

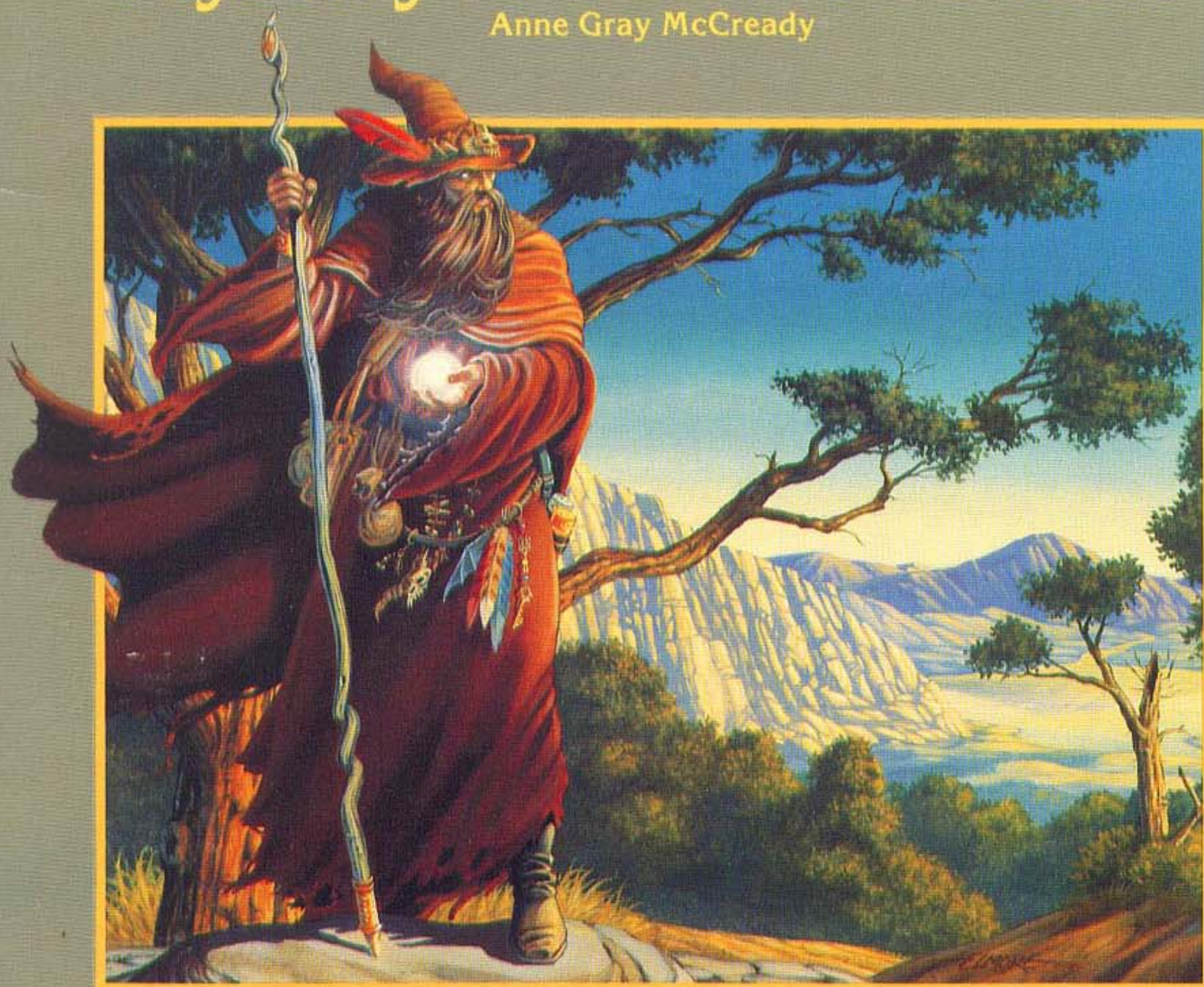
DUNGEONS & DRAGONS®



Companion Level Solo Adventure

Mystery of the Snow Pearls

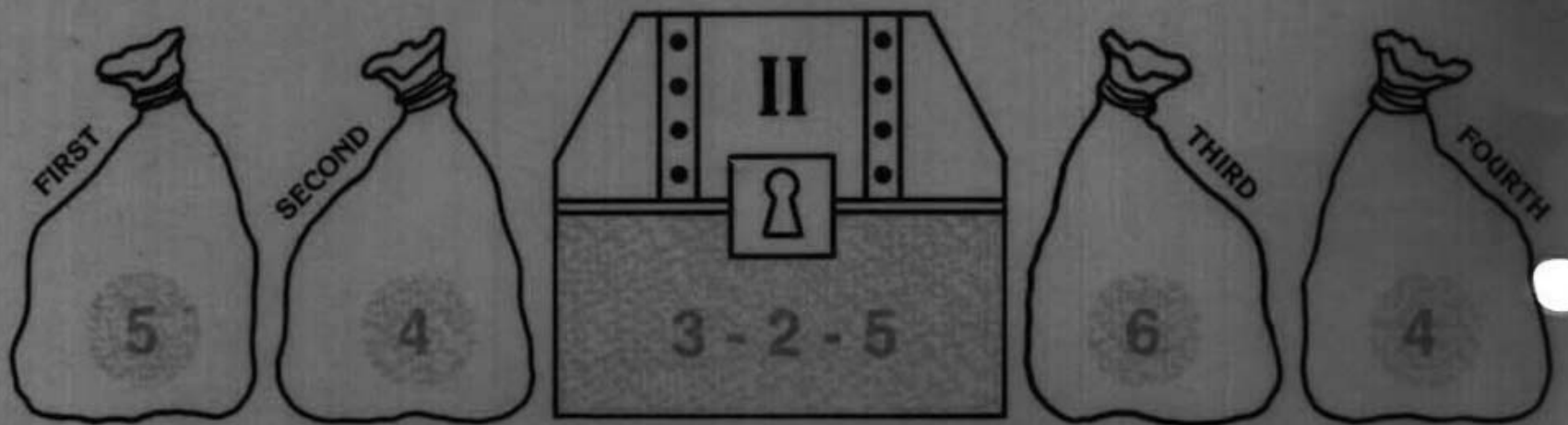
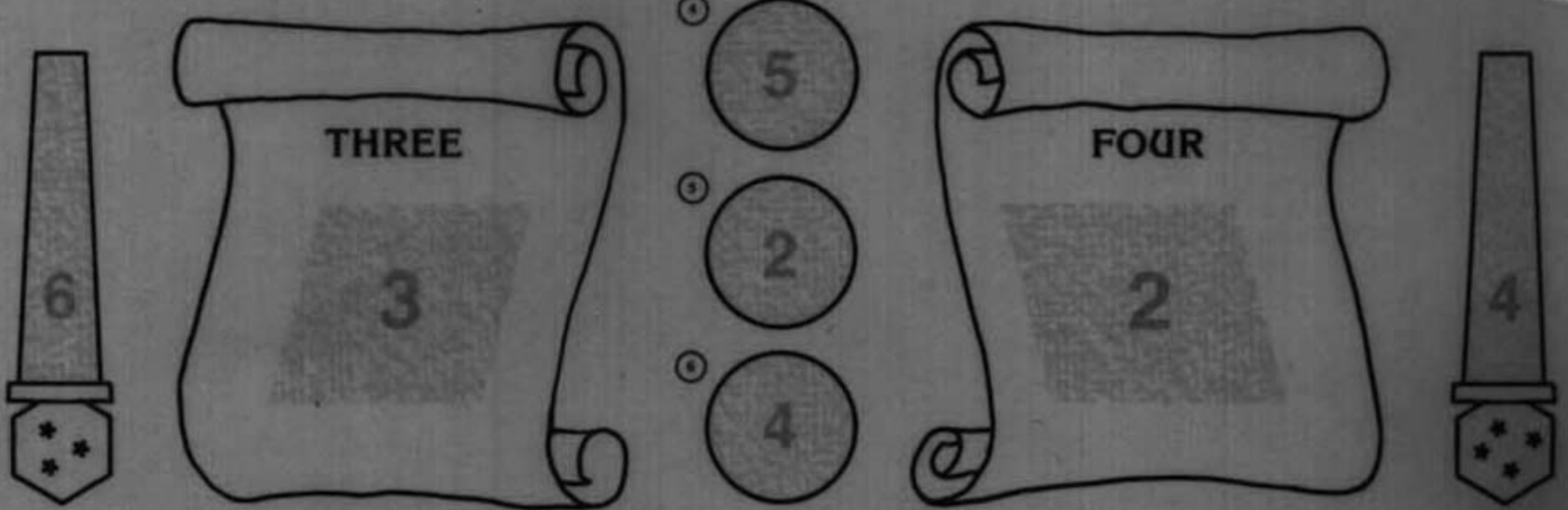
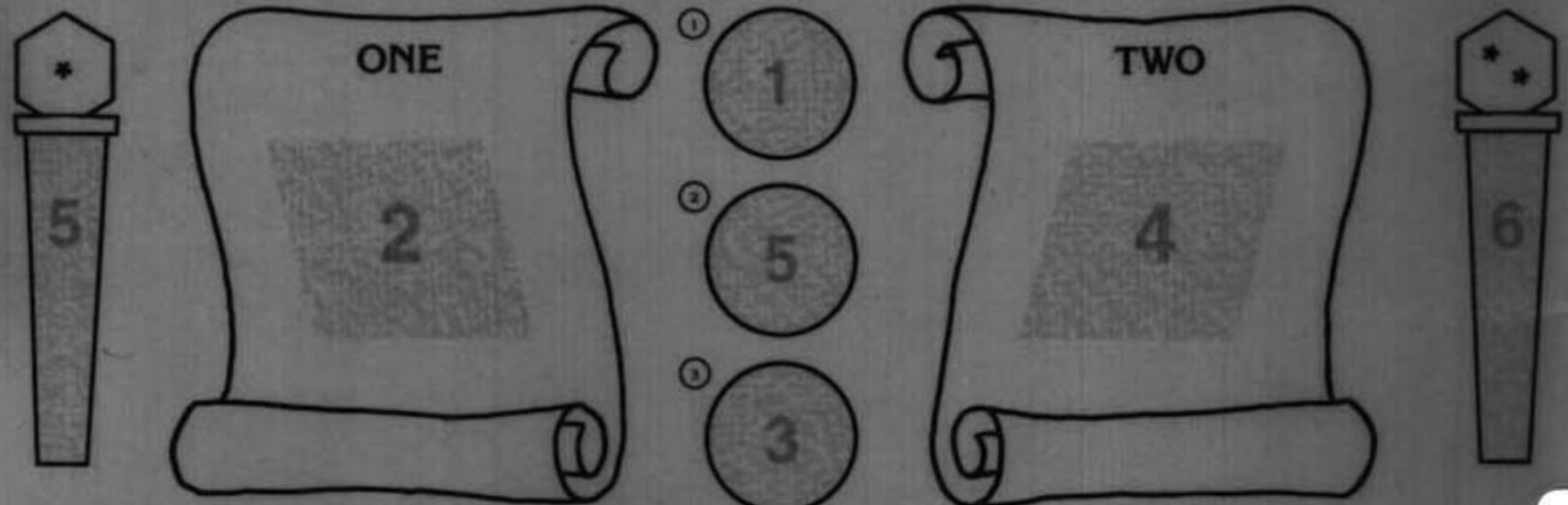
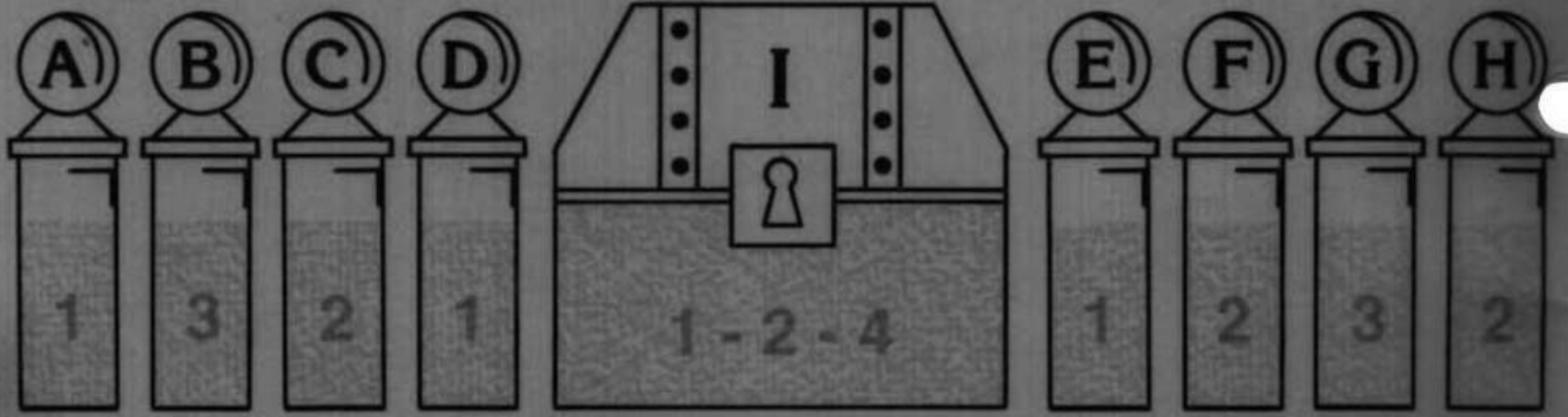
Anne Gray McCready



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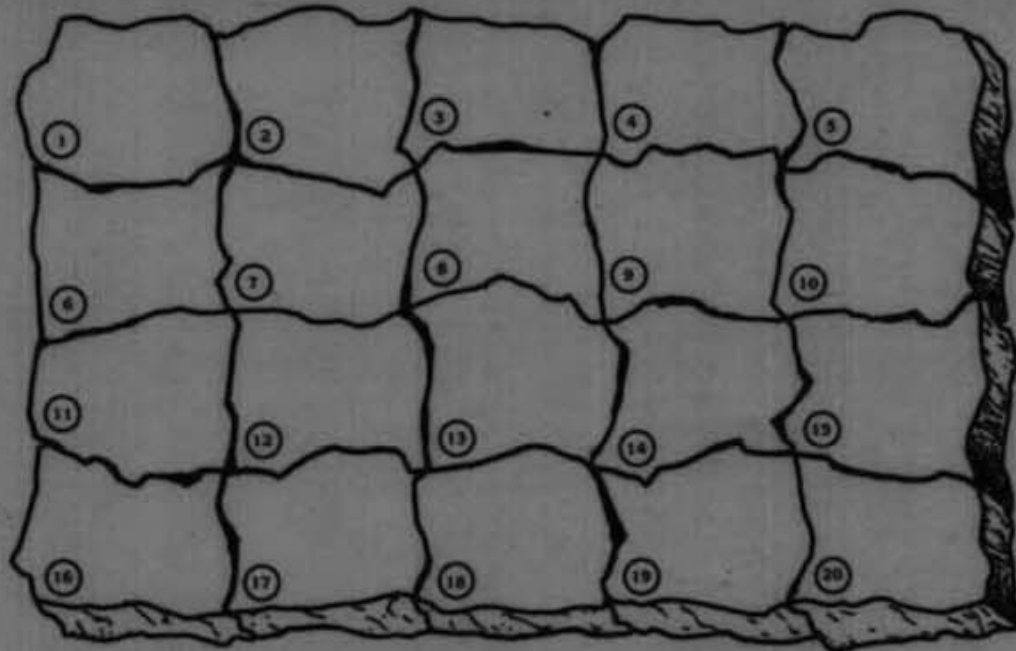
TREASURE CHEST



Encounter Checklist Synopsis

Do Not Read the Monster Description First!

1. **Surprise.** On the first round only! Roll 1d6 for foe and you. On 1-2 surprised.
2. **Spell or Talk?** On the first round only! Decide on spell to cast or to talk to foe.
3. **Select Action.** If not casting spell or talking. Evade, strike, or use an item.
4. **Initiative.** Roll 1d6 for each, highest goes first.
5. **Action.** Decide if will spend any XP.
Spell Result. Check if immune, saves or hits causing failure. Otherwise read result.
Talk. Check if creature will talk. Otherwise lose attack for turn.
Evade. Roll 1d20 equal to or greater than.
Use Item. Lose initiative.
Strike. Make Hit roll and determine damage. If a special number for foe, read result.
6. Continue combat until one side wins or flees.
7. If Christov dies, turn to E1.



Monsters

M1 40 Animal Herd: (—) Save 16; Evade 16; Talk —; AC 7; THACO —; Atk 1d20; Spcl Any hit - M28; imm hold; TS —; XP 5; hp 12 each

M2 2 Ash Crawler: (x1/8) Save 12; Evade 12; Talk —; AC 2(6); THACO 16; Atk 2-8; Any hit - M100, 1-2 - M29, 14-15 - M30, 20 - M31; imm fireball, fire wall, hold, invis., phant.; TS scroll; XP 2; hp 14 each

M3 1 Basilisk: (—) Save 12; Evade 6; Talk —; AC -2(2); THACO 11; Atk d10 + 2 and gaze; Spcl Hits - M32, 1-2 - M33, 5-6 - M34, 10 - M35, 20 - M36; imm fire wall, invis., hold, sleep, phant.; TS rod; XP 10; hp 40

M4 1 Bear: (x1/2) Save 14; Evade 16; Talk —; AC 5; THACO 12; Atk d8/d8/d10; Spcl 1-2 - M37, 10-11 - M38, 19-20 - M39; imm hold, sleep; TS —; XP 5; hp 22

M5 1 Black Pudding: (—) Save 14; Evade 4; Talk —; AC 6; THACO 10; Atk 3d8; Spcl 1-2 - M40, if struck - M41; imm fire wall, hold, sleep, phant.; TS —; XP 15; hp 45

M6 12 Brigands: (x1/2) Save 16; Evade 13; Talk W70; AC 4; THACO 17; Atk d8; Spcl 1-2 - M42; imm none; TS coin; XP 10; hp 5 each

M7 1 Buffalo: (x1/4) Save 16; Evade 11; Talk —; AC 7; THACO 16; Atk 2d8; Spcl 1-2 - M43, 5-6 - M44, 20 - M45; imm hold; TS —; XP 3; hp 16

M8 1 Cave Toad: (x1/4) Save 15; Evade 11; Talk —; AC 2; THACO 16; Atk 1d6; Spcl 5-6 - M46, 14-15 - M47, 20 - M48; imm hold; TS —; XP 5; hp 14

M9 1 Chimera: (2) Save 12; Evade 13; Talk —; AC 4; THACO 11; Atk 1-3/1-3/2d4/d10/d10 - 2; Spcl 10 - M49; 20 - M50, 1st roll odd - M51; imm fire wall, hold, phant., sleep; TS bag; XP 20; hp 40

M10 1 Devil Swine: (—) Save 12; Evade 11; Talk W71; AC 3; THACO 11; Atk 2d6; Spcl none; imm fire wall, invis., normal wpn, sleep; TS potion; XP 15; hp 32

M11 1 Displacer Beast: (4) Save 12; Evade 11; Talk —; AC 2; THACO 14; Atk 2d4/2d4; Spcl 10-11 - M52, 12-13 - M53, 19-20 - M54; imm fire wall, hold, invis.; TS scroll; XP 5; hp 25

M12 2 Giant Weasels: (x1/4) Save 16; Evade 13; Talk —; AC 7; THACO 15; Atk 2d4; Spcl Any Hit - M55; imm fire wall, invis., sleep; TS —; XP 2; hp 20 each

M13 1 Gyerian: (x1/2) Save 16; Evade 9; Talk W72; AC 3; THACO 17; Atk d4/d4/2d4; Spcl 1-4 - M56, 5-6 - M57, 15-16 - M58; imm none; TS coin - T2; XP —; hp 13

M14 1 Hill Giant: (—) Save 12; Evade 11; Talk —; AC 0; THACO 12; Atk 2d6; Spcl 1-2 - M59, 10-11 - M60, 20 - M61; imm fire wall, hold, sleep, web; TS sack; XP 12; hp 36

M15 1 Insect Swarm: (—) Save 17; Evade 17; Talk —; AC 7; THACO —; Atk 2 pf/round; Spcl Any hit - M62, if struck - M63; imm hold, normal wpn; TS —; XP —; hp 16

M16 1 Kryst: (—) Save 7; Evade 5; Talk A60; AC 2; THACO 11; Atk d12/d12/d12; Spcl 1-2 - M64, 9-10 - M65, 19-20 - M66; imm dissolve, fire wall, hold, normal wpn, 1st and 2nd level spells; TS potion/coin - T3; XP 20; hp 42

M17 1 Living Statue: (x1) Save 16; Evade 11; Talk C20; THACO 15; Atk d6 + 2/d6 + 2; Spcl 1-2 - M67, 13-14 - M68, 20 - M69; imm fire wall, sleep; TS —; XP 10; hp 20

M18 1 Malfera: (—) Save 9; Evade 7; Talk W73; AC 9; THACO 11; Atk d10/d10/d6; Spcl Each bite - M70, 1-2 - M71, 9-10 - M72, 20 - M73; imm fire wall, phant., sleep, web, normal wpn; TS chest; XP 25; hp 39

M19 1 Manscorpion: (x1/4) Save 12; Evade 16; Talk A61 AC 1; THACO 12; Atk 3d6/d10; Spcl Any sting (d10) - M105, 1-2 - M74, 10-11 - M75, 19 - M76, 20 - M77; imm fire wall, sleep, web; TS rod & potion; XP 22; hp 32

M20 1 Milgor: (—) Save 5; Evade 11; Talk D20; AC -2; THACO 12; Atk d8/d8; Spcl 1-4 - M78, 18 or 20 - M79; imm spells; TS —; XP 16; hp 36

M21 1 Mud Golem: (—) Save 12; Evade 9; Talk —; AC 9; THACO 12; Atk 2d6; Spcl 10-11 - M80, 19-20 - M81; imm dissolve, fire wall, hold, invis., sleep, web; TS —; XP 12; hp 30

M22 1 Rhagodessa: (x1/4) Save 16; Evade 12; Talk —; AC 5; THACO 15; Atk special; Spcl Any hit - M82, 1-2 - M83, 3-4 - M84; imm dissolve, hold, invis., phant., sleep, web; TS —; XP 2; hp 20

