

Wyvern's Way

How to use this adventure

This is the first known attempt at a solo adventure for the Legendary Lives game. This is for those times when you not only have no other players around, but when you don't even have a game master. Simply read the paragraphs, choose from the options at the end of each paragraph, and the adventure will act as the game master.

Wyvern's Way is designed for an adventurer early in her career. Although it is probably better for a character who is not a spellcaster, if you can accept that some of your spells simply aren't going to function because the planets are lined up awkwardly today, limiting Divination and other spells that a "programmed" adventure can anticipate, then a Wizard or Witch has a fine chance of completing the story. You can burn, freeze, or electrify any Foe you like, but you'll have to be a strict game master for spells like Bewitch.

Combat actually works well without a regular game master, since Legendary Lives allows most of the die rolling to fall on the player's shoulders anyway, whether you have a game master or not. Of course you could fudge your die rolls or skip around to paragraphs to which you were not directed, but that defeats the point and most of the fun.



The Story - Start Here

You have dust in your boots and under your clothes. You've been traveling along the Inis Road for three days--three days since the last time you slept in a bed, ate something other than salty rations, and three days since you shared the company of another human being. The good news is that you guess you'll be in the town of Thistle--and in a warm inn--within the next five or six hours.

Nothing is ever that simple for you though. Up ahead, around a bend, you hear a moan. The road has been suspiciously vacant for three days, and the grass growing in the ruts makes you wonder what anyone else would be doing on this near-forgotten byway. Weapon in hand, you inch forward. There, half hidden under a fallen elm tree, is the body of a young man, covered in blood. A red-stained spear lays broken, out of his reach. Seeing no danger on either side of the road, you lean down to take a look at him. His peasant tunic is shredded and deep gashes

ooze blood. His right leg has what you at first make out to be a dagger jab, but when you see the viscous, green poison around the wound, you realize something else has happened here.

The boy groans and whispers for you to come closer. "I'm dying. The wounds should have killed me, let alone this burning poison, but my love for my Elise is keeping this heart beating longer than this body deserves." He coughs up blood and tries to smile. "I fell in love with Elise the moment I saw her, and we were only children then. And to win her hand from her father, I promised to slay the flying terror, the wyvern that has haunted this valley for years, taking her father's sheep and even a towns person once or twice a year, swooping down in the evening and nights."

The young man cries out as the poison grips his heart. When the pain eases enough, he continues. "I left town with the promise to bring the proof of the wyvern's death, his tooth. And then I, just a useless peasant, would be permitted to wed Elise, my fair Elise." His eyes glaze over, and after another coughing fit, he says, "My name is. . . was Jonas, a scout for Thistle." He struggles to take something from his neck. You help him remove a braided necklace, made from shiny blonde hair. "Take this to my Elise and tell her I tried but that I don't deserve to love her. I failed."

Jonas has only a few seconds to live. You have heard a little of his tale, a tale that would break even the staunchest warrior's heart. In these last remaining seconds you can wish the young man farewell, or you can swear on his love for his Elise to finish what he started in the name of something grand and good.

If you walk away, not wanting to accept the responsibility and pain of this young man's love, go to 1A. If, however, you are made of sterner stuff, and swear on his dying breath to vanquish the wyvern, deliver the tooth, and communicate Jonas's undying love to Elise, go to 2A.

1A. You step away from Jonas' body as he breathes his last breath. Making sure no one has seen you, you trot away from the scene, nervous and, if you have even a sliver of a conscience, ashamed of your behavior. And when you hear hoof beats coming toward you, you immediately leap from the trail and scramble into the brush, avoiding the rider in your humiliation. However, there is more to the brush than you thought. Roll against your Dodge. If you roll Great or better, go to 3A. If you roll under Great, go to 4A.

2A. You have taken this task on, to destroy a wyvern in the name of a poor peasant and to deliver his last words and this deed to his true love. You bury Jonas' body on the side of the road, marking the spot with a heavy stone, etched with his name. You stand in the setting sun, wiping the sweat from your brow. You have another task at hand, to face a deadly creature. To the North are the mountains. To the West is the Forest. To the East are the fields dotted with sheep. To the South is the town of Thistle. You haven't finished your quest, so you tell yourself that South--and safety--is not an option. If you go North towards the mountains, go to 1M. If you go East towards the fields, go to 1E. Or if you want to try searching the forest for the wyvern, go to 1F.

