killed, go to **5.8**.

- 5.5** You run to the nearest group of people you see and tell them what you saw. Their faces turn pale and one of them mutters, *"The cultists! I told you we had not heard the last of this!"* They thank you and run off to raise the alarm, but as they go, turn and shout at you in desperation: *"Can you help us? Quickly, we need aid at the town gate!"*

If you run to the town gate to aid in the defence against the cultists, go to **5.8**. If you don't fancy this in the slightest, and sneak out of town, make an L1SR on LK. Failure takes you to **5.2**, success to **5.13**.

- 5.6** In the back room of the store, three evil-looking men, dressed in black hooded robes with yellow stripes, stand over the storekeeper as his last moments spurt from his open throat! The floor is awash with blood. Fuelled by bloodlust, the men attack you. Each has an MR of 12. If you die, close the book. If you kill them, you may take up to 6 standard items from the store (choose from the *T&T Rulebook*) and fill up your food & drink provisions before you leave. Then go to **5.8**.

- 5.7** As you enter the store, you hear a blood-curdling scream, followed by a horrible gurgling and choking. Then there's a dull thud from behind the door on the other side of the counter. If you rush through the door to investigate, go to **5.6**. If instead you steal the provisions you need and skip town, make an L1SR on LK. Failure takes you to **5.2**, success to **5.13**. If you wait and see what happens, go to **5.4**.

- 5.8** It is now clear that Hakesend is under attack from the Tiger Cult. You are not quite sure why, but from the tales you have heard over the past few days you are certain that the townsfolk have really made them cross! You are at the entrance to the town, where most of the people seem to be gathering. There is chaos and fear. Some cultists have sneaked into the town and are killing whoever they can, but there is also talk of a larger group of them approaching the town on the Trondhelm road.

If you search the town for cultists, go to **5.10**. If you remain at the gates of Hakesend, go to **5.11**. If you want no part of this, leaving the good people to fight their own battles, make an L1SR on LK. Failure takes you to **5.2**, success to **5.13**.

- 5.9** Before you get to the village store, you espy a man, dressed in a dark, striped and hooded robe, dart around the back of the store. If you carefully follow him, go to **5.3**. If you ignore him and continue into the store to buy provisions, go to **5.4**. If you are scared and flee town now, make an L1SR on LK. Failure takes you to **5.2**, success to **5.13**. If you raise the alarm with the townsfolk, go to **5.5**.



- 5.10** You rush around the village amid the confusion, looking for trouble. Roll 1D6 and refer to the table below to find out where in the town the cultists are hiding!

Roll	1	2	3	4	5	6
Go to	5.12	5.14	5.22	5.17	5.25	5.20

- 5.11** Sure enough, after ten long minutes, a group of cultists in yellow-striped black robes appear on the road. As you prepare to defend the town, you and your fellows are horrified to see a hideous creature appear behind the cultists. Formed like a giant sabre-toothed tiger, this entity appears magical, with a glowing orange aura surrounding it. Walking directly behind this horror is a giant of man, dressed head to foot in flowing black, striped robes, clearly the High Priest – a man to fear – perhaps even a sorcerer!

If you flee in terror from a battle that is heading to your probable death, make an L1SR on LK. Failure takes you to **5.2**, success to **5.13**. If you stand your ground with the townsfolk, go to **5.18**. If you steal away, trying to get to the High Priest unnoticed, go to **5.19**. If you wish to attack the giant tiger entity itself, perhaps using magical abilities or enchanted items, go to **5.23**.

5.12 You dash into the bakery, where two cultists have slain the baker and his son. Enraged at this loss of innocent life, you attack. These cultists are large and strong, and fuelled with bloodlust, and they have an MR of 22 each. If you kill them, go to **5.21**, with 2 additional points of permanent CHR for your brave deed; for the deity Stercoran watches over the battle with interest and knows that the bakers were kind to the birds by placing crumbs on their table at sundown...

5.13 You leave Hakesend with no care for what becomes of the good people there. Although you do not know it straight away you have been cursed by the deity Stercoran. Lose 1D6 points of CHR and 1 point of LK, permanently. I hope that you are braver on your next adventure. Close the book.

