

FINAL CHALLENGE

by Matthew J. Costello

Can you defeat . . .
the Cunning of a Wizard?
the Power of Lycanthropes?
the Evil of the Undead?

Presented by the editors
of Role Aids for use with

**ADVANCED
DUNGEONS & DRAGONS®**
role-playing game.

ADVANCED DUNGEONS & DRAGONS is a registered
trademark of TSR, Inc. This use of TSR's trade-
mark by Mayfair Games is not approved by TSR.

1983

FINAL CHALLENGE



TABLE OF CONTENTS

Introduction.....	p. 3
Playing A Solitaire Adventure	p. 4
Time	p. 4
Character Information.....	p. 4
Ability Rolls	p. 4
Magic Items	p. 4
Combat	p. 5
Winning the Adventure	p. 5
Charts	p. 5
Abbreviations	p. 5
Chart V	p. 7
Events and Locations	p. 9

FINAL CHALLENGE

Author: Matthew J. Costello

Editor: Jane Wilcox

© 1984 Mayfair Games Inc.

Cover Illustration: © 1984 Tom Kidd

Interior Illustrations: Winifred Williams

Maps: Gerald O'Malley and Hagins Fugate

ALL RIGHTS RESERVED. *No part of this book may be reproduced in any form or by any means, except for the inclusion of brief quotations in a review, without permission in writing from the publisher. Permission is granted to the purchaser of this book to copy the maps and histories for personal use, provided that none of the copies are sold or traded.*



and Role Aids are trademarks for roleplaying aids and adventures published by Mayfair Games Inc.

All characters in this book are fictitious. Any resemblance to actual persons, living or dead, is purely coincidental.

ISBN: 0-912771-23-2

Manufactured in the United States
Published simultaneously in Canada

Mayfair Games Inc. • P.O. Box 5987 • Chicago, IL • 60680

INTRODUCTION

The air is dank outside your mountain hut this evening. The small hearth fire does little to take the chill away. You talk to yourself, a habit you've acquired from years of living alone, as you prepare your modest meal. Another night of solitude and peace as the wind howls and bites like a hungry animal.

BUT TONIGHT, IT IS DIFFERENT.

There is a knock on your door. You stand very still and listen. It comes again. "Who could it be, you wonder, so late and so far from town?" You open the door, and standing in the misty air, is Rogan.

Rogan, the wise cleric. You once were friends in your youth—you, Rogan, Pyron St'aal—but that is over now.

"Tel El'ryn, am I bid welcome?" His rich voice jars you with many memories. You nod and move aside. You begin asking the many questions that are overwhelming you.

"No!" the gray-bearded cleric says, silencing you with a quickly raised hand. "There's no time. You must listen, and after you listen, you must act. Sit El'ryn. Sit and hear the horror."

You sit down on your simple plank chair, facing the pallid and waxy-skinned man. Confusion shows on your face. Was it really so long ago, you wonder, that you wandered the streets of Sol Ga'an?

Then he begins to talk.

"Four young people met in the town of Sol Ga'an. They became friends and gave vent to their high spirits. They spent their youths playfully challenging one another in contests of strength, skill, and intellect. One, Pyron St'aal, became a thief, quick as lightning, with a smile that flashed like gems in the moonlight. You, El'ryn, became a fighter, loyal to none, yet a protector to those in need or anyone with enough gold. I turned my back on the way of Forsetti and pursued the study and worship of the ancient Norse gods.

"Then there was Gwdion V'ran. Do not turn away, El'ryn. We must share the responsibility for him. You remember his unholy desire to learn the magic of The Black School. We warned him, to no avail, against engaging in any experiments lightly. Reluctantly, in the interest of friendship, we helped him gather the necessary items for a "summoning"—the Mandrake root, a viper's tongue, a spoon of molten silver, and finally, from the graveyard, a...but I see you choose not to listen.

"Surely you remember the night long ago. The moon glistened like a pearl in a speckled black sea, and the strange fragrance of herbs



filled the air. I think I knew then that something was wrong. The look on Gwdion's face showed that he was no longer the friend we knew. We had been drinking...it was a lark, a mere jest. Toward the end, I don't know whether our friend, the thief, was even awake.

"He didn't see the moon darken. He didn't hear the wind's whisper change into a beast's groan, or smell the unearthly odor of death that filled the glen.

"But you and I saw it all—even the great cloud of smoke that blinded us. And then, you screamed as you saw the beast. At first it appeared to be a horse. Then we saw the sly grin, the glowing eyes deeper than the deepest hole. And I knew then that it was Astaroth, the Grand Duke of Hell. While we stood frozen, our mouths open, they talked; and Astaroth, with a shriek of glee, gave Gwdion a ring.

"You remember, of course, the next morning. The horrible pains in our stomachs, the feeling that somehow it was all a dream. Yet it was real. Gwdion was gone, vanished into the unexplored East where he could study from the demented masters of The Black School. This, I knew, was no ordinary magic. This was the darkest magic from the ages before man.

"No, sit down and let me continue. You decided to leave Sol Ga'an and its memories of Gwdion. 'Enough challenges,' you said. 'I will lead the life of a simple woodsman,' you

said. But the truth was something else. The truth was that the evil you saw that night scared you profoundly.

"Yet, my friend, that can no longer be so. For Gwdion has returned...a wizard, one must call him. And like the spreading stain of spilled wine, his evil moves through our land, twisting and distorting the way things should be. If he is not stopped within 10 weeks, he will establish a Kingdom of Evil that will be an abomination forever.

"And you, my friend, must stop him. You must meet this one final challenge. Why not me, you ask? Because, you see, I am already dead.

"Here, take this medallion. It allowed my spirit to come to you. Hold it close, for if you should fail, my spirit will find Pyron St'aal before its power fades forever. My poor clerical spells were no match for Gwdion and I knew that he could sense any spell-caster who entered his foul domain. He can appear anywhere.

"You, though, may have a chance. You know his mind as it was, its weaknesses and fears. And, in the last minute of my encounter with him, I was able to see into Gwdion's soul, and I detected something hidden, something secret—something from his past. It's something that could be dangerous to him. Despite all his powers, I sensed that he is worried.

"Somewhere in Sol Ga'an, someone must know something about Gwdion's past, or someone can suggest a place where you could look for some sort of clue about his past.

"I can leave you some help. Here are 50 gold pieces, in case you need to buy supplies along the way. My spirit can also make four magic items appear from this scroll (see *Magic Items*). Choose, also, one of these weapons and take this shield (see *Magic Items*). As long as you're not a spell-caster, you will not draw Gwdion's attention. Learn Gwdion's secret from the town of his youth, and discover the location of his Tower of Madness. Then, destroy him!"

In a daze you choose magic items from the scroll, and then a weapon. When you look up, the cleric is gone, the door is open, and a biting wind nips at your cheek.

PLAYING A SOLITAIRE ADVENTURE

As the adventure starts, you are Tel El'ryn, a Skill 7 fighter (see **Chart V** for character information). El'ryn starts at his mountain hut, which is found at **No. 40** in the **Events and Locations** paragraphs. From there, you will be given options that can take you either to the town of Sol Ga'an, or to the Wilderness in search of Gwdion and his tower.

If El'ryn fails, Pyron St'aal, a Skill 6 thief starts the adventure.

In a solitaire adventure, the game itself acts as Gamemaster. Each paragraph offers your character different choices. These choices direct you to another paragraph. For example, facing an attacking bear, you are given two choices: you may draw your sword (**No. 382**) or you may flee (**No. 376**). Decide which action you want to do, then look up either paragraph **No. 382** or **No. 376** in the **Events and Locations** section, depending on which you choose.

Sometimes a paragraph directs you to make a die roll to look up another paragraph.

You will need to keep track of the days you spend (see **Time** and **Chart V**), to conduct combat (see **Combat**), and to make checks or die rolls against your basic statistics (see **Ability Rolls**).

When you are in combat, you must run both sides of the battle. This is explained under **Combat**.

Chart V is provided for you to keep track of the time you spend on your adventure (see **Time**) and to keep a record of all the paragraph numbers that you visit. Sometimes a paragraph tells you to return to your last number or you may want just to retrace your steps. It is important to keep a record of all paragraphs you visit.

Chart V also allows you to keep a record of your character's possessions, especially the number of times the limited magic items are used, the money your character spends or acquires, and what your character learns.

Various maps are used as you enter the four different segments of the adventure. How to move on the maps and how to visit locations on them is explained when a paragraph directs you to use a particular map.

Read all instructions carefully, especially the **Ability Rolls** section. You must make those die rolls to see the appropriate paragraphs.

You will need 4-, 6-, 8-, 10-, and 20-sided dice to play the adventure.

Last of all you're alone in this adventure (although you could certainly "run it" for a friend). Avoid looking at paragraphs unless you're directed to them and accept the judgment of the dice.

When you understand the rules and are ready to play, go to **No. 40** in **Events and Locations** to begin the adventure.

TIME

Chart V is provided for you to keep track of

information as you play the adventure. Time is one of the more important items to record. Note the days and weeks you use up as you go through the adventure. The solo has an "internal clock" and different occurrences happen at different times during the 10 weeks allotted to stop Gwdion. For example, if you land in Region 4 on Map 3 before the 8th week, you will use **Chart I**. If you land there during or after the 8th week, you will use **Chart II**.

Each segment of the adventure, whether you're journeying to Sol Ga'an, exploring the town, or searching the Wilderness, has its own instructions for counting the days. These are explained in the paragraphs that begin each segment.

For example, the time traveling to Sol Ga'an is measured by the number of times you make a die roll for an encounter. Time spent exploring the town is measured according to how many places you visit. And time spent in the Wilderness, searching for the tower, is measured by how many hexes you travel through in a day. Also, your rate of travel through the Wilderness depends on whether you travel on foot or by horse.

Chart V is designed to help you count off the days and weeks. You have 10 weeks to find and stop Gwdion; otherwise, he will take over the entire kingdom.

CHARACTER INFORMATION

El'ryn's basic statistics are presented on **Chart V**.

If El'ryn should perish, go immediately to **No. 215**. (**Events and Locations**, paragraph **No. 215**). There the thief, Pyron St'aal, is activated.

El'ryn should select four magic items and one weapon from **Magic Items**.

You may carry only one suit of armor and 3 weapons. If you kill an opponent, you may take possession of any of his weapons as long as you jettison an equal number of your own weapons. (The Horn of Confusion may be used as a weapon and it is not included as one of the 3 weapons.)

Armor Class and weapons are subject to change, depending on magic items selected.

ABILITY ROLLS

Die rolls on your character's abilities work much like saving throws. On certain occasions, your character will be directed to make a "check" or a die roll against one or more of his basic ability statistics.

For example, if you want to detect a lie or get further information, you may have to make a check or die roll against the statistic of Insight (IN) as directed in a paragraph.

Roll 1D20 for all checks. If the number is equal to or lower than the ability score, you make the check, and then can do as the

paragraph directs. If you fail, you may be directed to do something else.

Often, making an ability roll will direct you to another paragraph.

Ability rolls are often modified. If you're instructed to make an IN Roll at -3, you subtract 3 from the die roll. For example, if your IN is 15 and you roll a 17, you make your check because $17 - 3 = 14$.

You will be asked to make saving throws as well. For saving throws, you must roll equal to or greater than the score to save.

MAGIC ITEMS

Your character may choose four of the magic items from the list below. In addition, any one of the special weapons and the +1 shield may be taken.

Record what weapons and magic items your character takes. All the others disappear with the cleric.

POTIONS

Potion of Undead Control: The vial contains three doses of a potion that can control any undead. Each dose can control the undead for 5 melee rounds, enough time to escape combat or bypass the creatures. A maximum of 50 HTK of undead may be controlled per dose. It may be taken only once per day. *Event paragraphs will explain the effect of taking the potion.*

Potion of Healing: Six doses. Restores 2D4+2 HTK of damage per dose. It may be taken twice per day.

Potion of Levitation: Three doses. Allows the character to levitate 20 feet per round. *Event paragraphs will explain the effect of taking the potion.*

RINGS

Ring of Invisibility: Renders the character invisible for the entire day, or until the ring is taken off. It carries three "charges" (may be used three times). *Event paragraphs will explain the effect of its use.*

Ring of Fire Resistance: The character is resistant to all normal fire, and saves at +4 against Breath Weapon and any other supernatural flames. Once activated, the effect lasts all day. The ring carries three charges.

Ring of Protection: A +2 ring of protection. It subtracts 2 from all Ability Rolls and increases your character's Armor Class by 2. It is effective for the entire adventure. It cannot be used with the Cloak of Protection or the +1 Shield.

STAVES AND WANDS

Staff of Curing: This staff can cure diseases and wounds (3D6+3 HTK). It carries three charges and may be used once per day.

Wand of Fear: Any creature touched by the wand (treat as a hit), must save vs. Wand or retreat. It carries three charges. *Event paragraphs will explain its effect.*

Wand of Secret Doors and Traps: This wand can, in appropriate situations, detect a secret door or a trap. It carries three charges.

MISCELLANEOUS

Cloak of Protection: This +3 cloak increases the wearer's Armor Class by 3. It can be used with the +1 Shield listed below, but not the Ring of Protection.

Horn of Confusion: This item can be used as a weapon in any combat situation. It will stun 3D6 opponents (or accomplices), causing 1-6 HTK of damage. Due to the stun, it also allows you one free attack for one round or, if the situation allows, you can escape to continue movement as before (ignoring any attacks on you as you flee).

The Horn may be used once per day. If used more than that, there's a 25% chance, cumulative for each use, that the Horn will shatter, causing not only its destruction, but also 1-10 HTK of damage to you.

Note on Magic Items:

The Potion of Undead Control, Potion of Healing, Ring of Fire Resistance, Ring of Protection, Staff of Curing, and Cloak of Protection may be used at any time during the adventure, if there are still enough doses or charges left.

The Wand of Fear, Ring of Invisibility, and Potion of Levitation may be used only at points permitted by the adventure.

To use these three items, the paragraph will ask you if you want to use magic item. Decide which one (if you picked it at the beginning of the adventure) and then consult the indicated paragraph to determine its effect in that situation. Remember, even if a magic item does not work, one dose or charge must be marked off.

The Wand of Secret Doors and Traps may be used only if the paragraph indicates that there might be a secret door.

WEAPONS

You may take a +1 shield, plus any one of these swords:

+1 **normal combat sword** that is +2 to Hit against magic-users and enchanted creatures.

+1 **two-handed sword** that is +3 against lycanthropes and shapechangers.

+1 **sword** that is +3 against regenerating creatures.

COMBAT

To conduct combat, begin by rolling for initiative on 1D6 for both your character and his opponent(s).

Missile fire, if any, from each combatant then follows. Normally, only one round of missile fire takes place before melee begins. The paragraph will tell you when missile fire is to be conducted.

Melee is fought in rounds, with the character of the highest initiative going first. Roll a 20-sided die (1D20) to conduct combat, and then consult the appropriate charts in the standard rule books to determine Hit and damage results.

Occasionally, the paragraph will tell

you to look up another paragraph after a certain number of melee rounds, or make an ability check for further information.

Any opponents that your character meets will have their Armor Class listed as well as their HTK and the number they hit Armor Class 0 (THACO). For example, if a Goblin's THACO is 13, and your character is AC -1, the Goblin hits you on 14 ($13 + 1 = 14$). If your character is AC 4, the Goblin would hit you on 9 ($13 - 4 = 9$) (Armor Class 0 to Armor Class 4 = -4).

Your character or any of his opponents will be allowed to flee combat only if directed in the event paragraphs.

It takes one melee round to use a magic item, which is prepared in lieu of an attack. Surprise, if any, is determined by the event paragraph.

You may heal 1D4 HTK of damage for every day that you rest. In other words, you may not move, and you will have no encounter for one day everytime you wish to heal yourself.

WINNING THE ADVENTURE

You win the adventure by destroying Gwdion within 10 weeks. Should your character El'ryn not survive, you may begin the adventure of Pyron St'aal by going to No. 215. Instructions regarding magic items and time will be found there.

ABBREVIATIONS

AC.....	Armor Class
HTK.....	Hits To Kill
Align.....	Alignment
Att.....	Attacks per melee round
Dm.....	Damage per attack
THACO...	To Hit Armor Class 0
Special.....	Special Abilities
IT/Int.....	Intellect
IN.....	Insight
ST.....	Strength
D.....	Dexterity
SM.....	Stamina
A.....	Appeal
g.p.....	Gold Pieces
s.p.....	Silver Pieces
c.p.....	Copper Pieces
No.....	Number

CHARTS

Charts I and II are used when you explore the Wilderness—Map 3, in search of Gwdion's tower. The hexagon map is grouped into regions. When you move on the map, look to see which of the six regions you are in. Then refer to Chart III and see what paragraph number corresponds to the region you are in. The region paragraph will tell you when to use Chart I

and when to Chart II, depending on what week of the adventure you are in.

For example, if you are in Region 1, Chart III directs you to No. 171. Paragraph No. 171 tells you to use Chart I if it's before the 6th week or Chart II if it's the 6th week or after.

Then look to see what type of environment you are in on Map 3 (open, woods, swamp, or mountain).

Roll 1D6 for Chart I, roll 1D4 for Chart II. Cross reference the number you roll and the environment you are in on Charts I and II to see what paragraph number you should read for your encounter. For example, if you are in an open area in Region 1 during the 5th week, you refer to Chart I. Now, if you roll a "6", Chart I tells you to look up No. 153.

If you roll a "1" on either chart, the charts tell you to "see special." Refer back to the paragraph number of the region you are in (found on Chart III), and the special table there will tell you what paragraph number to look up, according to the environment you are in.

For example, if you roll a "1" and you are on an open area hex in Region 1, paragraph No. 171 tells you to look up No. 106.

Chart III accompanies Map 3—The Wilderness. Another chart exactly like Chart III appears on the Map's Key.

When you first land on any hex in each of the six regions on the map, look up the paragraph indicated on this chart to begin play. These paragraphs tell you how to roll for encounters in a particular region and tell you when to use Charts I and II.

For example, if you land in Region 1, Chart III tells you to look up No. 171. Paragraph No. 171 then tells you to use Chart I if it's before the 6th week and to use Chart II if it's the 6th week or after, as explained above.

You will also refer back to these Region paragraph numbers when you roll a "1" on Charts I and II, as explained in the "see specials" paragraph above.

Chart IV lists the paragraph location of all the places known to Tel El'ryn at the start of the adventure. It tells you what paragraph numbers correspond to the villages, mine, El'ryn's hut, and the locations in Sol Ga'an

Chart V records time, paragraph numbers, character information, and possessions and their use. This chart is your work sheet for the adventure.

There are charts for both Tel El'ryn and Pyron St'aal, but you use only one chart and one character at a time.

Mark off the days as you play the adventure. Record each paragraph number you visit. Keep track of how much money you have and spend. Record the weapons, magic items, and supplies you acquire along the way.

The page that Chart V is on may be copied, and it is designed so that you can remove it from the book.

CHART I Roll 1D6

(See Map 3, No. 75, and Chart III to use)

Die Roll	1	2	3	4	5	6
OPEN	See Special	No. 193	No. 191	No. 117	No. 104	No. 153
WOODS	See Special	No. 211	No. 196	No. 178	No. 227	No. 237
SWAMP	See Special	No. 239	No. 206	No. 241	No. 244	No. 234
MOUNTAINS	See Special	No. 256	No. 212	No. 233	No. 230	No. 224

CHART II Roll 1D4

(See Map 3, No. 75, and Chart III to use)

Die Roll	1	2	3	4
OPEN	See Special	No. 257	No. 259	No. 268
WOODS	See Special	No. 270	No. 293	No. 271
SWAMP	See Special	No. 272	No. 308	No. 335
MOUNTAINS	See Special	No. 311	No. 273	No. 291

CHART III

(Use with Map 3)

Region	Event
1.....	No. 171
2.....	No. 169
3.....	No. 105
4.....	No. 114
5.....	No. 102
6.....	No. 119

CHART IV

List of Known Locations

Tel El'ryn's Hut	No. 40	Silversmith.....	No. 6
Road to Sol Ga'an	No. 61	Hammer's Inn	No. 1
Ora's Pass.....	No. 71	Guild Hall	No. 2
Sol Ga'an	No. 39	Town Hall of Sol Ga'an	No. 14
The Stables	No. 18	Graveyard.....	No. 25
Pasticchio's Herbs	No. 3	King's Guard.....	No. 50
Madame Fortuna's	No. 26	The Wilderness (Map 3)	No. 75
Portor's Provisions.....	No. 27	Village of Me'kan	No. 289
The Order of Forsetti.....	No. 19	Village of Ca'alyn	No. 249
Callan's Storehouse & Dock	No. 17	DI'eng Mines.....	No. 284

BEGIN THE ADVENTURE AT NO. 40

TEL EL'RYN *Human Skill 7 fighter*

Weapons and Armor: Two-handed sword (+1 to Hit)
Chain mail armor
+1 Shield

50 НТК

13 vs. Spell

50 g.p.