- 3A. Your quick reflexes save you from falling into a nasty looking hole in the ground. You wait. Once the rider passes, you crawl back to the road. You try not to wonder about the power of love and righteousness and all of those other outdated phrases. What does any of that matter anyway? You'll have a hot meal and a warm bed tonight, you tell yourself, as you make your way toward Thistle. The end.
- 4A. You miss your roll and fall into a rocky hole in the ground. You take Passable damage to one body part (roll a d6). If you are still alive, you find yourself at the bottom of a dark, dank cave. As you get to your feet, you see that dozens of two- to three-foot tall mushrooms cast a weak, sickly yellow glow from their phosphorescent spots. It's just enough light show you that you have only three ways to go: north, south, or up. If you try to climb from the hole, go to 5A. If you go north, go to 6A. If you go south, go to 7A.
- 5A. It will be a long, treacherous climb, but you think you can make it. Roll against your Climb skill. If you roll Good or better, go to 8A. If you roll under Good, you take Passable damage (roll a d6 to determine which part of your body suffers the most from the fall) and, if you are still alive, go back to 4A.
- 6A. You feel a hint of a breeze from the north, and you certainly don't want to risk another fall, so you begin your trek through the gloom, surrounded by grotesque mushrooms, heading north. A few hundred yards down the cavern, you come to a ledge, where a rope ladder dangles into the dark. You think you can see the bottom a good eighty feet below. If you don't want to risk it and would rather head south, go to 4A (ignore the first three sentences). If you climb down the rope ladder, go to 1N.
- 7A. The caverns turn and twist for what feels like miles. Eventually the tunnel ends at a large cave. In the center is a dark pool. On the far side, atop a stand of mushrooms, his back to you, a man sits, apparently completely oblivious to you. You can turn around and head back to 4A, talk to the man at 2S, or attack him while his back is turned at 3S.
- 8A. Covered in dirt and mud, you pull yourself from the cave. You rest for a moment in the setting sun, get to your feet and tramp toward town and a night in a warm inn. The end.
- 1C. Weapon in hand, you stealthily creep into the cave. Your eyes adjust to the dim light that seems to be given off by odd, glowing mushrooms growing from the walls and floor. Fortunately you don't need a torch or lantern. The first large cave you enter is empty, but you follow the cave into the mountain and hear the sound of movement. If you are trying to be sneaky, roll against your Stealth. If you roll Passable or better, go to 3C. If you roll under Passable or weren't trying to be too stealthy to begin with, go to 4C.
- 2C. You notice that the cave entrance is not only large, but that a number of boulders rest precariously above the entrance. You break a branch from the tree to use as a lever and you climb above the cave. Jamming the stick under a sizable boulder, you begin to hoot and holler, shouting how wyverns are pansies, and in general making yourself as obnoxious as possible. And it seems to be working. You hear movement from the entrance. . .then a roar that sends a chill down your spine. Still, you ready yourself. Just as

its head pokes through the entrance of the cave and carefully looks from side to side, you push on the lever. Roll against your Traps. If you roll Good, go to 5C. If you roll Great, go to 7C. If Superior, go to 8C. If Awesome, go to 9C. If you roll under Good, go to 6C.

3C. You move in the darkness like a shadow. As you peer around a boulder, you see it. The Wyvern must be bigger than a cow, and with wings easily spanning twice its body's length. It doesn't seem to see you. If you attack, go to 13N. If you run, you escape out of the cave and scamper down the trail with your tail between your legs.

4C. You don't surprise the wyvern, but--you tell yourself over and over--real men don't need to surprise monsters. You get to attack first. If it survives, it attacks you. If you live through the encounter, go to 10C.

5C. The rock comes crashing down on the wyvern's wing, trapping it in place for one round, but not causing any damage. You get one round to attack without repercussions (it won't attack next turn). Then regular combat ensues with you getting to attack again. If you survive, go to 10C.

Wyvern

Defense: Great, Great, Superior, Awesome, Awesome (where Jonas wounded the beast)

Magic Resistance: Good

Awesome Strength, Good Agility, Passable Alertness, Feeble Intelligence, Poor Run, Superior Fly, Great Hostility

Attacks: Two attacks: One Bite for Good damage and One sting for Passable

Damage: if you are stung, you will pass out for Stamina vs. Poor hours. On a Catastrophic, you turn green and die. If you become unconscious, the wyvern eats you.

6C. Not the best of luck. You lift and pry at the boulder, but it doesn't budge. And worse, the wyvern hears you. It rushes out of the cavern and immediately takes to the air. If you have a missile weapon you get to get a shot off before the wyvern attacks. From here on out, unless you have a missile weapon, you are at -1 column shift because you will be attacking a flying enemy who is very comfortable in the air. You only get to swing when it comes close enough to attack you. If you survive and kill the creature, go to 10C.

7C. You deal a Great wound to the wyvern (cross off a Great on the wyvern's Defense), and you get on free attack before starting regular combat. If you survive combat with the monster, go to 10C.

8C. You deal a Superior wound to the wyvern (cross off a Superior on the wyvern's Defense), and you get on free attack before starting regular combat. If you survive combat with the monster, go to 10C.

9C. Astounding! The boulder drops directly in the wyvern's skull. And then part of the cave entrance gives way under your feet, and tons of rock and dirt collapse on the monster's body and wings, crushing him dead. You were fortunate not to get caught in the small avalanche. Go to 10C.

10C. You've defeated the wyvern either through strength of arms or a lot of luck. You pry or cut one of the creature's teeth free before heading into its den. Digging around for a while uncovers a nice cache of goodies. In a pile under a low ledge, you find various cow bells and sheep bones, but also a small purse with 1 gold, 14 silver, 162 bronze, and 33 copper pieces. You also dig out a jade ring carved to look like a rope. Wearing it provides a +1 column shift to your Climbing skill. Under an old wool blanket you find a willow flute with various runes burned into it. You blow a note or two, and the sound is crisp and melodious. It adds +1 to your Entertain skill when played. You've nearly finished your promise to Jonas. You can now head to Thistle. If so, go to 1Z. If you want to explore the smaller cave you found at the far end of the wyvern's cave, go to 1X.