~ The End ~

5.14 As you run across town, you see a group of children fleeing from a house, as behind them six evil cultists charge at them with knives. Enraged by this, you charge to the attack, a red mist of anger across your eyes. Each cultist has an MR of 8. (They are weak, which is why they chose only to attack children...) If you slay them, raise your CHR by 6 points permanently; for unknown to you, the deity Stercoran is watching over this battle and chooses to reward you, as you clearly have a good heart. Then go to **5.21**.

5.15 The High Priest does not take you seriously, but that may be his downfall. He enters battle with a foolish complacency, but you fight for your life! His MR is 80. If you survive, go to **5.26**.

5.16 Oops. In here is a giant of a man, dressed in a flowing black robe covered with orange, red and yellow stripes. He wears a chaos helm atop which a fierce tiger statue squats, carved from what appears to be solid gold and poised for attack. This is Xanulo, High Priest of the Cult of Xi Pan. He smiles...

To flee from the High Priest, make an L2SR on LK. Failure takes you to **5.2**, success to **5.13**.

If you stay and do whatever you can against the evil Xanulo, go to **5.15**.



5.17 You are at a large house where 1D6+1 cultists, MR 20 each (they are amongst the largest of the gang...) are seeking blood to avenge their god. If this battle appears too tough for you and you wish to flee, make an L1SR on SPD or an L2SR on LK, your choice. Failure takes you to **5.2**, success to **5.13**. If you fight them and survive, add 1 permanent point to LK, STR and CHR as the deity Stercoran, who watches unseen, rewards you for your bravery. Then go to **5.21**.

5.18 The battle commences. Cultists from the Cult of Xi Pan, whom you now know to be a chaos tiger god, come screaming at you, waving knives and chanting, ***"Blood for the Tiger God!"***

Roll 2D6 and this is the number of cultists you must fight. Each will have an MR of 18, but the last two you fight will each have an MR of 26!

If you survive, you may claim 2 permanent points of CHR for supporting the townsfolk, and 1 point to STR & CON as a result of slaying so many evil cultists: the god Stercoran watches with interest what is done in his name...

You turn your blood-splattered face towards Hakesend, cultist corpses at your feet, blood and gore dripping from your sword. At the far end of the town you see a large glowing mass and hear the most terrible screaming! If you feel like you have contributed enough and wish to leave Hakesend now, perhaps heading for Trondhelm, make an L1SR on LK. Failure takes you to **5.2**, success to **5.13**. If you stay and face whatever is happening at the far end of town, go to **5.24**.

5.19 Make an L1SR on LK, followed by an L1SR on DEX. If you fail either, go to **5.2**. If you make both rolls, go to **5.24**.

5.20 As you run through the town, you slay cultists as you see them. Roll 1D6+1: that is the number of cultists, each MR18, that you must fight!

If you survive, you reach the other side of the town, where you see something very frightening indeed, a sight that chills your bones to the core. The High Priest of Xi Pan and his enchanted giant tiger! If you flee in terror make an L1SR on LK. Failure takes you to **5.2**, success to **5.13**. If you stay and face the horror before you, go to **5.24**.

5.21 You have fought bravely! At the far end of the town you see a large glowing mass and hear terrible screaming! The battle is not over yet...

If you feel like you have contributed enough and wish to leave Hakesend now, perhaps heading for Trondhelm, make an L1SR on LK. Failure takes you to **5.2**, success to **5.13**. If you stay and face whatever is happening at the far end of town, go to **5.24**...

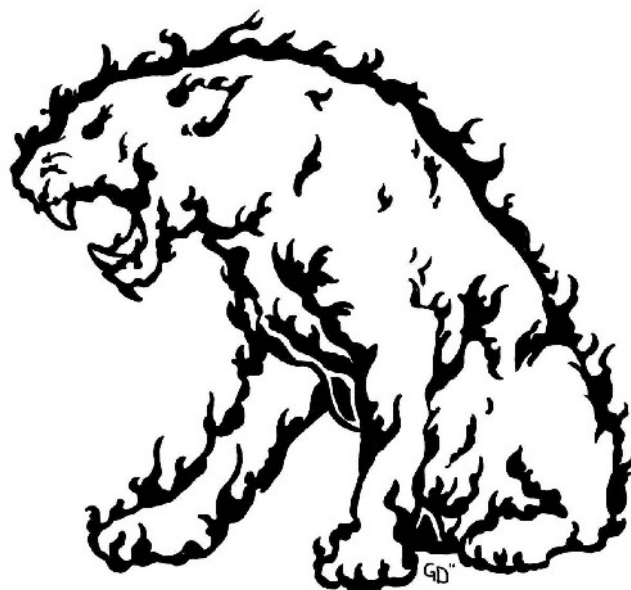
5.22 Four cultists, wielding knives and spears, attack the tavern, where they meet with little resistance. Chanting ***"Blood for the Tiger God!"*** they seek to slay anyone in their path. Each has an MR of 15. If you don't fancy your chances here and wish to flee, make an L1SR on SPD or an L2SR on LK, your choice. Failure takes you to **5.2**, success to **5.13**. If instead you kill them all, the Barkeep throws you a small sack of gold. It contains 1D6 x 6D6 coins. Then go to **5.21**.