☐ *Horn of Confusion* once per day.

☐ **+1 sword** +3 vs. regenerating creatures.

Supplies bought or obtained along the way

Paragraph numbers visited

If, at the end of the 10th week, you have not defeated Gwdion, see No. 338.

CHART V

PYRON ST'AAL *Human Skill 6 thief*

ST: 12 IT 16, IN: 13

SM: 15, D: 17 (+2 to Hit, -3 AC), A: 15

AC: 2, HTK: 40, THACO: 15

Align: Neutral

Dm: 1-6

Special: Pick Pocket-60%, Open Locks-52%, Find/Remove Traps-50%, Move Silently-65%, Hide in Shadows-43%, Hear Noise-25%, Climb Walls-94%, Read Languages-55%

Weapons and Armor: +1 leather armor
+2 dagger

Hits to Kill record your HTK loss and gain.
40 HTK

Pyron St'aal's Saving Throws (1D20) roll equal to or greater than

12 vs. Paralyzation, Poison, & Death Magic

11 vs. Petrification or Polymorph

12 vs. Rod, Staff, & Wand

15 vs. Breath Weapon

13 vs. Spell

Money Spent and Acquired Rogan gives you the money El'ryn had when he died

Magic Items check off the 4 items you take with you. (You cannot pick the ones that Tel El'ryn used.) Also, check off whenever you use the limited-use magic items.

☐ **Potion of Undead Control** 3 doses, take once per day. ☐ ☐ ☐

☐ **Potion of Healing** 6 doses, take twice per day. ☐ ☐ ☐ ☐ ☐ ☐

☐ **Potion of Levitation** 3 doses, paragraphs direct when to use. ☐ ☐ ☐

☐ **Ring of Invisibility** 3 charges, effective entire day, paragraphs direct when to use. ☐ ☐ ☐

☐ **Ring of Fire Resistance** 3 charges, effective entire day. ☐ ☐ ☐

☐ **Ring of Protection** effective entire adventure.

☐ **Staff of Curing** 3 charges, use once per day. ☐ ☐ ☐

☐ **Wand of Fear** 3 charges, paragraphs direct when to use. ☐ ☐ ☐

☐ **Wand of Secret Doors and Traps** 3 charges, paragraphs direct when to use. ☐ ☐ ☐

☐ **Cloak of Protection** effective entire adventure.

☐ **Horn of Confusion** once per day.

Weapons check off the item you take with you. (You cannot take the one El'ryn used.)

☐ **+1 normal combat sword** +2 to Hit vs. magic-users and enchanted creatures.

☐ **+1 two-handed sword** +3 vs. lycanthropes and shapechangers.

☐ **+1 sword** +3 vs. regenerating creatures.

Supplies bought or obtained along the way St'aal may take any one item from El'ryn's list of supplies obtained enroute.

Paragraph numbers visited You may revisit any paragraphs that El'ryn visited, unless stated otherwise in the paragraphs.

Time check off each day of your search for Gwdion. St'aal's time starts on the day El'ryn died.

Week

1 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

└begin to use Chart II in Region 5

Week

2 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Week

3 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

└begin to use Chart II in Region 3

4 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

└begin to use Chart II in Region 6

5 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

6 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

└begin to use Chart II in Region 1

7 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

8 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

└begin to use Chart II in Region 4

9 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

10 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

└begin to use Chart II in Region 2

If, at the end of the 10th week, you have not defeated Gwdion, see No. 338.

EVENTS AND LOCATIONS

1 Hammer's Inn

The huge oaken doors to Hammer's Inn swing open, pushing through a thick, smoky fog. The din is near deafening, the babble of conversation blends with the clatter of tankards slamming down on the tables. Thick, pungent smells fill the Inn, and you notice dogs roaming freely, begging for scraps of deer and mutton.

You sense that your entrance was not unnoticed. Even though the talking didn't stop, more than a few eyes were cocked in your direction. There is no one else in armor here, and that alone makes you an object of curiosity.

You may get a room in the Inn (No. 101). Otherwise, you may walk through the crowded tables with your ears cocked (No. 110), or perhaps you'd like to sit at a side table (No. 122). You may also leave the Inn (No. 39).

2 Guild Hall

The Guild Hall is small, decorated with the currently popular motifs of wizards and dragons. Rich, embroidered flags of the guilds hang from the walls.

You meet someone at the door—an old man who seems to be straining to hear you. He tells you that the Hall serves a number of guilds. To see which one is using it today, roll 1D6 and consult the chart below. You may come to the hall once per day.

- 1 Magician's Guild (No. 173)
- 2 Armorer's Guild (No. 132)
- 3 Herbalist's Guild (No. 168)
- 4 Singer's Guild (No. 125)
- 5 Merchant's Guild (No. 151)
- 6 No Guild (No. 165)

If you enter the Hall, consult the number rolled above. Otherwise, move on (No. 39).

3 Pasticchio's Herbs

The aromatic fragrances waft over you as you enter the small shop. Pasticchio sits on a little stool carved from a single piece of ash. He is a bald man with piercing eyes.

"Good day!" he says, looking up to you. "What can I offer you. Some verbain, perhaps...lotus...maybe, some hemlock?"

A full range of mystic and medicinal herbs is available, including wolfbane, belladonna, garlic, and masterwort. The price, though, is high (1 gold piece per batch). If you purchase any, note what you buy and deduct the price from the money you are carrying now.

If you try to engage Pasticchio in any conversation, he excuses himself and explains that he is new in town. (If you make an IN roll, see No. 23.) You then leave the store and its sweet smells (No. 39).

4 "Never heard of him. I'm sort of new here."

If you made your Appeal Roll, return to No. 59. If you made your Insight Roll, see No. 58. Otherwise, the caravan moves on (return to No. 61).

5 No event. (Return to No. 61 if you came from the Road, or to No. 71 if you came from Ora's Pass.) You are one day closer to Sol Ga'an.

6 Silversmith

If you already have been here, go automatically to No. 77.

The twisting path off the main road goes by Pasticchio's Herbs shop, and you come to a small, carved wooden sign saying, *Mylon Ja'an, Silversmith.*

As you enter the shop, you hear the low rumble of a shaggy mastiff sleeping. It awakens; and its rheumy eyes stare up at you, but the animal doesn't get up. Soon you hear the Halfling, Ja'an, scurrying in.

"Ah, most esteemed personage, what can my humble shop provide you?"

You see an array of fine silver items, including jewelry, plates, and weapons. Do you wish to buy silver (No. 62)? Do you wish to talk with Ja'an (No. 65)? Or do you wish to leave (No. 39)?

7 You begin moving as quickly as you can. Without a sound, you feel something fall upon you. You turn to face a werewolf. The werewolf's powerful claws dig into you (25% chance of holding you).

If the werewolf holds on, it bites down for 2-8 HTK of damage. If it doesn't hold, you take 1-4 HTK of damage from the tearing claws.

Werewolf

AC: 5, HTK: 23, THACO: 14

Roll for initiative. The werewolf will continue to attack until you kill it or it kills you. You cannot escape this fight to the death.

If you kill the werewolf, it will gradually return to its human form. If you are bitten, see No. 20 for effect. If you choose to try a magic item or a special weapon, see No. 15. (After combat, return to No. 71.)

8 As you come to an open area, you find a small hut. You may knock on the door, seeking food, shelter, or information (No. 32), or you may pass it by (No. 71).

9 "I will go to Hammer's Inn and warn the townspeople of the great evil coming their way!" (Return to No. 12.)

10 Okay, you've prepared them. Now return to No. 29 and select another option.

11 Four swarthy-looking characters, armed to the teeth, come out of the bushes.

Each Attacker

AC: 6, HTK: 20, THACO: 15

Att: 2 (sword & dagger), Dm: 1-6/1-3

Roll for initiative. You may try to use a magic item (choose which) (No. 46). (If it fails, you lose the initiative and engage in combat at No. 70). Or you may engage them in combat directly (No. 70).

12 "Be ye brigand or thief, and I'll send you flying!" the old man shouts, raising aloft a wooden shaft made of ash. (Magical? you wonder.)

You reassure him that you are no thief. He seems to relax. When you stretch out your hand to him, he seems to take no notice. You're about to protest the insult, when you see that he is blind.

You're blind, you say quietly.

"My, aren't you the observant one," he sneers. "Oh, you wonder how I knew you were there. This," he says, holding up his staff, "this is my friend. It guides me where I want to go. Now, be off with you!"

You may leave right away (No. 61), or you may try to ask the old man some questions. If you make your Appeal Roll, you may ask all three questions. If you fail, you may ask only one before he grows tired of you. If you decide to tell him of the quest that you're on, first see No. 42.

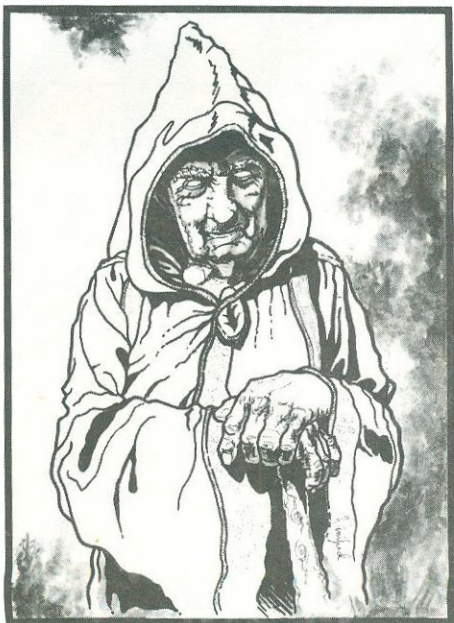
The questions:

Where did he come from (No. 41)?

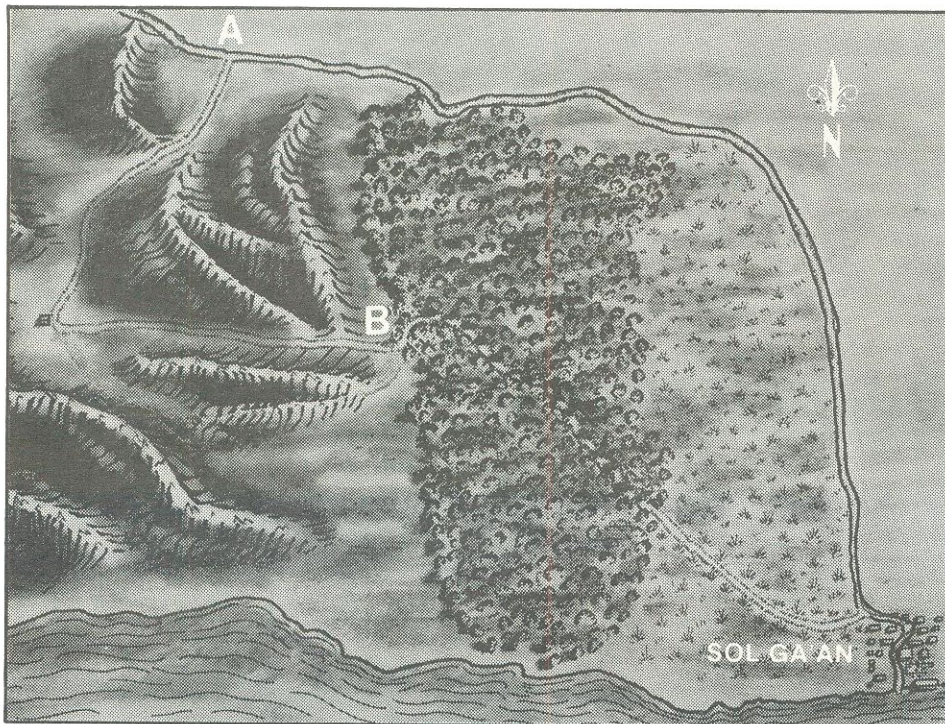
Why is he going to Sol Ga'an (No. 67)?

What will he do there (No. 9)?

When you are done, you clasp the old man's gnarled hand, squeeze it, and then hurry ahead, because time is moving fast (return to No. 61).



MAP 1 THE WAY TO SOL GA'AN



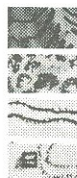
SCALE: 10 MILES

MOUNTAINS

FORSETTI'S WOODS

ROAD

TEL EL'RYN'S HUT



LAKE

GRASSLAND

PATH

A. WAY TO ROAD

B. ORA' PASS



13 There are two ways you can go to Sol Ga'an (see Map 1). You can walk north until you get to the Road (at A), or you can go through Ora's Pass in the mountains to Forsetti's Woods (at B).

Check your Insight. If you make it, see No. 24. Otherwise, which way will you choose? The Road (No. 61)? or Ora's Pass (No. 71)?

14 Town Hall

A clerk, who is Human but noticeably part Elf, sits in front of a messy, ash-wood desk that is piled high with scrolls. Quill in hand, he looks busy. As you walk to his desk, he looks up.

"An adventurer, eh? My, don't you look ready for something? Well, you'll find no treasure here." He returns to his scratchings.

You may ask if he knows Gwdion (No. 113). Ask about rumors about a tower (No. 123). Ask if there are any town records (No. 146). Or you may leave (No. 39).

15 The Potion of Levitation will take you safely up and away.

The Ring of Invisibility will allow you two attacks each melee round, but

the creature smells you and it will still be able to attack at -5.

The Wand of Fear has no effect.

A Silver Weapon will do 1-20 HTK of damage, with a 25% chance of killing the lycanthrope.

Any other item has no effect. (Return to your last number for combat—No. 7 or No. 20.)

16 "Callan has whispered to me of a fabulously wealthy mine—the perfect place for a woman of my ...dancing abilities to make her fortune." (Return to No. 38.)

17 Callan's Dock and Storehouse

You see the dock piled high with bales of hay, huge casks of what must be ale, and other crates. You see a Drakker boat at the dock, but it appears to have been modified for the open sea. A lethargic-looking group of miners and Dwarves appears to be waiting to leave.

You see one man giving orders to people carrying goods from a large storehouse to the dock. You figure it must be Callan.

As you approach him, you call out, Callan!

"That's not my name, stranger," the man replies. He then shouts over your

shoulder to a group of workers, "Hey! Careful with those casks." Then, to you again, he says, "Callan's not available, I'm afraid."

You ask where he might be, to which the man replies, "He's gone to prepare for some deliveries from the North. I don't know what's coming in except that he told me to arrange for a lot of boats and barges. Okay, men, drop them there!"

Do you want to ask more questions (No. 133), or will you leave (No. 39)?

18 Stables

The open air stables are filled with the reek of sooty smoke. You look for the blacksmith, and see only a smudgy-cheeked Dwarf banging on an anvil.

"Can't stand around and talk, no sirree. Lots of work to do, yes sirree!"

What do you want of this odd smithy? To ask some questions (No. 51)? To inquire about a horse (No. 52)? Or do you want to move on (No. 39)?

19 Order of Forsetti

This oddly-shaped building has markings that, while familiar, have never lost their strangeness. The Order of Forsetti, you know, is the "approved" religion. The image of Titu Forsetti can even be found on the realm's coin.

You may go into the Cleric's Chambers (No. 126), or you may move on (No. 39).

20 A huge werewolf runs out of the mist towards you. Roll for initiative and conduct combat.

Werewolf

AC: 5, HTK: 23, THACO: 14

If you use a magic item or special weapon (decide which), see No. 15.

The werewolf will try to leap, grab, and hold on (25% chance). If it holds, its bite (2-8 HTK of damage) is automatic each melee round. If it fails, it will attempt just to bite.

If you're bitten, you must roll to see if you will become a lycanthrope. Roll 1D100 for each bite. Any number above 50, you become a werewolf. Belladonna can cure you, as can the Staff of Curing. Otherwise, you must stay in Sol Ga'an until you can find a remedy for your lycanthropy. You may make no wilderness travels until you find a cure.

The werewolf will fight to the death and there is no escape for you. (After combat, return to No. 71.)

21 "I don't know. You see, everyone here is heading to someplace different—a town, a mining camp, even a castle. Yet, we're all heading to the same place, you see? The same direction, somewhere in the North. How can that be?" (Return to No. 38.)

22 "Can't say that I do." (Return to No. 51.)

23 New in town? Maybe, but more likely he's scared of something. If you want to try to force it out of him, see **No. 76**. Otherwise, you leave (**No. 39**).

24 Of late, the road to Sol Ga'an has been plagued by bandits. But, worse things could be lurking in Forsetti's Woods. (Return to **No. 13**.)

25 Graveyard

Atop a small hill, lies the graveyard. It's a desolate place, with many of the graves unmarked, and others having simple stones. You know it is a place avoided by the townspeople who associate it with disease, pestilence, and death. You can leave (**No. 39**), or walk through the yard (**No. 141**).

26 Madame Fortuna's

Madame Fortuna is in. She has dark hair and eyes that sparkle in the candlelight. She points to a sign saying, *Fortunes—2 gold pieces*.

If you pay, see **No. 158** (and deduct the 2 g.p. from the money you're carrying with you). Otherwise, you may leave (**No. 39**).

27 Portor's Provisions

The combination shop and open-air marketplace is curiously deserted. A few customers are looking through a pile of beaver pelts. It appears that Portor has been shopped out.

You see a squat little man standing nearby with a bored expression on his face. Perhaps he's Portor, you think, and you approach him.

"Yeah, I'm Portor. Sorry if what you need isn't here. These damned north-bound caravans have cleaned me out. You'd think people were leaving forever! Still, I have some things, if you're interested."

He has the following at inflated prices: *one Backpack* 45 g.p., *one Lantern* 12 g.p., *two oil Flasks* 2 g.p., *one Tinderbox* made from oak 2 g.p., *one Hammer* 3 g.p., *one Club* made from an ash tree 3 g.p., *eight Torches* 3 c.p. each, *100' of Rope* 5 g.p., *five Iron Spikes* 5 c.p. each, *one week's dried provisions* 5 c.p., *one broad Sword* 20 g.p., *one short Sword* 15 g.p., and *leather Armor* 20 g.p.

If questioned, Portor says he doesn't know a thing about the caravans, except that Callan is involved. Move on (**No. 39**).

28 If you made your *IN* Roll, you smelled a trap. Return to **No. 49** and choose another option.

Otherwise...as you bend over the figure he throws a handful of dirt in your face. You are temporarily blinded for one melee round. (No actions possible.) See **No. 11**,

but remember that for the first melee round you can do nothing.

29 There's a man lying in the middle of the road. You think you see blood spreading from his prone body. You may walk around the body (**No. 34**), prepare your weapons (**No. 10**), or examine the body (**No. 45**).

30 "Taking these folks to the little village of Me'kan. They'll be putting on some kind of fair there."

He snaps the reins, and the draft horses begin pulling. You watch the caravan pass. (Return to **No. 61**.)

31 If you made your Appeal Roll, he'll answer (**No. 30**). If you made your Insight Roll, see **No. 58**. If you made neither, he grunts and snaps the reins. The caravan passes by. (Return to **No. 61**.)