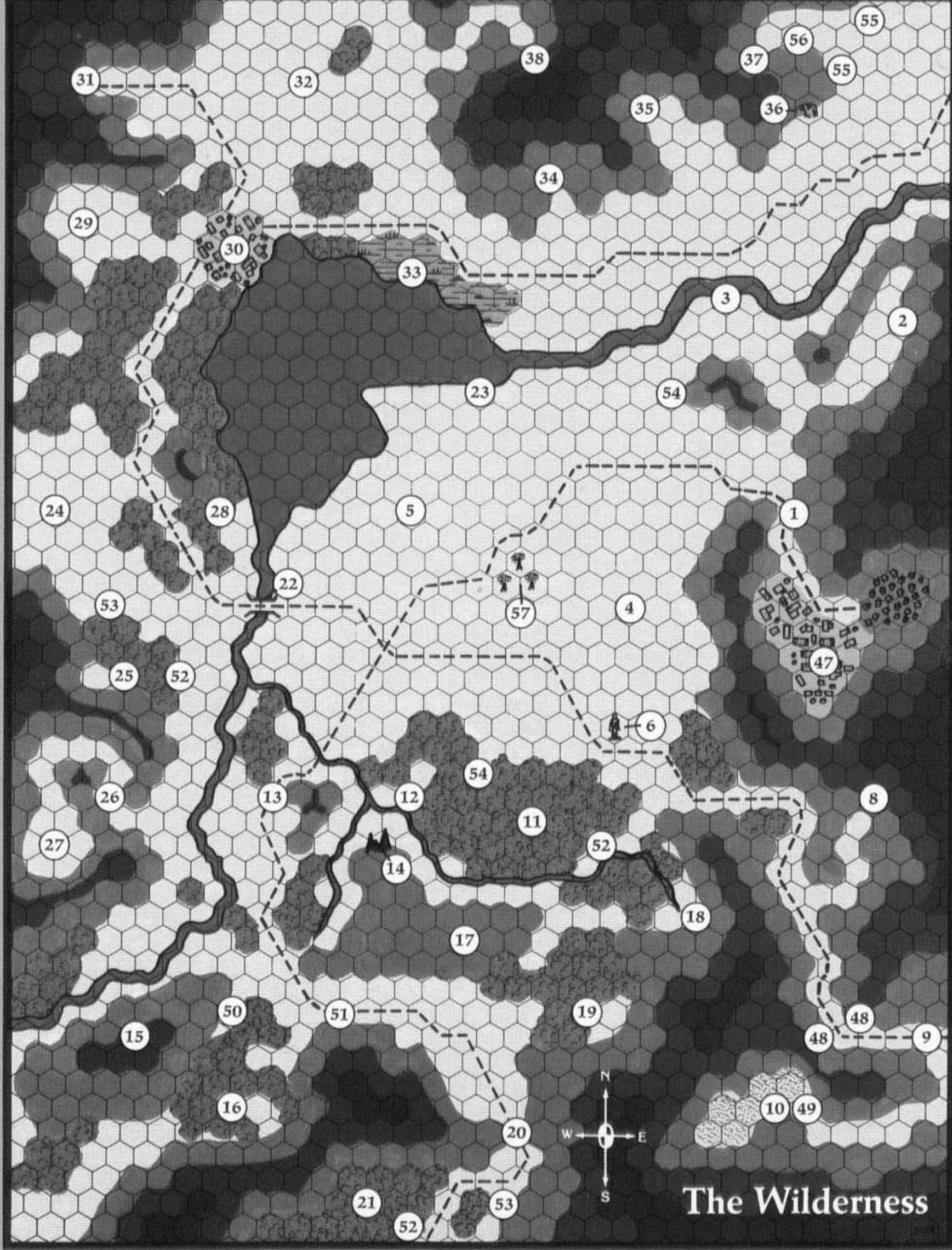
M23 1 Roc Small: (x1/3) Save 16; Evade 14; Talk —; AC 4; THACO 14; Atk 2-5/2-5/2d6; Spcl 1-2 - M85, 19 - M86; 20 - M87; imm fire wall, hold, sleep; TS —; XP 5; hp 24

M24 1 Rock Python: (3) Save 16; Evade 9; Talk —; AC 6; THACO 15; Atk 1d4; Spcl Any hit - M88; imm fire wall, hold, sleep; TS —; XP 4; hp 22

M25 1 Troll: (x1/4) Save 14; Evade 11; Talk —; AC 4; THACO 13; Atk d6/d6/d10; Spcl 1-2 - M89, 3-4 - M90, 12 - M91, 20 - M92, if burned - M93; imm fire wall, hold, sleep, web; TS coin; XP 8; hp 30 - 3/round

M26 12 Wolves: (—) Save 16; Evade 14; Talk —; AC 7; THACO 17; Atk d6 x 6; Spcl 1-2 - M94, 3-4 - M95, 20 - M96; imm hold, invis.; TS —; XP 10; hp 10 each

M27 1 Wyvern: (3) Save 14; Evade 8; Talk —; AC 3; THACO 13; Atk 2d8/d8; Spcl Any sting - M97, 11-12 - M98, 20 - M99; imm fire wall, hold, sleep; TS coin - scroll; XP 10; hp 30



The Wilderness

1 HEX = 1/6 MILE	Black Stream	Low Mountains	Road
Raging River	Lake Oest	Med. Mountains	Villages
Woodlands	Marsh	High Mountains	The Grove

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Mystery of the Snow Pearl

Anne Gray McCready



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TABLE OF CONTENTS

How To Use This Adventure (H)	2
A Beginning (T)	3
The Wilderness (W)	4
The Village of Gyer (G)	13
The Outer Court (A)	17
The Middle Ring (B)	20
The Inner Circle (C)	22
Center of the Dungeon (D)	23
Story Endings (E)	24
Random Encounters	
The Wilderness (RW)	24
Gyer (RG)	25
Caverns of Couronn (RD)	25
Rumors (R)	26
Spells (S)	26
Treasures (T)	27
Items (I)	29
Monsters (M)	30
New Monsters	32
Charts & Tables	
Combat Checklist	cover
Treasure Chest	cover
Monster Statistics	cover
Tablet Record	cover
Character Sheet	cover
Maps	
Wilderness	cover
Village of Gyer	map
Scroll of Knowledge	map
Elephant's Graveyard	map
Raker's Den	map
Devil's Stairway	map
Fallen Glory	map
Caverns of Couronn	map
Gem Chest	map
Ashen Alcove/Darkened Hallway	map
Holes in Wall	map

HOW TO USE THIS ADVENTURE

All you need to play is a pencil, an eraser, paper, this adventure, and a set of polyhedral dice from the DUNGEONS & DRAGONS® game.

H1. You play the part of an elven warrior set forth upon a quest to save your homeland. This adventure will require persistence, courage, and cleverness to win; and often wits are more important than bravery.

Read the entire introduction before starting.

H2. This is a MAGIC VIEWER™ solo adventure. Most of the text and maps are hidden by red ink. You use the MAGIC VIEWER screen to reveal the writing underneath. Use the screen to read **H3**.

H3.

H4. This adventure is divided into several sections—encounter keys and general information. The encounter keys each have a unique lettering and should only be used when exploring a particular map. The general information sections—Rumors, Treasures, Spells, and Monsters—may be used when you are directed to read an entry; for instance when you cast a spell or fight a monster. Finally, there is a section containing random encounter entries for use in the Wilderness **RW**, the Village of Gyer **RG** and in the Dungeon **RD**. Random encounters are explained at the start of those sections.

To learn how to keep records, read **H5**.

H5. You can find a detailed record sheet of your character on the inside cover. Your gear has been selected for you, but you may select the spells you will take. Mark them with a slash and cross them off once you use them. A spell may only be used at the start of an encounter or when specially mentioned. At that time, turn to the entry under spells to find its effect.

Gear has special uses during the adventure. To use gear, you may turn to its index number at any time, it may be called for in the text. Weapons may always be used in combat. If you lack a certain piece of gear, it will prevent you from taking certain actions. For example, a dagger to dig; and rations to eat. If you use or lose a piece of gear, mark it off.

Several boxes are provided on your record sheet. "HP" is used to keep a record of your current hit points; as you are wounded or healed, note the new number of HP; you can never have more than 64, however.

The three boxes, "Honor, Persistence, and Selfishness," are used to score your performance during the adventure. You begin with the number of points noted, but should cross them off

and write in new numbers as you gain and lose points.

The box "XP" is something special for this adventure, and should not be confused with *experience points*. These points are gained by defeating monsters and may be spent to alter die rolls during the adventure. You begin with zero XP. Before you roll the dice, you may decide to spend up to 5 XP to add or subtract from the dice roll. For each XP you spend, you may alter the dice roll by 1. Subtract any XP you spend from your total score.

Finally, there are three spaces to record encounter changes, magic items and their index description numbers, and any treasures you find.

It is possible that during your adventure you will be instructed to add a number to an encounter number and read the new entry indicated. The Encounter space is used to record any such changes.

When you discover a magic item you will either be given an index description number in *Treasures* or be instructed to turn to *Treasures* to examine the item, which also results in an index number. Whenever you use a magic item, turn to that index entry and read the description.

You will also need to record any changes you cause at an encounter. If you defeat a monster, note at the text entry that the monster is dead, but do not cross him off the monster list on the inside cover. If you leave items behind, note this in the book at that entry.

Should you ever return to an encounter whose monster or other creature you have already defeated, ignore that entry!

Turn to entry **H6**.

H6. During this adventure you will find pieces of a broken tablet. When you do, record the words you find in the appropriate space on the tablet outline just above the monster list on the cover.

To learn how to find encounters, read **H7**.

H7. You will use the different maps in this adventure to search for your goal.

Use the outdoor map in the Wilderness to select the path you want to take. Then move from hex to hex until you enter a numbered location or special keyed terrain. Turn to the entry noted. For every 6 hexes you move, mark off one turn and roll for a random encounter in the wilds.

All other areas use a red ink map found on the large poster map. Locate the map of the area you are exploring and place the MAGIC VIEWER screen on the appropriate space. To move about the map, you may move the screen *only* in the direction that a path leaves the space, you may not move in a direction that has no path. When you find a space with an entry number, mark your location with a coin or figure and

turn to that entry in the book. Once you have finished the encounter, return to the map and choose which way to go.

The red ink maps may also have special symbols. These are explained in the book.

If you would like to read about solving the riddles, turn to **H8**, or about combat, read **H9**.

H8. There are several mysteries to solve in this adventure in the form of riddles and clues to their solutions. These riddles lead to your foe's lair and weaknesses and must be solved to complete the quest. The answer to each riddle requires you to choose a number to determine which entry to read, though some of the riddles can be answered by studying the map.

If you cannot solve a riddle, explore some more, clues to the answers may be found in different encounters. An encounter may send you to read a *Rumor* that may give you a clue.

As a last resort, you may turn to the *Scroll of Knowledge* found on the poster map. The scroll contains additional clues and should be read one at a time from the top of the scroll, each clue giving important information to some puzzle. However, if you use the *Scroll of Knowledge* your score is penalized, so take the time to explore before you turn to the scroll.

To read about combat, turn to **H9**. Otherwise, read **H10**.

H9. When you decide to attack a monster or the monster attacks, use the following rules to run combat. A synopsis is given on the cover.

Surprise: You should check for surprise only at the start of an encounter. Roll two 1d6—one for you and one for your foe. On a roll of 1 or 2, that side is surprised and may not do anything for one round! The other side gains one free attack. Wandering monsters are always surprised.

Spell/Talk: Only on the first round of an encounter may you choose to cast a spell or try to talk to the creature. Once you have chosen your spell or to talk to the creature, look at the monster listing on the cover under the indicated entry number. If you attempted to talk, see the *Talk* listing. If there is a number, turn to that entry; otherwise the creature attacks you.

If you cast a spell, see the *Immune* listing. If the spell name appears, the spell has no effect. If the name does not appear, read the spell entry.

*Two special immunities need to be explained. If the words *normal weapon* appear, you can cause damage only if you use a magic weapon. If the words *fire wall* appear, the monster leaps through the wall but takes 1d6 points of damage.

Select an Action: If you did not cast a spell or try to talk, you may select to attack, evade, or use an item.

Initiative: Each round, if not surprised, check to see who acts first—roll 1d6 for you and one for

your foe. The highest roll goes first and you win ties.

Action: Decide if you want to spend XP to alter the die roll, and subtract from your XP. Then check for the result.

Spell: If your foe is immune, the spell has no effect. If the foe attacks first and hits, or he rolls greater than or equal to his Save score, the spell has no effect. If the spell works, read the spell entry number.

Evade: If you decide to flee, roll 1d20. If the roll is greater than or equal to the foe's Evade score you manage to flee. If already fighting, your foe gains one free attack at +2. You may increase your chances to evade by +4 to the die roll by throwing down a *ration* if the monster is dumb or a *treasure* if the monster is smart. Use your own judgment. You may not Evade and pass by an encounter.

Use an Item: You may attempt to use an item, but your foe always gains initiative that round. Changing weapons also loses initiative. Gear may only be used when requested by the entry. To use a magic item, read the Treasure entry noted.

Attack: The monster always chooses to attack. When one side attacks the other, roll 1d20; if greater than or equal to the Hit roll score the attack succeeds. The Hit roll score for monsters is indicated as "THACO" in the monster listing. To find your Hit roll, first find the monster's Armor Class (AC) and then find the score needed on your Hit roll chart on the record sheet.

If an attack succeeds, roll the dice noted after "Atk" to determine how much damage is caused and subtract it from the opponent's hit points (hp). If you are attacking several foes, each attack only affects one target, and excess damage caused is lost. However, up to 6 foes may attack you in one round.

Thrown Weapon: If you use a thrown weapon you may always attack first at -1 to your Hit roll. If you hit, your foe must roll higher than its Evade roll or it will retreat and won't attack for one round. Monsters with Evade scores of 16 or more will flee. If the foe does not retreat, it gains one free attack while you change weapons. A thrown weapon is lost unless you win.

Special Monster Results: Each monster may use special tactics when attacking. Each time a monster attacks, compare the Hit roll made to the *Spcl* listing. If the number rolled has a special result number, first record any normal damage caused, and then turn to the Monster entry in the book. After reading the entry, return to the monster list and continue combat.

For instance, a bear attacks. His roll is 20. Checking *Spcl*, 20 = M39. So the bear causes 1d8 points of damage. Then turn to M39.

Continue: If the fight does not end, start again.

Endings: If your character is defeated as a result of an encounter, you should turn to the ending noted below.

If Christov dies, turn to E1.

If Christov loses all the pearls and you decide to give up, turn to E2.

Awards: If you defeat a monster in combat you should do the two following:

First, add the number of XP noted for the monster to your XP score.

Second, check for Treasure, by noting the type of treasure carried (T\$), if any, and turn to the Treasure section.

If you have not read about solving riddles, turn to H8, otherwise turn to H10.

H10. Healing: If you take damage during the adventure and do not have the magical means to cure yourself, you may heal by returning to Tarylon without the missing pearl, but this will be a disgrace. Or once every 20 turns, you may eat one *ration* and recover 1-4 hit points. However, every 20 turns that you do not eat a *ration* you must lose 2 hit points.

Water will soothe burns and reduce damage from a fire encounter one time, healing 1d4 points.

Now you are ready to start. Turn to II.

Playing with a Group: This adventure can be easily adapted for play with a group. Whenever an attack occurs, find the monster listed on the cover. Behind the monster's name are parentheses. If there is no number in that space, treat the encounter the same. If there is a number, that many monsters are encountered. If there is a fraction "x1/2," divide the number of player characters by that fraction to determine how many of that type of monster are encountered.

To change XP to experience points, multiply the score by 1,000.

A BEGINNING

II. The name and deeds of Christov Yetta are acclaimed across the land—protector, forestfriend, tenslayer, wolfbane. You are also treebrother, only brother to your clan's Keeper of the sacred Tree of Life.

You live in Tarylon Elfhame, renowned for its beauty and bounty. Yet today there is a quiet gloom in the air and at twilight you are summoned to the Keeper's Grove.

"Christov, my brother, I wish to share the secret of Tarylon's fortune with you. Many years ago, while fetching spring water beneath a full moon, I had a most wondrous encounter. A mighty being, perhaps a god, appeared to me upon a moonbeam. He said that I, Enan, and my people had been chosen to receive a special gift." Your brother shows you three snow white pearls the size of acorns.

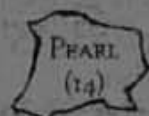
"He bade me to guard these dearly, and every full moon, to encircle our Tree with one at each of the four winds; in that moonlight the glow of these gems would strengthen our Tree, the heartblood of our village. Our Tree, in its vigor radiates a magical ring of protection which repels all evil from our borders.

But as you can see, only three snow pearls remain, the spell is broken!"

"It was Milgor, that prankster wizard from over the Diahaye Mountains who did this! While I sat meditating, he came in the form of a jay, and when I looked away to the song of a finch, he purloined the purest pearl of the four! Do not let yourself be distracted from your purpose while in the Grove."

"You must seek him out for me, for I may not leave the Grove, and you must not return without the pearl—swear this to me! You must return before the full moon in three days or word will surely reach the bandit town of Rheeega that Tarylon is now defenseless."

"Three things I give to help you on your journey. First, take these three remaining moongems—they will glow as they near their brother. Second, be steadfast and courageous, turning first to cunning, not combat, and seek the wise woman—it is said a bird knows where she roosts. Third, there is a broken tablet that is said to show Milgor's weakness. If you can find all the pieces and put them together, you shall overcome him! In my searches I could only find this one piece."



"Take this amulet. If any harm befalls it, I shall know that ill has overtaken you and may send another. Your gear is packed, prepare yourself and embark on the quest! Review your character. You may choose any of the following.

Set off at once, turn to I2.

Go bid your mother farewell I3.

Seek your Grandsire's council I4.

Retire to the Grove to meditate I5.

I2. You shoulder your pack and begin the journey. As you stride north through the valley, you pass a shepherd boy driving his goats to pasture. "Come, break fast with me," he calls.

"It is odd, that such a warrior would set out without a weapon," he says and gifts you with his staff. He shows you how to strike twice in one round with it (1d6/1d6). Then he gives you goat cheese and a flute he has carved. His parting words to you are, "They say

the seer can be found by following the hawk's flight past the twin sisters." Lose 1 Persistence and turn to W1.

I3. Your mother gives her blessing and admonishes you to always be courteous, but wary of strangers. She brings you your father's most valued weapon, a magical *war spear*, +1 (1d6 - 3) that always returns once it is thrown. She also gives you a small flask, a remedy against poison T59, and at last you embark. Subtract 1 Selfishness and turn to W1.

I4. Your grandsire, once a mighty warrior, is happy that you sought his council. "Trust your heart, son, your eyes can be deceived, for evil will try to lure you from your path." He gives you his *battle axe* +1 (1d8 + 3), which no door can hold against. Also there is a small amber crystal. When your need is great, break this stone and you will escape one encounter. Beware! It cannot undo what

has happened. Gain 1 Honor and turn to W1.

I5. You retire to the Grove to meditate. An hour before moonrise, your thoughts are interrupted by enchanting singing and a light dancing in the hills. Do you continue your meditations, I7, or investigate the singing, I6?

I6. The song leads you from the Grove and into the hills. Thorns and brambles tear at you in the dark. The singer continues to elude you. Do you turn back, I7, or continue on, I8?

I7. As the moon rises behind the Tree of Life, your eyes close. As in a dream, a man seems to step from the Tree and approaches. Though his lips do not move, he speaks to you. "You must seek to make the *crystal sword* whole again. Beware Milgot. He is not what he seems. He has many faces. You will need a weapon, take this *scimitar* +2

(2d4 + 2). It will light your way as a torch. Take too, this *golden acorn*. If death ends your trials too soon, break this nut and it will be as if the encounter never happened. God speed you, my son," he says and he is gone. Gain 1 Persistence and 1 Honor.

You awake refreshed and before you lie the scimitar and acorn. You also find a piece of the tablet. Turn to W1.



I8. After hours of aimless wandering, you at last reach the light. There, within a ring of mushrooms, a beautiful damsel dances enticingly. She beckons to you to join. Gain 1 Selfishness. Do you turn back, I2, or join her, I9?

I9. In the arms of this enchanting creature, you leap and spin, swelling with pleasure and losing all track of time. Turn to E11.

THE WILDERNESS

W1. South lies enchanted Tarylon, in twilight and north spread the wild lands. If you have been here before, go to W59; otherwise read W58.

W2. You find a well-worn trail leading to a cave. You may enter, W63; call out, W64; try to sneak in, W65; or search the near bushes, W56.

W3. Grazing on the tender grass, this horned beast looks up at your approach. If you fail to Evade, the creature will charge, M7. Or you may use your cloak, I12; use the rope, I11; or try to lasso it, I20.

W4. The plains are darkened by a mighty sea of buffalo, blanketing the land, W76.

W5. A friendly farmer tending his fields bids you good day. You may stop to talk (Rumors 1d8 + 2; +2 if you give him some wine).

W6. Standing alone on a high hill, this warrior statue is so weathered that no face remains. A partial inscription still adorns its base.

"Distrust strangers too courteous and nice;

"Seek behind the Dragon's Head for advice...

W7. This is surely the faceless god you were told to seek. You kneel at its base and dig. If you lack a dagger, roll 1d20; if you roll less than 6, turn to W141; otherwise read W142.

W8. At the end of the winding valley you find a cavern. A fearsome howl echoes from its depths. Will you leave or attempt to enter it, W143?

W9. The sound of snoring fills the valley. It stops at your approach. From behind a boulder, a leering giant steps. If you were beaten by him before, he roars and attacks, W146. Do you talk, W170? If you defeat him, turn to W145.

W10. Before you lies the ruin of a once mighty city. To explore these ruins, turn to the "Fallen Glory" map on the poster and place the MAGIC VIEWER screen on START. If you find a number turn to that entry. A small circle is a trap. Roll 1d6 - W170 and turn to that entry. (Fire causes double damage to the creatures found here.)

W11. A pack of wolves is dogging your trail. They will follow and attack if you try to Evade and roll 1-4, or just before you reach the next encounter. Use M26.