- 5.23** Alas, however you choose to attack, the Spirit of Xi Pan is immune, as it is a creature far mightier than you can handle with your humble powers. With a single swipe of its ghostly tiger's claw, you are torn in half. A courageous death, but a death withal. Close the book.

~ The End ~

- 5.24** The High Priest Xanulo of The Cult of the Tiger God Xi Pan stands before you. Behind him, and clearly under his magical control, is the Spirit of Xi Pan, a magical entity of awesome power, and far beyond anything you or the townsfolk can handle.

"I applaud your bravery in the face of certain death!" snarls the High Priest. "This pitiful village owes the Cult of Xi Pan a great debt of blood. Many of my kin were slain. I will claim the power of the skua god Stercoran and empower the Skull of Xi Pan! But before I do, you must all die. Tonight, Xi Pan will feast on your flesh and drink your blood!"



To flee from the High Priest, make an L2SR on LK. Failure takes you to **5.2**, success to **5.13**.

If you stay and do whatever you can against the evil Xanulo, go to **5.15**.

- 5.25** You run past a large house, which has a small store attached to the side. Something does not feel quite right. If you enter the dwelling, make an L1SR on INT. If you fail, you go inside to **5.16**. If you make the roll, something tells you to avoid the building: you carry on hunting until you see another house where cultists attack the innocent townsfolk, at **5.17**.

- 5.26** Xanulo, High Priest of the Cult of Xi Pan, falls to the ground, blood spilling from his wounds. As he does so, the Spirit of Xi Pan fades and returns to wherever he summoned it from, released from his control. All remaining cultists flee as they see their leader fall.

However, Xanulo does not die that easily, as he carries magical protection. He falls to the ground, his cloak covering him, pools of blood oozing from beneath it. Then suddenly, the cloak sinks flat to the earth: Xanulo's body has vanished from beneath!

As for the cult of Xi Pan, however, it is vanquished. Trondheim is soon alerted to the existence of the cult and their hideout is found, smashed, looted and destroyed. Xanulo himself is never found, though there is a strange glowing wall of glyphs at the lowest level of the hideout, which proves impossible to destroy...

For your vital part in the destruction of the Tiger Cult you may raise each of your attributes by 2 points, as a surprise reward from the deity Stercoran, who watched the whole saga unfold. Also claim 250 GP as reward from the Elders of Hakesend and an additional 200 AP for your part in this thrilling adventure!

Now, where did you put that map to Ogul-Duhr...

~ The End ~

Stercoran and the Restless Sea

A reflection on times of turmoil

by Bruin Hopwise

*Some negligent scoundrel produces a map
And oh, what disasters ensue!
In the old Block & Tackle, the next thoughtless chap
Sells it on to gods only know who.*

*The shrine is corrupted by some black guard's greed.
The statue of Stercoran's gone.
The village is blighted. Soon monsters will feed,
Troubles seething where once there were none.*

*Get it back at all costs! The innocuous bird
Must be granted its undisturbed rest,
So that krakens will sink 'neath the smothering waves
And Hakesend can once more be blessed.*

*But those who might purchase an idol so fine
Are men of great power themselves.
And what kind of fool would go seek the divine
'Midst the poisons on alchemists' shelves?*

*Yet somehow won back, the statue must still
Make the journey from Trondhelm to home.
No easy road that, for cultists will kill
For the power of the god of the foam.*

*Even restored, no statue can halt
The furious lust of the priest,
But Stercoran, generous god of the salt,
Rewards he who conquers the beast.*