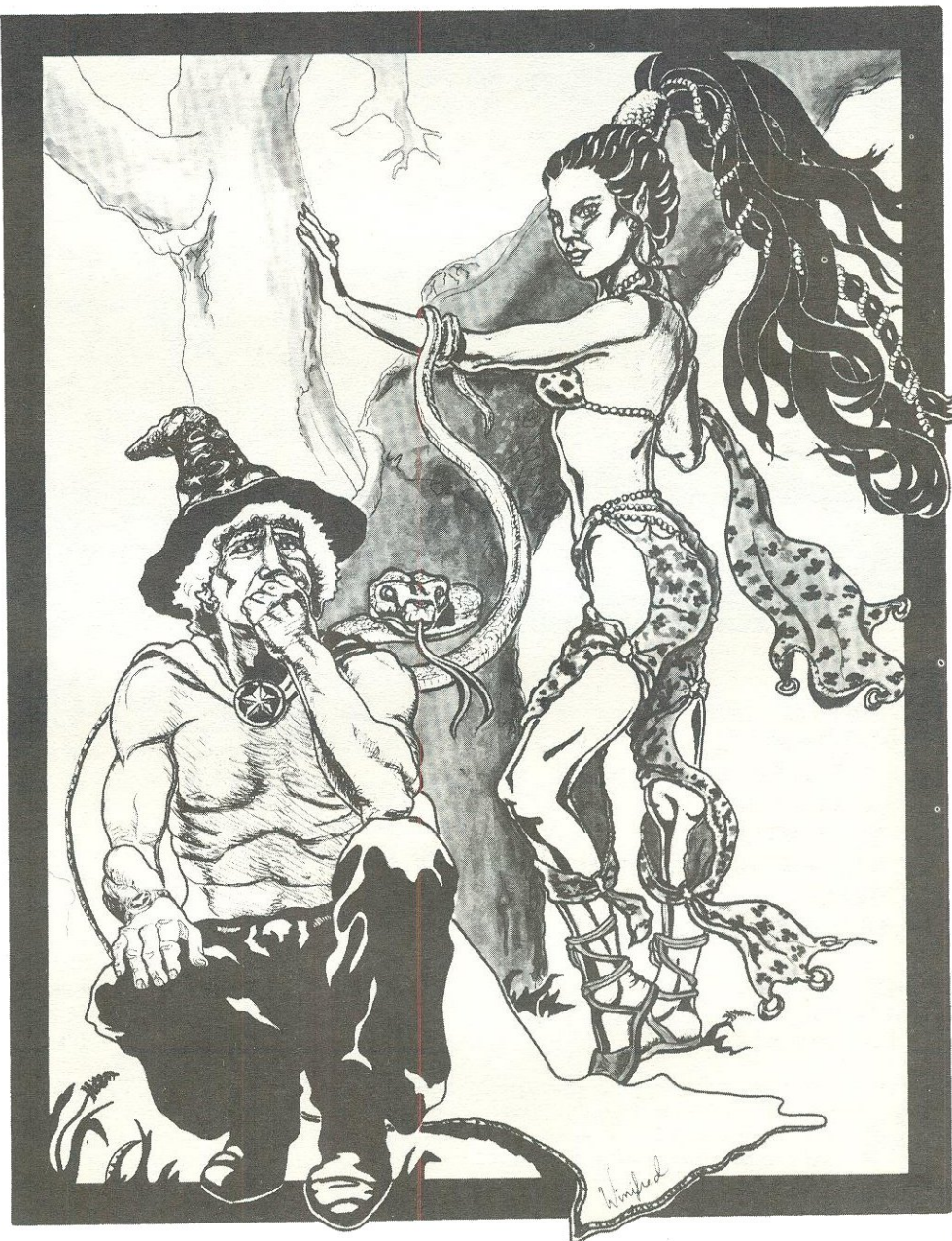
32 A man opens the door. He is shaking and obviously very scared. He doesn't invite you in (and you can smell a rich stew simmering).

"There's been strange things happening in these parts," he says with a nervous cough. He also says that strange sounds fill the woods in the night, and that he can trust no one. With that, he shuts the door. (Return to **No. 71**.)

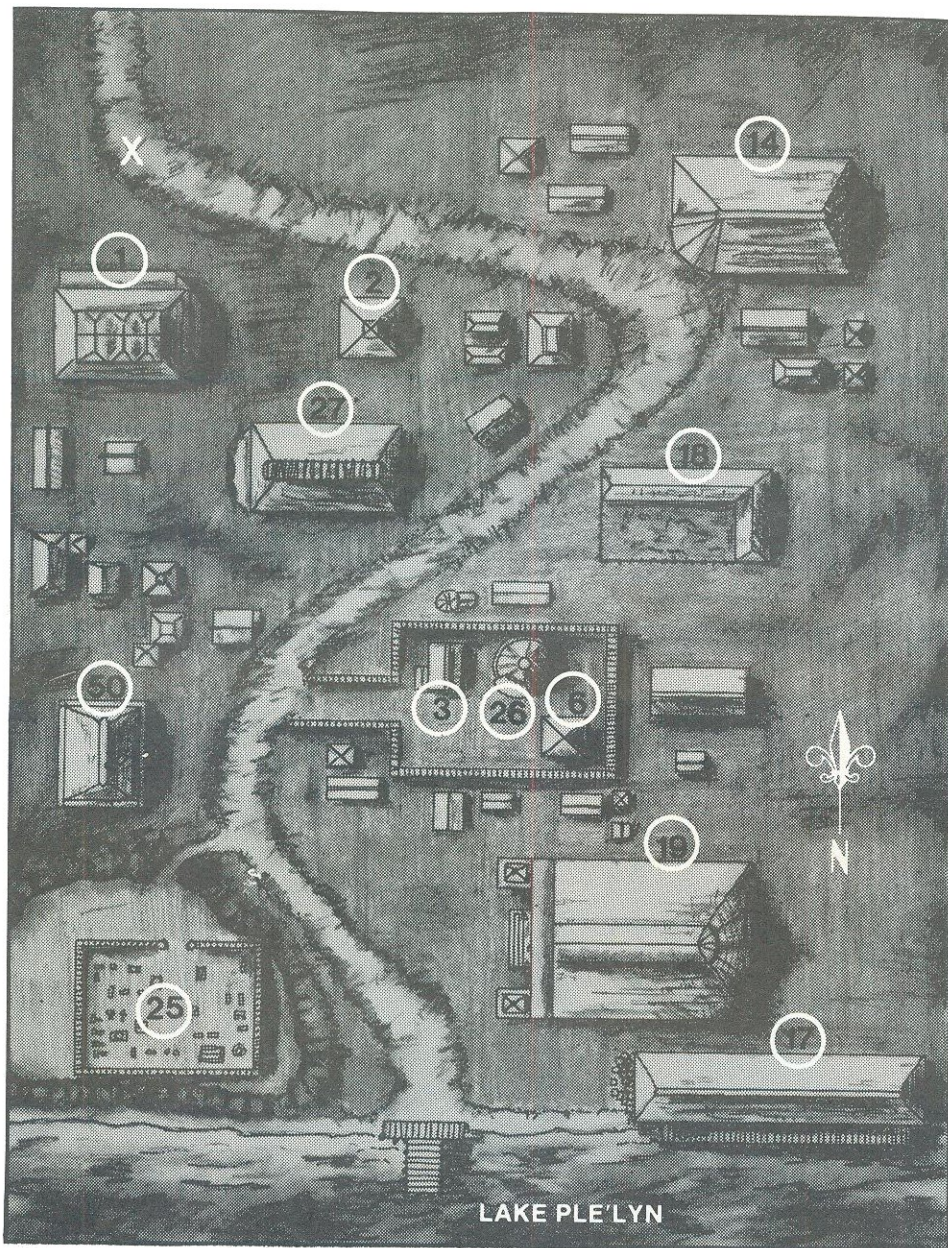
33 This part of the woods is dark even during the day. Now, with the sun barely down, it's totally black. Your small campfire can barely illuminate the wall of heavy fir trees that surrounds you.

Then you hear a wolf's lament rip through the forest. You hear it again and think that it doesn't sound like an ordinary wolf. Then you hear it once more, but it sounds closer now.

What do you want to do? Leave the campfire and head for the road (**No. 7**)?



MAP 2 SOL GA'AN



1. HAMMER'S INN
2. GUILD HALL
3. PASTICCHIO'S HERB SHOP
6. SILVERSMITH
14. TOWN HALL
17. CALLAN' DOCK & STOREHOUSE
18. STABLES
19. ORDER OF FORSETTI

Prepare a weapon or magic item and wait (No. 20)? Or climb a tree with your weapon and wait (No. 53)?

34 You pass to the side, and are just able to notice that the body appears to be quite mangled around the throat. Return to No. 61, unless you want to look closer (No. 45).

SCALE: 50 FT.

25. GRAVEYARD
26. MADAME FORTUNA'S
50. KINGS GUARDS
27. PORTOR'S PROVISIONS
- X POINT OF ENTRY

35 You meet a caravan heading away from Sol Ga'an. From appearances it looks like a ragtag collection of craftspeople, performers, and a few burly types from Callan's Storehouse at Sol Ga'an.

There's a large, barrel-shaped fellow atop a cart pulled by two draft horses. He looks like he might be the leader. You may

engage him in conversation (No. 59), approach one of the travelers (No. 38), or move on (No. 61).

36 Your weapon's ready, and you have initiative, if you attack. You may run down the road (No. 60), or stand ready to face whoever comes at you (No. 11).

37 "The only evil in this town is the foul-smelling brew they serve at Hammer's!" (Return to No. 51.)

38 There are some people walking alone that you could talk to: a stage magician (No. 44), an exotically dressed woman (No. 16), and a tin smith, dangling all sorts of little cups and pans (No. 21). You must make an Appeal Roll to successfully approach each one. One try for each. If you fail, return to No. 35. (Return to No. 35 when you are done talking to these caravan travelers.)

39 Sol Ga'an

You enter Sol Ga'an at Point X on Map 2. You may visit any place listed (see Key for Map 2). Three places may be visited each day. You may revisit any location, but that counts as a separate visit.

The number listed next to each place on Map 2's Key and Chart IV is the paragraph number you look up to visit each place.

You may stay at Hammer's Inn (5 c.p. per night), or set up camp outside the town. (For each night of camping, roll for an encounter on the No. 71 table. Treat any encounter you've previously had from No. 71 as "no event.")

After you visit your fourth location, you automatically have encounter No. 91. After this encounter, you may continue to explore the town.

When you are ready to go in search of Gwdion in the Wilderness, see No. 75.

40 Tel El'ryn's Hut

Your hut is Spartan and austere, just as you prefer it. It's located due west of Sol Ga'an, along the coast (see Map 1).

There is little in the hut besides your simple furnishings and a stockpile of dried elk meat. You have kept, though, your chain mail armor and shield. That and your two-handed sword are all that remain of your former life. You also have your experience, which you can never lose.

In addition, you have the money and magic items Rogan gave you. You also have a backpack, waterskin, and enough dried elk meat to last however long your quest takes. Anything else you need, you will have to pick up at Sol Ga'an.

If you wish to go to Sol Ga'an, see No. 13. If you wish to go in search of Gwdion's tower in the Wilderness, see No. 75.

41 "The Village of Me'kan! It was there that I saw work of the evil ones: the dead bodies, then the missing ones. Surely there is a horror growing in the Wilderness!" (Return to your last number—No. 12 or No. 109.)

42 He stops. "An ally," he says, reaching out and touching your hand. "The evil you seek is in the Northeast. Now, what other questions have you?" (Return to No. 12, then you may ask all three questions.)

43 He takes no notice of you. He just keeps walking, staring straight ahead. You may pass him (return to No. 61), or you may try to persuade him to talk (No. 12).

44 "Yes, it will be so exiting. Our driver, Gol'en, has told me that there's to be a great fair in the Northeast, a great gathering of mountain villages. Surely, I'll make a fortune there." (Return to No. 38.)

45 The man is dead; a farmer, you'd imagine from his rough-spun clothing. His throat has been ripped apart. If you make an IT Roll, see No. 68. Otherwise, you keep walking (No. 61).

46 The Ring of Invisibility will keep you out of sight of the brigands, and you can escape to move on (No. 61).

The Potion of Levitation will get you above the fray, and you may move on (No. 61).

The brigands must save vs. Wand of Fear on 12 (No. 70).

47 "A lot of folks are leaving—nearly a caravan a week heading out to the Wilderness. Some folks say that there's a big ruins, others say there's going to be a fair with lots of wealthy folk. Seems funny, though, that everybody going has a different place that they're supposedly heading to." (Return to No. 18.)

48 Decide which question you want to ask the smithy.

Does he know of Gwdion (No. 22)? Does he know of an evil wizard (No. 37)? Something else (No. 54)?

49 You see a body in the road. It looks tattered and bloody. You may rush to help the person (No. 28), draw your weapon (No. 36), or prepare to use a magic item (decide which) (No. 11). If you're a thief, roll to Hear a Noise (No. 72).

Before you choose, check your IN and note whether you make it or not.

50 King's Jail and Guard House
There are two representatives of the

Kingdom of Mu La'an stationed at the small port of Sol Ga'an: Sergeant Blak'ell, a Skill 6 fighter and his Skill 3 assistant, Jo'kor. The small guardhouse-cum-jail has a staircase that leads down to the cells. The upper room has a rough oaken table stained with wine and covered with bread crumbs.

Roll 1D100.

If 01-50, see No. 78.

(Both Blak'ell and Jo'kor are here.)

If 51-80, see No. 84.

(Just Jo'kor is on duty.)

If 81-100, see No. 90.

(No one is in the guardhouse.)

If you've met Blak'ell and Jo'kor before, see No. 80.

51 "Questions, my friend? Well, I do nothing for free, no sirree. One gold piece per question."

Will you pay (No. 48)? Will you draw your sword and threaten the fellow (No. 56)? Or will you move on (No. 39)?

52 "Not much available. There's been a lot of traveling lately. I've got a sturdy horse with saddle and bridle, yours for 70 gold pieces. I'll even give you this fine looking ash-wood switch."

If you buy the horse, make a note of it. It is indeed the only horse available. If you return or another character comes here later, the horse won't be here. Each day that you're in town you must pay 1 g.p. for hay and stabling of the horse. (Return to No. 18.)

53 See No. 20, but you can make a surprise attack before rolling for initiative.

54 Like what? Do you want to ask about any strange events, perhaps news about caravans, or maybe you're just fishing. If you want to ask the Dwarf more, see No. 47. Otherwise, return to No. 18.

55 You come upon an elderly man hobbling along the road. You may greet him and perhaps walk along with him (No. 43), or you may walk right past him (return to No. 61).

56 The Dwarf tightens his grip around his hammer. There an odd glint in his eye. He's obviously not going to be bullied into telling you anything. You decide to sheath your sword.

You may pay him for questions (No. 48), ask about a horse (No. 52), or move on (No. 39).

57 He laughs. "No, sir, I haven't heard no stories about an evil wizard. But say, I did hear one about this dancer at Hammer's Inn..."

If you made your IN Roll, see No. 58. Otherwise, he snaps his reins and the cart lurches ahead. (Return to No. 61.)

58 The fellow looks like he might be hiding something. Just where, you wonder, is he leading these people? You may approach one of the travelers (No. 38), or move on (No. 61).

59 "A might hot for all that metal, m'Lord," the fat man says, eyeing your armor.

Check your Appeal and Insight and note whether you make them or not. Then, select one of the following to ask him about: Gwdion (No. 4), where the group is going (No. 31), or rumors of a wizard (No. 57).

60 Check your Dexterity (D). If you make it, you dash away quickly (return to No. 61). If you fail, you are attacked by four brigands.

Each Brigand

AC: 6, HTK: 20, THACO: 15

Att: 1 (sword), Dm: 1-8

If you make your IN Roll, see No. 70. (After combat, return to No. 61.)

61 Road to Sol Ga'an
It will take three days to walk to town. Each day roll 1D6 on the table below. Then consult the indicated number.

1 ... No. 49	4 ... No. 29
2 ... No. 35	5 ... No. 55
3 ... No. 5	6 ... No. 69

If you roll a number a second time, ignore the result and roll again.

Each night, you may rest by the side of the road and set up camp. After three days (3 die rolls on the above table) you reach Sol Ga'an (No. 39).

62 "Good, noble one," Ja'an says with a smile.

There are *silver daggers* (10 g.p. each), a *silver medallion* with the mark of Forsetti (5 g.p.), and a *silver stickpin* (1 g.p.). All of them are most attractive. If you purchase any, note it, and deduct the price from the money you carry. (Return to No. 6.)

63 Once there, they ask you to take a seat. Sgt. Blak'ell offers you a glass of wine. If you make an IN Roll or have the Wand of Secret Doors and Traps, see No. 93.

Out of the corner of your eye you notice Jo'kor raising his sword. He has the initiative, but you can attempt to Dodge his blow. To do so, roll D at +3. If you fail the Dodge, Jo'kor gets his attack.

Jo'kor

AC: 6, HTK: 17, THACO: 20

Att: 1 (short sword), Dm: 1-6

Sergeant Blak'ell

AC: 4, HTK: 22, THACO: 15

Att: 1 (short sword), Dm: 1-6

The Sergeant then draws his weapon. Roll for initiative and conduct combat normally. If you use a magic item (decide

which), see **No. 97**.

After the second melee round, see **No. 82**.

64 At the sound of your angry voice, the mastiff gets to its feet. You can see that if it stood on its hind legs, it would tower over you. Meanwhile, Ja'an has taken a long silver dagger from the wall. "Leave, or I'll give my friend an early lunch!" he warns.

Do you move on (**No. 39**)? Or will you fight them (**No. 77**)?

65 "Well, a palaver with you?" The Halfling seems nervous and you hear the dog rumble in response. "I...I've no time for any idle chatter!"

What will you use to get the small man to talk? A bribe (**No. 74**)? A threat (**No. 64**)? Or will you tell him what you are looking for (**No. 86**)?

66 You hear the scream of a wolf. It is an amazingly powerful scream that tears through the woods. If you decide that you'd rather travel the Road the next day, see **No. 61** and add one day onto the Road's traveling time.

Otherwise, return to **No. 71**.

67 "To warn them! There is a great evil coming. Each week it grows stronger, and comes closer to the town. Soon it will be at the water's edge, and from there it will travel to the great cities across the sea: Kl'in, St'arl, and Mith. All of nature will be perverted by this evil."

He holds up his staff. "My friend, the staff, has shown it to me, and now I must go warn the town."

(Return to your last number—**No. 12** or **No. 109**.)

68 It looks like the work of a wolf, and a mighty big one at that. (Return to **No. 61**.)

69 It's night and you sleep soundly in a clearing off the road. Suddenly, you are awakened by the scream of a wolf. The howling is more impassioned than any you've heard before. On the next day, do not roll for an encounter, but see **No. 29** instead.

70 Roll for initiative and conduct combat. They will continue to fight until you die, or until you kill two of them or wound all four. If you kill or wound as above, they will break off and flee.

Any dead bandits left behind will have 1D20 gold pieces on them.

If, during any melee round, you choose to use a magic item (decide which), see **No. 46**.

You will have no more attacks while on the road. (Return to **No. 61** after combat.)

71 Ora's Pass

It will take two days to walk to town. Each day roll 1D4 on the table below, then read the paragraph indicated from your die roll. If you roll a number twice, ignore it and roll again.

1 **No. 8** 3 **No. 33**
2 **No. 66** 4 **No. 5.**

When you arrive at Sol Ga'an (after two die rolls on the chart above), see **No. 39**.

72 You hear snickering from behind you. You may run down the road (**No. 60**), or you may return to **No. 49** and choose again.

73 The Ring of Invisibility renders you invisible (add 4 to your AC). The Ring also enables you to leave.

Both Ja'an and the dog save vs. Wand of Fear at 15.

The Potion of Levitation will not help in this low-ceilinged place. (Return to **No. 77**.)

74 He looks at your money. "Now that you insult me, I must ask you to leave my shop before I forget that the way of Forsetti is the way of forgiveness. Leave!"

You may move on (**No. 39**), or you may try to threaten him (**No. 64**).

75 The Wilderness

All searching for Gwdion's Tower is done on Map 3, the Wilderness. Your starting point is Sol Ga'an (Hex No. 1 in Region 2 marked on the map).

You may move on the map, each day:

With a horse

3 Open Area hexes (or 1 Open+1 Woods),
or 2 Woods Area Hexes,
or 1 Mountain Area Hex.

Horses cannot travel in Swampy Areas.

On foot

2 Open Area hexes,
or 1 Woods Area Hex,
or 1 Swamp Area Hex,
or ½ Mountain Area Hex (i.e. It takes two days to travel one Mountain hex).

You may leave a horse alone in any hex with a 30% chance that it will be stolen the next day. This chance goes up by 10% for each additional day that the horse is left there. Note in which hex you leave the horse, in case you want to ride it again.

76 He responds immediately, "Look, good sir, let me say that certain folk in this town have been making strong suggestions that I not carry certain items like wolfbane, garlic, and even ash tree branches. No, I won't tell you who!"

Do you draw your sword to press the

issue (**No. 87**)? Otherwise, he says, "No, please leave!" and you move on (**No. 39**).

77

Roll for initiative and conduct combat against the huge mastiff and his master, Ja'an.

Mastiff

AC: 5, HTK: 22, THACO: 14
Att: 1, Dm: 2-8

Ja'an

AC: 5, HTK: 26, THACO: 17
Att: 1 (+1 dagger), Dm: 1-6

On the second melee round you may use a magic item (decide which) (**No. 73**). You may also leave the shop (**No. 89**). Otherwise, you continue combat.