1E. You march off east towards the grassy fields. Before long, you've left the road far behind, and you are surrounded by acre after acre of swaying grassland and the occasional goat. The sun will be setting in another hour or so. If you want to keep walking, go to 2E. If you want to sit and think for a moment, go to 3E.

2E. You keep walking through the fields for another hour or so, and you don't see anything out of the ordinary. Roll against your Alertness. If you roll Great or better, go to 6E. If you roll Good or less, go to 5E.

3E. You spy an ancient apple tree on a nearby slope and snap an apple from a branch, settle in in the shade, and enjoy a quick lunch to the sound of goats in the distance. Roll against your Trap skill. If you roll Passable or better, go to 4E. If you roll Poor or less, you finish your apple and begin walking again. Go to 2E.

4E. While listening to the bleating goats on the hillocks around this apple tree, you recall what Jonas had said about livestock being frequently devoured by the Wyvern. You dig through your supplies and find a length of rope (or even a bit of leather boot lacing). With a little enticing with an apple, you catch a plump goat and stake it to the ground within a hundred feet of the apple tree. The goat, being less than thrilled, bleats louder and more often. You wait under the tree. Within half an hour, as the moon rises, you catch a glimpse of a shadow speeding over the fields toward the goat. If you have a ranged weapon, go to 9E. If you don't, go to 10E.

5E. You never heard the Wyvern swooping down from the darkening sky. It delivers a vicious bite (roll a d6 to determine where it is aiming for) for Good damage. It follows up with a sting from its scorpion-like tail for Passable damage. If the tail caused a Light or huger damage, roll against your Stamina. If you roll Poor or less, you're pass out while the Wyvern eats you. If you survive the attack, go to 7E.

6E. The hair on the back of your neck rises up,

Wyvern

Defense: Great, Great, Superior, Awesome, **Awesome** (where Jonas wounded the beast)

Magic Resistance: Good

Awesome Strength, Good Agility, Passable Alertness, Feeble Intelligence, Poor Run, Superior Fly, Great Hostility

Attacks: Two attacks: One Bite for Good damage and One sting for Passable

Damage: if you are stung, you will pass out for Stamina vs. Poor hours. On a Catastrophic, you turn green and die. If you become unconscious, the wyvern eats you.

and you hear a whisper of something rushing through the wind. You turn just in time to see the Wyvern swooping down on you. Go to 7E.

- 7E. You are facing the Wyvern. You attack, and then it returns with snapping jaws and a poisonous, barbed tail. If you survive, go to 8E. If you die or pass out from the creature's sting, it ate you.
- 8E. You have defeated the beast, its body bloodied and beaten (and perhaps burned or frost bitten). If you wish to pry a tooth from the wyvern's toothy maw, go to 13G. If not, go to 14G.
- 9E. As the Wyvern pounces on the goat, you have two rounds of ranged attacks before the Wyvern discovers your location under the apple tree. Fire your shots and then begin hand-to-tooth and tail at 7E, if the creature survives the ranged attacks.
- 10E. While the Wyvern is feasting on the goat, you sneak up on it. Roll against your Stealth. If you roll Good or better, go to 11E. If you roll under Good, go to 7E.
- 11E. You manage to get behind the Wyvern and surprise it, allowing you to attack without fear of its immediate reprisal. If it's still alive, go to 7E.
- 1F. You go west into an oak and maple forest. Fortunately these are old trees, and much of the underbrush has died off in the shadows of the high branches, making for an easy hike. Aside from the occasional squirrel and shy deer, you don't see anything threatening--especially a Wyvern--for the first mile. About when you think you might have picked the wrong place to search, you catch a whiff of something being cooked. Following your nose, you come upon a squat, stone hut, smoke rising from its chimney. If you want to knock on the door, go to 2F. If you are the paranoid type and want to peek through a window first, go to 3F. And if you think you have gone the wrong direction, and would like to try looking for the Wyvern somewhere else, go back to 2A.
- 2F. You look to the left and then to the right. Nothing seems wrong, so you knock on the door. You hear a chair scraping along a stone floor, and within a few moments a hooded man stooped with age, opens the door. Soft, inviting firelight beckons you in. The old man greets you warmly and beckons you in. "Please, come in and have some stew with me." If you take him up on his offer, go to 4F. If you decide to turn down his offer, you can return to 2A.
- 3F. Peering through the grimy windows, you notice what appears to be an old man eating a bowl of soup at a small table by a bright fireplace. If you want to knock at the door, go to 2F. If you want to watch a little longer, go to 12F. Or you can head back to the road to 2A.
- 4F. You take one of the chairs at the small, rough-sawn table and relax in the warm glow of a crackling fire. Your host brings a large wooden bowl of lamb stew to your setting, and as he does, you notice black tattoos on his wrists when his sleeve rises up his arm. He grins, showing a few sharpened, rotten teeth. "From my younger, wilder days," he tells you. As

you lean over to take a bite of the stew, roll against your Alertness. If you roll Poor or lower, go to 5F. If you roll Passable or better, go to 6F.

5F. You should never trust a person with a lot of tattoos, you tell yourself as your host stabs you in the back. Roll against Inferior for your back, but with a -1 column shift because you never saw it coming. If you survive, you can attack. If you don't kill him after your first attack, go to 7F. If you do stop him with your first attack, go to 8F.