W12. Here is a ramshackle hut, but no one seems to be home. On the bare table lies buzz about a block of cheese. If you have been here before, turn to W163; otherwise, read W164.

W13. Here is a strange creature, manlike, but adorned with feathers and a leather skirt. She has a large, beaklike nose, and round, unblinking eyes. Do you attempt to slip past (Evade - 9), meet the creature, W177, or attack it, W178?

W14. Two barren peaks thrust skyward above the land. You may attempt to climb them to get a better view of the land, W130. To look in different directions, you must descend and climb again. If you look north-west, read W137; east, W138, or southwest,

W139. If you do climb the peaks, add 1 to Persistence.

W15. A harrowing shriek challenges you and rising into the air is a wyvern. She flies to attack, M27. You may try to lasso her, I20, or use an item. If you defeat her, you find her treasure among a nest of rocks and bones.

W16. From the shelter of the trees you spy a clearing with a small dilapidated hut and lonely well. An ugly crone hobbles from the hut to the well to draw water. Do you attack the horror, W181; remain to spy on her, W182; or step forth into the clearing, W183?

W17. If you are at location W17 and you have met the Brigands before, you may trail them to their lair, W191; otherwise, turn to W70.

W18. You come upon a rock-choked mountain spring. Black water spills from its edge and forms a stream flowing west. The gurgling of the spring almost sounds like someone choking. You may avoid the spring or draw closer, W204.

W19. You come upon a portly man, pacing to and fro in a clearing, wringing his hands. He greets you and offers to share a drink. You may decline and move on, or accept, turn to W71.

W20. This is a mountain pass. Looking north, you can draw a line to the three trees across the black stream. Horses move near the twin peaks.

W21. You hear a distant baying, W11

W22. You come upon a bridge crossing the Raging River. A dark figure on the other side steps from beneath the bridge. "Halt!" he snarls. "There's a toll to be paid to cross this bridge." The toll is 10 gold pieces more than you paid the last time. He will not make change. You may pay the toll and cross. Or you may attack the troll, W74, or try to sneak past, W220.

W23. Here you find a lone boatman and a rickety rowboat (AC 5; HP 25). He will row you across the lake for 35 gold pieces. On the trip, roll 1d6 every 4 hexes; 1 - W239, 2 - W196. If the boat is attacked, roll 1d6; even - you are attacked, odd - the boat. If your foe lifts you or wrecks the boat, you fall in the water and must swim, W75.

W24. A herd of cattle graze here, W76.

W25. A cloud of dust approaches, W11.

W26. A hooded figure sits crosslegged on the ground before the narrow pass, a copper bowl before him. Have you been defeated by this creature before W224? If not, do you donate, write down the amount and turn to W221, interrupt, W222, or attack, W223.

W27. Turn to the Elephant's Graveyard on the poster. Place the screen at START.

W28. You spring a hunter's trap and are whisked into the air. Spinning 10 feet above the earth you feel foolish. You may try to cut the rope - roll less than 11 on 1d20, W227, or wait, W228.

W29. Hooting, a flock of flightless birds mill about the stubble of a harvested field, W76.

W30. This odd village contains short, squat huts made of sticks, plastered with mud. They look more like nests. Your throat is parched. Perhaps you can gain drink and some help here.

A shrill voice from the bushes to the left startles you. "That's not right. Try it again."

A chirping voice to the right replies, "It's better than yours. My bird calls are better."

"Are not, are not," chants the first. Two squat figures storm onto the road. They have mottled leathers and wear leather breeches that reach to their knees. No shoes cover their long, three-toed feet. Each has a long, beaklike nose and round, unblinking eyes. They notice you.

"Hallo," says the first one brightly. "You look familiar, have we met before? So few strangers visit our town, I'm Rollie."

"I'm Milty," chimes the second. "Oh welcome to our town. Can we help you?" Turn to G28.

W31. A dirt trail leads to the entrance to an abandoned mine cut into the hillside. Signs say, "Keep Out," "No Trespassing," "Hard-



head Area." You may leave or enter, W229.

W32. An odd creature, half bird, half man, stoops and gathers dried seedpods into a sack. His appearance is gray and vulturelike. You may attempt to talk to him, W237, or attack W72.

W33. You step on a twig disturbing a winged creature. It raises three heads, a lion's, a goat's, and a dragon. The beast roars, M9. You may attack, use a rope I20, or other item.

W34. High on a windy crag you sight a huge nest. You may move on, wait beneath the shadow of the cliff, W238, or climb to the nest W130. If you reach the nest, roll for one bag, read W239.

W35. You sight a stone cutter, his broad chest dripping sweat as he moves a block of granite. Behind him is a rough hut built into the mountain. He scowls. "What do ye want? Strangers rarely visit here." You may attack, W240, stop to chat, W241, or offer to help, W242.

W36. This odd stony pinnacle is shaped like a hawk's head, and stands 150 feet tall. If you would like to climb it to get a better view, turn to W130; if you reach the crest read W253.

W37. With a hiss, a giant lizard with baleful eyes glares at you. A basilisk. You must make a Save vs Stone or read M32. It attacks you, M3. You may Evade, strike back, use an item, your shield or the globe, I29.

W38. At the end of this box canyon you find a stairs cut into the cliff face. An inscription is carved in the wall at the top.

Though my actions seem
without reason or rhyme,
There is a purpose here,
But alas, this is not the proper time.

You must find the answer if you dare.

W39. You climb the stairs and strike the runes with the haft of your weapon. The stone facade cracks and falls away, revealing a second message.

"On my journey to the moon,
I passed a flock of southern loon;
There were less than half a dozen,
For they'd lost a second cousin.
I crossed the path of a loving pair,
In a horsedrawn cart,
returned from there.

I waved to a merchant and three sisters,
Two were married one a spinster.
To reach my tunnels you must find,
The number which matches mine,
A clue I offer, just a tip,

How many made that arduous trip?"
To find the entrance to Milgor's lair, you must guess the answer to the riddle and add W260, and read that entry.

W40. Before you lies a shallow, country stream. The waters are dark and greasy; a rancid odor fills the air. Only eel stir in its stagnant pools. This brook does not babble but flows sluggishly westward. What bequeats these waters is a mystery. You may easily leap across the stream, for you are loathe to wade the black waters.

W41. Where once oozed blackened waters, now there bubbles a clear brook. Birds sing along its banks and trout leap at the elusive dragonflies. Life has returned where only decay and torpor prevailed. Your heart swells with pride.

W42. The rugged mountain cliff face is 20 feet tall. Only scrub pine and tufts of grass find a footing on the treacherous mountainside. If you wish to climb the mountain roll 1d6: 1-3 - W130, 4 - W254, 5 - W255, 6 - W256.

W43. The sounds of the woodland fill the air and you find an old game trail to follow. Roll 1d6: 1-3 = continue on, 4 = **W257**, 5 = **W258**, 6 = **W259**.

W44. A cloud of gnats follows you as you wade through the mud and mire. Your progress is slowed, roll 1d6 + RW8 every 2 hexes. In addition, each hex roll 1d6: 1-3 = you manage to wade on through the muck, 4 = **W267**, 5 = **W268**, 6 = **W269**.

W45. You stand on the banks of the Raging River, the water foaming and splashing over hidden rocks. The river is 100 feet wide. You may refill your waterskin. To cross the river you may use special means, building a raft, **I11**, build a raft, **I15**, or try to swim, **W75**. Exploring the river roll 1d6: 1-3 = pleasant walk, 4 = **W269**, 5 = mountain lion **M11**, 6 = rickety boat (15 hp).

W46. Waves dance across the surface, and trout splash in the waters of this lake. You may refill your waterskin. To cross you may use special means, building a raft, **I15**, or try to swim it, **W75**. If you do build the raft, roll 1d6 when trying to pole across each hex: 1 = **W260**, 2 = **M24**, 3 = **W196**, 4-6 = clear sailing.

W47. You have returned to Tarylon the Fair. But you are disgraced, for you have not yet completed your quest. Your brother, Enan, is saddened by your failure, but glad that you yet live. He leads you to the Grove and heals all your wounds. He cannot lift a curse. He encourages you to return to your quest before all time runs out. (Lose 2 Persistence and 1 Honor.)

W48. The ground is pounded flat, and to either side boulders are stacked to form titanic spires.

W49. Here is a 20 foot tall wall. A mammoth slab of stone blocks the only entrance. You may leave or climb it, **W130**. If the giant is with you, turn to **W162**.

W50. The grass is beaten flat. Clawed trees and tracks of a two-legged beast dragging a mighty tail, warn of some horror.

W51. Many horses have passed this way. The smoldering remains of a burnt wagon and cargo tell a tale of bandits and brutality.

W52. The stench of rotting flesh greets you. Here you find the grisly remains of a deer, its carcass torn asunder by claw and fang.

W53. The grass is trampled by many pawprints, as if a pack of dogs harried prey.

W54. A mound of newly dug earth forms a wound in the land, testimony of some carnivore digging its prey out of a hole.

W55. The land hereabouts is blasted and barren. Naught grows in the baked earth, and only lonely stones adorn the windy waste.

W56. The wind has sculpted sands and stone in odd, nearly lifelike forms. Here is a stone rabbit and a stone wolf.

W57. This trio of trees stand tall. Carved into the northern most is an arrow pointing up through a heart and the initials "H.J. + V.K."

W58. Hard trials lie before you; best be on your way. You spy a small bird caught in the thorns of a plum tree. You free the bird. If you decide to keep it, mark it on your sheet, **W140**.

W59. A familiar shepherd boy greets you. Things are grim in Tarylon, he says. If you need a new weapon, seek the cave to the north; add + **W60** to that encounter. He gives you a bottle of wine.

W60. Carefully you remove the cactus. The cub licks you gratefully. As you leave you meet a suspicious mother bear, but at a growl from its cub, you pass. Gain 1 Honor.

W61. Before you can act, a second bear lumbers forth and sniffs sadly at the slain one. Too late you recognize mother and cub. Lose 1 Honor for this thoughtless deed.

W62. Deep within this foul smelling cave you find a magic *halberd of harmony*, +1 (d10), wedged tight in a crack. You can try to pry it out, **I14**, or use some oil, **I17**. This weapon will cure 3 times, **T62**, and bless once, **S14**.

W63. Your keen eyes adjust to the dark and you make out a squat figure that turns and moans. Do you attack, **W67**, or hold your ground, **W68**?

W64. A deep moaning bellow answers the sound. Do you rush in to attack, **W67**, or wait, **W66**?

W65. Roll 1d20; if less than 15, turn to **W63**. If you fail you stumble, read **W64**.

W66. From the brush, a furry brown, snarling fury rears on powerful haunches, swiping with deadly claws, **M4**. You may lasso it, **I20**, or use another item. If you defeat it, read **W69**.

W67. From the dark a beast charges, gaining one free attack, **M4**. If you defeat it, read **W69**.

W68. Looking closer, you see a large bear cub in some kind of distress. A cactus is stuck to his paw. You may attack, **W67**, or attempt to remove it, **W60**.

W69. If this is not Encounter **W2**, record XP award and leave. Otherwise turn to **W61**.

W70. The leader of the brigands tells you to throw down your treasure. If you don't throw them one treasure, they will attack, turn to **W190**.

W71. "Oh kind sir," he grunts, "I have fallen on misfortune. A scarf I hold most dear, has been stolen by a bird, who carried it off to her nest. Oh I would gladly reward you if you could retrieve it for me," he pleads. Do you agree to help, **W208**, or politely refuse, **W209**.

W72. "If you're looking for information, ask the earl," warbles the bird, and flits off.

W73. You stand face to face with your nemesis. "Well, mortal, have you come to make a sacrifice to me? Know you not that I can not be beaten save by the Heart of Truth? You are surely a wretched creature." He springs to the attack, **M18**. If he hits you turn to **W273**.

W74. Use **M25**. You may try to trip him, **I13**, or use some item. Lose 1 Honor.

W75. You must roll 1d20 each hex. If the result is greater than 13, you panic, take 1d4 points and don't move. If you panic, your next roll is at +2.

W76. A large herd mills about the plain. To pass the herd, roll 1d20; if less than 6, turn to **W77**; if between 6 and 15, turn to **W78**; and if greater than 15, read **W79**.

W77. Something spooks the herd and they flee. You spot a pack of wolves harrying them.

W78. You find yourself surrounded by the herd snuffling and snorting at you in curiosity. Read **W4**.

W79. The herd panics and you are caught in a stampede, **M1**. You may play a flute, **I10**, or Evade, but if you fail, take double damage. If you attack and cause damage, the herd turns away if you roll the damage caused or less on 1d20.

W80. A *deathshard* floats in the air.

W81. A golden light surrounds the third door.

W82. A golden key glows in the mosaic.

W83. A ghostly maiden stands before the door and beckons.

W84. A ghostly vision dances on the wall of a golden sun standing over three palm trees, beneath which rest two nomads.

W85. A maiden points to a stone in the wall.

W86. A silvery mirror appears before you and you see the tusked horror creeping up behind.

W87. Your nemesis is encased in a silver globe.

W88. You detect the trap and take no damage.

W89. The water sparkles as it slides down your gullet. Motes of light dance before your eyes. When you enter one of this building's rooms, you may call upon your fountain vision, up to 3 times, and then subtract 10 from the encounter number and read that entry also.

W90. You step past an archway lined with human skulls. Do you possess the Malfera's bane, **W271**? Or, have you been defeated here once, **W270**; if not turn to **W73**.

W91. You are disoriented. There are now three doors out. Door #1, appears to be a that of a mighty vault, **W274**; Door #2 stands open, and beyond you see plains, **W275**; and Door #3 is vermilion, bound with iron, **W276**.

W92. The far wall of this room is decorated with a mosaic of a raging battle on a desert, **W279**. To the right side of the mosaic is a covered basket, **W280**, while there is a chest to the left, **W281**. There is a curtained alcove beside the southern door, **W282**.

W93. In the center of this room is a bubbling fountain. You may taste the water, **W89**. A locked golden door leads north, but you may not pass without the golden key, or some other means.

W94. This room has carpets hanging to either side. The northern wall bears an inscription, **W285**. As you enter, two sashes drop to the floor and crawl to attack with deadly life. Use **M22**.

W95. This room is barren except for a golden door that requires a golden key to open. Roll 1d6: 1-2 = **W286**; otherwise read **W288**.

W96. This hallway bears a door wrought of iron. There are three keyholes, in a column. First, gold, then silver, then copper. Three keys are needed to open this door. It will not open by other means. If you have the keys, turn to **W287**; otherwise read **W288**.

W97. Have you defeated the Malfera yet? If yes, turn to **W295**; otherwise turn to **W289**.

W98. The great door swings wide. Beyond is a huge locked treasure chest and any treasure that the Malfera stole from you. You must either pry the chest open **114**, or pick the lock, **133**. Each time you fail roll for a trap. Roll twice for Coins as well as normal finds.

Here you also find a fragment of the tablet. Gain 3 Honor and lose 1 Selfishness.



W99. Carefully you inch your way along a gully. Suddenly a silent scream echoes in your head and you are attacked by a dark feline figure, **M11**. It does not cry out loud, but you can hear its roars in your head. The creature gains surprise.

W100. Brush covers your approach. Roll 1d20; if you roll greater than 13, read **W192**; otherwise turn to **W193**.

W101. Inching through the grass, you come upon a great horse, unmistakably the brigand leader's mount. You may try to sneak past, **W194**, attack, **M7**, or walk past casually, **W198**.

W102. You find a lone brigand, bending over a stewpot. He is busy cooking, chopping a piece of meat with a large cleaver. You may try to sneak past, **W194**, attack, **M6**, or try to silence him quickly **125**. If you win, **W203**.

W103. From here you overhear two sentries talking. They say that most of the band is away right now, but then no one would be brave enough to trail them to their camp.

W104. Something is thrashing in the brush. You find a rabbit caught in a snare. You may ignore it, free it, or take it with you. Roll 1d6: 1-2 = **W199**, otherwise move on.

W105. Here is the heart of the brigand's camp. Three men are always here. The first time, one is Raker, the leader, whose face is badly scarred. Beside them is a locked treasure chest. You may try to sneak close enough to surprise these three, **W194**, or attack them, **W200**.

W106. Here a lone sentry sits watch, whittling on a piece of wood. You may try to sneak past, **W194**, attack, **M7**, or try to silence him swiftly, **125**. If you win, **W203**.

W107. This is a box canyon. As you back out to find another place to start, you are attacked by a bear, turn to **W66**.

W108. You find some vines, and take one with you. You may use the vine to safely cross one hazard, but then it is gone. Also you may use it to climb down one row where there is no path.

W109. A splashing waterfall dampens the stone. When you leave this space add +2 to fail chances. Overhead is an outcropping; if you have a rope and grapple, you may try to climb straight up, **W130**.

W110. The cliff is crumbling and part of the trail has fallen away. Fall chance = 5.

W111. Rockslide. Take 2d4 points of damage or Save vs. Stone for half. Next, roll to see if you fall. +1 for each point of damage.

W112. A mountain goat stands sentinel on this pinnacle. He will attack, **W3**. Each time he hits, check to see if you fall. Fall chance = damage caused.

W113. You climb a narrowing chimney, but it ends in a small cave. Here you find a giant badger, deep in meditation. Do you attack, **W211**, or turn to climb back down **W212**.

W114. After a long grueling climb, you sight the bird nest on the top of an outcropping. As you climb the rock a giant eagle dives at you, **M23**. You must fight at -4 to Hit while climbing (-6 if you were compelled). You may ignore the bird and allow it to attack you while trying to grab the scarf; a roll of less than 15 on 1d20. If you retreat the bird stops attacking. You must climb down afterwards. Add 1 Persistence and 1 Honor. Read **W213** once you reach the bottom.

W115. Here is a locked wooden door. You may not pass unless you have the key or other means. Above the door, a large boulder is balanced. If you open the door, turn to **W175**.

W116. This courtyard is overgrown with vines and leafy pods. Too late, you discover that this is a deadly man-eating plant. Use **M21**.

W117. Vines trail across the cracked flags and climb stony trellises to either side. An ominous flutter of leaves fills the air and you are attacked by snaking leafy fronds. Use **M2**.

W118. What you thought be the framework of some building, you discover is the ribcage of a gigantic creature that died here. Hanging from the spine on a sinewy cord, spins a bony key. To get the key you must throw something to break the cord (AC -2, 4 hp). A rock causes 1 point.

W119. In the center of the square, a dozen scavengers fight over a corpse. The beasts are 3 foot long, hognosed rats with long tails. You must attack them to cross this area; use **M26**. You may try to scare them by charging; they must roll greater than their Evade or flee, if they stay they gain 2 free attacks.

W120. The stench of putrid flesh fills this hut. Lying amidst a dozen casks is a rotting body. The casks hold rancid fish oil. You may refill your oil flask. There is one empty flask here.

As you turn to leave, horror grips your

your throat. The corpse stands, chuckling evilly, and staggers to attack; use **M25**.

W121. The walls and ceiling here are crumbling. To cross this area, you must roll less than 13 on 1d20, or a wall will crash in for 1d8 points. A *web* will prevent this.

W122. This plaza is carpeted with sawtoothed plants and roofed by an arbor overgrown with vines. Do you cross the plaza **W127**, swing across on a vine **W128**, or climb the arbor, **W129**?

W123. The flagging here is cracked and tumbled. You pick your way carefully across the court, when suddenly huge tentacles erupt from the floor and slash at you. One of the tentacles bears a deadly thorn (d6). Use **M27**, but it has 50 hp.

W124. This building is dark and dingy. The floor seems to move on its own and attacks you. Use **M5**, but it only has 30 hp. If you defeat the monstrosity, turn to **W299**.

W125. In the center of this great hall, wreathed with ghastly vines, towers a grim giant. He looks at you, but his eyes are glassy and unseeing. "COME IN. I HAVE BEEN WAITING FOR YOU." You feel great evil about him. Do you attack **W300**, leave, or try to *dispel* the evil, **W301**?

W126. Dust sifts to the ground. Turn to **W121**.

W127. The sawtoothed leaves snap at you, use **M24**, but the plants have twice as many HP. It takes 5 rounds to fight across the plaza.

W128. You must roll less than 15 on 1d20 or turn to **298**.

W129. Roll 2d20 and if the total is less than 16, turn to **298**.

W130. Roll 1d20 (if you lack rope and grapple add +4); if less than 15, you fall, roll 1d6 (1d4 indoors) + **W130**: 1 = **W131**, 2 = **W132**, 3 = **W133**, 4 = **W134**, 5 = **W135**, and 6 = **W136**.

W131. You collide with the cold, stony ground for 3d6 points of damage.

W132. Desperately, you grab a root, catching yourself with a painful wrenching. Roll 1d20; if less than 7, subtract your roll from 2d6 points.

W133. Your grip slips and you slide down the wall in a shower of debris. Roll 1d20; if less than 7, subtract your roll from 2d4 points.

W134. Your fall is abruptly halted by the rope looped through your belt; take 1d4 points of damage; if you lack a rope, roll again **W130**.

W135. As you tumble head over heels, you spot a pool of water. To make a soft landing in the muddy pond, Save vs. Stone at -2, or take 2d6 points of damage.

W136. Fortune smiles, your fall is broken by a patch of brush; take 1d6 points.

W137. Far to the north you sight a grand lake and odd little village on its shores. You see some winged creature soaring over the marsh and you could swear it has more than one head.

W138. Eastward you spot a plume of smoke rising from #12. There is a mountain barrier to the east and south. Encounter #20 is a pass.

W139. Due west the land is scarred and barren forming a winding maze. Southwest you sight a large winged creature with a serpenty tail gliding above a hill. From Encounter #16 smoke rises.

W140. You may use a live bird or rabbit as a distraction. If you cause a distraction, you may slip past or gain 1 free attack.

W141. The sound of shattering glass, answers your haste and carelessness. To your chagrin you find a broken silvery globe, 130. It is useless unless you can repair it.

W142. Digging carefully, you unearth a strange silver globe, a faint light glows in its depths. You may use it like a shield to reflect, 130.

W143. A gust of wind blows from the cave, and spins you about. Roll 1d20; if less than 13, turn to **W144**; otherwise tumble back one hex.