Ja'an will stop fighting when he gets down to 13 HTK. He'll then leave, letting the dog continue the fight.

If you defeat them, you may search the shop (**No. 98**).

78

These two fine guards for King Pl'ete appear to have been tipping the wine. They eye your armor and weapons. One, the beefy sergeant, bellows, "Not allowed!"

What do you mean? you ask him.

"The wearing of armor and carrying of (hiccough) weapons inside town limits is not allowed."

You say that you're about to leave.

"Then off with you!"

Do you want to try to ask some questions (**No. 95**), or will you move on (**No. 39**)?

79

You have the initiative as they go for their weapons.

Sergeant Blak'ell

AC: 4, HTK: 22, THACO: 15
Att: 1 (short sword), Dm: 1-6

The Sergeant's THACO is raised to 17 due to his drinking.

Jo'kor

AC: 6, HTK: 17, THACO: 20
Att: 1 (short sword), Dm: 1-6

After the second melee round of combat, see **No. 82**. If you use a magic item (decide which), see **No. 97**.

80

Roll on the chart below to see who or what you face.
Roll 1D100.

01-50 **No. 79**
51-80 **No. 94**
81-100 **No. 90**

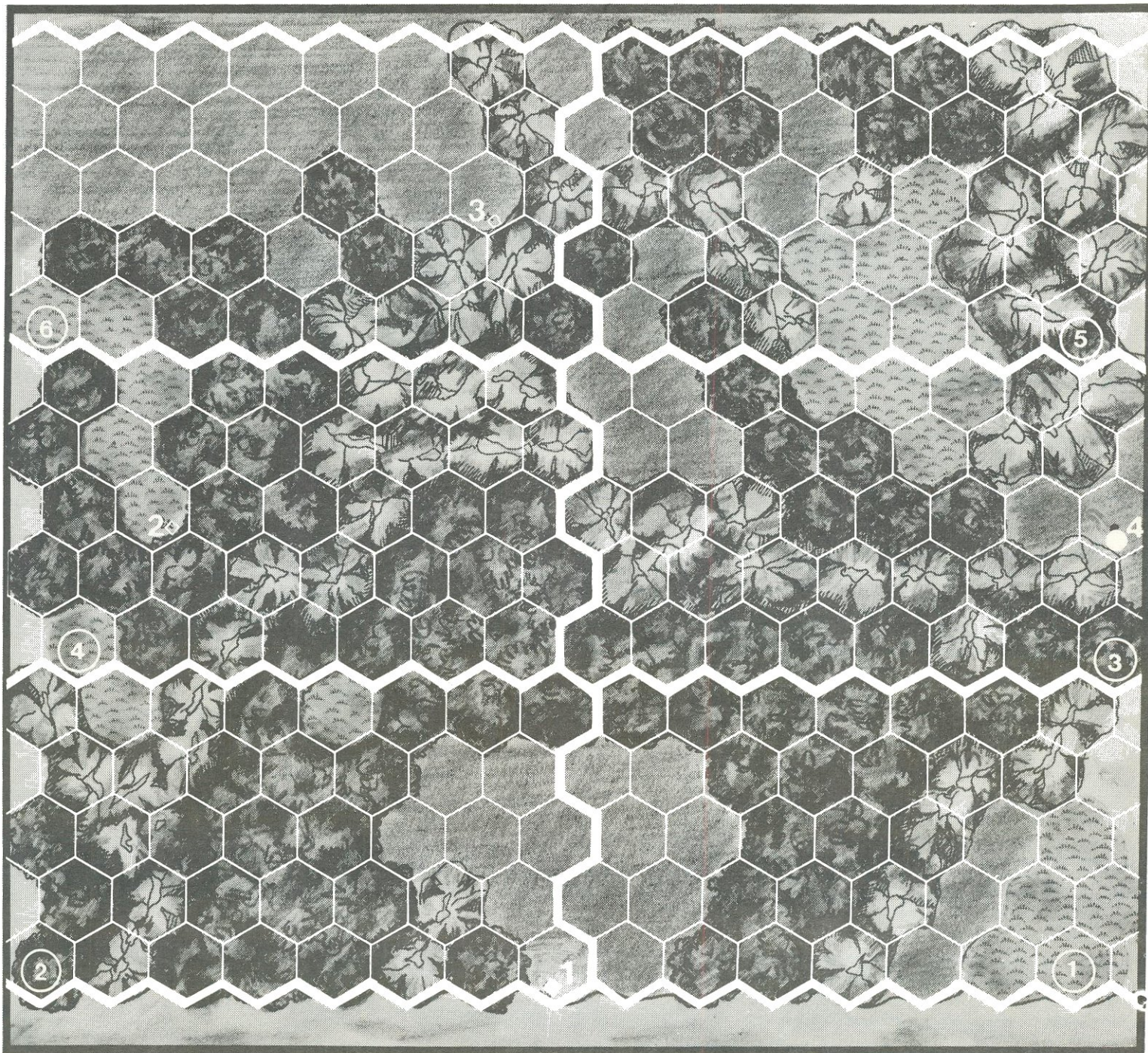
81

If you've been here before, the cells are empty and you must go back to **No. 39**.

Down the stairs, you come to three dark cells. Inside one you see a sickly, emaciated man. When you stand in front of him, he looks at you with fear and a touch of madness.

"Are you here to end it all?" he mumbles.

If you want to question this man, see **No.**



MAP 3 THE WILDERNESS

SCALE: 1 HEX = 25 MILES

SWAMP

WOODS

MOUNTAINS

OPEN PLAINS



1. SOL GA'AN (No. 39)
2. ME'KAN (No. 249)
3. CA'ALYN (No. 289)
4. DL'ENG MINE (No. 284)

REGION 1 (No. 171)

REGION 2 (No. 169)

REGION 3 (No. 105)

REGION 4 (No. 114)

REGION 5 (No. 102)

REGION 6 (No. 119)

To use Map 3, move the appropriate number of hexes for one day. At the end of each day's traveling you will have to roll for an encounter. Look to see what region you have landed in. (The six regions are marked on the outside edges of the map.)

Then, consult Chart III to find out which paragraph corresponds to the Region you are in. Read the appropriate paragraph; that paragraph will tell you how to roll for an encounter, depending on what week of the adventure you are in.

For example, if you land in Region 1 (bottom right

of Map 3), Chart III directs you to **No. 171**. Paragraph **No. 171** will tell you to use Chart I if it's before the 6th week or Chart II if it's the 6th week or after.

Then, check to see what type of environment you have landed in—open, woods, swamp, or mountain. If you are in an open area, you will roll the appropriate die (for Chart I, 6-sided; for Chart II, 4-sided) and look up the paragraph number under open areas that corresponds to your die roll. If you roll a "1", you refer back to **No. 171**, and then look up the paragraph number for open area (**No. 106**) on the special

table at **No. 171**.

To visit the two villages or the mine, you must journey to the appropriate hex and consult the paragraph listed in Chart III.

As you explore, you will get more clues about Gwdion's tower. When you are in the correct region and environment, you will be informed. You may then go to the tower.

As you travel on Map 3, it is important to keep track of the days that go by on your Time chart. Different events happen in a region as you explore.

96. Decide first whether you'll tell him of your quest. If so, see **No. 100**. You may also leave the cells (**No. 39**).

82 If they haven't yet hit you and you've hit them at least once after the second melee round, Jo'kor will run through the back door. The Sergeant will then put down his sword and answer any questions you ask, begging only that you not tell anyone. (**No. 92**).

If you have been hit, they each will fight until they've lost half of their HTK.

If either is killed, the other talks (**No. 92**).

83 Roll for initiative. On the first melee round, Jo'kor will go for a rear hit (+2).

Sergeant Blak'ell

AC: 4, HTK: 22, THACO: 15

Att: 1 (short sword), Dm: 1-6

Jo'kor

AC: 6, HTK: 17, THACO: 20

Att: 1 (short sword), Dm: 1-6

After the second melee round, if they haven't hit you and if you have hit one of them, they will both run away. You will get one free rear attack on either guard.

If you try to grab and hold one of them as they flee (Roll ST + 3), he will begin babbling and will answer your questions. He will also show you to the Guard House (**No. 92**).

84 Jo'kor stands up and asks you what your business is. You, of course, hedge. If you question him, he starts getting nervous and tells you to get out. Do you draw your weapon (**No. 94**), or move on (**No. 39**)?

85 It reads:

*Brother Ja'an,
Do not send the silver weapons to me by caravan. They, too, are controlled by the Evil One. I will try to sneak into town and get to your shop by next week. Tell no one of what we do.*

Meth La'ark

Check your IN. If you make the roll, see **No. 99**.

Otherwise, return to your last number (**No. 86** or **No. 98**).

86 The Halfling looks at you stonily. Then he says quietly, "You are a friend. Yes, I know of this Gwdion. Even as we talk, his evil grows. In Sol Ga'an, people are doing his work for him, forming the caravans to take fresh bodies to add to his ghoulish army. Oh yes, that's his plan. An army of undead is being prepared. But there's even greater madness, of which I don't know."

You interrupt and ask about Gwdion's youth.

"I know nothing about that. The Town Hall will surely have some records, and

...wait. Yes, there's Thomas, a drunkard, once a boyhood friend of Gwdion. He should be at the Inn, unless something has happened to him.

"Now read this...(see **No. 85** and then return here). My friend Meth is spying on Gwdion in the woods. He has collected silver weapons to use. You may find him in the village of Me'kan. Mention my name and he will accompany you. He is a good Halfling. Now, go and may Forsetti guide you!"

You then leave (**No. 39**).

87 "Very well. There's this man, Go'len, who works for Callan. He became distressed when I suggested that someone take a sprig of wolfbane and an ash tree branch on their journey. Now, please leave! I don't want any trouble." You do so (**No. 39**).

88 If you make your Dexterity Roll, you get away. If you fail, you slip and they both get free +2 rear attacks. Then roll for initiative and begin the second melee round. (See **No. 83** for their Stats and second melee round instructions.)

89 Surprisingly, they let you escape. Move on (**No. 39**).

If you return to this shop again, automatically go to No. 77.

90 You see a wine-stained table, bread crumbs, and not much else. There's a stairway leading down. If you choose to investigate, see **No. 81**. Otherwise, move on (**No. 39**).

91 *This event can happen only once. If you have already encountered the King's Guards, continue to explore the town (**No. 39**) and begin your search of the Wilderness whenever you are ready.*

As you walk on the cobblestone path, two of the King's Guards approach you. One is a portly fellow with the red nose of a tippler. His accomplice seems nervous. A duty post in Sol Ga'an is anything but strenuous.

The large fellow, Sergeant Blak'ell, a Skill 6 fighter, clears his throat. "We've received a number of complaints about you," he says. "This is a peaceful town. It is not permitted to go marching about in full armor."

The other guard, Jo'kor, a Skill 3 fighter, nods his head in eager agreement.

"We'd like you to come with us to the Guard House."

If you go, see **No. 63**. If you refuse, they go for their weapons. Decide whether you'll change your mind now and go along (**No. 63**). Or, will you go for your weapons (**No. 83**), try using a magic item (decide which) (**No. 97**), or just try to run away from them (**No. 88**)?

92 You learn much from the frightened babbling: Callan has been employed to send caravans to a location in the Northeast for some wizard (and he's being paid well for his help). The people on the caravans are promised much, but the truth is something quite horrible. He knows no more.

Do you want to look around the Guard House (**No. 81**), or do you want to move on (**No. 39**)?

93 They act suspicious, as though this is a big trap. You have the initiative if attacked. (Return to **No. 63**.)

94 See **No. 79** for Stats, but you fight only Jo'kor. If you wound him once, he will flee.

Roll to grapple (make a ST and D Roll). If you grab him, he begins to babble (**No. 92**). Otherwise, he gets away and you can search the Guard House (**No. 81**).

95 The Sergeant stands up. "I said off with you!" He starts to draw his sword. Do you draw yours (**No. 79**), or will you leave (**No. 39**)?

96 "I am a simple drunkard, noble one," he says.

If you make an Insight Roll, you may return to **No. 81** and choose again. Otherwise, you leave this unkempt prisoner and the rank-smelling Guard House (**No. 39**).

If you have been arrested, stay here for the specified time and then return to No. 160.

97 The Ring of Invisibility allows you to get away.

The Wand of Fear will work. The Sergeant saves on 12 and Jo'kor on 16.

The Potion of Levitation will get you high above them, but they will wait until you come down. (Return to your last number—**No. 63**, **No. 79**, or **No. 91**).

98 You may take any of the items there. See **No. 62** for a list. You also find a scroll (**No. 85**).

When you're done, move on (**No. 39**).

99 The date on the paper has long passed. Were the weapons picked up? And why the secrecy? Does Gwdion have allies in Sol Ga'an, and was Ja'an helping to defeat him?

The Halfling is no further use to you. Move on (**No. 39**).

100 "Thank God! At last there is someone who will stop that madman's plan. I am Thomas. I knew Gwdion as a boy. I think that they were going to keep me here for his...plea-

sure. You see, I know something about Gwdion that could destroy his tower."

Go on, you say quietly.

"When we were boys, we played in the darkest part of Forsetti's Woods, climbing trees and daring each other to go even higher. There was one tree, a massive ash, that we'd heard stories about. Some of the woodsmen said it had a spirit of its own, and not a friendly one either.

"One day, as we played on this tree, I leaped to the ground. Gwdion jumped after me, but then I heard a scream and I turned. I saw a sight that even today I...I don't know how to describe.

"Gwdion was trapped. He seemed to be held by the gnarled "V" of two branches. The more he struggled, the tighter the tree held him. His skin began to chafe and I could see blood dripping down the bark. The woods were filled with his screams.

"I panicked, not knowing what to do. I ran away to get help. Perhaps Gwdion thought that I was abandoning him. I finally reached a wood cutter's house, and begged him to come with me.

"By the time we got there, Gwdion was hanging by his neck, his eyes bulging. The wood cutter had trouble climbing the branches but he finally reached Gwdion. He swung his axe with careful aim, sparks flew from the wood, and Gwdion fell to the ground.

"He never believed that I saved him. Our friendship ended and he joined a band of adventurers. But I know this about him, his horror of trees is almost paralyzing.

"You'll not find him marching through the woods. You can have no finer weapon against him than a "V"-shaped branch of ash."

Thomas thanks you as you free him, but he does not offer to accompany you. He will, in fact, leave the town quickly. You also leave the Guard House speedily. (No. 39).

If you have been arrested, stay here for the specified time and then return to No. 160.

101 A room is 5 copper pieces per night, deduct the price from the money you are carrying, for each night you stay. While you sleep here, see No. 120.

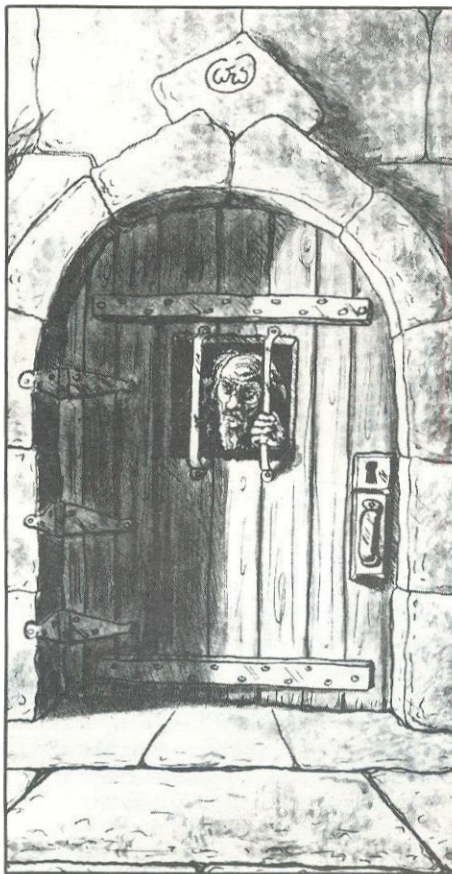
102 Region 5

Whenever you first land on each of the four environment types in this region, consult the special table below.

At all other times, roll on Chart II for the environment you occupy.

Open		No. 332
Woods		No. 333
Swamp		No. 325
Mountains		No. 346

103 You carefully place all your possessions in front of you.
"Why, thank you," the man



says. "Now carefully lie down in the grass while my friends and I gather up your things."

Do you lie down (No. 107), or do you reach for a weapon (No. 183)?

104 You see someone heading towards Sol Ga'an. He is moving quickly and looks scared. Do you want to stop him (No. 143), or do you let him pass?

If he passes, you move on next day.

105 Region 3

If it's before the 3rd week, roll on Chart I for the environment you now occupy.

At the start of the 3rd week, begin using Chart II for all environment rolls.

If you're at the DI'eng Mines (Hex No. 4), see No. 284.

If you roll a "1" on either chart, consult the special numbers listed below:

Open		No. 297
Woods		No. 211
Swamp		No. 317
Mountains		No. 274

106 You meet a party of Dwarves. They are armed to the teeth, but they make no hostile gestures toward you.

If you want to ask where they're going, see No. 192. Otherwise, they move on, and so do you, the next day.

107 Thud! The tall man hits you on the head with the flat side of his sword, knocking you unconscious. Add one day to your traveling time thus far. Since you have no provisions or weapons, you must return to Sol Ga'an, or you may press on to either of the two villages (Me'kan or Ca'alyn).

108 You wisely left your armor hanging on the door. You hear it rattle as someone tries to sneak in (No. 118). You have the initiative.

109 The fellow backs away, and you move to help the old man up. Then, holding his arm, you start backing out of the Inn. You cannot stay here this, or any subsequent evening. You must camp outside of town and make one roll per evening as per No. 71.

As soon as you're out of the Inn, the old man thanks you profusely. He tells you why he's talking to the people (No. 67), where he came from (No. 41), and he blesses you (+1 to all rolls for the rest of the day).

As he moves down the road, see No. 91.

110 You pass some Dwarves, apparently miners. They are having a heated argument over something. A few Elves are sitting nervously in the corner, very much out of place in this environment. Then you notice an old man standing in the back of the hall. He seems to be trying to talk to the unruly crowd.

As you move closer, you hear the crowd jeering at the old man, and you also notice that the man appears to be blind. You listen to what the old man is saying.

"And no! This is not the petty evil in our daily lives. This is a horror dredged up from the bowels of the abyss. Unless we are prepared, this town, and all the land around it, will become a graveyard that does not sleep."

His words send an icy chill through you, but you're distracted as the crowd starts throwing scraps of meat and bones at the man.

"Listen, I beg you," the man says.

A powerfully built fellow with a nasty expression strides over to the man and says, "Sell your smelly fish elsewhere, old man!" He pushes the man down.

Enough! you think.

Will you draw your sword to protect the man (No. 134), will you withdraw to a table (No. 122), or will you just leave (No. 39)?

111 You hear a door open (No. 118). You have the initiative.

112 You sense that he's telling the truth and you move on.

113 "Do you expect me to keep track of every fool this town gives birth to?"

(Return to No. 14, but add +1 to any Appeal Rolls you make.)

114 Region 4

The Village of Ca'alyn is located at Hex No. 2 in this region. If you're there, see No. 249.

If it's before the 8th week, roll on Chart I for the environment that you now occupy.

At the start of the 8th week, use Chart II.

If you roll a "1" on either chart, use the special paragraphs below.

Open No. 229

Woods No. 248

Swamp No. 185

Mountains No. 251

115 This grave has been opened recently. Move on (No. 39).

116 The Potion of Levitation will not help you in the confines of this small room.

You can use the Wand of Fear. The attacker saves vs. Wand on 14.

The Ring of Invisibility will make you invisible, but you can still be hit by a wild swing. Add 3 to your AC while invisible. (Return to No. 118.)

117 *This event can happen only once. Re-roll if you have been here before.*

If you have a horse, you are walking beside it to give it a rest. If not, you are walking along at a normal pace.

"Halt!" you hear a voice bark. You spin around to see an enormous man standing behind you, not quite a giant, but nonetheless big. He holds a two-edged sword.

"And if you have any ideas of fighting me," he shouts, "I've got two friends behind you with their long bows pointed at your back. Now then, I'll take all your possessions, save your armor. And be quick about it!"

Do you give your possessions up (No. 103)? Do you try to slip on a magic ring (No. 180)? Do you try to dodge the arrows and roll to the side (No. 175)? Or, do you go for your weapon (No. 183)?