Tattooed, Body-Pierced Man

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Good

Passable Strength, Good Agility, Good Alertness, Poor Intelligence, Great Hostility, Good Run

Attacks: One dagger attack: Inferior damage.

6F. Your paranoia pays off. You hear the unmistakable unsheathing of a dagger, leap up from the table, and see the robed man leaping towards you, dagger ready to jab you in the ribs. Since you were not surprised, you get the first attack. If he survives, go to 7F. If you kill him in one round, go to 8F.

7F. The man literally roars, taking you a little by surprise. Suddenly, before you can attack again, he changes, growing until he nearly fills the entire cottage. He leap out the door in time to see one of the walls and part of the roof explode. You are now facing an angry wyvern that is ready to tear you limb from limb. You swallow your fear and attack. If you survive, go to 9F. If you lose, the wyvern devours you.

Wyvern

Defense: Great, Great, Superior, Awesome, Awesome (where Jonas wounded the beast)

Magic Resistance: Good

Awesome Strength, Good Agility, Passable Alertness, Feeble Intelligence, Poor Run, Superior Fly, Great Hostility

Attacks: Two attacks: One Bite for Good damage and One sting for Passable Damage: if you are stung, you will pass out for Stamina vs. Poor hours. On a Catastrophic, you turn green and die. If you become unconscious, the wyvern eats you.

8F. You got lucky. The tattooed man lies dead on the floor, and though you feel a twinge of guilt for killing him, you realize it was him or you. Not one to overlook a chance to scrounge a coin or two, you root around the cottage, finding 12 silver pieces, 123 bronze, and moonstone that gives you +1 to your Unlock skill. On the mantel above the fire, you pull down a leather-bound diary of some sort. If you roll Passable or higher on your Literacy, go to 17F. If not, then the scribbles are illegible to you. You toss the diary on the floor and go back to 2A.

9F. You've defeated the beast! Bloodied, beaten, burned, or frozen, it lies still, allowing you to dig through what is left of the cottage, where you find 300 bronze, a copper and garnet necklace worth 100 bronze, a tin with two doses of elfroot (heals Medical x2 wound levels to the body part the cream is administered), and an old diary explaining the pact the tattooed man made for the ability to become a wyvern. If you take a blade and remove the wyvern's tooth, go to 10F. If not, go to 11F.

- 10F. With a little muscle and a sharp instrument, you extract one of the wyvern's fangs. You remember what Jonas had said before he died, and you gain one adventure point for completing the adventure and completing a poor boy's quest of love. You head toward Thistle. The end.
- 11F. You trek through the forest and back to the road and off to more adventures. The end.
- 12F. Whether you're a voyeur or not, your peeping Tom behavior pays off. After he finishes his dinner, he scurries to a dark side of the cottage. When he returns, he is dragging a child, his hands tied. He lifts the boy onto the table, begins chanting, and pulls a crooked dagger from his belt. If you leap to action, go to 13F. If you run back to the road, go to 2A.
- 13F. You run to the front of the cottage, weapon in hand, and burst through the door. You get two attacks. If you kill him within those two attacks, go to 14F. If you don't, go to 7F.
- 14F. The man, covered in tattoos, lies dead at your feet. The small boy is weeping, and after you untie him, he explains how a huge dragon swooped down and carried him away as he was shepherding his goats a few miles away. Then the dragon dropped him here, where it turned into the man on the floor. You dig through what is left of the cottage while the boy tells you his story, and you find 300 bronze, a copper and garnet necklace worth 100 bronze, a tin with two doses of elfroot (heals Medical x2 wound levels to the body part the cream is administered), and an old diary explaining the pact the tattooed man made for the ability to become a wyvern. If you take a blade and remove the wyvern's tooth, go to 10F. If not, go to 15F.
- 15F. You take the boy back to the road and find a traveling family who is willing to take the boy back to Thistle. You gain one adventure point and head off to new adventures.
- 16F. With a little muscle and a sharp instrument, you extract one of the wyvern's fangs. You remember what Jonas had said before he died, and you gain two adventure point for completing the adventure and completing a poor boy's quest of love, and for rescuing an innocent child. With the boy in tow, you head toward Thistle. The end.
- 17F. The diary describes the pact the tattooed man made with a demon. Over the course of a dozen horrible rituals, the man learned how to take on the form of a wyvern. From there, the diary lists his atrocities on the neighboring area, killing livestock and the occasional solitary traveller or shepherd. You have killed the wyvern! You take the diary and head to Thistle, where you present the fate of the boy seeking the love of a girl. The end.
- 1G. You hear the scrape of metal on one of the standing stones surrounding the altar. You turn just in time. A loin-clothed man covered in tattoos and body piercings was running up behind you with a club. You get the chance to defend yourself. Attack first. If you defeat him,

Tattooed, Body-Pierced Man

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Good

Passable Strength, Good Agility, Good

Alertness, Poor Intelligence, Great Hostility,

Good Run

Attacks: One club attack for Poor damage.

go to 3G.