W144. Struggling against the wind you step into the cavern. Towering spires glitter in the sunlight and calcium terraces form an unearthly diorama. The howling comes from the wind whipping through an opening in the 40 foot high ceiling. The place abandoned. You may climb out, **W130**.

W145. With his last labored breath he taunts you. "YOU MAY HAVE BEATEN ME, BUT MY BROTHER WILL GET EVEN. YOU WON'T FIND MY TREASURE ON ME, MY BROTHER HAS IT SAFE IN A HIDEY HOLE. HA HAH."

W146. The giant swings a sapling, **M14**. You may attack, try to trip him, **I13**, or use some item.

W147. "SO YOU LIKE GAMIN'. THIS HERE CONTEST IS EASY. I SET YOU THREE TASKS, AND IF YOU CAN BEAT ME, I'LL LEAD YOU TO ME TREASURE. IF'N YOU LOSE, I GETS MY PICK OF ONE O' YOUR

BAUBLES." Do you want to continue, **W148**, or attack him **W146**?

W148. You nod your agreement. The giant picks up a boulder and crushes it between two hands. "LET'S SEE YOU BEAT THAT" You may look for a brittle rock, **W149**, or you may use a *cheese* to trick him, **W150**, or you may attack, **W146**.

W149. You discover a weathered skull among the rocks. Roll 1d20, and if you roll less than 13, turn to **W159**; otherwise turn to **W157**.

W150. You slip the cheese into your hand and pretend to pick up a rock. You squeeze with just one hand until the whey drips to the ground. Startled, the giant scratches his head, **W151**.

W151. "HEY, NOT BAD RUNT. TRY THIS." and the giant strides to one of the rocky pillars and pushes it over. You may attack, **W146**, attempt to push a pillar over, read **W152**, or try to use your wits to solve this one, turn to **W153**.

W152. You brace your back against a pillar and heave. Roll d100; if your roll is greater than 12, read **W157**; otherwise read **W160**.

W153. Studying the pillar you see a key stone supports the weight of one side. You loosen the stone and then push. Roll 1d20; if less than 5, turn to **W157**; otherwise read **W160**.

W154. The giant glowers "YOU'RE PRETTY TOUGH. LET'S SEE YOU TOP THIS." and he tosses a boulder some 200 yards. You may attack him, **W146**, or use a *bird* if you have one, **W155**, or you could try to trick him, **W156**.

W155. Smiling, you lift the bird from your pouch and fling it into the air. The bird takes wing and flies away, much to the nearsighted giant's bemusement. Turn to **W158**.

W156. Thinking quickly, you pick up a stone, and sweep your arm forward, as if you had thrown the stone a long distance; actually you toss it behind you. Roll 1d20; if less than 12, turn to **W161**; otherwise read **W158**.

W157. "LOOKS LIKE I WIN!" booms the giant. He lifts you by your tunic into the air. "MY, MY, SO MANY NICE BAUBLES TO CHOOSE FROM. NOW, I DON'T WANT NO ARGUMENT FROM YOU." With a casual tap he knocks you out. When you come to, you lie before **W6** and either one of your remaining pearls or your shield is gone. Lose 1 Honor.

W158. The giant grumbles, "FAIR IS FAIR. I PROMISED TO TAKE YOU TO MY TREA-

SURE, FOLLOW ME." Turn to W49. Gain 1 Honor and 1 Persistence.

W159. You crush the skull to powder, W151.

W160. Amazingly the pillar topples. Read W154.

W161. "OH HO." bawls the giant, "CAUGHT YOU CHEATIN'." Turn to W157.

W162. The giant lifts the huge slab gate and you step through. Then, with an evil laugh he drops it back in place, barricading you within.

W163. The hut remains abandoned, but you may take the cheese; it is worth 1 ration.

W164. "Ey what's this," a voice exclaims. Turning, you face a woodcutter. You apologize for intruding and explain your mission. He grunts, "I guess it's alright. Want to stay and share my supper?" You may leave, accept his offer, W165, agree to stay, but watch him carefully, W166, or attack him without warning, W167.

W165. The woodsman slices you a piece of coarse bread and brown cheese, and passes a cup of ale. "If you're goin' wandrin', I bests warn you to stay away from that hooded bloke west o' here."

Your conversation turns to your quest and you show him one of the pearls. Roll 1d20 and if less than 9, turn to W168; otherwise read W169.

W166. You talk as, the woodcutter pours cups of ale and turns to cut the bread and cheese. He warns you of the marauding packs of wolves. You watch his reflection, trying not to be conspicuous, and to your surprise, you see not a woodcutter, but a tall robed wizard, Milgor. You kick the table over and attack, W167.

W167. You charge the woodcutter, but he nimbly dodges. His form shifts and there stands Milgor, you should have known. Use M20. Gain 1 Honor.

W168. You feel woozy and you realize that the woodcutter has tried to drug you, turn to W167.

W169. Everything starts to reel, and the floor comes crashing up to meet you. A form stands over you, but it is no longer a woodcutter, it is Milgor. He searches through your pockets and you are helpless to prevent it. Then he stands with one of the snow pearls in his hand, laughs and vanishes. You can move at last. Lose 1 Honor.

W170. "HAR, LITTLE MAN, WHERE DO YOU THINK YOU'RE GOIN'? THE ROAD IS OUT BEYOND THIS POINT, I'D TURN BACK IF I WERE YOU, UNLESS YOU'D LIKE TO

TRY YOUR CHANCE AT A WEE CONTEST. HAR, HAR." If you agree to his contest, turn to W147, or you may attack, W146, or leave.

W171. You feel you are being stalked. From distant shadows a keening wail sounds. Roll 1d20; if less than 5, you are attacked by a hairy beast from the shadows. Use M10.

W172. Your path is blocked by a yawning 20 foot chasm. You must use a rope I18, roll less than 15 on 1d20 to leap across, W130.

W173. Your foot treads on a raised flagstone and a dart shoots from the wall. It's Hit roll is 11. If you are hit take 1-3 points and Save vs. Poison at -2 or die.

W174. Your foot catches on an unseen wire. With a whoosh, the room starts to flood with sand and you start to sink. To escape roll less than 14 on 1d20 or use a rope I11. Take 2 points of damage each round you are trapped.

W175. You step upon a raised step and it sinks beneath your weight. Suddenly, a boulder crashes down (Dmg = 2d8). Save vs. Stone for half.

W176. Some poor soul was not as lucky as you, his remains are impaled on a spiked branch here.

W177. You notice the creature is picking berries. "Oh, hello," she greets you. "My name's Carojin. What's yours?" If you have met before, read W180. Do you chat with her (Rumor 1d8 + 4), or offer her a drink, W179?

W178. The creature cries out in dismay, M13. Lose 1 Honor. You may stop and talk, W72.

W179. Carojin is delighted and says she is out picking gooseberries for a pie. She will share one Rumor (1d8 + 6). Lose 1 Selfishness.

W180. Carojin's basket is not very full, but she is, and belches politely. She has found something. It is a piece of the broken tablet, #20, but it is blank. Turn to W177.

W181. You spring from the trees and swing at the ogress, but your weapon passes right through her. Sneering she curses you (-4 to your Hit Rolls until you gain 2 Honor or are cured). The hut, well and ogress vanish.

W182. You hide in the shadow, but the old woman sniffs the air and calls out to you, W183.

W183. Warily, you step forward and hail her. The old crone hawks and spits and asks for some help in carrying the water to the house. Do you help, W184, or not W185?

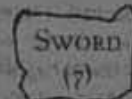
W184. Subtract 1 Selfishness; turn to W186.

W185. Add 1 Selfishness; turn to W186.

W186. You enter the hut cautiously, and the water is poured into a cauldron, where it begins to boil even though there is no fire. The old woman seats herself behind the cauldron, stirring the broth with a great spoon, and stares at you. "I am the Witch of the Woods; what is it you seek, traveller?" Do you tell her your mission and show her the pearls, read W187; are you cautious and tell her that if she is wise she will know your mission, W188; or don't you trust her, and lie about your purpose, W189?

W187. "Ah the truth is a two-edged weapon," she mumbles. "If Milgor you seek, draw an arrow from the crook, across the black bowstring, and it will fly straightway to your destination. Seek beneath the message." (Add +1 to the encounter number you will find.)

Steam bubbles from the cauldron, and when it clears, you stand in an empty clearing in the woods. Beside you lies a fragment of the tablet. Gain 2 Honor and lose 1 Selfishness.



W188. "You are rude, but I will tell you this." Roll 1d4 + 9 and consult the Rumors! The cauldron spews a noxious cloud and when it clears you find yourself east of W8, and must descend, W130.

W189. "Beware the many forms of Milgor, he seeks those which yet remain. Now begone. I have no time for the likes of you." Roll 1d10; you are magically teleported to that location. Add 2 to your Selfishness.

W190. Use M6. Six of the bandits attack you while the others try to catch you in a net. The netters roll 1d20, add 1 to their roll for each man using the net and if they roll 20, you have been netted. Your attacks first slay netters. Once netted, they will steal all your treasures, and one of the snow pearls.

W191. You trail the brigands to their lair behind a knoll. Turn to the poster and locate the "Raker's Den" map. Place the screen on any of the four STARTS and trace your way to the heart of the camp.

W192. Your foot snags on a tripwire. A spiked branch whips out and impales you (Atk 1d8).

W193. You spot a tripwire. Stooping, you pull, and a spiked branch whistles by overhead.

W194. You may sneak past by special means or are you disguised as a bandit, W195, do

you have some means of distracting them, W140, or are you just trying to move quietly, W197?

W195. The creature may make a save to detect you. If you are detected it will attack, return to that encounter. If you are not detected you may slip past, or gain two free attacks.

W196. A gray behemoth slices through the water. (AC 0; THACO 10; Atk 2d6). You may drive it away by inflicting 15 points. It hits boats/rafts at +5. If you are in the water you hit at -6.

W197. You try to crawl past quietly. Your foe may save at +4. If he succeeds, your foe attacks at +2 for 2 rounds and gains 1 free attack, return to the encounter. Otherwise, you sneak past.

W198. The horse snorts and attacks, M7.

W199. While freeing the rabbit, you notice a culvert running under the briars. You may move east if you desire.

W200. If you attacked a sentry, the cook, or the mount earlier, turn to W201, otherwise, use M6. However each man has 15 hp and hit at +2. If you defeat the men go to W202.

W201. You strike at the leader, but to your surprise it is only a straw dummy. From behind three men attack with surprise, return to W200.

W202. This is a locked treasure chest. You must either pry it open, I14, or use oil I33. Each time you fail the trap effect doubles. Roll for a trap and treasure. Anything the brigands stole from you is here and a piece of the tablet #10, but it is blank. Add 2 Honor.

W203. This man has 1d10 gold and wears a brown cloak. You may take the cloak if you wish.

W204. In the dark shallows an eerie image of a woman pinned beneath the boulder forms and the gurgling seems to call for help. Do you help, W205, or turn from the foul waters, W206?

W205. You wade into the waters and start to clear the stones from the pool, but the image of the woman vanishes. Do you continue, W207, or give it up as a futile task, W206?

W206. The splashing seems to cry a curse. Your foes gain -4 to Hit you until the curse is removed. Lose 1 Honor and add 1 to Selfishness.

W207. You roll the last boulder from the pool. The water, no longer black, splashes merrily down the concourse. Its bubbling sounds like

a blessing and any curses are removed. You drink the cool water and refill your waterskin and it comes to you that you should seek out the mayor of the village. Gain 1 Honor and lose 2 from Selfishness. Change future encounters with the Black Stream to W41.

W208. "Your prize shall be this *cap of protection*," he snorts. "The nest is atop a cliff to the east." To climb the cliff, find the "Devil's Stairway" on the poster. Place the screen on one of the four START spaces, W210.

W209. A strange feeling of friendship for this portly fellow overwhelms you. You feel compelled to help. You will fight at -2 to Hit until it goes away. Add 1 Selfishness and turn to W208.

W210. To climb the Devil's Stairway does not require special equipment. When you find a circle turn to that entry. If you find a small diamond, roll 1d20; if the roll is equal to or less than the number in the space plus the number of your starting space, you fall to the ground. Take 1d6 points of damage for every row you fall and then start from the space you fall to. Magic shoes allow you to ignore the START space value.

W211. Your blow bounces off and giving you a look of disdain he vanishes in the wind.

W212. A voice calls out from behind. "The word is 'Wrap', remember it well." You look back, but only the wind stirs in the empty cave.

W213. The portly gentleman greets you eagerly. "Do you have the scarf? Give it to me." Do you hand over the scarf, W214, or refuse, W215?

W214. The fellow strokes the scarf. You gain the *cap* 1d4 + T2 and all compulsions fade. Then he turns with an evil smile, W216.

W215. If you are under a compulsion, you turn it over, W214. Roll 1d20; if greater than a 4, read W217, otherwise, you give it to him.

W216. The creature turns into a giant pig and attacks, M10. If you beat him, read W218. If you know a magic word, read W219, and return here.

W217. You shake off the charm, read W216.

W218. The evil creature changes back into a portly gentleman. He won't trouble you further. Roll for treasure. You may take the scarf, W219. You find a piece of the broken tablet. Gain 2 Honor.



W219. "WRAP!" you shout. The scarf springs

to life and wraps about your foe's head, blinding him (-4 to his rolls). This only works twice.

W220. You may use special means, or try to distract him, W140, otherwise return to W22.

W221. The donation vanishes from the bowl. If it was at least a 100 gp value, gain 1 Honor. You may donate twice, leave, or return to W26.

W222. The figure looks up slowly and says, donate one of your pearls if you seek true wisdom. If you do, W221, if you don't, W223.

W223. The figure pulls back his hood, and you find an elephant-headed man. Tentacles burst from his chest and you are shaken by the horror. (-2 to Hit in this combat). If the beast hits 5 times, read W225. If you defeat it, read W226.

W224. The figure pulls back his hood and you face a bald old man. "Turn back warrior. My lord plans your doom in his lair." He vanishes.

W225. With a bellow, the beast flings you against the canyon wall, knocking your breath away. As you struggle to stand, a slimy trunk searches your pockets. It takes one snow pearl if any are left, or it steals your weapon. With a shout of triumph, it disappears on a whirlwind.

W226. Your foe lies dead and bleeding at your feet, but suddenly you are grabbed from behind. You have been tricked, read W225.

W227. You neatly cut the rope and crash to the ground taking 1d6 points of damage.

W228. You hear a morningdove, jay and loon. Two odd birds step out of the woods, dressed like men, but feathered, with a beaklike nose. "Well what have we here?" chirps the first, "A woodgrouse?"

"Oh, definitely not," quips the other, "Woodgrouse are out of season, you know." You shout at the creatures to get you down.

"Oh, but, it seems to be a grouse of some sort," notes the first as they lower you. "Hi, I'm Milty and this is Rollie. You should be more careful in the future."

"Oh yes indeed. Look before you leap we always say." The two wander off into the woods.

W229. Cobwebs hang from rotting timbers. The winding tunnel splits four ways. The route to the right (+1) is newly reinforced, W231, the one to the left (-1) appears long abandoned, W233. There is a rickety ladder (-3) leading up, read W230, and a shaft (-3) with a 50 foot rope hanging from a pulley dropping down into darkness, W232. Or you can return the way you came, W235.

As you explore, keep a total of the values in parentheses, for each passage you take.

W230. Ahead the rotten timbers have collapsed, blocking the tunnel. To the left (+1) a side tunnel branches, **W232**, right (-2) a rubble strewn passage slopes down, **W229**. Or there is a crevice (-1) you can squeeze through, **W231**.

W231. The musty odor of earth fills the air. The passage to the right is buried in a cave in. The tunnel winds ahead (0) into darkness, **W232**, while a set of stairs (-1) lead down into the earth, **W229**. Overhead there is a narrow chimney (+1) leading up to the next level, **W233**.

W232. Rubble litters the passage. The tunnel slopes upwards (+2) straight as an arrow, **W233**. To the left (0) the passage switches back, **W230**, while to the right a crawspace (-1) leads to a parallel tunnel, **W231**.

W233. The air is stale and the passage cramped. The passage twists upwards (+1) ahead and turns to the right, read **W230**, while a corridor branches at right angles to the left (-1) through a vein of shale, **W232**. Behind you (0) the path recedes into darkness, **W229**. To exit this maze, if your wandering total equals 0, turn to **W234**, otherwise, continue on. If you are frustrated, there is a collapsed way to the right that you might be able to squeeze through, **W235**.

W234. A fresh breeze greets you as you stumble out into the sunlight. It seems that persistence does pay off. Gain 2 Persistence.

W235. In desperation, you try to claw your way through the rubble. This is a risky path, the stone is cracked, the timbers rotten. Roll 1d20 (+2 with a dagger, +4 with a grapple); if less than 18 turn to **W236**, otherwise you break through onto the mountainside to the west of the mine. Lose 2 Persistence.

W236. Roll 1d4 + **W228** and turn to that passage.

W237. With a cackle he tells one rumor (1d8 + 8).

W238. A dark shadow glides across the ground and you spot a young roc winging toward the nest. To leave you must Evade. If you succeed, you slip quietly away, but if you fail turn to **W239**.

W239. A shadow blots the sun as a huge bird of prey dives with a shriek to attack. **M23**.

W240. The stone cutter cries out in amazement, and flees, swearing at you as he goes. You may search the area, **W243**, or leave.

W241. Grumbling, the stone cutter drags the stone to his workstool. Then mopping his brow, he offers you a drink of spring water. "As I said, don't get many strangers 'ere. Mostly scared of the foul lizard what roosts to the north of 'ere. Feel free to sit 'n rest a spell, I got work to do. Best you keep out of that hut whilst I'm gone, an old witch lives there!" and he leaves. You may explore the area, **W243**, or leave.

W242. You stride over and help him drag the block to the workstool. He is grateful, and brings out a bottle of wine, a haunch of cold venison and bread. You rest and dine. Cure 1-4 hit points and you may keep the wine and meat.

"So you're lookin' fer Milgor? One nasty chap, that un. He comes around here often, visitin' the old witch what lives in that hut. Take care!" You thank him and help him load a finished tablet onto his back. He sets off toward town. You may go to the hut, **W243**, or leave.

W243. You cross over to the old hut and peer in one of the dingy windows. It appears to be empty, but just as you turn to leave you hear a moan. Do you leave or look inside, **W244**?

W244. You push open the door and warily step in. From a cot comes a moan. Pulling back the cover you find a filthy, young maid, her lips parched, chained to the wall. Read **W252**.

W245. You must pry the lock open 114, or pick it, 133. If you succeed, go to **W251**; if you fail, read **W252**.

W246. The maid struggles with you, but you manage to force some water down her throat. She gags like a man. Turn to **W249**.

W247. She gasps, "Alisha, if it please you my lord. Oh please, do free me from the clutches of this horrible witch. I cannot bear this torment and will surely die." Turn to **W252**.

W248. You turn away and leave the wench screaming like a banshee and tearing at her chains, cursing your birth that you should leave such a helpless child a prisoner. Lose 2 Honor.

W249. Surprised, you shove the maid from you. Her form shifts and reshapes into that of Milgor. With a curse he attacks you. **M20**. Gain 1 Honor.

W250. Your strength fades and you fall. With a laugh, she tosses her hair, and standing there is no maid at all, but Milgor. He steals one of your snow pearls and vanishes. You recover.

W251. She nearly swoons in your arms, but

reaches up and kisses you. Roll 1d20; if greater than 17, turn to **W249**; otherwise read **W250**.

W252. "Please sir," she moans, "Won't you save me from this wretched witch?" Do you break her chains, **W245**, offer her a drink, **W246**, ask her name, **W247**, or refuse her thinking it might be a trick, and leave, **W248**?

W253. From this vantage you see southwest two twin peaks, a herd of bison on the southern plains and west, gigantic birds circle above the mountains.

W254. A 20-foot-wide and deep chasm blocks your path. You must either use a rope 111, try to leap across—roll greater than 14 on 1d20—or fall (1d6 + **W130**) and you must now climb **W130**.

W255. A lucky caste of your weapon brings down a rabbit. Add 1 ration to your total.

W256. You find a narrow path up and down.

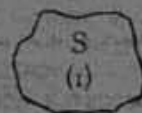
W257. The trail has grown faint. You are lost. Roll 1d6; move: 1 = NE, 2 = E, 3 = SE, 4 = SW, 5 = W, 6 = NW.

W258. The trees and brush form an impassable tangle. You may try to chop through, 115, or pass by special means. Otherwise, return to your last space and go around.

W259. You have found an apple tree heavy with fruit. Add 1 ration to your supplies.

W260. A waterspout erupts from the water. Roll less than 15 on 1d20 or be dumped in the water and have to swim to safety **W75**.

W261. The stone melts. Behind is a dark hall. Turn to the Caverns of Couronn and start at **A0**. Gain 2 Persistence and 1 Honor. One of the chips of stone turns out to be a piece of the tablet.



W262. An evil laugh rumbles through the valley.

W263. Roll 1d6 and move yourself to that encounter. You flush with embarrassment.

W264. The valley quakes, that is all.

W265. You find yourself at entry **W47**.

W266. Milgor's evil face appears on the door and laughs at you, then it fades.

W267. A pool of stagnant water blocks your path. You may leave or try to swim it, **W75**.

W268. You find the grisly corpse of a moose. Apparently mauled by several different animals.

W269. You have blundered into quicksand. Use a rope, **I21**, or swim, **W75**. (double damage).

W270. The hall seems empty except for an urn resting in the middle of the hall, **W272**.

W271. An ominous feeling fills this room.

W272. The urn explodes your foe leaps out and embraces you, **M73**. Use **M16**.

W273. Turn to **T3**.

W274. You tug at Door #1. It creaks open to reveal a vast treasure hoard. Do you step through, **W277**, or reconsider, **W91**?

W275. You stride through Door #2 and find the earth whirling. Roll 1d20 and move to that location in the wilderness.

W276. Door #3 opens wide on a raging tempest. Lightning flashes and thunder booms. Do you step through, **W278**, or reconsider, **W91**?

W277. Choose which direction to move. However, all of your nonmagical treasures disappear.

W278. Lightning slings your eyebrows and makes your hair stand on end, but you may step out of the room in any direction you choose.

W279. Roll 1d20. If greater than 17, turn to **W283**; otherwise, read **W284**.