118 Roll for initiative.

You are attacked by someone with a dagger. If the attacker has the initiative, the dagger hits automatically for 1D4 HTK of damage. There is also a 10% chance that you receive a serious wound and a further 2D6 HTK of damage.

The blade is poisoned. If you are hit, you have three melee rounds to save vs. Poison or you'll black out and be killed. You get one save attempt per melee round. (If you

have the Staff of Curing, see No. 129.)

After the first melee round, the attacker hits normally:

Attacker

AC: 6, HTK: 14, THACO: 18

If you use a magic item (decide which), see No. 116. (These can be used only after the first melee round.)

Your attacker will flee after losing 7 HTK points. If he/she runs, you may get one free rear attack (+2). You will, however, be unable to grapple with him/her in the darkness.

After combat, return to No. 1 or move on (No. 39).

119 Region 6

If it's the 4th week or later, roll on Chart II for the environment that you currently occupy. Otherwise, use Chart I.

If you're at Me'kan (Hex No. 3 on Map 3), see No. 289.

If you roll a "1" on either chart, consult the special paragraphs listed below for the appropriate environment.

Open No. 294

Woods No. 283

Swamp No. 308

Mountains No. 329

120 If you're a thief and you can make your Hear Noise Roll, see No. 111. Otherwise, if you make an IT Roll, see No. 108.

If neither roll is made, you are attacked in the night (No. 118).

This happens only the first night. All other nights you sleep undisturbed.

121 To be trapped in a tree for an entire day, could that be the disturbing memory that you're looking for? Could Gwdion somehow be terrified by the memory of that great ash tree? (Return to No. 170.)

122 Your table is near the Dwarves, and you hear them arguing excitedly about whether they should return to their mine. You have difficulty making it all out. If you make your Dwarvish Language Roll (if you have the ability) or an IT Roll at +3, see No. 127.

Otherwise, you may get up and walk around (No. 110). Or you may just leave the Inn (No. 39).

123 "Silly rumors. Towers, wizards, Such foolishness! Will you let me get back to my work?"

(Return to No. 14, but add +1 to any Appeal Roll you try.)

124 As you do, the crew, who has been watching you closely, draw swords and daggers.

"I told you what I know," the man says. "Now, be off with you."

You may leave (No. 39), or you may still try to force him to talk (No. 136).

125 You've walked into the preparations for a singing contest. A handsome young fellow is singing quite beautifully, while the Guild members listen. You listen a few more moments, then decide that you'd better be on your way (No. 39).

126 It is dark inside the building. A few dull shafts of bluish light come in through the dusty skylight. You see a large candle in the corner, and immediately a hand touches your shoulder.

Startled, you spin around.

"Yes, my son?" says a bearded cleric, wearing the crimson and gold cloak of Forsetti. Even in this dullness, you can see his sparkling eyes. You bow respectfully to him.

Will you ask about Gwdion (No. 138)? Or perhaps see if the cleric knows of the location of the Wizard's Tower (No. 161)? Or do you merely want his blessing (No. 148)?

127 You listen to the Dwarven miners and it's hard to believe what you hear. Their mine was taken over by undead. Many of the miners were killed, many taken captive, and a few ran away. They are trying to figure out a way to go back and take over the mine. But it sounds as though they are not serious. Full tankards and barroom heroics indicate that they won't be going anywhere.

You do learn that their mine is about 200 miles northeast of Sol Ga'an. Return to No. 122 or move on (No. 39).

128 The prayer was said incorrectly. There's something fishy about this cleric. If you want to confront him, see No. 150. Otherwise, you may question him again (No. 126), or you may leave (No. 39).

129 It will save you from the poison and you won't have to save. Return to No. 118.

130 You find a hidden latch that opens the door. You see the cleric busily preparing another spell. You put your sword to his back and he freezes.

Talk, old man! you snarl.

He does (No. 162).

131 It is indeed remarkable armor. It can improve your current AC by 1 and give you +2 to Dexterity. The armorers offer to let you

keep it and test it for them—as long as you report back after using it. You move on with this new piece of armor (No. 39).

132 A heated debate is going on about some recent development in the making of chain mail armor. Apparently a new type of armor has arrived that is as strong as plate, yet lightweight.

Do you want to ask to see it (No. 140)? If not, you leave (No. 39).

133 You ask if he knows anything about Gwdion or the Tower.
“Can’t say that I do, my friend. Now, if you’ll excuse me.”

If you make an IN Roll, see No. 112. Otherwise, you may draw your weapon and confront him (No. 124) or you may depart (No. 39).

134 The crowd stops. You see someone dart out the back. Some of the men are eyeing you warily, trying to figure out your reaction. Finally, a rather large fellow comes up to you.

“Put down your weapon, friend. We were just having a bit of fun with the old coot.”

Do you put your weapon down (No. 154)? Or do you keep it raised (No. 109)?

135 The Potion of Levitation will get you over their heads. At the sight of such “wizardry,” they will withdraw. You can return to help the old man (No. 109).

The Ring of Invisibility will let you attack without being seen. The four men will leave (No. 109).

They all save vs. Wand of Fear on 15 (No. 154).

136 The loyal and well-paid crew swarms over you. You take 2D8 HTK of damage before they have you hopelessly pinned. You are then taken to the jail of the King’s Guard (No. 160).

137 “There is an evil wizard named Gwdion whose domain grows each week. Within 10 weeks it will possess Sol Ga’an and all the land that surrounds it. Our magic cannot penetrate this wall of evil.

“But, there’s more. Some of us have seen his magical tower rising obscenely out of the slime—a twisted, gnarled thing.”

Move on (No. 39).

138 “I know of no one by that name, my son. Now, if you’ll excuse me, I must leave.”

If you make an IN Roll, see No. 163. Otherwise, return to No. 126.

139 You grab him by his cloak.
“How dare you!” he stammers.

You demand to know why he became so nervous at the mention of Gwdion’s name.

“I...I’ve heard rumors about an evil one, that is all. Some of our brothers in the Wilderness have disappeared. That is all I can tell you.”

If you make another IN Roll, see No. 149. You may also ask more questions (No. 126). Or you may leave (No. 39).

140 One of the armorers gets up and points to you. “Here’s someone who can test it out for us.” They offer to let you wear it.

Do you accept (No. 131)? If you decline, you leave (No. 39).

141 A chilling breeze is blowing off Lake Ple’lyn. It makes you want to leave this eerie place. After all, you’ve found nothing.

As you pause in front of a stone, you can see that it’s been defaced. Regardless, you can still read it: *Mantell V’ran, Murderer and Thief*. Could that be Gwdion’s father. Who could have defaced it, and why?

Then you notice the dirt that you’re standing on. It looks like the earth has been freshly turned over, as though...(If you make an IN Roll, see No. 115).

The breeze grows stronger and chillier, and you leave (No. 39).

142 He grumbles as he takes you to the scores of scrolls recording life in Sol Ga’an over the past 40 years (No. 170).

143 “I can’t stop now. I’ve seen them...and they know! They attacked my village and captured every person in it.”

Who? you ask.

“The undead! Ghouls of every description with weapons that dripped blood. But they took so many alive...alive! Why alive? I must warn the town!” He runs away.

What village? you yell.

“Me’kan!” he yells back. And you move on next day, more grimly than before.

144 If you rolled a “7”, see No. 170. On anything else, see No. 159.

145 These four highwaymen, in town for a rest, will attack until two of them are wounded, at which point they will withdraw. You may then help the old man (No. 109).

Otherwise, they keep attacking (No. 154).

146 “Of course, there are town records,” he says. “—going back more than 200 years!”
To get his help in looking over the re-

cords, check your Appeal. If you make it, see No. 142. Otherwise, see No. 152.

147 Have you attacked or killed any member of the King’s Guard? If you attacked any, add four weeks to your time in jail. If you killed any, you will be executed at the end of the four weeks.

To escape, roll your Open Locks or Bend Bars Skill (if you have the ability). You may also try to make a ST Roll at +5. One die roll try per week. If you succeed, you may escape and go back to No. 39.

After your incarceration, you will be able to visit only one location per day, instead of three, to avoid being captured again.

148 “May Forsetti guide you and watch over you safely.”

The cleric stands. If you make an IT Roll, see No. 128. Otherwise you depart (No. 39).

149 You think he’s lying.
Do you wish to press him further (No. 150), or do you want to move on (No. 39).

150 You draw your sword. He spins around and you smell sulphur. You see a column of fire descending upon you. If you make a save vs. Spell or use a Ring of Fire Resistance, you avoid the Flame Strike. If you fail, you take 6D8 HTK of damage. The cleric, meanwhile, has disappeared through a secret door.

If you wish to look for the secret door, roll your Discover Secret Door skill (if you have the ability), roll your IT at -3, or use your Wand of Secret Doors and Traps.

If you succeed, see No. 130. If you fail, you can’t find where he’s gone, and you move on (No. 39).

151 There’s pandemonium inside. Merchants are yelling and everyone’s talking at once. Finally, order prevails and you hear one of the merchants state the problem.

“These caravans are taking our customers and our products to who-knows-where. When do we get paid? What is this mysterious mine we hear so much about?”

Someone else stands up. “Or this fair! I know of no fair held in the villages to the north.”

“Where’s Callan?” another shouts, and the hall echoes with shouts of “Where’s Callan?” But, he is not here. The meeting degenerates once again into pandemonium and you move on (No. 39).

152 He waves you off in the direction of a huge, vault-like chamber. Scrolls fill the ashwood racks to the ceiling.

Each time you investigate the chamber counts as one location visit. Roll 1D10 on

the table below to determine what you find.

1	No. 159	6	No. 157
2	No. 157	7	No. 144
3	No. 159	8	No. 166
4	No. 157	9	No. 144
5	No. 159	10	No. 166

One roll per visit, one visit per day. If any number is rolled twice, you may re-roll.

153 No event. Move on next day.

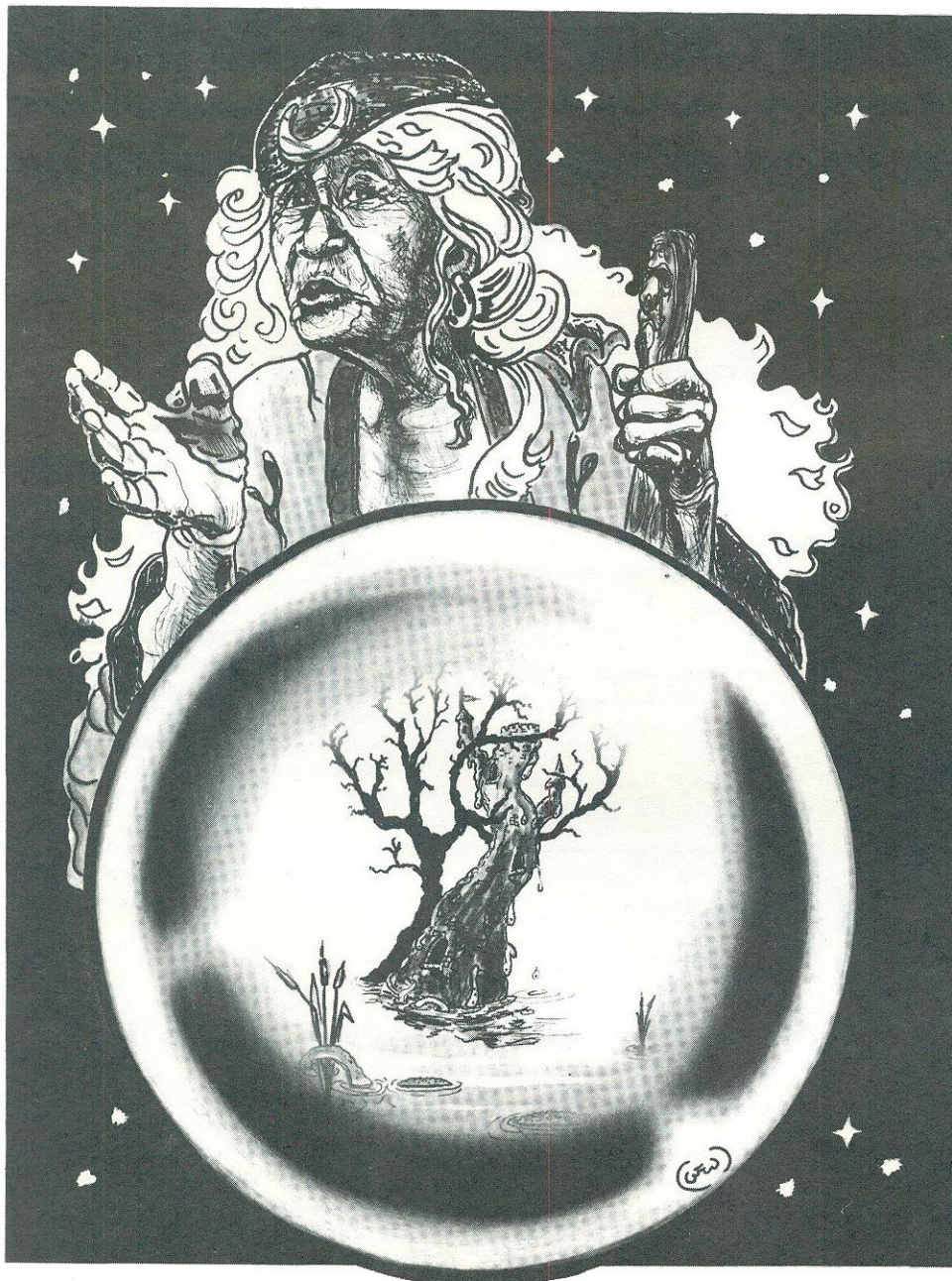
154 Four of the men leap forward. Roll for initiative and conduct combat.

Each Man

AC: 5, HTK: 21, THACO: 17

Att: 1 (short sword), Dm: 1-6

To use a magic item (decide which), see No. 135. Otherwise, after the first round see No. 145.



155 The Ring of Invisibility will render you invisible, except that the magicians can counter its effect. If you make 3 save vs. Spell rolls, you stay invisible and hear the following... (No. 137).

Otherwise, you are visible to the magicians (No. 156).

156 Before you can approach the first magician, you feel so many Sleep spells cast on you that you cannot save yourself. When you wake up the next day, you're in the street outside the Guild Hall, and free to move on (No. 39).

157 If you rolled a "2", see No. 144. If you rolled anything else, you find nothing of interest and may move on (No. 39) or re-visit the scrolls (No. 152).

158 She looks into a milky-white ball that glows dully. Her voice is low, somber. "I see a tower, twisting, spiraling. I see an ash branch. I see you chained to a wall."

She stops. Her mouth falls open. "I'm sorry, noble one. Perhaps another day." She gets up to leave, and returns your gold pieces.

Do you leave (No. 39), or demand that she go on (No. 167)?

159 If you rolled a "3" or a "5", see No. 166. If you rolled anything else, you find nothing of interest and may move on (No. 39) or re-visit the scrolls (No. 152).

160 You will be kept here in jail for one week.

If you've been here before, you may have to stay longer (No. 147).

After one week, you are released and told to leave Sol Ga'an. If you continue to explore the town (No. 39), you may visit only one location per day to avoid being caught.

While in the cells you meet... (No. 81).

161 "Just rumors, good sir. Some say that they've heard of a tower in the Northwest on a mountain top near Ca'alyn."

If you make an IN Roll, see No. 149. He departs, professing to be busy, and you also may move on (No. 39).

162 Gwdion has established a tower in the Northwest, reportedly in a swamp. He is gathering an army of the undead to take over this land, and then to conquer the Kingdom itself.

Each week his power grows, and more of the Wilderness comes under his demented spell. Some of the Order of Forsetti and Callan's people are serving Gwdion, believing that he will be the new master of the land.

If you make an IN Roll, see No. 210. Otherwise, move on (or return to No. 39 if you're in Sol Ga'an or to No. 249 if you're in Ca'alyn).

163 He became decidedly nervous at the mention of Gwdion's name. You may confront him (No. 139), ask him one more of the questions at No. 126, or move on (No. 39).

164 "Then you will surely be the first to find out our dilemma," says one of the magicians. "This is what we have seen in our crystal balls and in our dreams." (No. 137).

165 The hall is empty. You leave (No. 39).

167 "The tower sits in water filled with strange crawling things. The surrounding ground oozes and pops. But then I see a tree up around the tower, surrounding it. And I see the water swirling around you, covering your body and..."

There's a loud crash and the crystal ball shatters into hundreds of small shards.

"Leave!" she shrieks. "Leave before the evil consumes my hut."

You depart (No. 39). *Madame Fortuna will not be here at any future point.*

168 As soon as you enter, a dark-bearded man comes up to you. "No one is allowed to enter the Guild during our meeting," he says gruffly. He then gestures to a pair of guards stationed at the Hall's entrance.

"If you'll excuse me," he says, returning to the meeting. The door is then shut and bolted. You move on (No. 39).

169 Region 2

If it's before the 10th week, roll on Chart I for the environment that you're currently in.

On the 10th week and after, use Chart II.

If you roll a "1" on either chart, use the chart below.

Open No. 229
Woods No. 178
Swamp No. 243
Mountains No. 255

170 In the scrolls, you find a record of Gwdion's birth. Then, dated 11 years later, you see a report of his father's death, by hanging, for thievery and murder. It's odd that your old friend Gwdion never mentioned that.

The next record tells of an accident in Forsetti's woods. Gwdion had become trapped by branches after he fell from a large ash tree. A woodcutter had to saw the limb off to rescue the boy. Apparently he had been trapped nearly the whole day.

The next record about Gwdion deals with his own petty thievery, which began before his interest in magic.

There is nothing else. If you make your IN Roll, see No. 121; otherwise, you leave (No. 39).

171 Region 1

If it's before the 6th week, roll on Chart I for the environment that you're currently in.

If it's the 6th week or after, use Chart II.

If you roll a "1" on either chart, consult the special listings below:

Open No. 106
Woods No. 178
Swamp No. 185
Mountains No. 199

172 ...at which point you feel Control Person Spells tingling through your body. You must make your save vs. Spell roll or you find yourself out the door (No. 39).

If you make your save, you see the other magicians preparing more lethal spells.

Do you try to talk? If you make your Appeal Roll, you may tell them of your search (No. 164). You may also attack the magicians (No. 156), use a magic item (decide which) (No. 155), or leave (No. 39).

173 "But what evidence?" you hear someone shout. As you enter, the magicians (are they genuine, or charlatans? you wonder) turn to face you.

"Good sir, this is a private meeting. Please depart!"

You may draw your sword (No. 172), tell them of your quest (No. 164), try to use a magic item (decide which) (No. 155), or leave (No. 39).

174 It seems to be looking for something. (Return to No. 185.)

175 You roll to the side, but no arrows fly. A bluff, you think. See No. 183, but the tall thief has the initiative.

176 From this peak you can see for miles ahead. If on foot, you may travel 2 extra hexes of any type the next day, because you can see a well-defined path; if by horse, 3 extra hexes of any type.

If you are traveling on foot, you may travel one Mountain hex this day, rather than the normal half hex.

177 If you have the Ring of Invisibility, your AC improves by 3, and you hit at +3. The thief will swing wildly. If you hit him, he will flee. If you kill him, you will find 12 gold pieces. (See No. 183 for combat.)

178 You are moving through a heavy, dense woods, with oak and ash trees surrounded by a stand of fir trees. You may stop at a tree (No. 184), or move on next day.

179 *If you've been here before, return to Chart I, and roll again for Open Area.*

As you approach the farm, you see a short man with a pitch fork in his hand.

"What do you want?" he says nervously, obviously scared.

What do you want? Some food and conversation (No. 187)? Or do you want to leave this jittery farmer and camp out for the night?

180 If you have the Ring of Invisibility, see No. 177. Otherwise, return to No. 117 and choose again.

181 You didn't find it. Move on next day.

182 Check your Dexterity, then check your Strength. If you fail either roll, you fall down and take 1D6 HTK of damage. You may make one attempt to climb (rolling D and ST) each day.

If you make both rolls, see No. 176. You may also move on next day.

183 Roll for initiative. Not surprisingly, no arrows come flying your way.

Thief

AC: 2, HTK: 28, THACO: 18

Att: 1 (+1 sword), Dm: 1-10

If he ever takes more hits than you do, he will flee. You may then make a free attack from the rear or attempt to grapple (Roll ST). You then may get another melee round of combat.

If you kill him, you will find 10 g.p. and nothing else of interest. Move on next day.