2G. You never heard it coming. You feel something hard bash the back of your head and then darkness. Your head is still spinning when you wake, finding yourself chained to the altar. A tall, lean man wearing a loincloth and covered in tattoos and body piercings dances around your body. He must have lit the three or four torches in the clearing. He stops and picks something up from the ground. You're glad to see that it isn't a dagger, but when he puts the horn to his mouth and blows out a long mournful wail through it, you begin to understand that he is announcing that dinner is prepared, and you are the dinner. The tattooed man drops the horn and sprints off into the darkness. You see a dark shape pass in front of the moon. You have only one chance. If you want to try to break free with your Strength, go to 4G. If you want to try to pick the locks with Unlock, go to 5G.

3G. With your final blow, the wild man shouts a curse, screaming: "The winged death will devour your soul!" Searching his body reveals only 15 bronze pieces worth of body piercings. As you take in the situation, and the altar before you, you realize he was meaning to offer you up as a sacrifice to this "Winged Death." If you want to wait around to see what happens come nightfall, go to 14G. If you want to move along and get out of this valley of death, go to 3M.

4G. The chains may be rusty and simple, but they are still strong. If you roll Great or better, go to 6G. If you don't, the wyvern descends from the night sky and quickly devours you. The end.

5G. The chains may be strong, but, fortunately, they are pretty basic. If you roll Passable or better on your Unlock, go to 6G. If you don't, the wyvern descends from the night sky and bites your head off and swallows it in one gulp. The end.

6G. You escape from the chains just as the silhouette of a winged reptile crosses the moon and descends toward the altar, the altar to which you were chained only seconds ago. If you try to run, go to 9G. If you stand and fight, go to 7G.

7G. You face the huge Wyvern, its wings keeping it hovering above the ground. You get to attack first, so let the battle begin. If you survive, go to 12G. If you don't survive, well, you don't survive, and the Wyvern has claimed another victim. The end.

8G. There is no way you should be reading this. Go back to the last paragraph you just came from.

9G. You leap from the altar and sprint up the trail the way you came, hoping you can outrun the flying, very fast wyvern. It doesn't look good. If you can roll an Awesome

Wyvern

Defense: Great, Great, Superior, Awesome, Awesome (where Jonas wounded the beast)

Magic Resistance: Good

Awesome Strength, Good Agility, Passable Alertness, Feeble Intelligence, Poor Run, Superior Fly, Great Hostility

Attacks: Two attacks: One Bite for Good damage and One sting for Passable

Damage: if you are stung, you will pass out for Stamina vs. Poor hours. On a Catastrophic, you turn green and die. If you become unconscious, the wyvern eats you.

against your Run score, go to 10G. If you don't roll an Awesome, go to 11G.

- 10G. Dodging between boulders and sprinting like a jack rabbit, You have actually outrun a Wyvern. It flies back the way it came after growling its frustration at losing its meal. With a sigh of relief, go to 3M.
- 11G. It wasn't even a close race. The Wyvern bites for Good damage (roll a d6 to determine where he bites you). And then it follows through with a vicious poisonous sting for Passable damage. If the tail hit you, roll against Stamina to see if you pass out. If you do, the Wyvern eats you. If you survived the attack, go to 7G.
- 12G. You have defeated the beast. Its body bloodied and beaten (and perhaps burned or frost bitten). If you wish to pry a tooth from the wyverns toothy maw, go to 13G. If not, go to 14G.
- 13G. With a little muscle and a sharp instrument, you extract one of the wyverns fangs. You slip the bloody tooth into you pack and then start the half a day's hike to Thistle. You remember what Jonas had said, and now that your conscience has finally caught up to you, you gain two adventure points for completing the adventure and completing a poor boy's quest of love. The end.
- 14G. Far off in the distance, the lights of Thistle sparkle. You find an easy-to-navigate game trail and begin the hike to a hot meal and a warm bed. You gain one adventure point for surviving the adventure. The end.
- 15G. You find a comfortable spot and wait. Come nightfall, as your eyes begin to droop, you hear the flapping of wings in the distance. Go to 7G.
- 1N. It's a long way to fall, but you begin the long descent. The rope ladder is thick, but smells of mold and dampness. Roll against your Climb skill to see if you make it safely to the bottom of the cliff. You have a +2 column shift because the ladder is easier than a regular old rope. If you roll Passable or better, go to 2N. If you don't, you fall for Great damage (roll a d6 to see which body part takes the brunt of the fall). If you survive, go to 2N. In either case, the rope ladder has seen its final days. It won't hold you for a return climb.
- 2N. You stand at the bottom of the cliff, alone in the dark. Then you hear something behind you. Roll against your Quickness to see if you can get your weapon out. If you roll Passable or better, go to 3N. If not, go to 4N.
- 3N. Your battle-hardened reflexes (or you are just lucky) save you. You have your weapon in hand as something leaps, screeching, through the air at you. In the brief instant before you attack, you see what looks like a rat, the size of a doberman, covered in pale, hairless growths. You get the first attack. If you survive, go to 5N. If you don't survive, then this is

Fungus Rat

Defense: Passable, Good, Great, Superior
Magic Resistance: Good
Passable Strength, Good Agility, Passable
Alertness, Feeble Intelligence, Great Hostility
Attacks: Two attacks: One Bite for Poor and
One Claw for Inferior Damage

where you and the story ends.