*And so in the end the peace will prevail
As heroes, like tides, take their turn.
Where the first fool succeeds, the next one must fail:
They'll go round again, but not learn.*

*The waters approach, the waters recede,
The waves lift their heads and fall back;
Each day another man boasts some great deed.
Each night the sea swallows his track.*

*Stercoran, bird of the shimmering brine!
Stercoran, god of the sea!
Grant Bruin patience, and wisdom, and wine,
And contentment, and then leave him be.*



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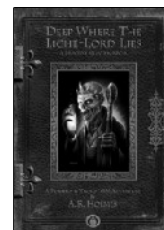
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***Deep Where the Liche-Lord Lies* by Andy R. Holmes**

Beneath an ancient mausoleum, deep within the Forest of Maugaral, there is a mighty dungeon; a stronghold of goblins, ogres, and worse.

At its deepest point, surrounded by earthly riches, lies the tomb of Vasarax, an ancient and malignant sorcerer. Though entombed for centuries, stories abound that the long dead mage has arisen as a powerful Liche-Lord. It is said that whoever steps foot into his resting chamber will instantly perish...



Deep Where the Liche Lord Lies: A Descent into Horror is a huge, multi-level GM Adventure for *Tunnels & Trolls* compatible with 5th or 7th edition rules. It will test even the strongest of parties as they penetrate its gloomy depths. Everything a GM requires to run what amounts to a mini campaign can be found within its pages, including detailed maps of each level and the surrounding terrain, plus descriptions of all of the rooms and contents. This is the largest GM module ever produced for *T&T* from the master of Gothic horror adventures, Andy Holmes.

***Rapscallion* by Sid Orpin**

A Solitaire Adventure module for play with *Tunnels & Trolls*. Any rogue character of 1st to 3rd level may explore its 142 adventure paragraphs.

It has been written with the 7/7.5 edition of the Rule Book in mind, though it will adapt to earlier editions.



***Sideshow* by Andy R. Holmes**

Sideshow is a Mini Solitaire Adventure for use with *Tunnels & Trolls*. It was designed with the 5th edition of the Rules in mind, but can be easily adapted for other editions. It is suitable for first level characters only and some magic spells are permitted.

In addition to the Solo Adventure, this special edition includes a section with descriptions and a map that will allow it to be used as a GM Adventure.



***Tavern by the Sea* by Ken St. Andre & Andy R. Holmes**

A Mini Solitaire Adventure for use with the *Tunnels & Trolls* role-playing system. It has been designed for use with 7.5 edition of the rules, but could be adapted for use with earlier editions. You may use any humanoid character (except fairies or giants) of third level or lower, but the use of magic is not allowed, so warriors and rogues are most likely to fare best within this particular den of iniquity.

This Special Edition features an additional adventure, *The Tomb of the Sea Reaver's Gold*, as well as all-new artwork by Jeff Freels.



***Formication* by Sid Orpin**

A Mini Solitaire Adventure for use with the *Tunnels & Trolls* role-playing system. It has been designed for use with the 7.5 edition of the rules, but could be adapted for use with earlier editions.

This adventure is designed for a newly created fairy warrior of first or second level.



***Devotion To Duty* by Sid Orpin**

A Mini Solitaire Adventure for use with the *Tunnels & Trolls* role-playing system. It has been designed for use with the 7.5 edition of the rules, but could be adapted for use with earlier editions.







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TALES OF STERCORAN

Life is peaceful in the hobb fishing village of Hakesend beside the Azure Ocean. It is so peaceful that the inhabitants have all but forgotten their seabird god, Stercoran. So when a map to his cave-shrine is found, it seems only an opportunity to hunt for treasure. But when the shrine is disturbed, all manner of trouble may follow.

Will you be the one to claim the precious idol, or to deal with the monstrous consequences? Will you raid the tower to get it back, or brave the dangers of the road to bring it home to Hakesend? And will you dare to defend the village from supernatural attack?

Tales of Stercoran is a collection of five short solo adventures for low-level characters, suitable for all versions of *Tunnels & Trolls*™. Though the solos can be played independently, each is an episode in a single overarching story.

Stercoran's Shrine
By Sid Orpin

Attack of the Morgawr
By Sid Orpin

Getting The Bird
By Jason Mills

Guard Duty
By Andy James

Blood For The Tiger Cult
By Andy R. Holmes