184 Tree limbs of various sizes are available. You may take one branch to use as a weapon. The limb does 1D3 HTK of damage.

Note from which tree you take the branch—fir, ash, or oak. You may have this encounter more than once. Move on next day.

185 As you make your way through the swamp, you see something in the distance. It stops as though it sees you, and then darts away.

If you make your IT Roll, see No. 186. If you make your IN Roll, see No. 174. If you search for the shape, add one day for travel and see No. 181, or you may move on next day.

186 It looked like a Ghoul. Return to No. 185.

187 "Well, all right," he says cautiously, "We're glad to share what little we have."

Inside the cottage you see the man's plump, rosy-cheeked wife, and two boys hiding behind her ample form.

"Some stew?" the woman asks and you nod gratefully.

As you eat, you see the uneasy looks in

their eyes. Something is bothering them. After you finish the bowl, you ask them about their uneasiness.

"Things have been happening around here," the man says with a glance at his wife. "Children disappearing, strange moving shapes in the fields, and the sounds! These clicking sounds seem to travel with the wind."

"We're scared," says the wife.

Do you want to help these people (No. 190)? If not, you offer them hopeful words and move on in the morning.

188 You offer to stay with them and find out what's going on. Every night you stay roll 1D6.

On a 4-6, nothing happens and mark off one day. You may move on, or stay another night if you choose.

If you roll a 1-3, see No. 219.

189 Three Ghouls sneak up to the farm house. You may surprise one of them with initiative. (See No. 209 for the Ghoul's Stats.)

If you kill it, you may also try to surprise the other two. Roll a Hide in Shadows (if you have the ability) or make a Dexterity Roll. If you make it, you may surprise a second Ghoul.

If you kill that one, you may then try to surprise the third, according to the above procedure.

Otherwise, if you fail the Hide/D Roll or just wound the Ghoul, all three attack you. (See No. 209 for combat.)

190 You may leave a weapon of your choice for the farmer to use, then move on in the morning. Or, do you wish to do something more for them (No. 188)?

191 You see a small farm in the distance. Smoke is rising from the chimney. If you want to go there, see No. 179. Otherwise, you camp out in the open.

192 Their leader explains that they are trying to reclaim their mine from a pair of bandits who took it over. The mine is located at Hex No. 4 in Region 3 on Map 3.

If you journey there with the Dwarves, count the days for traveling on foot. Once at the mine, see No. 105. Otherwise, the Dwarves move on without you and you move on the next day.

193 You see a black cloud coming from the northeast. There must be a huge fire ahead. You make camp for the night.

194 You notice the man's ring and the odd symbol on it: (see No. 221.)

You decide that he isn't what he appears (No. 232). You have the initiative.

195 The Potion of Levitation will get you above the wolves. Unfortunately, the wolves will await your eventual landing.

The wolves save vs. Wand of Fear on 16.

The Ring of Invisibility brings scant advantage, due to your scent. Add 1 to your AC, and each wolf is -2 to Hit. (Return to No. 211.)

196 *This event can happen only once. Treat as "no event" on second and subsequent times.*

You come to a clearing and notice a small hut. A man stands outside, chopping ash wood.

You may pass the hut and make camp further on. Or, you may stop to talk, and perhaps rest here (No. 217).

197 Three Ghouls leer down. You see them crawl, one by one, down to your pit. You smell their breath as they come closer to you. Their open mouths are about to bite down, and you scream your last scream. (You have no weapons or magical items on your person.)

(See No. 215, to start Pyron St'aal, the thief, to continue the adventure.)

198 If you have the Ring of Invisibility, you can walk around without being seen.

Otherwise, roll your Hide in Shadows (if you have the ability) or Dexterity to sneak around. If you succeed, you're hidden (No. 189).

If you fail, you're noticed (No. 209).

199 There's a tall peak ahead. You may avoid it by going around the side the next day, or you may try climbing over it (No. 182).

200 When you come to, you find that you are tightly bound and gagged. As you look up it seems that you're under the floor of the hut. Someone drops bits of juicy deer meat down to you each day.

You may try to escape. Roll your ST and D, both at +3. If you make them, you get an arm free. You may then slowly work the rest of your body out. Then, you may try to escape (No. 216).

Otherwise, your struggles seem just to make the rope tighter. Try to escape the next day (day 2), rolling at +4; the next day (day 3) at +5, and so on.

In one week, the door above you is opened and you see No. 197.

201 See No. 246, but only 2 feet, not 4 feet, of your body is left above the surface.

202 As you pass through the nest, a mother eagle swoops down from the sky. While not a true giant, the eagle is large and enraged by this threat to her young.

There's a 50% chance that the mother eagle will attack.

Mother Eagle

AC: 7, HTK: 14, THACO: 17

Att: 3, Dm: 1-3/1-3/1-6

If you wish to use a magic item (decide which), see No. 242. If you do, the eagle will get one free attack.

If the eagle hits you, make a Dexterity Roll to avoid falling. If you fall, you take 1-10 HTK of damage. Then see No. 230.

The eagle will fight to the death, or until you fall off the peak. It will not pursue you if you withdraw after the first melee round (No. 230).

Move on if the eagle does not attack.

203 The Potion of Levitation will get you up from the swamp, and, while you float, a kick will take you to firmer ground, where you can move on.

Nothing else will help. (If you die, see No. 215 to start Pyron St'aal.)

204 You may try roping a tree branch and pulling yourself out. If you make a Dexterity Roll at +2, you rope a strong limb. You can then pull yourself out and move on. If you fail, you sink another foot.

You may keep trying to pull yourself out, spending one day per attempt.

If you sink under the sand, you hold your breath as long as you can before you gulp in the silty ooze that encases you. Death does not come quickly. (See No. 215 to start Pyron St'aal, the thief.)

205 His axe is not an ordinary woodsman's axe.

If you make an IN Roll, see No. 194. If not, return to No. 217.

206 You see stakes sticking out of the swampy water. To examine them, see No. 228. Otherwise, you find a clear spot on firmer ground to rest until the next day.

207 The Ring of Invisibility adds 2 to your AC, and you can hit at +2.

The Potion of Levitation provides no help.

The Wand of Fear will work. The man saves on 13. (Return to No. 232.)

208 You're still sipping wine when you feel the room begin to spin. You've been drugged!

If you make a save vs. Poison, you stand up (No. 232). If you fail, you black out (No. 200).

209 Roll for initiative. Two of the three Ghouls attack from the front while the third attacks from the rear (+2).

Each Ghoul

AC: 6, HTK: 12, THACO: 16

Att: 3, Dm: 1-3/1-3/1-6

If you're clawed, you must save vs. Paralysis or you'll grow rigid in 3 melee rounds.

The Staff of Curing will cure you completely.

The Wand of Fear will not work (the Ghouls can have no fear).

If you kill all three, you may examine the medallion each Ghoul wears (No. 221).

The farmer will be concerned about protecting his family and will not be able to help you.

If you are killed, the Ghouls will kill the farmer's family (see No. 215 to start Pyron St'aal if you are killed).

Otherwise, move on next day after combat.

210 One of the facts is false. Move on (No. 39 or, if you're in Ca'alyn, No. 249).

211 As you set up your camp, you look behind you and see a wolf staring at you. Then another wolf appears, directly across from the first. Altogether, there are 1D6 wolves.

Each Wolf

AC: 7, HTK: 12, THACO: 16

Att: 1, Dm: 2-8

Roll for initiative and conduct combat. Each wolf will run away if it loses more than 6 HTK. If more than half of the wolves have been killed, any that remain will run away.

If you use a magic item (decide which), see No. 195. Move on next day.

212 No event. Move on next day.

213 The bones lying on the ground are human bones. You decide to camp somewhere else for the night and to move on next day.

214 You try moving, and feel the sickening suction of the watery sand on your legs.

If you're not wearing armor, you sink one more foot. (Return to No. 246 and choose again.)

If you're wearing armor, you quickly sink until the quicksand is over your head. You hold your breath as long as you can before you gulp in the silty ooze that encases you. Death does not come quickly. (See No. 215 to start Pyron St'aal, the thief.)

215 Pyron St'aal
Lake Ple'lyn is choppy, and a

strong wind is making it difficult for the small ship to make progress. In the distance, you see Sol Ga'an, a town of so many memories, and yet a place that seems oddly foreign to you.

You, Pyron St'aal, left such a long time ago, swearing never to return. And yet, here you are. Strangely enough, you don't know why you've come back.

The ship gives a small lurch as it dips into a watery valley. You hear the groan of the oars struggling against the churning sea. Your hand grips the railing even harder.

"Pyron...Pyron!" You turn around, wondering who could possibly know you. Then, amazingly, you see both Rogan and Tel El'ryn, both memories from your youth in Sol Ga'an.

Where, you ask, did you come from?

Rogan points to Sol Ga'an.

"From there. We came when El'ryn died on the adventure. Of course, I too am dead. No, my friend. Hold your tongue and listen. The quest to defeat Gwdion is in your hands now."

Tel El'ryn's spirit can tell St'aal everything that he has learned on the adventure so far. Rogan can also supply any magic item that was not claimed by El'ryn. (See **Magic Items**.) You may choose any four remaining items for the thief to use.

Time continues from the moment El'ryn died. St'aal begins in Sol Ga'an with enough time for one location visit before nightfall.

See **Chart V** for Pyron St'aal's character information.

216 You wait for the man to leave. Then you push open the trap door. Once out, you'll find everything he took from you, except one magic item. (Assign each item a number from 1 to 4 and roll 1D4 to find out which item is missing.)

There's a 25% chance that he'll return and catch you (No. 232). Otherwise, you escape this death trap intact and move on.

217 The man stops chopping, and rests his sharp-bladed axe on his shoulder.

Good evening, you greet him.

He looks at you carefully, and then says with a smile slowly spreading on his face, "Looking for a place to rest, stranger?"

You nod and he puts down his axe. He leads you into his hut.

"All I've got to share is some cold mut-ton. I hope you find it filling."

If you make an IN Roll, see No. 194. If you make an IT Roll, see No. 205. If you don't make either, you dig into the hearty fare on the table (No. 208).

218 You can get out of the window if you make a Climb Roll (if you have the ability), both a Strength and Dexterity Roll, or if you have a rope. If you decide to jump, you'll take

1D6 HTK of damage for each level you fall.

You may also use the entrance. It takes one round to run through a room or change a level. The tower will collapse in four rounds.

Once you are outside the tower, see No. 348.

219 You hear a clicking sound and you bolt upright in your bed. Hurrying to the window, you make out two, maybe three shapes moving on the field.

You may go out and investigate (No. 198), or wait here (No. 222).

You may prepare any one weapon and any one magic item of your choice.

220 The Potion of Levitation will get you away, and the crayfish will move on.

The Ring of Invisibility adds 2 to your AC and makes the crayfish -2 to hit.

The Wand of Fear has no effect. (Return to No. 234.)



222 Everything's quiet. Suddenly, a head crashes through the back window, a fist punches through the side wall, and the front door is forced open.

As you back away, you see three Ghouls smash their way into the small farmhouse (No. 209).

223 You remember that slow upper torso movements can get you out of the quicksand.

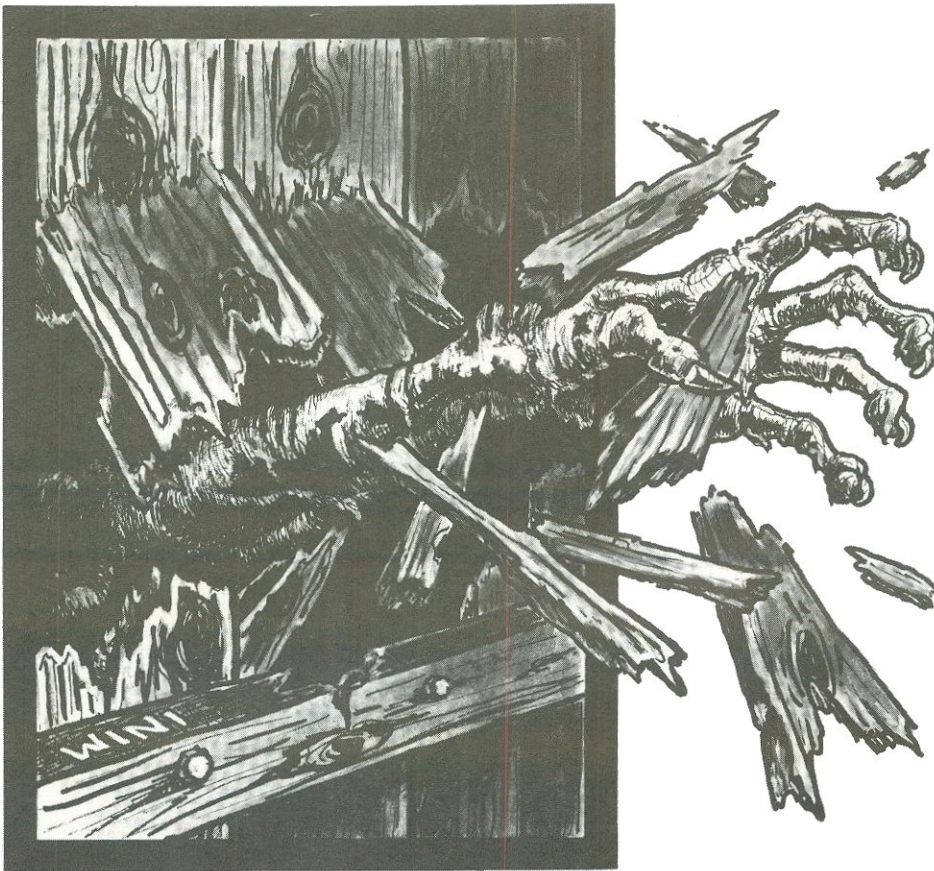
You start pushing with your hands, carefully guiding yourself towards a nearby tree branch.

If you make a ST Roll, you pull yourself out and can move on; otherwise, you sink back down another ½ foot.

You may keep attempting to pull yourself out.

If you go under, the quicksand will imprison and suffocate you and you must go to No. 215 to start Pyron St'aal, the thief, on the adventure.

224 You pass a cave, perhaps a good spot for an evening's shelter. You may enter it (No. 247), or look for another spot (No. 235).



225 "No more caravans come, no travelers pass by, and worse, people are disappearing." (Return to No. 261.)

226 The weekly caravans from Sol Ga'an have stopped. People think that they have all gone to Me'kan in Region 6 instead. Move on next day or return to No. 249 if you're in Ca'alyn.

227 You see the signs of an encampment. The bones of last night's dinner lie around the still-warm ashes.

You may look over the camp (No. 213), or move on next day.

228 Each stake has a carving at its top (see No. 221). Move on next day.

229 It's quiet and peaceful here. If you make both an IT and an IN Roll, see No. 258. Otherwise, you find a comfortable spot to camp, and move on next day.

230 The path in front of you is blocked by a large nest containing two eggs. You may cross over the nest (No. 202), or go down the mountain and around the side for next day's travel.

If you go down, add one day of traveling time. You cannot go directly northeast or northwest.

231 If you have rope and want to use it, see No. 204.
If you want to try a magic item (decide which), see No. 203.

232 You stand unsteadily, but you are able to quickly draw your sword. The man hoists his axe high above his head.

"So you don't like my hospitality, eh? Well, you see, I've got a little job to do here. I collect travelers for some very hungry friends. They pay well, I might add. Too bad I'll have to force you to stay."

Man

AC: 2, HTK: 29, THACO: 15
Att: 1 (+2 axe), Dm: 1-8

Roll for initiative and conduct combat. To use a magic item (decide which), see No. 207.

He will fight until one of you is dead. There is no escape. Move on next day, if you survive.

233 You see a path that cuts through the mountain range to the valley below. You may move immediately to any adjacent, non-mountainous hex. Do not mark down another day for the move. Roll for an event when there.

234 As you step cautiously through the muck, something rises from the water. Two great claws snap at you and bulb-like eyes glow with hunger. It's a Giant Crayfish, nearly 12 feet long, and coming right toward you!

Giant Crayfish

AC: 4, HTK: 21, THACO: 14
Att: 2, Dm: 1-8/1-8

Roll for initiative, then conduct combat. The Crayfish will flee when its HTK is down to 5.

If you want to use a magic item (decide which), see No. 220. After combat, move on.

235 You find a safe, sheltered area just ahead. Move on next day.

236 "Well, I offer you the hospitality of my cave, some food and drink."

If you stay with him, see No. 263. If not, you leave (No. 235).

237 You find a short-cut through the woods. You may move one additional hex in any direction, but do not roll for an event. Move on next day.

238 You watch your pack sink below the mud. Everything in it is gone. You have also sunk another foot into the quicksand.

Do you want to try to move through the quicksand (No. 214), or do you have another idea (No. 245)?

239 No event. Move on next day.

240 No event. Move on next day.

241 You step through the water, feeling the oozing muck pulling at your heavy feet. You may remove your armor and place it in your back pack (No. 246), or you may just keep your hand on your weapon and move along (No. 201).

242 The Potion of Levitation will not help you.

The Ring of Invisibility confuses the eagle, and you may escape.

You may cross over the nest and get by the eagle if you make a Dexterity Roll. If you fail, a heavy twig cracks as you step on it and the eagle attacks you at -2.

The Wand of Fear will not work. (Return to No. 202.)

243 In the woods to the north, you see a major road. But you don't see a soul traveling on it. Move on next day.

244 You see some bits of tattered cloth caught on a nearby bramble. To walk towards it and to examine it, see **No. 246**. Or you may just move on next day.

245 If you make an IT Roll, see **No. 223**. Otherwise, what else can you do? Your pack is gone. You must try moving through the quicksand (**No. 214**).

246 You move forward and then, abruptly, begin to sink in the ooze. It's quicksand, you realize too late. It's up to your thighs, with 4 feet of your body left above the surface before you're completely covered.

Do you want to take off your back pack, letting it sink to make yourself lighter (**No. 238**)? Do you want to get a magical item or something else out of the pack (decide which) (**No. 231**)? Or do you want to try moving through the quicksand to a nearby tree branch (**No. 214**)?

Record how many feet you sink or are raised as you play this encounter. Also note whether you are wearing your armor or not.

247 As soon as you enter the cave, you smell a pungent odor. Then a cloaked figure steps out of the shadows.

"Greetings, traveler. I'm Mak'reh, a humble magician pursuing knowledge of the white arts. And what great quest are you on?"

If you tell him the truth, see **No. 260**. If you say something else, see **No. 236**.

248 You meet someone from Ca'alyn in the woods. Roll 1D6 to hear what he tells you.

For 1-3, see **No. 162**. For 4-6, see **No. 226**.

249 Ca'alyn

The village of Ca'alyn is quiet. If it's after the 7th week, see **No. 267**.

You see a few people standing inside the Wolf's Claw Inn, and it looks as if Helmut's Trading Post is open.

If you want to enter either place, see Wolf's Claw Inn (**No. 252**), or Helmut's (**No. 264**). Otherwise, you camp outside and move on next day.

250 The Potion of Illusion functions as indicated. An enemy will have only a 30% chance of hitting the real you if he/she hits. If attacked by a group, each illusion will engage an equal number of attackers. One

dose lasts one day.

251 To the west, you see Ca'alyn. To the north, where the woods end, you see a dark cloud covering much of the sky. Move on next day.

252 Only a few farmers and shepherds are at the rough, oaken bar. A trio of Dwarves is near the back, inebriated and apparently asleep.

You may sleep and eat here for 3 c.p. Otherwise, you may camp outside the town for the night and move on next day. You may also try talking to the customers (**No. 261**), or you may visit Helmut's Trading Post (**No. 264**).

253 Some people are just staying away from the village, others have disappeared from their farms. No one knows where they have gone. If you make an IN Roll, see **No. 265**. Otherwise, return to **No. 261**.

254 Me'kan has been attacked by an army of ghouls. Move on next day or return to **No. 249** if you are at Ca'alyn.

255 You see a caravan to the east. It appears to be heading north-east. By the time you reach the spot, it has gone. Move on next day.

256 You've come to a massive glacier blocking your way. Add one day to your traveling time and then move on.

257 You come to a small farm that has been burned to the ground. You can detour around it (**No. 262**), or go look at the ruins (**No. 266**).

258 It's too peaceful. There should be travelers and caravans to Ca'alyn and Me'kan, but you have seen none so far. (Return to **No. 229**.)

259 You come across an abandoned caravan. Signs of fighting—bloodstains, but no bodies—mark the sandy ground. Move on next day.

260 "Take this. It is a Potion of Illusion. Drink it and you shall appear as three, and an enemy will never know which is really you."