- 4N. You weren't quick enough! Something cold, clammy, and toothy leaps out of the gloom at you. Roll twice to see which body parts the thing bites for Poor damage and which is clawed for Inferior damage. If you survive, you pull your weapon and attack. If you defeat the rat--that you now see is covered in fungal growth--go to 5N. If you are killed, then the story ends here.
- 5N. The dead rat creature is grotesque. Slick, almost cancerous boils protrude from its skin. It's just a trick of the light, you tell yourself, when you think you see the rat's body quiver. You kick it with your foot, and it doesn't leap up and rip out your throat. You look around the area and find one small amethyst worth 20 bronze half buried in the muddy floor. You can climb up the rope ladder and return to 4A, or you can continue down the cavern to 6N.
- 6N. The cave continues North for hours. Maybe longer. Without a sky, it is difficult to tell how much time has passed, but you do know that you are tired, cold, and hungry. Off to the right of the main cavern, you find a half-hidden cave. It looks like as good a place as any to rest. If you want to stop and rest in the cave to your side, go to 1S. If you want to just keep moving, go to 9N.
- 1S. You search the area and not finding anything, set up a makeshift campsite. If you have a torch, you light it and it offers some warmth. The mushrooms growing from the walls and cavern floor continue to give off a glow that, now, seems almost comforting. In fact, those mushrooms are looking tasty. Roll against your Will. If you roll Passable or better, go to 7N. If you roll less than Passable, go to 8N.
- 2S. You clear your throat and begin a conversation with the man. He stands, turns, and meets you with a blank stare. His face is covered with mushrooms, and when he raises his hands and begins creeping toward you, you see that his arms are sprouting pale fungi as well. He's coming straight for you. You get one attack before he reaches you. If you survive the encounter, go to 4S. If not, then you are dead.
- 3S. Either you are very paranoid or very bitter towards your fellow man. You get two attacks before the man has the chance to attack in kind. During the battle, you see that he is covered in mushrooms and never says a word. If you survive the encounter, go to 4S. If you don't survive, the mushrooms eventually begin to grow from your corpse.
- 4S. Fortunately, the mushroom man never took out the +1 ivory-handled dagger around his waist, which you can now claim as your own. You examine the cave, circling the pool in its center. It's a dead end. You can head back to 4A (ignore the first few sentences), or you can examine the pool closer at 5S.

Mushroom Man

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Good

Passable Strength, Poor Agility, Poor

Alertness, Feeble Intelligence, Great Hostility

Attacks: One attack: either a Bite for Poor and One fist for Inferior Damage

- 5S. When you get closer to the pool, the water ripples and stirs, and you can't help but feel that the pool might lead to another cavern or even to the surface. You can either go back to 4A (ignore the first three sentences there). Or you can take the plunge at 6S.
- 6S. If you are wearing chain mail or heavier armor, you realize that you are going to have to leave it behind. It would be too difficult to swim with metal weighing you down. So, if you are wearing heavy armor, leave it here beside the pool, or go back to 4A (and ignore the first few sentences). You dive into the water. Roll against your Swim skill. If you roll Good or better, go to 7S. If you roll under Good, go to 8S.
- 7S. It is like swimming through ink, but you use your hands to pull yourself along. Within a minute, it feels like your lungs are going to explode. Just as you feel the panic build and think you are going to drown, you see a shimmering light up ahead. You kick your legs, and as you feel yourself slipping into unconsciousness, you break the surface of a small river. With the last of your strength, you swim to the nearest shore and collapse. When you awake in the morning, it doesn't take long to find and follow the old dirt trail into Thistle. You get yourself a good meal and a clean room. The end.
- 8S. You just can't find your way through the water, and the current is dragging you down. Roll against your Strength. If you roll Passable or better, you make it back to the cave, catch your breath, and head back to 4A (ignoring the first three sentences). If you rolled under Passable the current overpowered you, and you drown. The end.
- 1M. You know you've heard somewhere that giant flying monsters often live in mountainous areas, so you head toward the northern peaks. Miles pass underfoot before arriving at the foot of an old game trail that leads up the mountains. You take a breath and head up. Every once in a while, carried on a the wind from the peaks, you think you catch a tune or a note. It fades away before you can guess which direction it is coming from. However, before hiking little more than half a mile, you come to where the trail splits. You can travel to the left or the right. And sitting on a boulder between the two trails, a pretty elf girl tunes a mandolin. If you speak with the girl, go to 2M. If you ignore her and go right, go to 3M. If you ignore her and go left, go to 4M.
- 2M. You wave and greet the young lady. She looks up from her mandolin and smiles at you warmly. "Good day," she says. "Where are you heading?" If you tell her that you are looking for the wyvern, go to 5M. If you think it prudent to lie to her since you don't know anything about this young woman, go to 6M. Or if you are the paranoid type, and attack her without warning, go to 7M.
- 3M. The trail switchbacks up the mountain side. Fortunately the path provides plenty of rocks and scraggly branches to help catch you if you stumble. After nearly another hour of hiking up the mountain, the trail passes a cave on your right. It's about fifty feet away and pretty large, but not as large as you would have guessed it to be. Roll against your Caves skill. If you roll Passable or better, go to 15M. If you roll under Passable, go to 16M. If you are a Ranger, you receive a +1 column shift to your Caves roll.

4M. You take the left trail. The sun is starting to get low in the sky when the trail levels off and enters a shallow, dusty valley. The trail ends at a stone altar. Red-brown stains paint the rock. Two rusty manacles are anchored on the side of the altar. Roll against your Alertness. If you roll Good or better, go to 1G. If you rolled Passable or less, go to 2G.