W280. A serpent hides here, use **M24**.

W281. Roll for a chest trap. Within is one scroll hidden beneath mounds of silk.

W282. Here hangs a new woolen cloak.

W283. You discover a golden key in the mosaic.

W284. This is an exquisite work of art.

W285. You can barely read the inscription. To open the gate to great treasure, Turn the locks in their measure. Man is born, and joins a family, He turns at last to one of sympathy, Even as these numbers run, Place the keys, at last have done.

W286. You spot a loose lintel stone and pull it aside. Behind you find a copper key.

W287. To determine if you use the keys in the right order, gold - 1, silver - 2, and cop-

per - 3. When you put a particular key in a certain keyhole add the number for the key and keyhole together and add to **W288**.

W288. The trumpeting of the Elephant Man fills the hall. You may wait, **W289**, or leave.

W289. Your nemesis suddenly attacks from behind, **M16**, and gains surprise, unless you saw him coming. If you hold his bane, the silvery globe, you may use it, **W297**. If you defeat the horror, turn to **W296**.

W290. A golden light fills the room and the key clicks into place.

W291. Fire lances up your arm. Take 4 points of damage.

W292. The air is charged and all non-magic metal objects, except the keys, cling to the door and you cannot remove them until the door opens.

W293. A pleasant chiming sounds and the key clicks into place.

W294. All your rations rot, the key falls out.

W295. This room reeks of stale hay and dung. You search through the straw and find a potion, **T12**.

W296. You chop the deformed head from the body. There on a slender cord is a silvery key.

W297. You heave the globe at the writhing chest tentacles, and they seize it. With a scream the Malfera shrinks, consumed by the globe. A silver key on a cord clatters to the floor.

W298. You crash to the ground and take 1d6 points of damage. Turn to **W127**.

W299. Searching through the remains you find a tarnished amulet, with the *Symbol of Light*.

W300. He laughs mockingly. Use **M14**, but he is immune to *normal weapons* and only takes half damage from any other attack. Roll 1d20; if less than 18, turn to **W302**, while you fight. If you win, read **W304**.

W301. If you have *remove curse* or the *amulet of light* turn to **W303**.

W302. You notice a garland of pale flowers resting on his brow, and you sense evil radiating from them. If you try to grab the garland to destroy it, you must roll to hit **AC-2** with a -5 penalty. You may not attack if you try. If you succeed, turn to **W304**.

W303. The garland of deathpale blossoms resting on his brow shrivel and fall. Sight returns to your foe's eyes and he seems

dazed. You may attack, **M14**, or wait, **W304**.

W304. The giant rubs his eyes. "MY THANKS, LITTLE MAN. YOU HAVE LIFTED MY CURSE." If you have slain his brother, he bellows and attacks, **M14**; otherwise, turn to **W305**.

W305. "I OWE YOU A DEBT. THERE IS TREASURE BENEATH THE ALTAR. I WILL LIFT IT FOR YOU AND YOU MUST CRAWL UNDER AND GRAB IT." Do you do as he requests, **W306**, or do you leave, **W307**?

W306. Beneath the altar you find a chest. You drag it out and must roll for one chest trap. The chest contains one scroll, one potion, and any treasure that the other giant stole from you. There is also a magical ring of *pleasantness*. It will allow you to pass by two unpleasant encounters without suffering any effects and then is useless. The ring has no power over **Milgor**. In addition, you find a piece of the broken tablet, #15, but it is blank. Turn to **W307**.

W307. You gain 1 Persistence and 2 Honor.

THE VILLAGE OF GYER

G1. This appears to be the town square. Roll a random encounter, and turn to that entry. Once you resolve the encounter, return here.

Here is a grassy knoll and a number of single rail fences circling a high post at the center of the square. On one of the fences perches a sleeping Gyerian. His snoring bends a young sapling over. The post in the center has signs stapled to it.

There are signs pointing north that say "nester," "hole in ground," and "seedlands." Those pointing east read, "hawkhead," "old story," and "big birds." And those pointing south say, "earl," "nasty snootface," and "our sister's house."

G2. This hut seems dilapidated and run-down. You call out, but no one answers so you push open the door. Large cobwebs hang from the ceiling and dust covers the cracked floor. There is a pile of rags beside the door, **G22**, or you may search the place, **G23**.

G3. Here are two wooden replicas of six-foot-tall birds, carved with amazing lifelike detail. One faces south and one east. The one facing you has emerald green eyes. No one appears to be about. Do you attempt to pry the eyes from one of the birds, **G24**?

G4. This large pond is decorated with water lilies. A path skirts the edge of the pool. As you pass the pool you hear a voice cry out, "Watch it! You really put your foot in it!"

You don't see anyone, but you notice a disturbance in the water and see a large, brightly-colored fish. It pokes its head above the water and says, "No fishing here, short one!" Do you want to try to talk to the fish, **G25**, throw something at it, **G26**, or try to catch it, **G27**?

G5. This dwelling is more solidly-constructed than the other huts. A tall, thin, feathered figure steps out from behind the hut, stooping to add to his bundle of sticks. Seeing you, he dumps the sticks on a large stack and walks over.

"Well, what have we here?" he asks pleasantly. He is well-groomed. You greet him, and he asks what he might do for you. Would you like a bite to eat, **G29**, speak of Milgor, **G30**, or ask for information, **G37**?

G6. Ahead you see a tall black Gyerian with stooped shoulders, his hands folded and head bowed. He seems lost in thought. Do you interrupt to ask about Milgor, **G40**, clear your throat to catch his attention, **G41**, or just try to walk quietly past, **G42**?

G7. This is a small hut with a beaded curtain across the doorway. As you approach the

hut, a voice calls out, "Step forward Christov Yetta, I have been waiting for you." You brush aside the curtains and within a smoke-filled room sits an old bird, a kerchief tied about her head. On her right shoulder perches a bluejay, cawing at you.

She ignores your questions and gestures for you to be seated. "For me to answer your questions, I must see this item for which you search, she cackles. Do you hand her one of the pearls, **G49**, just show her the pearl, **G50**, or tell her you just want to know where Milgor can be found, **G51**?"

G8. Raucous squawking assails you as you approach what appears to be a corral holding a dozen young rocs. They seem agitated, and every so often one leaps over the fence, and the harried keeper gives chase. Do you want to help him catch the escaping birds, **G54**, use an item, **G55** or continue on?

G9. This hut is disheveled and leans to one side. A slovenly birdman stands in the back yard. He walks up to an open space between two high walls. With a squawk, he falls down as if he had bumped into something. He stands, shakes his head, and tries again, muttering to himself. You may leave the way you came or investigate for yourself, **G98**.

G10. You walk up a long hill to this old mud hut. It is almost two stories tall. The door hangs open on one hinge. You hear a low moan as you stand in front of the door. If you enter, go to, **G61**, or you may look around outside, **G62**.

G11. This hut has blue curtains in the windows. The door is locked. You may leave, search for the key, **G71**, or open the door in another way if you have the means, **G72**.

G12. Sitting in a rickety chair in front of this house is a Gyerian with a very red nose. Do you approach him, **G75**?

G13. A dog here is all covered with feathers. He freezes and points at you as you approach. He seems hungry. You must throw him a ration or he attacks as a wolf, **M26**.

G14. A huge basin of water and a splashing fountain sit in the center of this place. You may refill your waterskin, or wash up, or drink from the basin. Turn to **G79**.

G15. Smoke streams from the door of this hut, but no one seems concerned. You may investigate if you like, **G80**.

G16. You hear familiar voices as you approach this hut. Around the corner step Milty and Rolle. "Aren't you?" begins Milty.

"Oh no, of course not, dear brother, he never returned from Milgor's," interrupts Rolle.

"Yes, yes. You're quite right."

"Pardon us sir, but have you met our sister Wedna? She's such a nice girl." These two make your head spin and you are happy to get away.

G17. The sign on this large dwelling says "EARL of GYER." No one seems to be about. You could knock, **G82**, or leave.

G18. A sign on this nest proclaims "Orville." A thin figure steps from the door. "Hi hi hi!" he calls out. "I'm Orville. I live here. What can I do for you? Say you have a strange face, what happened to your nose? You don't live in Gyer do you?"

You can try to get a word in over his mutterings of "Pity about that face, poor dear," **G86**, or just be on your way.

G19. This funny hut has pink curtains in the windows, and a Gyerian girl stands on the lawn. "Hi," she introduces herself, "I'm Wedna, won't you stay for tea?" So this is Wedna, the dear sister that they say is generous to a fault. You could stay, **G88**, or politely excuse yourself.

G20. A small child sits here playing with a bird the size of a hen. At your approach, the bird meows and runs up a tree. The child, in tears, stands at the base of the tree his arms outstretched, crying. You may quietly sneak away, **G91**, help retrieve the bird, **G92**, or pay no attention and search the area, **G93**.

G21. You discover four odd white pillars, four feet tall. Each appears to be made of stacks of blocks. You may step closer to investigate, **G96**, or look behind them, **G97**.

G22. These are only old rotting rags, but they are infested with fleas and now you start to itch and scratch. Suffer a -1 penalty to AC and Hit Rolls until you bathe.

G23. You made it across the rickety old floor safely, but to make it back, you must roll less than your Wisdom or take 1d4 points of damage from falling through the floorboards.

G24. As you reach your dagger to pry the eyes out, there is an indignant squawk behind you and the second bird comes to life and attacks you. Use **M23**. The eyes in the wooden statue are only worthless quartz.

G25. You kneel beside the pool and call out to the fish. Roll 1d6 + **G30** and turn to that entry.

G26. You toss a stone into the water, and the fish dives beneath the surface. You are suddenly drenched with a spray of water and the fish giggles and hides beneath a lily. Return to **G4**.

G27. You chase the fish, but it hides beneath some lilies and you cannot reach it. Cautiously you reach beneath the lily pads. However, a sharp pain in your hand and 1 point of damage tells you that wasn't a smart thing to do. Return to **G4**.

G28. Milty and Rollie escort you to one of the three *Start* spaces on the map of Gyer. "Now straight ahead is the town square," chirps one. "Yes, straight ahead. You can't miss it," echoes the other. "Be sure you say hello to our sister Wedna, she's generous to a fault," they say and then leave you.

As you wander through Gyer you must roll a Random Encounter every time you find a small hex symbol and whenever you cross the main street.

G29. The Gyerian introduces himself as the Nester and invites you in for a bite to eat. He offers you dried seed and stale bread, which he devours with relish. "We don't see many strangers in town. I should caution you to stay away from the Parson if you meet him, he is a dangerous bird." After choking on a crust of bread you politely take your leave.

G30. Suddenly, the fellow, named Nester, becomes quite excited. "Milgor, that mad wizard! He worries me, playing tricks all the time on travelers. My sister, Carojin, likes to travel and picks berries over by his home in the northern mountains. They're bigger over there. I'm afraid she won't return one day! In fact, she's away today on a trip south to find the oracle. If she were here, she could tell you where to find Milgor. I hear he lives in a series of never-ending tunnels."

"Maybe there is something of interest at Carojin's nest. Do you go to Carojin's, **G38**, or stay for a bite to eat. **G29**?"

G31. The fish smiles at you and chirps, "Are you crazy? I'm just a dumb fish!" Turn to **G4**.

G32. You ask about Milgor and the fish responds "The mine's the place!" Return to **G4**.

G33. In reply to your questions the fish squawks "Nester knows!" Return to **G4**.

G34. "It's a secret," bubbles the fish, "But, I'll whisper it to you." You lean forward, but the fish sprays you with a stream of water, then dives beneath the surface. Return to **G4**.

G35. "The number is sweet sixteen," the fish calls cryptically. Return to **G4**.

G36. "For a gold piece, I'll tell your fortune," offers the fish. If you toss it a gold coin, roll 1d4 + **G30** and read that entry, otherwise return to **G4**.

G37. "If it's information you want, you should see our mayor, the Earl of Gyer. He lives to the south you know," and the fellow bids you good-day.

G38. Nester leads you north, east, south, and finally east. He finds the door open and says, "Hmph! Someone must have been visiting." Add + 28 to the encounter number and turn to that entry.

G39. He rummages through the hut, looking for something of note. "I recall my sister found something on the road the other day. We couldn't figure out what it was, but perhaps it may be of some use to you," Nester quips. "Ah yes!" he says and pulls a small vial from a tangle of yarn.

It appears to be a potion bottle, **T9**, with the Orc word for "Repair" on the side.

G40. Your interruptions are not appreciated. The fellow glowers at you. "Churl, you have disturbed my meditations! How dare you!" he ralls. You may apologize for the intrusion, **G43**, shout back at him, **G44**, or leave the way you came.

G41. The creature looks at you rudely and says "Shhhh!" Return to **G6**.

G42. Roll 1d20, and if less than 15, turn to **G40**, otherwise read **G47**.

G43. You attempt to apologize for having disturbed him, but his ravings continue and now he hits you with his cane for 2 points of damage. Do you swing back at him, **G45**, or try to calm him down with a gift, **G46**?

G44. Soon you are engaged in a shouting match and a crowd gathers. Fortunately, your foe turns to preach to the crowd and you slip away.

G45. You wallop the fellow and he sits down with a thud. He is silent and dazed for a moment, but then looks up with a smile and says, "Oh, pardon me, I didn't realize it was so important. I don't know anything, but I'd be pleased to help heal you. **T62**."

G46. He takes the gift. Add one point for every 100 gp value of the gift. If you roll that number or less on 1d20 turn to **G48**, otherwise read **G43**.

G47. You slip quietly past.

G48. "So, you are contrite and have seen the error of your ways. Your humble apology is accepted." You may leave, or attack him. **G45**.

G49. You hand her one of the snow pearls. She looks closely at the pearl and the jay cackles. "I'm sorry, deary," she smiles, "This seems to be a fake." And before your eyes the gem melts away. With a shrill laugh that turns to a rumble, she changes to Milgor and vanishes!

G50. You draw forth a pearl and hold it in the palm of your hand. The old lady peers across the table at the pearl, "A pretty bauble. I have never seen its like in thrice thirteen years, and you will probably only see its brother if you search at one less and seek the next." A strange shaking overtakes you. Roll 1d20. If you roll less than 6 turn to **G52**, otherwise read **G53**.

G51. "Ohhh? Cautious you are. I will read your fortune then." She takes your hand and stares into it. "You will only find what you seek, if you look beyond the mountains, to the north." Glancing at her a window, you see the reflection of your enemy. You kick over the table and attack Milgor, **M20**. He is fully healed if encountered before. Gain 1 Honor.

G52. You are paralyzed. The old witch changes to Milgor and he lifts the pearl from your hand! Then he is gone. You recover slowly, but not from the humility you have faced. Lose 50 XP and 1 Honor.

G53. You shake off the numbing effects of the spell. The old lady's form blurs and there stands Milgor, fully healed. You may attack him, **M20**.

G54. Roll your Hit Roll vs. AC 0 to capture a bird. Then roll 1d20 for the bird and if it rolls less than 15, it escapes. Once you get one bird back to the corral, read **G55**.

G55. You may use rope, **I19**, or a flute **I10** if you have them, otherwise return to **G8**. If you succeed, the pleased keeper asks if he might have the item. Do you give it to him **G57** or refuse **G56**?

G56. The panting keeper thanks you for your help, and offers you some advice. Avoid the old bird to the north, he's a bird of prey and mighty dangerous. Gain 1 Honor and 1 Persistence for helping him.

G57. The keeper is very grateful for the gift and gives you a random scroll. Turn to **G56**.

G58. You dig for half an hour, until you break through beneath the wall to the other side. The hole is too small to take more than one weapon; you must leave the rest of your gear here. If you cross, read **G59**.

G59. You hear a faint call from the Gyerian. "That house is haunted! No one goes there!"

G60. Wedna is surprised, but not hurt. "No one has ever told me it was bad. You are the first honest person who found fault. I shall reward you," she says and brings you a scroll with a magical message written on it. You will need a *read magic* spell to decipher it.

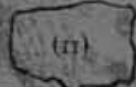
G61. Stepping inside, a cold breeze blows across you and you see ghostly figures of light dancing in the center of the room. Moaning fills the room. Do you leave in a hurry, or investigate, **G63**?

G62. You find an old covered well. Peering inside you find a ladder, **G66**, or you may enter the house, **G61**.

G63. A chill wind whips your hair and figures dance about you! But they do not attack. You then discover the source of the haunting. Crystals hung before an open window blow in the moaning cold breeze and set sunlight to a sparkling dance amidst the dust clouds!

Now that you know the source of the haunting, you may leave or search. There is a back room, **G23**, an old rug, **G64**, and a battered stove, **G65**.

G64. To your disgust, when you lift the rug, an entire family of cockroaches run for the corners. On the floor lies a piece of the broken tablet. It is blank. Return to **G63**.



G65. The stove is rusty and filled with ash. While searching the stove, your hand touches something that moves. An odd bird with a whiplike tail attacks you; use **M2**. If you win you may return to **G63**.

G66. Climbing the ladder, a rung breaks and you fall in a heap on a pile of dirt. It smells of earth and mold down here. Turn to **G65**.

G67. To climb the broken ladder you must roll less than 15 on 1d20 or fall and take 1d6 points of damage. If you fail, return to **G69**. If there is a door you may leave.

G68. You discover a tunnel leading away but it is all caved in. There is a shovel in the dirt if you want to dig, **G69**, or you may try to climb back out, **G67**.

G69. Roll 1d20. If the roll is less than 4, take 1d6 points of damage from collapsing earth. You dig for several minutes until your shovel uncovers a skeleton. You may leave, **G67**, or continue to dig, **G70**.

G70. You drag the skeleton aside and discover a rotting parchment. The scroll is a map showing two paths from the upper right corner to a space 3 squares south, and the other to the space at the center bottom. A few more minutes digging and you break through into a tunnel. You may move to any of the noted spaces, or leave, **G67**. Gain 1 Persistence.

G71. You find a key beneath the mat; read **G72**. Lose 1 Honor.

G72. The door creaks open; nobody is home. There is a covered birdcage, **G73**, and a scrap of paper on the table, **G74**.

G73. When you pull back the cover of the cage you find the door is open, and a large blackbird attacks you causing 5 points of damage. It then flies out the door of the hut.

G74. The note is difficult to decipher, but you finally make sense of it. "Brother Dear, have gone to pick gooseberries and get the oracle's recipe for pie. Back tomorrow." There seems little else of interest.

G75. As you step forward, the Gyerian lets loose a terrific sneeze bowling you over. Take 2 points of damage. He can offer little help. You could offer him your cloak to keep him warm, **G76**, or perhaps some wine, **G77**.

G76. The Gyerian is very grateful for your cloak, but not for the use you expected. He raises it to his nose and blows. "Much better," he says. Turn to **G78**.

G77. The wine seems to warm the poor fellow and he seems much better. Turn to **G78**.

G78. "I have something for your trouble," he says, and hands you a note. "Take this to the Earl. He will reward you," he sniffs.

G79. While you bend over the basin, a figure rushes past and leaps into its center. This Gyerian is muddy, and he quickly fills the water with mud and leathers.

G80. This appears to be a smokehouse. The pleasing aroma of hickory fills the air, but your stomach turns queasy when you see the six-foot-long worms hanging over the rafters to dry along with the bundles of seedpods. Beside the hut is a cellar door, **G81**.

G81. This door leads into a tunnel to the north but the far end is collapsed, **G68**.

G82. A noble-looking Gyerian answers the door. He is taller than most and finer dressed. "I am the Earl of Gyer. May I help you?" he asks. Do you ask him for directions, **G83**, speak of Milgor or show him your note, **G84**, or threaten him if he doesn't help, **G85**?

G83. "Not much I can tell you. I would seek out Nester to the north of town. He knows this area well," and he closes the door.

G84. "Ah, that detestable rascalion. I'm sure I can offer some help, but I'm afraid not what you seek. You should journey due south from here, and almost at the limits of the land, you will find the oracle. She can help you." He bids you well on your way, and then as an afterthought he hands you a scroll, **T39**, and a piece of broken tablet. "These may be of some help."



G85. He is surprised at your threats, but not frightened. He takes a tin of snuff from his pocket, sniffs it, and gives a mighty sneeze that knocks you down the stairs and into a tree for 0 points. Lose 1 Honor. If you attack him, use **M13**.

G86. You explain your journey to him and he responds, "Yes, that Milgor can be a nasty, can't he. Come inside and we will figure out what to do with your problem." Without waiting, he turns and walks back into the house. Do you follow, **G87**, or leave?

G87. The inside of the hut is dirty. There are no chairs, just some squat tables. Orvill settles in behind one of the tables, swishing from side to side until he is comfortable. "Please join me," he says and motions to the floor. "Now then, Milgor. I've heard people say that he lives on the western side of the mountains in a box canyon. But who knows? About two miles as the crow flies, but then you don't fly now do you? Well, I hope I've been of some help," he says as he crawls out from under the table. "I've got an apjary to run you know." You may leave.

G88. Wedna brings out a small tray with a china teapot, seedcakes, and biscuits. You sit on the front lawn and she pours you a cup and offers you a biscuit. The tea is dreadful! You have never tasted anything so bad. You could drink the tea anyway, **G89**, politely excuse yourself, spill the tea, **G90** or tell her it's bad, **G60**.

G89. After you leave you must roll less than your Constitution or take 1 point of damage.

G90. When Wedna sees your cup is empty, she pours you more. Return to G88.

G91. How selfish! Add +1 to your Selfishness.

G92. You must climb the tree by rolling less than your Dexterity score on 1d20 twice. Each time you fail take 1d6 points of damage. When you reach the bird, turn to G95. If you give up read G93.

G93. Selfish boor. Add +1 to your Selfish-

ness. You discover a root cellar. Stored here are casks of water, fruits and berries, though few appear edible. There is a door, G81.

G94. Beneath the sign of Milgor's return, search for another (add +1 to the encounter you find there).