When you use the potion, see **No. 250** and note down that you now possess the potion. (See **No. 263** to continue the adventure.)

261 Make an Appeal Roll for each question. If you fail one, they won't talk to you any further.

Questions:

Why is it so quiet (**No. 225**)?

Where is everybody (**No. 253**)?

Have they heard any rumors (**No. 267**)?

(Move on next day after the questions or return to **No. 249** if you're at Ca'alyn.)

262 You move past the farm and find a shady spot to make your camp. Move on next day.

263 You wake up rested and refreshed the next morning. With the magician's helpful directions, you can move to any adjacent hex before beginning regular movement.

264 Helmut sits behind a large, cluttered desk. He has an unhappy expression on his face. "I might as well close," he says to you. "I receive no new goods, and there's no one here to buy anyway."

Helmut can sell you any of the items listed at Portor's Provisions (**No. 27**). He also has a suit of chain mail armor available for 75 g.p. If you have no money, Helmut will allow you to take it and pay later.

You may move on, or go over to the Wolf's Claw Inn (**No. 252**).

265 An icy fear grips these people. (Return to **No. 261**.)

266 There's not a piece of unburned wood in the place. You move through the smoldering heap, but you see no trace of the inhabitants. It looks like they got away safely, or at least they got away. You move on next day.

267 Roll 1D6.
For 1-2, you learn **No. 162**.
For 3-4, you learn **No. 226**.
For 5-6, you learn **No. 254**.

268 If you are in Region:
4 or 6, see **No. 277**
2 or 3, see **No. 292**
1 or 5, see **No. 269**.

269 If you are in Region 5, see **No. 278**. If you are in Region 1, see **No. 277**.

270 You're not in the woods, as you thought. Whatever wooded area was here has been burned to the ground, and it looks as if someone set the fire in a stand of ash trees. As far as you can tell, nothing remains alive.

There's no way you can camp here. Go back to the last hex you passed through. (Do not roll for an event there.) You may pass this hex tomorrow.

271 You come to a dense section of the woods, with ash and oak trees on each side. It's a quiet, still, moonless night. Weariness washes over you. It's been a long time since you lay on a real bed, with a belly full of hot food.

A bat darts overhead. Once more you sleep with trees for your canopy and packed earth for your mattress.

If you make your Hear Noise Roll (if you have the ability) or IT Roll at -3, see No. 307. Otherwise, see No. 299.

272 *This event can happen only once.*

You see someone lurching toward you, his clothes torn and his face haggard. He sees you, then starts running the other way.

Do you want to catch him (No. 287), or will you let him go (No. 276)?

273 The air is exceptionally clear here. You can see a pass heading north. If you're in Region 3, see No. 274.

You may move one hex northeast or northwest, if you wish, but do not roll for an event when you land there. You may also remain where you are.

274 To the north, you see a large swamp with a structure near its center.

Move on next day.

275 The mine shafts are quiet. Your voice echoes eerily as you shout down one of them. As your eyes adjust to the dark, you see a grisly sight: a few dead Dwarves with missing limbs and looks of horror on their faces. You move on next day.

276 He disappears, heading southward. Move on.

277 No event. Move on next day.

278 To the east, it's foggy, but you can see a strange purplish cloud clinging to the mountain tops. To the west, you see a dark, smoky cloud. Move on next day.

279 If you make your Hide in Shadows Roll (if you have the ability), or Dexterity Roll at -3, see No. 300. If you should encounter any combat at this location, you have the initiative.

If you fail the roll, see No. 286.

280 You move quickly away and the strange sounds fade. You have trouble sleeping tonight.

Move on next day.

281 Entering the dark cave, you hear mumbling. As your eyes adjust to the candle-lit cavern, you see a magician wearing a purple cape.

"Welcome, traveler. You must have come far. Share, if you will, my humble cave."

You may stay (No. 295) or leave (No. 298). If you make an IN Roll, see No. 318.

282 If you make your Hide in Shadows (if you have the ability) or Dexterity at -3, see No. 300. Otherwise, see No. 286.

283 The woods here have been completely burned down. Fir, maple, oak, ash...not a tree stands. It looks as though someone set the fire in a stand of ash trees. Move on next day.

284 **DI'eng Mines** The famous DI'eng Valley Mines are run by the fierce tribe of Dwarves called Dar. But there's not a soul here.

If you wish to examine the mines further, see No. 275. Otherwise, you move on.

285 The Dwarves tell you about the horrible night an army of Ghouls attacked the mines, capturing some Dwarves and killing others. A few lucky Dwarves escaped through the southern pass to Sol Ga'an. Move on next day.

286 One of the Ghouls turns toward you and emits a shattering scream. Five more Ghouls begin lurching towards you.

You may stand your ground (No. 309) or you may run (No. 280).

287 "No!" he screams. "I can't go back. I won't!"

Wait, you shout. You don't want to take him back anywhere. You ask him to stop and talk.

If you ever had an encounter with a caravan, see No. 304, then return here.

He looks you over carefully, trying to gauge whether or not he can trust you. If you want to tell him of your quest to see if that helps him trust you, see No. 310. Otherwise, he tells you...(No. 316.)

288 He listens intently, with obvious interest.

"Then," he says, "you must take this." He hands you a vial containing some kind of potion. "This potion will cause a magic chain to encircle any creature that attempts to attack you."

You thank him and move on.

Add the potion and its paragraph number below to your list of supplies. When

you use the potion, see No. 323.

289 **Me'kan** Me'kan, "Jewel of the North" it was once called. Now, it is nothing more than a burned-out ruin. The beautiful church, the Guild Hall, the Wayfarer's Inn—all a black, smouldering heap.

As you walk through the town, you turn a corner and hear footsteps. People! you think. Thank Forsetti!

If you make your IT Roll, see No. 321. Otherwise, you must move on and may return later if you wish to learn about the village.

290 The Potion of Levitation will get you safely away, as will the Ring of Invisibility.

The Gorgosaurus saves vs. Wand of Fear on 9. (Return to No. 305.)

291 Your path is blocked by a large creature covered with white fur—a Yeti!

You are surprised, unless you can roll your Skill Level at -1 x 5%. If you are surprised, you are paralyzed with fright by the Yeti for three melee rounds.

Yeti

AC: 6, HTK: 24, THACO: 14

Att: 2, Dm: 1-6/1-6

If it ever rolls a 20, it can squeeze you for 2-16 HTK of damage.

If you weren't surprised, roll for initiative and conduct normal combat.

If you decide to use a magic item (decide which), see No. 337.

If you flee the Yeti, it gets a free attack and you must exit to the hex from which you came and roll for an encounter there. The Yeti will remain in the mountains.

292 No event. Move on next day.

293 Nearby, you hear the sound of whips cracking.

Do you go towards the sound (No. 312)? Hide (No. 282)? Prepare a weapon/magic item (decide which) and sneak towards the sound (No. 279)? Or, do you want to move in the opposite direction (No. 280)?

294 You're on a road that leads to the Village of Me'kan. You pass abandoned wagons and carts loaded with possessions, but where are the people? Move on next day.

295 He provides you with food and drink, and a warm place to sleep for the night. In the morning he asks where you are going.

If you tell him, see No. 288. If not, he suggests "travel through the swamp" and

you move on.

296 The fever begins. Unless you can save yourself, you will die in three days.

The Staff of Curing will cure you, as will one dose of the Potion of Healing. In addition, there's a 20% chance each day that you'll recover naturally and can then move on.

If you can do none of the above, in three days you die and Pyron St'aal, the thief starts at No. 215.

297 To the southeast, you see the superstructure of a mine. If you go there, see No. 284. Otherwise, move on next day.

298 Just ahead, you find a sheltered area in a stand of fir trees. You make your camp for the night and move on next day.

299 See No. 320, but your attackers have the initiative.

300 You see a bizarre sight: a long line of Dwarves, apparently miners, with chains around their legs. Surrounding them, you see Ghouls with whips leading them north.

You may approach them (No. 286), or you may back away (No. 280).

301 The Potion of Undead Control will work as described. The Potion of Levitation will get you away, as will the Ring of Invisibility.

The Wand of Fear will have no effect. (See last number—No. 315 or No. 388.)

302 Four Ghosts—gibbering, owl-eyed creatures—search through your campsite. They seem confused that you're not there. You wait quietly and they leave. You feel that you can no longer sleep for tonight. Move on next day.

303 Once attached to you, the Giant Leech automatically does 4 HTK of damage per round.

Giant Leech
AC: 9, HTK: 21

You must destroy it before it drains you of all your blood, then you can move on.

There's a 50% chance of Causing Disease. If that happens, see No. 296.

304 Hard to believe, but this crazed figure is the stage magician that you met many days before. (Return to No. 287).

305 Roll for initiative. The gorgosaurus will fight to the death.

Gorgosaurus

AC: 5, HTK: 52, THACO: 9
Att: 4, Dm: 1-3/1-3/1-20/1-20

You cannot outrun it in the swamp.

After combat, move on or if you are killed, see No. 215 to start Pyron St'aal.

306 It's faster than you. It has the initiative (No. 305).

307 You hear a branch snap in the distance. You awaken quickly and pick up your weapons.

Do you stand your ground (No. 320)? Go towards the sound (No. 314)? Or hide in the shadows (No. 319)?

308 You're feeling weak. You look down into the water and see a Giant Leech attached to your leg. It has already sucked out a lot of your blood. (You've lost 1D10+1 HTK from loss of blood.)

To attack it, see it's Stats at No. 303. No magic item can help.

If you kill it, you will regain 1D6 HTK per day as you recover, but you must rest from traveling for each day you want to recover your HTK.

309 *Each Ghoul*
AC: 6, HTK: 12, THACO: 16
Att: 3, Dm: 1-3/1-3/1-6

If you are clawed, you must save vs. Paralysis or you become totally paralyzed by the end of the third round (see No. 215 to start Pyron St'aal if you fail the save). You may try to save three times.

Three of the five Ghosts can attack at one time.

If you use a magic item against them, see No. 313. If you try to run away, the Ghosts get one free attack. If you defeat them all, see No. 285.

310 See No. 316, then return here. He talks madly now. "The Tower is in the Swamp. But don't use the front door, heh...heh. No! And beware of the pleading voice."

Then, he's gone, vanished into the murky mist.

Was he sent to trick you? you wonder. (If you make your IN Roll, see No. 328.) Otherwise, you move on.

311 You pass a small cave that looks like it might provide comfortable shelter.

Do you want to enter and look around (No. 281)? Or pass it by (No. 298)?

312 You see a line of Dwarves, miners, with shackles and chains on their legs. Shambles around them are about 15 Ghosts with whips, their dull faces expressing the horror of the undead. They're heading to

the northeast. Suddenly...(No. 286).

313 The Potion of Undead Control (save on 15) functions as described.

The Wand of Fear has no effect.

With the Ring of Invisibility, you are +2 to Hit the Ghosts and they are at -3 (their THACO is 19). You also get an extra attack. If you run away, one Ghoul gets a free attack at -3 to Hit.

(Return to your last number—No. 309 or No. 365.)

314 See No. 320, but two of the attackers get a free melee round.

315 *Each Ghost*
AC: 4, HTK: 20, THACO: 15
Att: 3, Dm: 1-4/1-4/1-8

If you use a magic item (decide which), see No. 301. If you are hit, you must save vs. Paralysis, or become immobile in three melee rounds. You may try one saving roll per melee round.

The Ghosts will attack until you or they are dead. (See No. 215 if you are killed.)

Otherwise, move on after combat.

316 "A mad wizard had his Ghosts capture us and our caravan was abandoned. Some of us were meant to become food for his horrors. That was to be my fate. Others were to become undead themselves.

"He's creating an army, and soon they will take over the land." He laughs crazily. "But I escaped, and now I'll move faster than even they can follow. Ha...Ha...Ha!" (See No. 310 if that was your last number.)

Otherwise, he runs away, his maniacal laughter echoing over the swamp, and you move on next day.

317 It's hard to be sure through the heavy fog that's rolling over the swamp, but you seem to see a building or some structure to the north. Move on next day.

318 He doesn't seem particularly surprised to see that you've come. (Return to No. 281.)

319 If you make your Hide in Shadows Roll (if you have the ability) or Dexterity Roll at -3, see No. 302. Otherwise, see No. 320.

320 An incredible stench fills the air. If you fail to make a saving roll vs. Poison, you are at -2 to Hit for the duration of this encounter.

Four Ghosts—gibbering, owl-eyed creatures—shuffle towards you from the four points of the compass.

(See No. 315 for their Stats.) If you don't have a weapon ready, you will have to get

one on the first melee round, a free attack for all the Ghosts. They will fight to the death (No. 315).

321 No, these are not ordinary footsteps, but the slow, shuffling steps of Zombies. (If you made your IT Roll, you became aware of this when you turned around. Your weapon or magic item is prepared and you have the initiative.)

The Zombies roam through this village in random groups. Roll 2D10 to see how many are coming up to you. (For their Stats, see No. 322.)

Will you try to use a magic item (decide which) (No. 331)? Try to run (No. 339)? Or fight them (No. 324)?

322 *Each Zombie*
AC: 8, HTK: 4, THACO: 17
Att: 1, Dm: 1-8
(Return to No. 321).

323 You're becoming dizzy and violently sick. If you're in combat, two melee rounds go by while you try to fight the poison. If you make your save vs. Poison, you can fight again.

If you fail, you collapse and die, to the befuddlement of your opponent, then see No. 215 to start Pyron St'aal.

You may try to save only twice.

324 (See the Zombies' Stats at No. 322.)
You may try to run (No. 339), or try to defeat them (No. 330).

325 In this large swamp, in the most northeasterly hex, you see a tower rising out of the steaming muck. If you are in that hex now, see No. 355. Or you may move to the tower hex (and then see No. 355). While rolling encounters, if you roll a "1," see No. 377.

326 If you make your Hide in Shadows Roll (if you have the ability) or Dexterity Roll at -3, you may continue to move on Map 3. If you fail, see No. 362.

327 As you creep closer, you see shapes moving through the swamp. Suddenly, you see a bedraggled party of Dwarves, guarded by Ghouls and Ghosts, being led out of the tower. They are followed by a strange group of Humans carrying weapons. (If you make an IT Roll, you see No. 360.)

Then, incredibly, you notice that the tower has moved—crept, actually—heading toward the south. You move to the Tower (No. 366).

328 You sense that he was telling the truth. Move on next turn.

329 To the north, you see smoke billowing up from what must be an enormous fire. It appears that Me'kan is burning. Move on next turn.

330 There's a 25% chance of a new attack. If you roll 25 or under on 1D100, see No. 321. Otherwise, you may escape this death village and move on.

331 The Potion of Undead Control will control a maximum of eight Zombies. They cannot save and you can direct them to attack any uncontrolled Zombies (No. 324).

The Potion of Levitation will work and the Zombies will disperse. When you land, see No. 330.

The Ring of Invisibility will allow you to escape and move on, but the Wand of Fear will not work (No. 324).

If you want, you can choose combat for melee round 2 (No. 324).

332 Roll on Chart II for Open Area. Treat "1" as "no event."

333 *This event can happen only once.*

It's very still in the woods, with none of those comforting sounds that accompany nightfall in the forest. You hear a low growl, and you spring up to face a creature you thought was imaginary—a werebear.

Its human form is barely noticeable, but the head is a demented parody of a bear's maw.

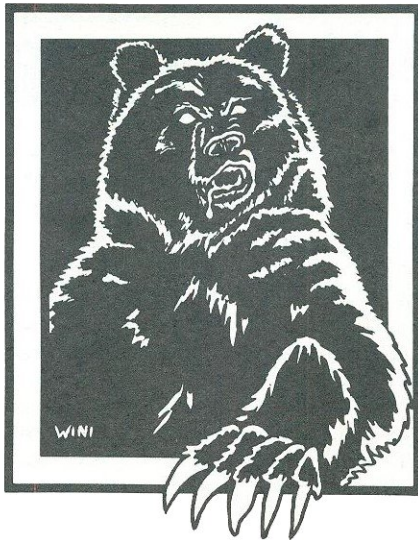
Werebear

AC: 2, HTK: 33, THACO: 12
Att: 3, Dm: 1-3/1-3/2-8

If both paws hit, it can hug for an additional 2-16 HTK of damage. It is fast, hence, no escape; and it will fight to the death.

If you want to use a magic item (decide which), see No. 341.

If you survive, move on after combat. Otherwise, see No. 215 to start Pyron St'aal.



334 If you decide to use a magic item (decide which), see No. 290.

If not, choose your weapon, roll for initiative, and then see No. 305.

335 You see what appears to be a huge tree before you, and then, in a moment of horror, you realize that it isn't a tree. It's a dinosaur—a gorgosaurus to be exact, a creature presumed extinct for more than 100 million years. But this one has two heads, and both of them see you.

Do you step back and get ready to fight it (No. 334), or will you try to run away (No. 306)?

336 Three Ghouls stand at the entrance. If you still want to try that way, see No. 356. Otherwise, return to No. 366.

337 The Potion of Levitation will get you away from the Yeti. (There's a 25% chance of it appearing when you land.)

The Ring of Invisibility makes you +2 to Hit. The Yeti is at -2, but it can still find you and fight.

The Yeti saves vs. Wand of Fear on 15. (Return to No. 291.)

338 An omnipresent howl of terror seems to rise from the bowels of the very earth upon which you stand. It is too late. All of your efforts have come to naught.

As you stand, perplexed, unable to focus your thoughts, a warm purplish fog rolls across the land, withering the ash trees and all living things it encounters.

The fog seems a sentient thing, and thousands of mocking eyes peer hungrily at you from its depths.

You feel Gwdion's evil seep into your body, as you struggle to withstand the searing consumption of your vital force.

Not a soul can hear your dying entreaty ...not even Rogan.

It seems that you are watching someone else, as your body marches off to join Gwdion's evil host of undead.

339 One-third of the Zombies (maximum of three) get a free attack as you run away. As you try to get out of the village, see No. 330.

340 If you make either a Move Silently Roll (if you have the ability) or a Dexterity Roll at -3, see No. 327. If you fail, see No. 362.

341 The Ring of Invisibility makes you hit at +2, and temporarily increases your AC by 2.

The Potion of Levitation will save you. The werebear saves vs. Wand of Fear on

12. (Return to No. 333.)

342 No secret doors appear. (Return to No. 361.)

343 The Ring of Invisibility makes you invisible so that you can sneak in (No. 364).

The Potion of Undead Control will allow you to pass (10% chance that the Potion fails and they attack, see No. 365). You may enter at No. 364.

The Ghouls are immune to the Wand of Fear (No. 365).

344 No event. Return to your last number.

345 Due to the low ceiling, the Potion of Levitation can't help you.

If you use the Ring of Invisibility, there's a 50% chance for you to get away. Otherwise, you are found and must conduct combat normally. The Hell Hound will not leave this room.

The Ring of Fire Resistance will protect you from the Hound's breath.

The Wand of Fear will work also, with the Hound saving on 13. (Return to No. 385.)

346 To the west, you see a tower shrouded in mist, but it's difficult to see its exact location because of the fog and clouds. Roll on Chart II for Mountains, but treat a "1" as "no event."

347 The Ring of Invisibility and the Potion of Levitation will both get you out of danger.

The Wand of Fear will not work. (Return to No. 362.)

348 The Ghouls have dispersed from the now-destroyed tower. They have returned to mindless creatures now that Gwdion is gone.

They will still be a blight on the land for some time, but they will gradually be destroyed without Gwdion's power to guide them.

As for you, a long journey lies ahead—back to the wind-blown hut in the mountains that you call home. Your work here is over.

What had your friend Rogan called it? Oh, yes, you smile—a final challenge. And, indeed, it was, but it challenged more than just your strength and skill. Somehow, you feel tested as a person.

And yet, as you trudge home through the steamy murk of the swamp, you wonder, Was it really the final challenge?

May Forsetti grant that it is so.

349 No event. Return to your last number.

350 Suddenly you see a bedraggled party of Dwarves being led out of the tower by whip-carrying Ghouls and Ghosts. This odd sight is followed by a group of dull-eyed Humans carrying weapons.

If you make an IT Roll, see No. 360.

Then, incredibly, you notice that the tower has moved; crept actually, heading to the south.

If you make your Hide in Shadows Roll (if you have the ability) or Dexterity Roll at -3, return to No. 355. You may also return if you're invisible. If not, see No. 362.

351 If you have the Wand of Secret Doors and Traps ability, you sensed that there was something wrong here. You step back, and hear...