5M. Her eyes grow large when you tell her about the peasant boy Jonas and quest to slay the wyvern, and how you have taken on his task. She jumps down from the boulder, stand before you, then reaches her arms around you, and you think you hear her sniffle a cry. "A tale worthy of a song. I'll write that one up tonight. In the meantime," she says, fishing something from her pack, "take this." She hands you a pewter and abalone-shell amulet. "It might help protect you." The amulet will allow you to--just one time and then it will disappear--roll your defense over. In other words, if you get a Critical wound to you left arm, you can re-roll the die, just once. The young lady blows you a kiss, if you are male, and wanders down the path you had just come up, singing a tune about "traveling the right way to trouble" with her lovely voice. Once she is well out of sight roll against your Alertness. If you roll Good or better, go to 8M. If you roll under Good, go to 9M.

6M. She listens intently as you tell her your completely fictitious tale. Roll against your Lie skill. If you roll Great or better, go to 11M. If you roll under Great, go to 12M.

7M. You tell yourself that "you never know what kind of people can be in these mountains" and attack. You get the first attack. If she survives, she returns in kind with a rapier. If you survive, go to 10M.

Mandolin-Playing Girl

Defense: Passable, Good, Great, Superior, Awesome

Magic Resistance: Good

Passable Strength, Good Agility, Great Entertain, Good Alertness, Good Intelligence, Poor Hostility

Attacks: One attack: Rapier for Poor damage

8M. You can take either the right or the left trail up the mountain. If you decide to take the right path, go to 3M. If you take the left path, go to 4M.

9M. Well, she did blow you a kiss and give you an amulet, but the lovely minstrel also took all your money. Erase all of the money you may have been carrying in your pack, in a pouch, or anywhere else on your torso (and don't just now decide you've been carrying your money in your boot). It's too late to go chasing after her now. If you decide to continue on your quest up the right path, go to 3M. Go to 4M, if you take the left path.

10M. Well, you must be proud that you killed a young woman minstrel. You search her body and find 55 bronze pieces, 2 silver pieces, her mandolin, her rapier, and an amulet. The amulet will allow you to re-roll one Defense roll. It will disappear after its one use. Go to 8M.

11M. The pretty thing jumps off the boulder and says she must be on her way before night. "Wouldn't want to face that thing when it comes out at night" she says, pointing over her shoulder toward the left trail. She takes your hand and shakes it softly, leans forward and

kisses you on the cheek, and wanders down the mountain the way you came, singing a song about “flying reptiles being left for dead.” You watch as she disappears around a bend. Roll against your Alertness. If you roll Great or better go to 13M. If you roll under Great, go to 14M.

12M. Go to 11M.

13M. Go to 8M.

14M. After a few minutes you realize that all of your money is gone, and she is long gone. Erase all the money from your character sheet. Now go to 8M.

15M. This cave looks vaguely like a bear’s lair, and if you have any way of detecting magic, you do not detect any. You can continue up the trail by going to 17M. Or you can explore the cave at 18M.

16M. This must be the place, you tell yourself. Even from here the cave smells a little funny. If you are going to explore the cave, go to 18M. Or if you would rather continue on, go to 17M. Or you can end your quest now, if you are getting a little nervous. If so, then this is the end. Close the book without finishing your quest.

17M. The trail continues up the mountain. It to a dirt clearing in front of a huge cave entrance, probably twenty feet tall by thirty feet wide. The sun is setting, but in the last of the orange glow, you make out a few skulls dangling from a dead tree to the left of the clearing. A few bones are scattered in the dirt. What is the plan? You can get out of here now, in which case the adventure is over. If you enter the cave, go to 1C. If you want to try to prepare for the wyvern out here in the clearing, go to 2C.

18M. You duck your head and make your way into the cave. If you have a torch or lantern or have Nightvision, you make out the dirt floor and a few scattered deer bones. Even if you can’t see well, you can certainly smell the odor wafting from the cave. It only goes back twenty or so feet. When you turn around, standing in the entrance to the cave (your only exit), a brown bear growls at you. If you attack, go to 19M. If you want to try to Dodge past him and Run, go to 20M. If you have someway to calm him down, go to 21M.

19M. You get the first attack. If it survives, it attacks you. If it doesn’t eat you, go to 22M.

20M. First, roll against your Dodge. If you roll Passable or better, you make it past the bear. Go to 23M. If you roll under Passable, you can’t get past him and must fight. Go to 19M.

Angry Brown Bear

Defense: Great, Great, Superior, Awesome
Magic Resistance: Passable

Awesome Strength, Passable Agility, Good
Alertness, Pathetic Intelligence, Good
Hostility

Attacks: Two claw attacks for Good damage
each. If both claws do damage, the bear
delivers a bone-crushing bite for an
additional Great damage.