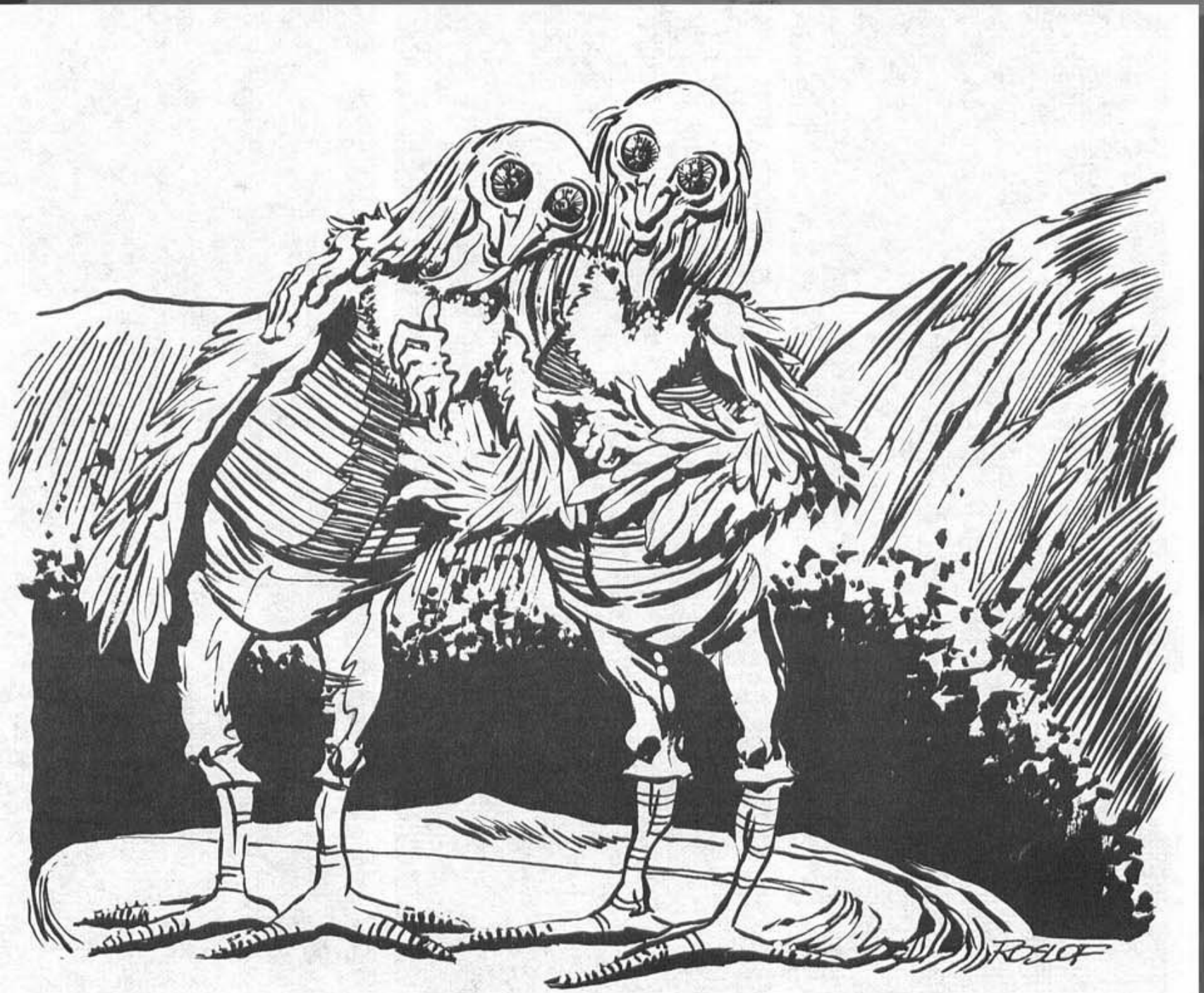
G95. Just as you reach the catbird, it flies away. However, when you reach the ground the child says, "Nice man, Good to Yonny, Tell Bapa!" and he runs off. Add 1 to your Honor and subtract 1 from your Selfishness.

G96. These are beehives. You are attacked by a swarm of bees, M15. They sting for 2

points of damage each round until you reach water or smoke. Or you may use an item, turn to RW24.

G97. You discover these are beehives. You could have been stung.

G98. When you step forward, an invisible wall blocks the path. "My dear departed-for-elsewhere father invented it. He called it 'class' or something," the dazed Gyerian mumbles. To the east you sight a fancy house high on a hill. Do you want to try to cross the 10-foot-tall wall? You could use a spell, or a rope to climb over, W130, or a dagger to dig under, G58, or just leave. If you cross turn to G59.



THE OUTER COURT

A0. You stand before a granite door. There is an inscription carved into its surface—a riddle and a string of numbers.

"Among these men, one's the greatest,
It rises above the others,
None can divide it like the rest,
It has no lesser brothers.
Choose the man to meet the test,
And find that portal dear,
Dig in if you would find success,
I warn you, persevere!"

"8 9 10 11 12"

The tunnels beyond are a maze of natural caves, and are filled with the musty odor of earth and dark waters. If you possess any of the three pearls you began with, they glow faintly like a firefly. Beyond lies Milgor's lair.

There are several rules to note when wandering through these caverns. First, when you find a small hex, roll for a Random Encounter.

Next, these caverns are magical and impair the use of infravision. If you are not using a light source in these caverns, you will always be surprised, but you may still surprise your foe. If you are using a light, however, you may never surprise a monster. You have a penalty of -2 to all of your Hit rolls and saves, and add +2 whenever you are asked to roll 1d20 if you are not using a light. Different light sources burn for different amounts of time. A torch or a flask of oil will burn for one level of the dungeon or until it gets wet.

Climbing. You may attempt to climb over an encounter. Roll 1d20 for each space you cross. If the result is greater than 14, you fall (roll 1d4 + W130 for results). Then return to the encounter. Add the following modifiers.

- +4 Finished stone walls
- +3 If walls are wet, cold or hot
- +2 Lack a grapple
- +2 In darkness without a light
- +1 For each space just climbed

A1. This is a stony cavern with large boulders and mammoth stalagmites thrusting up from the earth. This chamber is cool and trails of slime streak the walls. Roll 1d6: 1-3 - A21, 4 - RD2, 5 - A22, and 6 - A23.

A2. A fetid odor fills this chamber. At the back of this chamber you find a stone altar carved to resemble a rosebush. Over the altar hangs a serpent of stone with a large red gem in its mouth, A41. Something lies behind it, A42.

A3. This chamber is quite damp and water trickles down the walls, forming little pools on the floor. Patches of moss and mushrooms glow in the dark. Roll 1d6: 1 - A25, 2 - RD5,

3 - A26, and 4-6 - A24.

A4. In the center of this chamber is a crumbling stone well. You may investigate it, A46, toss something in, A47, search, A57, or leave.

A5. You crawl into this hidden room from the secret passage. You find a torch wedged into a crack and may take it. In the middle of the room lies the body of a small red-haired man dressed in expensive, brightly-colored silks. You may leave, search the body, A55, or pray for the man's soul, A56.

A6. From the edge of this space you sight a growling troll chewing its claws, picking off lice, and cleaning itself. You may try to sneak past, W195, distract it, W140, talk to it, A70, or attack, A71.

A7. The floor of this room is hidden beneath a huge nest of branches, brush, and bones. Have you slain the troll, A72, or not, A73?

A8. You hear an odd chittering coming from this chamber and peer into the room. From the shadow you see a monstrosity, half man, half scorpion, pacing and swinging a large halberd. The sting on its tail drips deadly poison. Do you attack, A74, try to lasso him, A75, use some other item, or leave?

A9. You see that the floor of this chamber is flooded. The air smells of saltwater and you can hear faint sobbing. Do you wade in, A77, climb over, A0, wait, A79, or leave?

A10. The water slowly recedes and you find a large, locked treasure chest. On top are four indentations the shape of a gem. There is no apparent lock. Do you try to pry it open, A87, chop it open, A88, figure out the purpose of the mountings, A89, or leave?

A11. This chamber is festooned with cobwebs. In the center of the room is a large cloth sack spilling over with silver coins. On top rests a large sapphire (4,500 gp). Do you search the room, A57, pass on, A113, or take some of the treasure, A114?

A12. This room opens onto a bottomless chasm. A narrow bridge leads across it. Winds howl up from the depths of the chasm. Do you leave, use a special means to cross, search for a secret path, A57, or brave the bridge, A115?

A13. This area is loose earth and rocks and it looks as if there might have been a cave-in. It seems to be as far as you can go. It's time to answer the riddle from the door. Do you turn back, search for a passage, A57, pray for

guidance, A16, or dig, A17?

A14. This room contains only a black pool. There seems to be nothing of importance here. You may search, A64, or leave.

A15. You burst through the wall into a chamber beyond. You have solved the riddle. Gain 3 Persistence and turn to B0.

A16. If you have met a ghost A18, otherwise go to A49.

A17. To dig, pick one of the numbers from the door at A0 and add + A100. Read that entry.

A18. A ghostly voice echoes in your ear, "This is the place, dig in, again and again."

A19. You dig and dig, but still don't seem to be getting anywhere. Do you want to continue, A20, or give up and look elsewhere?

A20. Your back aches and your muscles are weary. But just when you think you can dig no longer you break through. Read A15.

A21. A cool breeze blows from behind you.

A22. The earth rumbles and shakes. A cave is not a good place in an earthquake!

A23. A great rumbling fills the chamber and a mass of crystals thrusts up from the earth in front of you. The crystals twitch and move as if they were alive. Do you attack them, A27, wait, A28, or try to move past them, A29?

A24. The sound of dripping water echoes.

A25. A mist stirs slowly in the air, creating eerie shadows on the wall.

A26. A green pool of water beside you stirs, and ripples splash against its banks. Then the waters swell and rise up. Do you attack, A30, wait, A31, or try to move past, A32?

A27. This creature is a kryst. It swings its crystals like maces and makes sounds like stone clicking on stone. Use M16. Once it has caused 20 points of damage turn to A33.

A28. If you have met this creature before, read A34. If this is the first time read A60.

A29. The creature steps in front of you A23.

A30. This creature is a water weird, made of living water. Fire will cause double damage to it. It hisses at you and rises to attack, M21.

A31. If you have met this creature before, turn to A35. If this is the first time read A62.

A32. Like a wave, the creature leaps up and bashes into you, knocking you down. Return to **A26**.

A33. With the sound of grinding stone, the kryst sinks back into the earth making worrisome sounds.

A34. Did you grant him his request, **A36**, or did you refuse, **A27**?

A35. Did you grant him the favor he asked, **A30**, or did you refuse, **A37**?

A36. The kryst greets you as an old friend and says he has something special for you which you may find useful in your struggles against Milgor. Roll for a *rod*. This only happens once.

A37. The weird gurgles at you. "Soooo, you don't trust us, doooo you? We show goood faith. Give trade. Now gives us your water." Roll for a *potion*. If you give it all your water, turn to **A38**, otherwise it hisses as it slides back into the ground.

A38. Add 5 hp for each drink you gave it and turn to **A30** as it viciously attacks you!

A39. "Indeed you are solid. Know that Milgor can be defeated by the crystal sword, but it is broken and must be pieced together." Read **A33**.

A40. This is a discarded child's toy.



A41. The stone snake does not move. It holds a large ruby in its mouth, **A45**, and a slot in the top of the altar. You may donate, **A43**.

A42. Behind the altar is the decaying corpse of a cave toad. There are no wounds upon the body. It appears to be lying on something,

Roll 1 *coin*. Read **A2**.

A43. You drop your coin in the slot saying a quick prayer. You notice an inscription on the altar which reads, "Turn away from sin which lurks above." Startled, you pull back in time and are not surprised. Read **A44**.

A44. The stone serpent suddenly springs to life, dropping the ruby, and attacks. Use **M24**. If you slay the serpent, add + **A49** to the next encounter.

A45. You reach for the ruby with a smile on your lips, but to your dismay, the serpent moves, **A44**.

A46. As you lean over the well to look in, the stone collapses. Roll 1d20; if greater than 14, turn to **A48**, otherwise you may leave.

A47. You hear a distant splash. If you threw in a treasure, you may make a wish, **A49**.

A48. You fall into the well and take 1d6 points of damage. Now you must climb out **A0**. Each time you fall, you take 1d6 points and must roll 1d6: 1 - **A51**, 2 - **A52**, 3-4 - **A53**, 5-6 - **A54**. If you escape, gain 1 Persistence.

A49. Maybe it will come true someday

A50. You find the huge ruby in the shadow of a boulder. It is worth 12,000 gp. You also find a fragment of the tablet.



A51. You splash into the water and sink like a rock. Struggling to reach the surface, you drag something up with you. It is the bones of another poor soul who never escaped.

A52. You bump into something. Reaching beneath the water you find a rusty grapple.

A53. You swallow some of the rancid waters.

A54. You crash against the wall on the way down and take 2 additional points of damage.

A55. You find a sack with two large gems, a deep blue sapphire (5,000 gp) and a pale lavender amethyst (9,000 gp). There is a journal, **A58**, and a piece of the tablet. Gain 1 Honor.



A56. You bow your head in a moment of meditation, and a chill creeps over your body. Looking up you aren't sure if it's a trick of the light or if you really see a sad ghostly image of the man standing there pointing at a book in his body's hands. When you look again he

is gone. Gain 2 Honor and lose 1 Selfishness. When you stoop to pick up the book, **A58**, you find a large amethyst (9,000 gp).

A57. Roll 1d6: on a 1-2 add + **A55** to this area's number and read that entry.

A58. With little effort, the book slips from his hands. Inside you find a travel journal. The last entries are dated for the past few days.

His name was "Martz" and it seems he came upon the caverns by chance. The last entry seems the most important.

"The secret of the tunnels I have discovered is 'Light.' I know not what all this means, but I do know I shall not rest until I have solved the mystery." An eerie chill creeps over you.

A59. You find a secret panel in one wall, and behind it is a scroll, **T37**.

A60. The crystal creature remains motionless, but you hear a voice in your head. "I am a kryst. I come from the Plane of Earth. Milgor has trapped me here. I would be free. Can you help? If you would give me your greatest jewel, I will give something in return." Do you grant his request, **A39**, or refuse, **A33**?

A61. "You are my meat! I will carve you for my supper," it chitters. "Let me caress you with my blade and stroke you with my tail!"

A62. The creature sloshes and burbles. Slowly you make out words. "We have seen thy like but once before—. Are you such as he? Shall we smother you in our depths? We are weak now, but once we were strong. If you are not like Milgor, prove it. Give us a drink." Do you give it what it asks, **A38**, or refuse it and slip past the undulating creature?

A63. You stumble across a round wooden cannister as you leave this chamber. It is painted a dull red. If you open the cannister turn to **A40**.

A64. As you bend to search behind the boulder a shadow rises on the wall and you turn to find the black pool rearing up from its bed atop a sunken stone slab, to attack, **M5**. If you best the creature, you may search again, **A57**, or leave.

A65. You find a tunnel leading to the right. Gain 1 Persistence.

A66. You discover a spiderlike creature hidden in the shadows. It attacks, **A114**.

A67. You do not discover a secret way across.

A68. If there is a secret door, it is buried!

A69. You find that the stone slab appears to be some sort of trap door. You will either have to pry it open, **I14**, or smash it (AC 0, HP 15). After 3 rounds of hammering, roll a Random Encounter. If you open it turn to **A65**.

A70. The troll roars at you and beats its chest. You may now only attack, **A71**, try to slip by while it rants (Evade, but if you fail it gains one free attack), or leave.

A71. The troll picks up a stick and breaks it over your back (1d4 points). Use **M25**. If you roll greater than 15 on your Hit roll, read **A76**. If you defeat it turn to **A81**.

A72. You dig through the nest and find one coin and a large topaz (7,000 gp).

A73. You poke at the nest, and suddenly the wounded troll erupts from it in a shower of sticks and bones and attacks you with surprise, **M25**.

A74. With a shout you charge the horror, but with dazzling speed it dodges and now you have lost your advantage. Use **M19**. If you defeat him, add + A70 to the next space.

A75. Use **I20** to lasso him, but he can still use his tail once you are mounted on his back. Turn to **A74**.

A76. At your mighty blow, the beast screams in dismay and runs away to the north, **A81**.

A77. You wade into the water. You will be at -2 to hit while in the water. Turn to **A79**.

A78. In a black pouch hanging on the wall, you find a *potion*, **T5**, and a *rod*, **T42**, and a large agate (8,000 gp). If you are still missing one of the three pearls that you started with, and if Milgor stole it, you find it here also.

A79. A shuffling and loud wailing precedes the appearance of a giant troll. He is holding his belly and crying uncontrollably, and the streams of tears feed the salty pool. Do you wade in to attack at -2 because of the waves, **A80**, throw him some food, **A82**, play a flute if you have one, **A83**, or leave?

A80. The troll bawls all the more at your attack, **M25**, but has double hp. If it hits you twice, turn to **A86**; if you win read **A85**. Lose 1 Honor.

A81. You find a piece of the tablet, #18, but it is blank. There is nothing else of interest.

A82. The bawling troll gobbles down the food and then continues to cry. Do you attack it, **A80**, throw it more food, **A84**, or leave?

A83. The flute lulls the troll to sleep. Lose 1 Selfishness and gain 1 Honor.

A84. The creature wolfs the second ration and then settles down for a nap. Do you attack it, **A80**, or let it sleep, **A85**?

A85. Gain 1 Persistence.

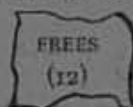
A86. The monster seizes you and tosses you out of the room.

A87. You cannot pry it open. Read **A10**.

A88. The chest is all metal and can't be chopped open. Read **A10**.

A89. You discover that the four depressions are the exact size of some of the gems you have found. To puzzle out the lock take the number of the stone you are using and turn to the "Gem Chest" on the map and look at one of the spots there. Add the number you find to the stone you are trying and add + A50 to find the entry to turn to. Add + 1 for a topaz, + 2 for a ruby, + 3 for a sapphire, and + 4 for an agate or amethyst. If all 4 gems fuse to the lid turn to **A90**.

A90. At last the chest clicks open. The four gems crumble to powder. Inside the chest you find the hilt to a broken sword of crystal. You may also roll for the contents of a chest. In addition, you find a piece of the tablet.



A91. The chest glows red hot, take 1 point.

A92. The room shakes and rocks start to fall from the ceiling. Make a Saving Throw vs. Stone or take 2d4 points of damage.

A93. The gem glows and fuses to the chest with a click.

A94. Turn to **A22**.

A95. You are caught in an icy blast. Take 2d6 points of damage. Make a Saving Throw vs. Breath for half damage.

A96. Turn to **A93**.

A97. Suddenly a force lifts you and throws you across the room. Take 1d6 points.

A98. A dart hits you for 1d4 points.

A99. You are teleported to **A0**.

A100. Make a Saving Throw vs. Spells or take 1 shock point of damage.

A101. Turn to **A92**.

A102. Turn to **A93**.

A103. Turn to **A93**.

A104. Turn to **A22**.

A105. Turn to **A97**.

A106. Turn to **A92**.

A107. Your fingers slip and you fall into the dizzying darkness. A painful jolt stops your fall and then there is no pain. Turn to **E1**.

A108. You claw at the earth, but rubble shifts and slides. Turn to **A92**.

A109. You dig for some time, but don't get anywhere. Do you want to stop, **A116**, or continue, **A117**?

A110. You dig for some minutes but don't get anywhere.

A111. You dig and dig and soon your face is caked with grime and grit fills your mouth, but you don't seem to be getting anywhere. Do you quit, **A116**, or continue, **A19**?

A112. You dig and dig and suddenly you break through. Clearing the hole you crawl through and find yourself back at **A0**.

A113. You walk past the treasure looking regretful, add + A52 to the next encounter.

A114. Out of the darkness crawls a spider-like creature. It attacks viciously, **M22**. If you beat the creature turn to **A118**.

A115. To cross this treacherous path, you must make a successful climb roll **A0**. If you fall, turn to **A119**. If you don't, turn to **A121**.

A116. This must not be the way. You have found nothing and give up in disgust. Or you may try another path, **A13**.

A117. You dig, but still aren't getting anywhere when suddenly there is a rumble, **A92**.

A118. You find 500 silver pieces plus the large sapphire. Add 1 to your Selfishness. You also find a shovel here.

A119. The winds whip you off balance and you slip to your knees. The edge is precariously close. Roll 1d20: if less than 5 turn to **A120**, otherwise read **A121**.

A120. You fall over the edge. If you have a grapple, read **A122**, otherwise read **A107**.

A121. You manage to keep your balance in the high winds and move on. Gain 1 Persistence.

A122. With a stroke of luck your grapple hooks the side, but as you scramble back up you lose your grapple. Go to **A121**.

THE MIDDLE RING

B0. You stand before a marble door. A riddle is inscribed on its surface.

"Faith is what you need to win,
Past trial, fear, and pain,
Persevere when you begin,
and find which one's the same.
Choose what's primary to life,
the common root of all;
Win past danger, fear, and strife,
and answer to that call."

"24 45 63"

These halls are cold and dank. The lock on this door has a round hole the size of your thumb. You need one snow pearl to pass beyond this door. If you don't have one, you must search further. Your pearl glows palely like the moon. Lose 1 Persistence for each encounter you avoided in the Outer Court.

B1. The tunnel widens to a chamber here. The floor of this chamber is flooded with muddy brown water. A depressing dampness hangs in the air. Water trickles noisily down the rough wall. Beyond the pool of water is a smooth, mud-covered area. Do you wish to climb across the area, **B22**, swim the muddy pool, **B16**, throw something in the water, **B17**, or turn back?

B2. Do you swim, **B21**, or climb, **B24**?

B3. The walls slope inward here and it is difficult to climb (+3 to roll). A muddy slope leads up out of the water to a tunnel. You walk across, read **B26**, climb, **B27**, or you inch along the edge of the wall, **B28**?

B4. From the entrance of this room you see a man in tattered clothes sitting on a stone bench. He wears a rough burlap tunic.

You cough to catch his attention. He looks up, his surprised expression quickly changing to a smile. "Thank goodness! Help at last," he sighs, tugging at his beard as he stands. He stumbles and you reach out to catch him, but smash your hand against some invisible barrier that blocks the door. "Ah," he nods, "That's the problem you see, I'm trapped in here."

Your hand feels something smooth and cool, but you can see right through it.