... (No. 352).

Otherwise, vine-like tendrils sprout from the wall and whip around your body, pulling you tightly to the wall.

To escape this tendril trap, make a Strength Roll at -2. Each round that you fail decreases your Strength by 1 until your Strength hits 0 and you become part of the wall forever. (see No. 215 to start Pyron St'aal.)

If you make your roll, you pull away and hear...

352 A small, child-like voice, pleading, "Help me, help me," comes from the next room (No. 378). Do you go to help, or will you sneak out to room No. 384?

353 The Potion of Levitation will not help you in here.

The Ring of Invisibility is immediately counteracted by the wizard.

The Wand of Fear will work; the Golem saves on 10. If he is stopped by the wand, see No. 370.

Nothing else helps. (see No. 393.)

354 Do you want to try to get the Ghouls to leave their posts? If you make your IT and D Rolls, you distract them away from the entrance, while you sneak in (No. 364). Otherwise, you may attack them (No. 365), or you may back away from the tower (No. 355).

355 A tower rises out of the mist-shrouded mire. It's not very large, maybe three or four stories tall. But something about it is most unusual. The surface of the tower glistens, pulsating as though it were alive! A black flag with a symbol on it (see No. 221) flies from the pinnacle of the tower.

Do you want to go for a closer look (No. 340)? Stay where you are and look things

over some more (No. 350)? Leave (No. 326)? Or use a magic item (decide which) (No. 363)?

If, in your search through the tower, you kill a monster (excepting ghouls and ghosts), ignore that monster if you encounter it again. If you wound a monster and you encounter it again, it will have fully regained its HTK, and you must engage in normal combat.

If you ever get the opportunity to flee the tower, and do so, you must wait one day to re-enter it. Re-enter the tower at No. 355

356 Choose one only:
Will you use a magic item (No. 343)?

Will you attack them (No. 365)?

Or will you try a Hide in Shadows Roll (if you have the ability) or Dexterity Roll at -3? If you make it, see No. 354. If you fail, see No. 362.

357 The outer surface feels slimy, like the skin of a worm. You quickly pull your hand back and wait, but nothing happens. (Return to No. 366.)

358 If the tree branch is ash, see No. 373.

Otherwise, the branch bursts into flame and the Golem receives a free melee round (No. 393).

359 You feel intense pain, and the flower heals any wound you give it.

If this is your first action against it, you take 1D6 HTK of damage and see No. 398 to pick again.

If you've already tried something against the flower, see No. 401.

360 They look terribly weak and emaciated. (Return to your last number—No. 327 or No. 350.)

361 If you have the skill to Climb Walls, you may, for every successful roll, climb up one level. If you fail a roll, you fall down and take 1D3 HTK of damage. There is also a 25% chance that when you fall (roll 25 or less on 1D100), someone is waiting on the ground (No. 362).

If you have a rope, you may also climb one level for every Strength and Dexterity Rolls, both at -3, that you make.

Also, the Potion of Levitation can take you to any level.

If you go to level 1 opening, see No. 386.

If you go to level 2 opening, see No. 390.

If you go to level 3 opening, see No. 379.

See Map 4 after you decide which level you wish to enter (see page 31).

If you want to use the Wand of Secret Doors and Traps, see No. 342.

362 A foul, greenish mound, towering more than 8 feet, starts towards you. This Shambler is apparently a guard.

Shambler

AC: 0, HTK: 40, THACO: 14
Att: 2, Dm: 2-16/2-16

The Shambler has the initiative. Your weapons do half damage against the creature.

If you use a magic item (decide which), see No. 347.

If it makes both hits against you, it can hold on. If you make a Strength Roll, you can pull away. If you fail, it begins to suffocate you for an additional 2-16 HTK of damage per round.

If you defeat it, you can get to the tower (No. 366).

(Or return to room No. 372 or No. 392 if that is where you started.)

363 The Ring of Invisibility will work in the tower. (You're automatically hidden.)

No other magic items may be used now. (Return to No. 355.)

364 You see a short staircase, made out of the same worm-like surface found outside the tower. The staircase leads up to what you imagine to be the first level. If you climb up, you're

in room No. 392, section B of Map 4 (No. 392). You can also return outside (No. 366).

365 *Each Ghoul*
AC: 6, HTK: 12, THACO: 16
Att: 3, Dm: 1-3/1-3/1-6

You must save vs. Paralysis, or you'll become totally immobile within three melee rounds. If you use a magic item, see No. 313, then return here.

There's a 25% chance on melee round 3 that ... (No. 362).

If you defeat all three Ghouls, see No. 364. They will not chase you if you leave, but will get a free attack if you're in combat with them. If you leave the tower, see No. 355.

366 You're beside the tower. It creeps through the mud with a sickening, sucking noise.

Apparently the tower has three levels, each with one window that resembles an eye-socket. There is also a door at the base of the tower.

You may touch the tower before you do anything else (No. 357).

You may try to climb up to one of the openings (No. 361).

Or, you may try sneaking in the front door (No. 336).

367 No result. Lose 1D6 IT, then return to No. 392.

368 You are attacked by a Shambler. (See No. 362 for its Stats.)
If you defeat it, you may return to the last room visited in the tower (No. 372 or No. 392).

369 The door slams shut. It will remain wizard-locked as long as Gwdion is alive (No. 393).

370 You may, at this moment, flee. If so, read no further and enter room No. 385.

If you stay where you are, you hear Gwdion say, "So, you turn my Golem away. Then, it's left to me to rid myself of a meddlesome friend."

Gwdion Skill 7 mage

AC: 2, HTK: 14

Special: Magic Cloak of Protection (AC 2)

Wand of Massive Undead Control

Dagger (1-4 HTK of damage)

You have 10 melee rounds to defeat Gwdion. Each melee round, he will throw one of the following 10 spells.

If you have initiative and hit Gwdion, he can cast no spell that melee round.

Roll 1D10 and reference the numbers below to find out which spell Gwdion throws. If you roll the same number twice, roll again.

Spells:

First Level

1. **Magic Missile**—four missiles thrown at you, doing 1D4+1 HTK of damage each.
2. **Magic Missiles**—see above.
3. **Burning Hands**—7 HTK of damage to you. You may save vs. Spell only if you have the Ring of Fire Resistance.
4. **Sleep**—Does not affect you.

Second Level

5. **Darkness**—Add 4 to Gwdion's AC. If you hit him, the spell is dispelled. If you miss, the spell will last for 7 melee rounds, but Gwdion will not throw any spells during that time. You may flee the room or the tower and return next day or you may wait out the 7 melee rounds.
6. **Invisibility**—see Darkness spell for effect
7. **Levitate**—Gwdion will use this spell on himself. If you have the Potion of Levitation, you may resume combat in the air. Otherwise, you flee the room or the tower and return next day.

Third Level

8. **Hold Person**—Save at -3 or you are killed.
9. **Monster Summoning**—1D6 Ghouls appear. See Stats at No. 365.

Fourth Level

10. **Monster Summoning**—2D6 Ghouls appear. See Stats at No. 365.



At the beginning of melee round 6, 1D6 Ghouls appear each melee round (see No. 365). You may use your Control Undead Potion against them. If you kill Gwdion, the Ghouls leave and the tower begins to quiver. (See No. 218)

After the tenth melee round, the room swarms with the undead minions of Gwdion and there is no hope for escape or attack.

371 You see a large table map, carefully crafted to show Sol Ga'an, Lake Ple'lyn, and the surrounding Wilderness. Strange black-sailed ships are shown on the lake. Each has a strange symbol on its sail (see No. 221). Sol Ga'an appears to be some kind of fortress from which the death ships sail.

You may go to room No. 388 or room No. 392.

372 There's a sickening smell of decay here. You look around but the chamber appears empty and abandoned. You may go down to room No. 384, you may go up to room No. 392, or you may open the door to room No. 385.

Before you decide, see No. 368.

373 Gwdion recoils in horror, the Golem stops cold, and the frightened wizard pulls nervously at the neck of his shirt.

"Take it away!" he screams.

You shake your head "no," and walk closer to him.

He is sweating, whispering now, "That tree tried to kill me. Kill me!"

The Golem staggers, confused.

"Kill me!" Gwdion screams. The Golem then turns and grabs him.

"No, you fool," Gwdion shouts, "No-o-o!" But the order to kill was too strong, and the Golem is too mindless.

The Golem snaps off Gwdion's head with a sharp pop. Then it freezes.

Outside, the Ghouls scatter aimlessly. The tower begins to quiver and a fetid odor fills the chamber (No. 218).

374 The bodies in the huge pile are alive but comatose. If you make an IT Roll, see No. 381. (Return to No. 371.)

375 The madness ends as you return to true form and the illusion of the mirror fades.

You may stop here to regain your IT points at the rate of 1D3 per round. Each round you wait there's a 25% chance (roll 25 or less on 1D100) of an encounter (No. 368).

You may also move directly to No. 371 with your lowered IT. Or you may go up to room No. 372 on section C of Map 4.

376 You flee down the road, but you are not fast enough to outrun the attacking Brown Bear. (See No. 382 for combat.)

377 You can't believe your eyes, but the tower has moved from the most northeasterly hex. To find it again, roll 1D6. The search takes one full day.

For 1-2, see No. 383. For 3-6, see No. 325.

378 You enter the room and face a Leucrotta—an ugly, weird creature, part lion, part stag, that can mimic almost any sound.

Leucrotta

AC: 4, HTK: 25, THACO: 13

Att: 1, Dm: 3-18

There is no escape from it, and it will fight to the death.

If you use a magic item (decide which), see No. 396. If you kill the Leucrotta, you may move to room No. 394.

379 You climb into the third-level window of room No. 394, section A on Map 4).

380 The door to room No. 391 is locked with a living lock. You have two tries to roll your Open Lock (if you have the ability) or you can try to force it by rolling your Strength at -3. If you fail, you must leave this level by going to Room No. 372, and then up to room No. 384, or down to room No. 392. You may return to try again once you've left.

If you succeed, you enter room No. 391.

381 The bodies are in the process of becoming undead. (Return to No. 371.)

382 *Brown Bear*
AC: 6, HTK: 35, THACO: 13
Att: 3, Dm: 1-6/1-6/1-8

This special brown bear has the initiative and it is immune to magic.

Move on after combat.

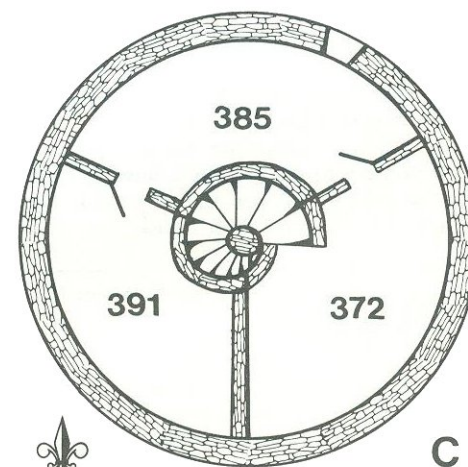
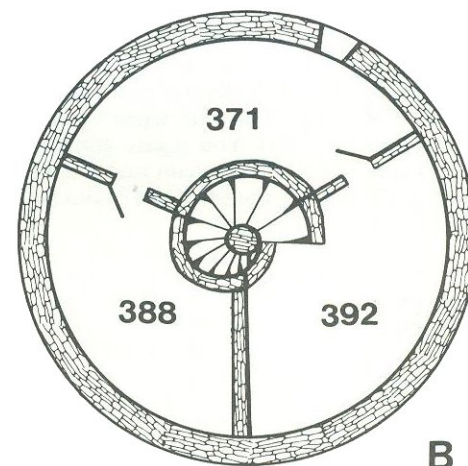
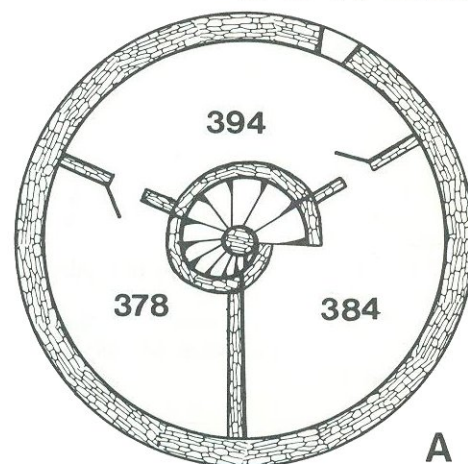
Return to Introduction.

383 The tower was in the middle of the swamp the last time you spotted it, but it is no longer there. It keeps moving away from you. See No. 325 to find it again. It takes one full day to find it again.

384 This room is brimming with hundreds of flowers. They are beautiful, yet odd. You wonder if they are the wizard's herbs.

You may pick one for a closer look (No. 398), go on to room No. 394, or climb down to room No. 372.

MAP 4 GWDION'S TOWER



SCALE: 10 FT.

DOOR

WINDOW

SPIRAL STAIRS



385 It's dark in here. A torch will light it, but barely, for this is no normal darkness.

A low growl tells you that you're not alone. A Hell Hound in Gwdion's service leaps out at you.

Hell Hound

AC: 4, HTK: 25, THACO: 13

Att: 1, Dm: 1-10

The Hell Hound will also blow fire at you and you must save vs. Breath Weapon or take 6 additional HTK of damage per melee round. It has the initiative and you cannot escape it.

If you want to use a magic item (decide which), see No. 345.

If you defeat it, you may go to No. 380 which is the door to room No. 391, or to room No. 372.

386 You crawl through the first-level opening to room No. 371, section B of Map 4.

387 You're sure it's an illusion, that actually you're not changing. It is evil wizardry of a most demented sort. You regain your lost IT points and you may go on to room No. 371, or climb up to the next level (room No. 372, section C of Map 4).

388 There's a terrible stench in this room, and you see a pile of bodies. But there's no time to look at them as you're attacked by two Ghosts.

Each Ghost

AC: 4, HTK: 14, THACO: 15

Att: 3, Dm: 1-4/1-4/1-8

You must save vs. Poison to avoid the effects of their stench. If you fail, you can do nothing for two rounds.

If you want to use a magic item against them (decide which), see No. 301.

If you defeat them, see No. 374.

If you try to escape, the Ghosts get two free attacks while you return to No. 371. They will not leave their "post."

389 No event. Return to your last number.

390 You climb into the second-level room No. 385, section C of Map 4.

391 *If you have already dispatched the Golem, see No. 370.*

You see a throne and a statue...no! That isn't a statue, it's a preserved body standing next to the throne. A wooden placard says *Mantell V'ran*. Then, you see Gwdion.

Gwdion, you say quietly.

"My friend, my dear friend," he says,

stepping out of the shadows. "Somehow I knew that it would be you who would find me. You were always the cleverest and the bravest. At least you will have the pleasure of joining me in victory."

Then, out of the shadows, a huge creature of disparate parts and pieces steps forward—a Flesh Golem.

"Oh, yes, my personal guard and one of my greatest achievements. He has more...persistence than my foolish Ghouls and Ghosts.

"Did you see the map, one flight down? It's all there, my friend, the armies of undead that I'll unleash upon the land, the death ships that will carry my ever-expanding army to the heart of the empire itself. Each week I grow stronger, as my tower moves closer to the sea."

Why? you ask.

"The Black School showed me the way, of course, though deep in my heart I probably felt my own powers. It showed me the true force of power within me, a power that you'd probably call evil. But nature does not recognize such words. Power is power, and it is mine.

"Are you ready to join my cadre?"

Gwdion raises his hand and the Golem lurches forward. You have but a moment before the Golem reaches out and grabs you.

Do you:

Attack the Golem (No. 393)?

Prepare a magic item (decide which) (No. 353)?

Try to leave (No. 369)?

Or, if you have a tree branch with you, see No. 358.

392 You step up into a dimly lit chamber. Two candles give off a feeble, smoky light. Then, suddenly, they begin to glow brightly and you see your reflection in an enormous mirror.

You can see your face changing—twisting and contorting, with cracks appearing and strange fibers beginning to grow out of your head. You scream.

You may try any of the following:

Make a save vs. Spell (No. 395).

Make a save vs. Magic (No. 375).

Make a save vs. Polymorph (No. 367).

Make your IT Roll (No. 387).

You may try one saving roll per round. Each round you lose 1D6 IT points. When you get down to 0 IT, you will be a babbling idiot and the Ghosts will collect you later.

393 *Flesh Golem*
AC: 9, HTK: 40, THACO: 13
Att: 2, Dm: 2-16/2-16

Only a magic weapon will have any affect on the Golem. To use a magic item against the Golem (decide which), see No. 353.

Gwdion will make the door slam shut

and the Golem will attempt to destroy you.

If you kill the Golem, see No. 370, but you cannot flee.

394 This room seems to be a laboratory. Various vials and jars filled with odd-colored liquids sit on the cluttered shelves.

If you want to pick them up and examine them, see No. 351. Otherwise, you hear...(No. 352).

395 No result. Lose 1D6 IT and return to No. 392.

396 The Potion of Levitation offers no help.

The Ring of Invisibility will add 2 to your AC, and your opponent will hit at -2. Escape will not be possible.

The Wand of Fear can be used. The Leucrotta saves on 13. (Return to No. 378.)

397 No event. Return to your last number.

398 If you are carrying the Wand of Secret Doors and Traps, you are able to stop yourself in time (Return to No. 384).

Otherwise...As soon as you pick up one of the flowers, it starts working its way under your skin and begins draining blood. You also feel the stem moving under your skin, traveling up your arm. It will reach your heart in a matter of minutes.

What will you do?

Hack at the flower (No. 359)?

Try a Healing Potion, if you have one (No. 399)?

Use a Staff of Curing, if you have one (No. 400)?

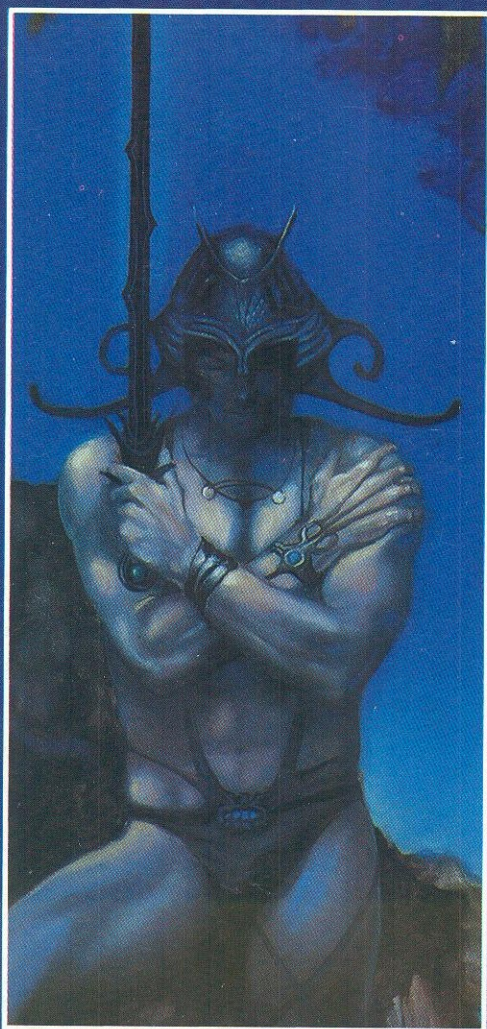
399 No effect. You take 1D6 HTK of damage due to blood lost.

If your first action at No. 398 brought you here, you may go back there and pick again. Otherwise, see No. 401.

400 The flower withers and falls off after you take another 1D6 HTK of damage due to blood loss. You can now go to room No. 394, or down to room No. 372.

401 It reaches your heart and the stem wraps around it and crushes it like a balloon.

The Amulet that Rogan gave you begins to glow and someone, somewhere is contacted to save Sol Ga'an from the Tower of Madness (No. 215).



"It is a debt we owe to Gwdion who was once our friend," the Good Cleric's voice broke with emotion. "Now he has returned . . .

SWORN TO SERVE POWERS TOO EVIL

to name. Only you may have a chance to stop the foul creature our friend has become, before he spreads the cloak of his Evil Magic over all our land."

The Cleric's voice became heavy with regret. "You will have to meet creatures as cunning as they are deadly. Others have gone before, . . .

NONE HAS SURVIVED.

I cannot join you. For I have ventured also, failed, and paid with my life. And now from the land of the restless dead, I wish you luck, because,

You must now face . . .

FINAL CHALLENGE

ALONE.

A solitaire adventure which will challenge your every dungeoning skill.

1084-722MFG06.00