- 21M. If you are a Ranger or a Forester or have magic capable of getting you out of this predicament, Roll Passable or better against the appropriate skill. If you make it, the bear let's you pass, and you go to 17M. If you roll under Passable, it attacks. Go to 19M.
- 22M. You're still alive. There is nothing of value in the bear's lair. Go to 17M.
- 23M. Now RUN!. If you roll Passable or better, you outpace the bulky bear and go to 17M. If you roll under Passable, then you take Good damage from a swipe by the bear and then go to 19M.
- 7N. As you reach your hand toward the white flesh of a two-foot tall mushroom, you realize you are not *that* hungry, and these could be poisonous. You rest for a moment longer and decide you had better keep moving through these caves if you are ever going to breath fresh air again. Go to 9N.
- 8N. There's something about the pungent smell and oily sheen that you just can't resist, almost like the mushroom next to you is asking to be eaten. You dig your hand into the cap and break off a fist-sized clump. You take a bite, and it is delicious. Then another bite, and soon you are ripping other chunks of the mushroom off and into your mouth. Eventually, you feel very content and fall asleep. Roll against your Stamina. If you roll Superior or better, go to 10N. If you roll under Superior, your body wakes up, fungus growing through your skin, and you aimlessly, mindlessly, wander the caverns forever as walking food for the mushrooms. The end.
- 9N. You follow the caverns North for what seems like forever. The only thing that seems to be changing is that the floor began to slope upward miles ago. Finally the cavern begins to widen, and you slow your pace when you think you hear something up ahead. Roll against your Listen skill. If you roll Passable or better, go to 11N. If you roll under Passable, go to 12N.
- 10N. You miraculously survive, but somewhat the worse for wear. Mushrooms are growing from your skin. You can pluck them off, but they grow back within an hour. Until you find a healer or some other way to free you of the fungi, your Charm (and all the related skills under it) is reduced by half. The good news is that the mushroom you were eating was growing from the remains of some past adventurer, and you find an amulet around the base of the nearly devoured mushroom. When worn, its magic aura adds +1 to your Head's defense rating. You realize you need to get out of these horrid caverns. Go to 9N.
- 11N. Your ears saved you. In the cave before you, its snout low to the ground, a wyvern with body bigger than a horse, seems to be sniffing around for something. He doesn't see you yet. What do you want to do? If you leap forward and attack, go to 13N. If you decide to try to sneak back the way you came, go to 14N. If you are really feeling lucky and want to try to sneak past the Wyvern, go to 15N.

12N. In the dim light from the mushrooms, you never even noticed the Wyvern in front of you until you nearly walked right into it. It immediately attacks. If you survive the first round, you get to attack. If you survive, go to 18N.

13N. Taking the wyvern by surprise, you attack. You get this round to attack without the reptilian creature being able to retaliate. If it survives, you get to attack first next round. If you survive this battle, go to 18N.

14N. You try to tiptoe back the way you came, Roll against your Stealth skill. If you roll Great or better, go to 17N. If you roll less than Great, the Wyvern hears you and attacks. Go to 16N.

15N. Let's be honest--it will take an amazing amount of skill to sneak past the Wyvern while it is actively looking around for something. Roll against your Stealth skill. If you roll Superior or better, go to 18N. If you don't roll Superior or better, you're in big trouble. Go to 16N.

16N. The wyvern has caught you flat-footed. It lashes out before you can do much of anything. Roll two six-sided die to see where it tries to bite you and where its tail tries to impale you. If you survive, it's your turn. After the battle, if you defeat the wyvern, go to 18N.

17N. You actually slid past the wyvern without it noticing and take a chunk out of your hide. You leave the beast behind you and slip quietly down the cavern another hundred yards. Then, finally, the earth and stone gives way to starlight. You have escaped the caves and the wyvern. Miles in the distance, you can just make out the lights of Thistle. Carefully, but quickly, you jog down the mountain side along a game trail and to safety. You gain one adventure point for surviving. The end.

18N. You have defeated the beast. Its body bloodied and beaten (and perhaps burned or frost bitten), you have a chance to search its lair, where you find a nice cache of goodies. In a pile under a low ledge, you find various cow bells and sheep bones, but also a small purse with 14 silver, 62 bronze, and 33 copper pieces. You also dig out a jade ring carved to look like a rope. Wearing it provides a +1 column shift to your Climbing skill. Under an old wool blanket you find a willow flute with various runes burned into it. You blow a note or two, and the sound is crisp and melodious. It adds +1 to your Entertain skill when played. If you wish to pry a tooth from the wyvern's toothy maw, go to 19N. If not, go to 20N.

19N. With a little muscle and a sharp instrument, you extract one of the wyverns fangs. You follow the cavern for a hundred yards or so to find yourself above the tree line of a mountain, half a day's hike from Thistle. You begin the trek toward town. You remember what Jonas had said, and now that your conscience has finally caught up to you, you gain

Wyvern

Defense: Great, Great, Superior, Awesome, **Awesome** (where Jonas wounded the beast)

Magic Resistance: Good

Awesome Strength, Good Agility, Passable Alertness, Feeble Intelligence, Poor Run, Superior Fly, Great Hostility

Attacks: Two attacks: One Bite for Good damage and One sting for Passable

Damage: if you are stung, you will pass out for Stamina vs. Poor hours. On a Catastrophic, you turn green and die. If you become unconscious, the wyvern eats you.

two adventure points for completing the adventure and completing--although inadvertently--a poor boy's quest of love. The end.

20N. You stumble through the cavern, and soon find yourself under an open, starry sky. Far off in the distance, the lights of Thistle sparkle. You find an easy-to-navigate game trail and begin the hike to a hot meal and a warm bed. You gain one adventure point for surviving the adventure. The end.