"My name is Kendle. Milgor tells me I'll never escape until I can solve this riddle," he says and waves a piece of parchment. "I don't have much to offer, but if you can help I'll give you this ointment I have. I think the riddle has something to do with the barrier." You read the riddle as he holds it before you.

"Menace to the oyster,
Heated thoroughly,
Magically creates me,
Something you can't see!"

If you know the answer, add up the numbers from the alphabet of each of the letters in the word. The total is the entry to read. Otherwise, you shake your head sadly, **B31**.

A-1 B-2 C-3 D-4 E-5 F-6 G-7 H-8
I-9 J-10 K-11 L-12 M-13 N-14 O-15
P-16 Q-17 R-18 S-19 T-20 U-21
V-22 W-23 X-24 Y-25 Z-26

B5. Here is a polished oak door. The door has no lock, but it does not open at a shove. Six small metal disks cling to a metal plate on the door.



On the door, a leather scroll hangs. It says:

"Move one to make two,
not three, rows of four."

You may ignore the riddle and try to break the door open, **B32**, or you may try the riddle. To solve the riddle, you may move any disk except #4, to any of the lettered locations. When you are done, turn to **B40**.

B6. The heavy wooden door creaks open. You find a room containing a table spread with silk, upon which three treasures lie. A rod, **T46**, a potion, **T16**, and an emerald and diamond necklace worth 9,000 gp. There is also a piece of the tablet.



B7. This chamber is divided by a row of five stone pillars. The pillars are manmade and oddly sectioned. A narrow passage runs north behind them and a wide hall to the west.

B8. You squeeze past a pillar and slip along the narrow passage. Between the first two stone pillars you spot a still cave toad watching the main hall. Squinting into the dark, you think you can make out others between each of the pillars. You may attack with surprise, **B9**, or try to sneak past, **B34**.

B9. A cave load leaps from between the pillars. Use **M8**. To your dismay three others hop out behind their comrade, and you must defeat each one in turn. Only two can attack you each turn because of the cramped space.

B10. As you cross the area, your foot scuffs at something in the dirt. It is a bag of some sort, **T31**. Gain 2 Honor.

B11. The tunnel widens here into a chamber. The floor is covered by a still, clear pool. The

room is very cold and there is the smell of frost. Do you try to climb, **B35**, wade the pool, **B36**, throw something in, **B37**, or leave?

B12. Are you climbing, **B52**, or skating, **B48**?

B13. Are you skating, **B51**, or climbing, **B52**?

B14. This chamber is as hot as an oven. The floor is covered with iron plates and above the floor dances a fiery ribbon. The walls are rough and provide many handholds. At the far end of the chamber you can see a spinning golden crystal hanging from a thread. Beyond it you sight a door. Do you brave the flame, **B56**, try to climb above the fire, **B57**, use an item to protect you, **B59**, or leave?

B15. There are nine doors here. A different bronze number is tacked on each door. Countless blades and arrows hang from the ceiling by threads. You may search, **B60**, try one of the doors, **B70**, or leave.

B16. The waters are shallow. You wade through the muck, stumbling over submerged obstacles.

B17. You throw a rock into the dark waters. Sluggish ripples spread and lap at the walls.

B18. You find a cask bobbing in the murky waters. You may now move safely across the rest of the water without rolling.

B19. Your foot becomes tangled in something beneath the waters. Roll 1d20; if less than 14, take 2 points of damage and swim on, otherwise, turn to **B23**.

B20. Something dark and ghostly moves your way. But to your relief it is only a branch.

B21. The water deepens and you must swim these filthy waters. Roll 1d20; if the result is greater than 13, read **B18**, if less than 5, read **B19**, and if between 5 and 14, read **B20**.

B22. Use **A0** to climb; if you fall read **B25**.

B23. Something pulls you beneath the waters and you feel your air rushing away; take 1d6 points of damage. You thrash in the dark water and finally reach the surface back one space (-3 to swim).

B24. You encounter a patch of slime; add -4 to your roll and if you fall turn to **B25**.

B25. You plunge into the dark waters, **B23**.

B26. You slog through the bog, the mud sucking at your feet. As you reach the middle your boot slips off your foot, stuck in the mud.

Reaching to retrieve the boot, you are surprised by a muddy form that emerges from the morass. It reaches for you. Use M21. If you roll a 19-20, read B29.

B27. Use A0 to climb, but if you fall, take 1d6 points of damage and roll down the muddy slope to splash into the water. Read B3.

B28. You edge along the sloping path. You eye the mud with distaste and are startled to see a muddy form rise up from the bog. M21. It attacks you. If you roll 1-2 on your Hit roll read B30; on a 19-20 turn to B29.

B29. The fury of your attack drives the beast back. You try to Evade. If you fail read B30.

B30. You slip in the slimy mud and slide past your foe into the muddy waters. Read B3.

B31. "Thank you for trying," Kendle sighs, and turns away. Lose 1 Honor.

B32. Lose 2 Persistence and 1 Honor. You may try to pry the door open, I14, or chop it, I26. When the door opens roll a trap.

B33. Gain 2 Persistence and 1 Honor. The answer is to stack #5 on #3. The door opens.

B34. You may sneak past by special means, W140, or try to move quietly, W195?

B35. Use A0 to climb. Add +3 to the roll due to the cold. If you fall, read B38.

B36. To your surprise the pool is frozen and you slip and fall. Standing is difficult but you may move slowly or return to B11.

B37. You throw a stick. It bounces and slides across the frozen surface.

B38. You crash through the ice and plunge into the frigid waters. Take 1d8 points of damage. Roll 1d20; if less than 17, turn to B47, otherwise take 1d6 points and roll again.

B39. Notes of light dance before your eyes and the doors and all the blades vanish! You are cured of any damage you took while in this room, for it was all illusion. Gain 2 Persistence and 1 Honor and turn to C0.

B40. Add the number of the piece you moved to the number of disks that you can see when you are done and add +B35; turn to that entry.

B41. A high-pitched giggle fills the air.

B42. A blast of wind musses your hair.

B43. Nothing happens; a waste of time.

B44. Your hands are covered with slime.

B45. Of course you're right. Read B33.

B46. Go to A0, it's the place to be.

B47. You break through a thin patch of ice and gasping you drag yourself out.

B48. Balancing awkwardly, you slide across the ice. Roll 1d20. If you roll less than 5, turn to B38, if you roll 19-20, read B49, and if the number is between 4 and 19, turn to B50.

B49. You find a sack of sand lying amid some dry branches. You may walk safely now.

B50. The going is slippery, and the ice is cluttered with broken branches. Roll 1d20; if greater than 14, you slip and fall, crashing into the wall. Take 1 point of damage.

B51. Crossing this icy expanse, you see something protruding from the ice and find a piece of a crystal swordblade embedded in the ice. You may try to chop it loose, B53, or use fire of some sort to melt the ice, B54, or leave.

B52. A large icicle falls from the ceiling and hits you causing 1 point of damage and adding -2 to your climb roll. If you fall, read B38.

B53. Use I26 to chop it loose. Once you chip the blade, loose turn to B55.

B54. The fire melts the ice away, and you fish the blade from the frigid water. Read B55.

B55. If you have another piece of the sword and the means to repair it, you may. You also find a piece of the stone tablet. Gain 1 Honor.



B56. The blast of heat makes it difficult to breathe. As you step forward, the plates to either side fall away to reveal fiery pits, leaving only a narrow bridge between them, B76.

B57. Use A0, but if you fall, go to B72.

B58. "GLASS" is the answer. You saw right through it. Kendle is ecstatic at being free. He shoves a jar into your hands, T47, and dashes off down the hall and you hear him splashing in the water and giggling.

You search the room and discover a piece of the broken tablet. Gain 2 Honor.



B59. You may use magical means or use your cloak, I22. Turn to B56.

B60. The sound of windchimes fills this room when you step in. Tien a blade flies past you to embed itself in the wall. All the blades are swaying. You may leave or try a door, B70.

B61. Three daggers fly at you (THACO 11;

Atk 1d4). This door leads nowhere.

B62. Your yank on this false door sets the blades to clanging. Roll a 1d6 + RD2.

B63. A dagger flies past and embeds in the door. If you open the door, turn to B39.

B64. Roll 1d20 + W10. With a flash of light you are teleported to the wilds.

B65. The rapid staccato of blades thunk into the wood wall before. You are surrounded.

B66. Two darts fly (THACO 15; Atk 1-3).

B67. A weapon breaker flies at you and destroys the weapon you are holding.

B68. Turn to T5.

B69. A wave of silver moonlight bathes you and you are cured of 2d6 + 5 points of damage. You are also teleported to A11.

B70. To open a door, add the number of the door to +B60 and turn to that entry.

B71. Your head reels, but you keep going. Add +B60 to the next encounter space.

B72. The heat washes across you. You reel and fall. Instinct alone saves you as you grab at the edge of the iron bridge. You dangle above the flame, the hot metal searing your fingers. Roll 1d20, and if you roll less than 15 turn to B73; otherwise read B77. Subtract any bonuses you have versus fire.

B73. With every ounce of willpower, you pull yourself back onto the bridge. Turn to B71.

B74. You have reached the huge golden crystal. It seems filled with some liquid. You may leave, try to push it into the fire, B78, or try to break it. It is AC -2; HP 20. Each round you strike it, you take damage as B56. If you reduce it to hp 0, turn to B75. Behind the swinging crystal is a locked door. You may attempt to pry it open, I14, then read B76.

B75. The golden liquid cascades over you, putting out the fire and healing you back to full hp. Gain 3 Persistence. If you are missing a pearl that Milgor stole, you find one here.

B76. Roll 1d8; if the result is 7-8, take no damage, otherwise, suffer 1 to 6 points. Then roll 1d20; if less than or equal to 4 plus the damage you suffered this turn, read B72, otherwise turn to B71.

B77. With a cry of anguish, you fall into the fiery pit. Turn to E1.

B78. All you do is set it swinging harder. Turn to B76 to see if it knocks you into the pit, then return to B74.

THE INNER CIRCLE

C0. Here is an ivory door with a riddle.

"Reflect upon your path my son,
To find the way before;
Smote thyself or be undone,
To open the final door!"

These halls are finished stone, not rough caverns. Two acorn-sized depressions sit above the lock. You need two snow pearl(s) to open this door; if you don't have them, turn back. The pearls shine with the light of day. So close are they to their final brother. Lose 1 Persistence for each of the encounters you avoided in the Middle Ring.

C1. This room is carpeted with ashes. The ash is two to three feet deep and you must wade through it to reach the far exit. To cross this room, use the "Ashen Alcove" map. Start at one of the two triangular spaces at the bottom and work your way to the top. When you find a number in the space, add the Start number and turn to that entry to find what is hidden beneath the ash. This room reeks of burnt flesh and wood.

C2. Something moves toward you within the ash. Use M2. Add +2 to next space.

C3. Your foot kicks something, and reaching beneath the ash, you find a wooden box. Inside this velvet-lined box is a scroll, the tip of a crystal sword, and a piece of the tablet. You gain 1 Honor. Can you repair the sword? If you have all three pieces and can make it whole, turn to C35.



C4. A heavy metal gate blocks the tunnel, preventing you from going any further. To the right of the gate is a series of small holes, as large as a finger. Do you try to lift the gate, C34, stick your finger in a hole, C27, use your dagger, C28, or leave?

C5. The chamber beyond this archway is filled with darkness. Light does not penetrate the gloom nor does infravision work here. To cross this room, use the "Darkened Hallway" map. Start at one of the two triangular spaces at the right and work your way to the left. When you find a number, add your Start number and turn to that entry to find what you have stumbled on. This room is filled with a bitter, pungent odor. If you cross the passage, add +1 to the next entry.

C6. Your foot kicks something into the light. It is a potion, T9. Gain 1 Persistence. If you are still missing one of the three pearls that Milgor stole from you, you find a small pouch holding one of those three.

C7. Before you is a dim, distorted mirror. Your reflection is twisted and leering. The room seems empty. You may search, C29, or leave.

C8. Your foe lies broken on the ground. Now you must fulfill the riddle. Do you strike yourself, C30, your dead foe, C31, your shadow, C32, or the mirror, C33?

C9. A ghostly voice echoes in your ear. "Time and that which you cannot see is the key to all things. Persevere, your task is almost won." Gain 20 XP. Turn to C10.

C10. Lose 2 Persistence for every encounter you avoided in the Inner Circle. Add 1 Honor for coming so far. The doorway beckons, D1.

C11. Spikes! Take 1d6 points of damage and move back. You may not cross here!

C12. Surprised, you slip and fall into a pit. Ash blinds and chokes you. To climb out, roll greater than the number given below, on 1d20. Escape chance, based on the direction you exit: back - 4, to either side - 8, across - 16. If you fail, you fall back into the pit and take 1d4 points of damage.

C13. The floor beneath your feet feels soft. Suddenly it moves and you are thrown to either side (your choice).

C14. You step on hot coals and leap back! You may cross but suffer 1d6 points.

C15. Your leg is caught in what feels like a leafy beartrap. Take 1 point of damage. You are attacked by a screaming, flying beast (AC -2; THACO 11, Atk 1d4; HP 15). You must roll less than 13 on 1d20 to escape. You may fight the beast or try to escape. If you escape, the attack stops.

C16. A flying creature collides with you in this space (1 point damage) and knocks you to either side (your choice).

C17. Suddenly there is no floor and you tumble into a pit; take 1d6 points. To crawl out, you must roll greater than the number given for the direction you move: 4 - back, 8 - to the side, 16 - across. If you fail, you fall back in (1d6). You hear a rustling from a direction based on the row you are in:

Row	Direction	Row	Direction
1	= Ahead & right	4	= Beside & left
2	= Beside & right	5	= Overhead
3	= In front	6	= Behind

C18. Something swings from the ceiling and knocks you to either side (your choice).

C19. You are caught in a strong, sticky web.

You must roll less than 13 to cut your way through. Something crawls down the web and attacks (AC 0; THACO 9; Atk 1d4 + 1; HP 20). You may fight or cut the barrier. If you leave, the attack stops.

C20. "Milgor told me to expect you, Tenslayer! You are either very brave, or very foolish! I shall be your undoing." He springs at you, M68.

C21. With a horrible groan, the grate slowly raises a couple feet then crashes closed.

C22. Gas pours out of a hole and you pass out. You wake up some time later at B0.

C23. With a horrid screeching the gate opens. Gain 1 Persistence.

C24. Stone crashes down from the ceiling. Save vs. Stone or take 2d4 points.

C25. A bell chimes. Roll 1d6 + RD4.

C26. Lightning dances across the gate. Make a Save vs. Breath or take 1d6 points.

C27. Your finger is stuck and won't move. You must loosen it with oil, I33, or roll less than 13 on 1d20 or take 1 point of damage. Turn to C28 to see what happened.

C28. Look at one of the holes on the poster and add the number you find there to C20.

C29. You touch the cool surface of the mirror, and are surprised as a crystal hand reaches out and seizes yours. A crystal double steps from the mirror and attacks with surprise. Use M17. If you defeat it, turn to C8.

C30. Record your damage. Read C8.

C31. Dishonor! Lose 5 Honor! Read C8.

C32. Your weapon clangs off the wall. In future battles, if you roll a 1 it will break. Nothing happens otherwise. Return to C8.

C33. The mirror shatters and beyond you see a room lit with golden sunlight. Gain 1 Honor. If your Honor is less than 10, turn to C10; otherwise, turn to C9.

C34. You strain, but the gate won't budge.

C35. You join the last piece to the crystal sword and once again it is whole! Gain 2 Honor. The sword sings in the wind as you swing it. It is an *earth sword* +1 (1d8 + 1), and gives a bonus of +2 to your Hit roll, damage caused, and saves when attacking crystal creatures or Milgor.

CENTER OF THE DUNGEON

D1. Across the silvery shards, you step into an unoccupied chamber, lit by sunbeams from a window overhead. The light dances off the pearly walls and a golden pedestal on the far side of the room, **D4**. Beside it stands a closed oak door, bound in silver, **D2**. To the right, hanging on the wall is a tall hourglass with the sands trickling through it, **D3**. On the wall beside the entrance you discover a piece of the tablet.



D2. You step to the wooden door and tug at its latch. It swings open. Beyond it lie the crossroads and three trees that have become so familiar. But when you attempt to cross the portal you find an invisible barrier.

D3. The sands within the hourglass are dark blue changing to sky blue as they fall to the bottom. The hourglass appears to be mounted on a pivot in the wall, so that it can easily be turned over to the left, **D5**, or to the right, **D6**.

D4. Resting atop this four-foot pedestal, bathed in golden light is the last of the missing snow pearls. Eagerly, you reach to claim your prize. Sparks leap as you hit an invisible barrier. You massage your numb fingers and ponder.

You could throw a rock at the barrier, **D8**, or strike it with a weapon, **D10**. If you have a magic sword, you may add its encounter bonus.

D5. You rotate the hourglass to the left and the sands in the bottom now change to a reddish hue. At the same time the light in the room shifts and you note that the sun just seems to be rising outside. You may turn the hourglass to the right, **D6**. Or keep turning left, **D7**.

D6. You turn the hourglass to the right and now the sands in the bottom turn golden. The shadows in the room become long and you note that the sun seems to be setting outside now. You may turn the hourglass to the left, **D5**, or to the right, **D7**.

D7. Shadows sweep across the room, now lit by a pale silvery light. Outside, night seems to have settled, and overhead you can see the moon, nearly full, rise to cast its rays through the window, dimming the stars. This must be the very thing you seek, for beneath the star and moonlight, the pearls reach the height of their power. When you find the pearl you may add +2 to the encounter number when you attempt to get it.

D8. The rock bounces and disintegrates, **D4**.

D9. Mustering your strength you swing your weapon. But your mighty blow is turned by the barrier and you are staggered. Dazed, you

seem to hear a voice in your head, "Only the crystal sword may shatter this mighty ward."

D10. Your blow rebounds in the wind. You could strike again, **D9**, or seek another path.

D11. You raise the crystal sword and smite the barrier. Your blow resounds with a mighty clamor of chimes, but the barrier does not fall. It seems the time is not yet right.

D12. You raise your weapon, and the moonlight dances along its blade. With a silent prayer you swing. For a moment the barrier shivers, and you catch your breath; but then, with a clang it turns the weapon aside. A mightier weapon than this is needed.

D13. Dry-lipped you stand before the pedestal draped in the silvery moonlight and raise the crystal sword. Then, with a mighty cry, you crash your blade down upon the barrier. There is the sound of goblets shattering and the barrier goes down.

Silence fills the room, settling motes of light spinning. To your amazement, the flecks of light gather and form the shape of a wizened man's face with an arcane staff, between you and your goal. Milgor! Finally, the time has come to face him.

"So we meet again, warrior!" Milgor mocks you. "If it is this lovely bauble you desire, you must yet beat me, and I am still your better!" You may still turn and leave, keeping what you have, **D14**, or prepare to face what you fear!

If you fight, pick any one of the following that you avoided in the dungeon:

The venomous manscorpion, **D15**.

The fearsome fiery curtain, **D17**.

The dread darkened hallway, **D19**.

You did not avoid any encounters, **D23**.

D14. Milgor gestures to the door, and thinking it the wiser to live to fight another day you warily step through where once a barrier stood. You now stand at the crossroads. At least you managed to save the remaining pearls, and you lift them from your pouch. But to your dismay, they melt away like fresh snow! Lose 3 Persistence and go to **E2**.

D15. Milgor's face shifts and flows, becoming the head of a viper, dripping poison from deadly fangs. You must fight at a -4 penalty to your Hit roll, and Milgor may bite for 1-4 points, plus you must then make a Saving Throw vs. Poison at -4. If you do not make the save, turn to **D16**. If you slay Milgor, turn to **D22** and if you lose, read **E3**.

D16. The serpent head darts in beneath your guard and snaps at you, but at the last moment, someone steps in the way taking the killing blow for you. It is the man who could not leave his room. "I finally under-

stood," says he. "It's all as clear as glass," and then he dies. Read **D21**.

D17. Milgor's form is instantly wreathed in dark flame and you feel a wave of heat lap at you. You must fight with a -2 penalty to your Hit roll, and take 1-4 additional points of damage each round. If you take 12 points of fire damage, turn to **D18**. If you slay Milgor, turn to **D22** and if you lose, read **E3**.

D18. As the flames sear you again, a familiar tall, green figure leaps forward and attacks Milgor. He is startled by the fury of the giant troll, but with the wave of his staff he reduces it to a pile of ash. Turn to **D21**.

D19. Milgor sneers, "So, afraid of the dark? Let me help," and he gestures casually. At once, your sight fails and you realize that you are blind. You must fight with a -1 penalty to Hit rolls and saves, and are at -4 to be struck. If you are hit 5 times, turn to **D20**. If you slay Milgor, turn to **D22** and if you lose, read **E3**.

D20. Wounded and dazed by Milgor's deadly onslaught, your head buzzes. A chill sweeps up your spine as a ghostly voice says, "Milgor uses trickery; open wide your eyes and see." Turn to **D21**.

D21. The illusion fades and you once again confront Milgor. Now none of his tricks will confuse you. All penalties fade, and you gain one free attack. If you slay Milgor, turn to **D22**. If you lose, read **E3**.

D22. With a lightning swift strike, Milgor's staff lashes out and you dodge! But your ankle twists beneath you and suddenly you are on your knees, defenseless before the madman's blows. In a desperate parry you swing and amazingly it darts in beneath his guard as he raises his staff for the death blow. It crashes into his side. The staff clatters to the floor followed by his crumpled form.

Standing once again, you recoil in horror as you see Milgor's face dissolve into a featureless visage. Gain 2 Honor and 1 Persistence.

At last, you are victorious! The pearls are yours! But even as your hand closes upon them you hear a dry chuckle. Whirling, you confront the face of Milgor, gigantic, floating in the air. "Well done, warrior!" his voice booms, "You have been tried and not found wanting, step forward for my judgment!"

Check your Selfishness score. If less than 5, read **E4**. If not, read **E7**.

D23. Where Milgor's face once was there is nothing. You recoil in horror. Milgor gains one free round to attack. If you slay Milgor, turn to **D22**; if you lose, read **E3**.

STORY ENDINGS

Read entries from this section only when instructed to, or:

If Christov dies; or
Christov loses all of the pearls and gives up.

E1. Christov Dies: You lie bleeding on the cold, hard earth. You gulp the dry air, fighting for each ragged breath, knowing that soon you will breathe your last.

Before you sways your nemesis who caused your doom. The form blurs, and in your blood-glazed gaze, you seem to make out a face that changes from your mother, to your grandsire, to your brother—the Keeper. You have failed them all, and soon the glory of Tarylon will fade from the land forever.

The shape shifts again, and in your head resounds laughter. Milgor has come to mock your pitiful efforts. Your head reels, but you struggle to complete one final act. With your last bit of strength your hand closes on your brother's amulet, and you crush it. Now he will know, he will send another before it is too late. Now you can die in peace.

E2. All the Pearls Lost: Disgraced, you have lost the last of the magical pearls. Your path turns back toward Tarylon, for you have no place left to go.

If only you had been more careful. Without the pearls, how can you go on?

You envision the tall pines of Tarylon, the verdant abundance, that soon will be no more. Can you really abandon hope now, to call an end to that glorious land? If only some chance remained, to turn defeat into victory. Are you ready to let despair claim you, or will you sound the clarion to battle?

E3. In a flurry of motion, as if driven by a whirlwind, the deadly staff descends. It is too late to dodge! Your head explodes with pain and your vision blurs. Then you are falling, and the cold ground crashes up to meet your battered ribs.

There is silence, and then as if from a distant shore comes the sound of your labored breathing. Your eyes glaze, and you can barely make out the towering form of Milgor. His cold laughter echoes and to your horror,

you watch as his face dissolves.

But something is not right. He chokes and claws at something. There, in his chest is the hilt of your sword, the result of your final thrust. Your death will not have been in vain, the monster is vanquished, but the pearls are lost forever!

E4. "I see by your heart that you are not a fool, but did this deed to serve your people," the voice of Milgor resounds. "Yet, how strong is your will to survive?"

Check your *Persistence* score. If it is less than 9, read E8. If not, read E5.

E5. "Ah, a steadfast spirit," murmurs Milgor approvingly. "Still, are you a creature of honor?"

Check your *Honor* score. If it is greater than 15, read E6. If not, read E9.

E6. Milgor ponders. You stand in awe and confusion. "Finally, a worthy creature," he sighs. "But are you also courageous?"

Check your remaining XP score. If it is less than 20, read E12. If not, read E13.

E7. "A selfish creature? You are beneath my notice, and a discredit to your race." He shakes his head and the hourglass begins to spin back. Your head reels and vision dims. Turn to E10.

E8. "Such an unworthy spirit." Milgor shuts his eyes and the hourglass begins to spin forward. Suddenly you are surrounded by woods and you feel very tired. Read E11.

E9. "You are no man of honor!" Milgor booms. "You are unworthy of the guardianship. Begone with you!" And with a nod of his head you find yourself once again at the crossroads. The pearls have been snatched away, so close to victory. Turn to E2.

E10. Finally, the world stops spinning and you find yourself before the faceless statue. You feel strange. Something has changed. The statue now bears your face and your form has become that of a human, no longer a graceful elf. What foul irony is this?

Your swift stride brings you again to the entrance to Tarylon, but you are denied entry. "Pearls of power?" Enan questions. "Indeed these pearls have long brought bounty, but what madness makes you claim they have been stolen?"

You realize you have stepped back in time, and now even the chance to warn against the theft is denied, for you are an elf no longer. You are a homeless, forsaken wanderer.

E11. You awaken in the brisk mountain air, the chill bringing new aches to your bones. Tarylon must lie just below, but the walk quickly tires you.

At last, you sight Tarylon, but it is a pale shell of the glory you remember, the grove brown and withered. Quickly you reach the street and question unfamiliar faces.

Tarylon glorious? Once it was, many years ago, but its power was snatched away and the champion never returned. Suddenly, you feel very old, and you are, for your faithlessness has caused you to sleep your life away. Now it is too late, for you and for Tarylon!

E12. "Ah, not so brave. But one may do great things with faith and honor," muses Milgor. "You shall be rewarded."

As if a door had opened, you find yourself at the crossroads. And in your pouch are the four pearls, white as snow. Is this your reward? Indeed, one may go far with faith and honor!

But what was Milgor, and why the cava-
rade? Was it merely a game of the gods? Your tread is light and your heart swells with pride as you return to the glory of Tarylon, victorious!

E13. "The fates be praised. At last, a worthy race!" says Milgor, beaming. "It was I who gave the elves the Snow Pearls, to test their caring, steadfastness, and honor. And you their champion have passed every test! Be proud. The pearls will remain yours and your descendants from this day forth!" His voice fades along with his face.

Before you the door beckons you to Tarylon. You have succeeded as few before!

RANDOM ENCOUNTERS

Whenever you find a small hex symbol on the MAGIC VIEWER maps this indicates a random encounter occurs. Consult the following table and roll the die listed to find the encounter to which to turn. Encounters in Gyer are keyed (RG) and those in the Caverns of Couronn are keyed (RD).

Gyer Main Street	RG 1d8 + 2
Gyer Residential Areas	RG 1d8 + 0
Caverns, Outer Ring	RD 1d6 + 0
Caverns, Middle Ring	RD 1d6 + 2
Caverns, Inner Ring	RD 1d6 + 4

Random Encounters in the Wilderness work differently. Every 6 hexes of movement you should roll 1d20 and turn to that random encounter for the Wilderness RW. Encounters in the wilderness may only be avoided through use of special items or under special circumstances.

Random Encounters in the Wilderness (RW)

- RW1.** An uneventful journey, no encounter.
- RW2.** A pleasant trip, travel 2 hexes more.
- RW3.** A wind rises and slows the trip by 2 hexes.
- RW4.** Overcast day; ignore the next encounter.
- RW5.** A rainstorm slows movement to 3 hexes.
- RW6.** Old folks offer you a cart ride; move 8 hexes next turn and don't roll for an encounter.
- RW7.** You meet a farmer returning home. He shares a rumor with you. (Rumors 1d8).
- RW8.** You encounter a herd of elk, turn to W76.
- RW9.** You meet a rogue moose, turn to W3.
- RW10.** An ominous droning sounds overhead. You have stumbled beneath a wasp nest, and the striped warriors buzz about your head. Do you try to sneak past, W21, use an item, W24, attack the nest, W26, or cast a spell, W27?
- RW11.** A pack of wolves dog your trail, read W11.
- RW12.** You disturb a bear rooting at a rotting log, turn to W66.
- RW13.** A large bird circles overhead, turn to W239.
- RW14.** A party of brigands surrounds you. Turn to W70.
- RW15.** You encounter fresh tracks. Roll 1d6 + W49. Check that entry in the Wilderness.
- RW16.** You encounter a wild horse and manage to mount it. You may ride without rolling for random encounters until you reach an encounter space, then the horse runs away.
- RW17.** Ahead, you spot several people in need. Roll 1d4: 1 - RW6, 2 - (Rumor 1d8), 3 - RW14, 4 - RW28.
- RW18.** Smoke and flame on the horizon tells you there is a fire. To fight the fire, treat it as AC 0, HP 20. Every round you fight the fire, take 1d4 points of damage. The fire lasts for 1d6 + 2 rounds. You may only fight using the water from your

waterskin (1d10 once) and with your cloak (1d6). You may protect yourself from the fire with your cloak, I22. If you attempt to flee, Evade - 12. If you put out the fire, gain 1 Honor and 1 random Coin worth one-tenth its value.

RW19. Your keen sight has detected something hidden in the undergrowth; roll 1d6: 1 - worthless junk, 2-3 - Coin, 4-5 - Rumor (d4), 6 - Potion.

RW20. A robed wanderer offers you advice. Roll 1d6: 1-3 - Rumor (d6 + 8), 4-6 - Read 1 entry from the Scroll of Knowledge without penalty.

RW21. Roll 1d20. If you roll less than 17 turn to RW22, otherwise read RW23.

RW22. The angry creatures attack you, use M15.

RW23. Staying calm, you slowly move away.

RW24. What will you use; splash some water on them, RW26, cover yourself with your cloak, RW23, or use some oil RW25?

RW25. The smoky flames kill all the insects. Mark off the oil used.

RW26. What a foolish choice! The entire nest erupts and attacks you! Take 4 points of damage. You must reach water, smoke or succeed at an Evade to escape their stings.

RW27. Check the result of the spell. If the wasps survive, turn to RW26.

RW28. The people seem odd and reserved. They offer you a drink and too polite to refuse, you gulp the fiery liquid. Your eyes blur. Roll 1d20 + W10 and move yourself to that numbered location.

Random Encounters in Gyer (RG)

RG1. A buzzing sound grows louder and suddenly a dark cloud of insects surrounds you, biting and pinching. Use M15 for the attack. After 2 rounds turn to RG11.

RG2. Roll 1d20. If you roll less than 14, turn to RG12, otherwise read RG13.

RG3. You spot a cloud of dust swirling in the air, and before you can take cover a whirlwind whips around you, blowing dust and leaves in all directions and tearing your cloak away and tossing it into a tree. You may abandon your cloak or attempt to climb the tree. To climb, roll less than your Strength or fall and take 1d4 points of damage. Your teeth are filled with grit and you could use a drink.

RG4. A stubborn water buffalo blocks the path. You may turn back or fight the beast M7.

RG5. What you thought was a Gyerian, from whom you sought directions, turns out to be a hungry roc. You may throw it a ration or fight it M23.

RG6. A tumbleweed rolls lazily past, followed by an old coot with a cane. He watches the tumbleweed and waits patiently when the breeze stops. Then he moves to follow when it blows again.

RG7. From your right you hear the calls of a swallow, finch, and thrush. From the left comes the answering calls of a screech owl, robin, and cuckoo. "Mine are better!" shouts a voice to the right. "Are not, are not!" cries a voice from the left.

RG8. Ahead a cloud of dust and sand billows up to the sound of piping. Screening your eyes from the flying grit, you inch close enough to see it is a large Gyerian blowing hard at the ground to sort gravel from the dirt.

RG9. You are startled by a cry of warning and look up in time to see a runaway cart bearing down on you. A small wide-eyed Gyerian sits in it holding on for life. Do you leap aside, RG14, or try to stop the runaway cart RG15?

RG10. You meet a crowd of Gyerians squawking at each other. At your approach they turn to you and ask your opinion if it might rain or not. Roll two 1d6, one for you and one for the Gyerians. If you roll higher turn to RG16, if they roll higher read RG17, if a tie read RG18.

RG11. Suddenly, several feathery forms rush in and devour the tasty beetles. After a moment the cloud is gone and satisfied Gyers walk away burping and chirping to each other.

RG12. You narrowly avoided falling into a muddy hole. Others have not been so lucky it seems by the looks of the site.

RG13. Oops! With a cry you slip and fall with a splash into a muddy hole. Now you are caked with mud.

RG14. You dive, and roll out of the way. Roll less than your Dexterity or take 1d4 points of damage. The cart crashes into the side of a hut and the rider is thrown to the ground. In tears he screams for his mother, who comes running, clucks at her child and scolds you for letting her child come to harm. Lose 1 Honor.

RG15. You brace your feet and grab at the cart as it passes. Roll less than your Strength

or take 2 points of damage. However, you manage to bring the cart to a halt and save the child from the impending crash. He yells at you for ruining his fun and bawls for his mother, who swiftly arrives and scolds you for bothering her child. Gain 1 Honor.

RG16. They have never heard such a clever answer and lift you to their shoulders and carry you off to one of the Start spaces.

RG17. What an impolite and scarcely pertinent response. They start to peck at you, shredding your clothes and pulling at your hair. Roll 1d4 and move in a random direction N, S, E, or W.

RG18. Such an interesting argument. Your clever words have trapped you in an aimless discussion for 1d6 turns.

Random Encounters in the Caverns of Couronn (RD)

RD1. You have mistaken a rock python for a piece of rock M24. It gains one free attack.

RD2. The ground ahead is covered with rubble. To cross it you must roll 1d20. If you roll less than 4, you have stumbled and sprained your ankle. You will fight at -1 to Hit roll and AC, until you are cured.

RD3. The earth at your feet erupts as two furry brown figures burst from the floor M12. Roll less than your Dexterity on 1d20. If you fail, they gain one free attack each as you stand up.

RD4. From out of the darkened tunnel ahead looms a huge troll M25. He waits for you to make the first move. If you use food to bribe it, and make a successful Evade roll, you may pass.

RD5. A dark, spidery form drops from the ceiling to hang in the air by one leg. This creature is -1 to Hit you, because of its precarious position M22.

RD6. A rill of water cascades from the ceiling forming an icy curtain to the tunnel beyond. The floor is slippery, roll less than your Dexterity on 1d20 or fall and slide into the next space.

RD7. What you took to be a boulder, moves and extends black sticky tendrils M5. You must fight this creature to pass.

RD8. With a croak a large toad leaps from its hidden vantage on the wall M8. The toad tenses to leap at you. You may attack it or attempt to dodge by rolling less than 15 on 1d20. If you fail to dodge, the creature gains two free attacks.

RD9. With a scream, a black feline figure steps from the shadows. It waves two tentacles at you and waits for you to move M11.

RD10. A strange insect clicking sounds from the darkness ahead. From the ebony curtain steps an odd beast, half man, half scorpion. He wields a large halberd while the scorpion's sting arches over his head M19. He laughs and steps forward to attack.

Rumors

You may be sent here to learn a rumor when speaking to a farmer or a traveler or because of a Random Encounter. When you are sent here, roll the die and add the bonus indicated to find which rumor to read.

R1. Beware, strangers may be the crossroads highwaymen who waylay travelers and steal their valuables.

R2. If it's the seer you seek, she is said to live in a cave far from the light of the sun.

R3. You should seek out the mystic; she knows many of the secrets of the land and the bane of all things.

R4. Stay your path from the mysterious, miry marsh! Ill breeds there and breathes there. Fiery death awaits!

R5. Watch the skies for circling carrion birds; they bode ill to all, particularly the lone traveler.

R6. If it's danger you seek or wealth that has been stolen from you, the brigands' lair is beneath the Fangs.

R7. The stream runs black from the raging spring that chokes on its own bile. Beware its anger.

R8. It seems like it might rain. It will be good for the crops, but you should seek shelter before the deluge.

R9. What a brave and courageous lad, you are; and though you must be hard pressed on your quest, you take the time to chat with me.

R10. Beware the baneful beast! Seek not its gaze. For only death, destruction, and despair await those who choose to face it.

R11. Turn back from the cowed one, for he is deep in thought and ill will surely greet the interloper.

R12. Speak only truthfully to the oracle, for she can read your heart. Ask only for that which is your greatest need.

R13. To find the mysterious mystic, turn south and seek the one that is twice, twice, and twice again better than two.

R14. Among the fallen glory seek, The pendant that will shatter sleep, Else you're caught by that which creeps.

R15. If you must snuff the elephant lord, Seek his bane beneath the sod, of the faceless, stony god. (Add +1 to that encounter when you find it.)

R16. To enter Milgor's mystic lair, Destroy the tablet you find there, And as yourself, seek the answer. (Add +1 to that encounter when you find the tablet.)

SPELLS

S1. Three golden arrows of energy spring from your fingertips to be flung at your foe. Each causes 1d6 + 1 points of damage.

S2. You intone the mystic words and wait in anticipation. First the runes of the message shimmer, then stir and rearrange to form legible verse. You may now understand the runes, add +34 to the number and turn to that entry.

S3. Swiftly you voice the phrases and make the necessary gestures, casting sand upon the wind. Up to 20 hp worth of foes that you can see, yawn and nod, and finally collapse to the ground in a stupor.

S4. Are you using this spell to cause a distraction, S18, or during combat, S19?

S5. For the purposes of this adventure, invisibility only lasts for one encounter. Are you using this spell to sneak past a foe, S20, or to surprise him, S21?

S6. The words shimmer in the air and take form until there are four identical images next to yours that do everything you do. Each time you are hit, eliminate one of the images. You do not take any damage until all of the images are gone.

S7. This spell is unpredictable and may only be used in combat. To use, roll 1d4 and add -21 to find the entry to read.

S8. Are you using this spell outdoors, S26, or indoors, S27?

S9. Your heart races, and your step quickens; you may move twice as fast, rolling for encounters only once every two moves. If you have an encounter during this time, you gain one free attack each round in addition to normal attacks. At the end of an encounter, the spell ends.

S10. Are you using this spell on a single target, **S28**, or on several creatures, **S29**?

S11. Are you using this spell outdoors, **S30**, or inside, **S31**?

S12. You summon the runes and fling the dark, syrupy liquid at your opponent. Your foe may make a Saving Throw to avoid the effect. If the save succeeds, you gain one free attack because you startled him. If the save fails, you gain one free attack each round in addition to normal attacks. You may also evade at +4.

S13. Your magic words form a rime of frost on your foe and he now suffers a -4 penalty to his Hit rolls and saves.

S14. The final words of the incantation lift a mighty weight from your heart and you are free at last from the effects of the curse.

S15. Are you using this spell on a tangled growth of plants, **S32**, or on a plant monster, **S33**?

S16. Amber flame erupts from the ground enveloping your foe. This spell eliminates up to four figures from a fight. Those creatures "immune" to the spell may break through the wall, but take 1d6 points of damage. If cast on a troll, he will stop regenerating.

S17. The earth beneath your foe's feet dissolves into a muddy morass, miring him down and giving you one free attack each round in addition to normal attacks. You may automatically evade without being attacked as you flee.

S18. Cleverly you throw your voice behind your opponents. "Shhh! Quiet, we don't want them to know we are here," you whisper. Your foe responds, turning his back to you to face the voice.

S19. Just before you leap to the attack, you cast your voice behind your foe in a blood curdling cry, startling your opponent and gaining you one free attack or a +4 to evade.

S20. Cautiously you inch past, but you cannot

see where to place your feet and something snaps. Your opponent may make a save. If he fails you evade him, but if he succeeds he attacks at a -4 penalty to his Hit roll. Once you attack back, the spell and penalty ends.

S21. Your cautious steps bring you within striking range. You may attack for one round free, or cast a spell, but then the spell ends.

S22. From the pinch of powder and fluff a thick mist boils up obscuring you and your opponent. You are both at a -2 penalty on Hit rolls, and you may add +6 to evading.

S23. You concentrate and call out as if to a friend. You bend the shape of your shadow and from behind you steps that which your foe fears the most. He must save or flee. If he saves, he gains one free attack.

S24. You gesture to the ground and fire erupts in front of your foe. He must save or flee from the fire. If he saves, he may not attack this round.

S25. You bend the light with your arcane words, and suddenly you are hidden in the form of a tree. You automatically evade if you choose, or you may gain one free attack, but then the spell fades.

S26. A web net spins from your hands and entraps up to four creatures if they fail their save. Those caught may be considered eliminated.

S27. A web shoots from your hands and blocks the passageway allowing you to automatically evade. The web may snare up to four creatures if they fail their save. To pass the web takes one turn to cut it down.

S28. Your words are a net in the air and fly to bind the creature. This creature must save at a -2 penalty or is considered defeated.

S29. Like a mighty web, your words spin out to ensnare your enemies. Up to four persons may be affected by this spell, and must save to avoid. Those affected are considered defeated.

S30. The fiery missile bursts from your hands

and explodes before your foe, setting small grass fires and scorching the land. The spell causes 10d6 points of damage, but he may save to take only half damage.

S31. A blast of heat engulfs you as the flaming spell explodes in front of your foe. The spell causes 10d6 points of damage, and your foe may save to take only half damage. But because of the low ceiling, the ball of flame reaches you and you are caught in the backwash, taking half damage or saving to take only one quarter damage.

S32. The plants before you wither and shrink until a clear path opens before you.

S33. The acid words drip from your tongue and sear the leafy appendages causing 20 points of damage to the carnivorous plant.

S34. For the purposes of this adventure, this spell only lasts for one encounter. Are you casting this spell in the open, **S40**, or in the woods or marsh, **S41**?

S35. You feel a tingle in your ankles, which grows to be unbearable, so you pull off your boots. Small wings have sprouted from your feet. For 12 turns you may move from one location to the next ignoring all wandering monster encounter rolls. This also allows you to attempt to evade without your foe gaining a free attack.

S36. This spell can only be used in a stone building or caverns to move in a direction where there is no path. It will not work on wilderness paths, in Gyer, nor when trying to reach the center of the dungeon. You may move one space in a direction in which there is no path.

S37. This spell will open any one locked door or chest or untie ropes when cast.

S38. A poisonous cloud billows from your sleeves but a gust of wind blows the cloud back in your direction. You and your foes both take 1 point of damage for each round in the cloud.

TREASURES

To determine a treasure randomly, find the type. Next, look at the Treasure Chest on the cover and using the MAGIC VIEWER™ screen look at one of the treasures of that type. You will find an index number. Now turn to the table below and roll the die indicated. Add the bonus and index numbers. Read that numbered entry.

For instance: if the monster you defeated has "coins" listed as the type of treasure, you pick

one of the coins in the treasure chest, and you find the index number 3. The table below says roll 1d6 + 15. The roll equals 18; adding the index + 3, the entry to read is **T21**.

When you find a chest, you will discover three index numbers. Each chest will be trapped so select one of the three numbers and add to a trap roll. Each chest will contain a *potion*, *coins*, and something special, found under the chest entry. Select one index number for each item and roll for that type of treasure.

Treasure Type	Die Roll
Potion	1d8 + 5
Coins	1d6 + 15
Bags	1d6 + 22
Scrolls	1d4 + 32
Rods	1d4 + 36
Chests	1d2 + 45
Traps	1d2 + 51

T56. There is a flash that blinds you for 10 rounds, -4 to Hit rolls and AC. Roll a Random Encounter for that area.

T57. There is a deafening boom and the chest springs open with a cloud of smoke.

T58. There is a hissing sound as a vile gas billows out. Roll 1d20, subtract your Constitution, and take that much damage.

T59. You gulp the contents and color returns to your flesh as the poison damage is cured.

T60. One swallow and your muscles start to bulge, ripping your clothes to shreds as you grow 10 feet tall. You cause double damage for 2 rounds.

T61. One drop and the crack mends, joining the two pieces. You may use this three times.

T62. Miraculously your wounds begin to heal and the aches leave your bones. Cure 1d6 + 1 points of damage.

T63. You fade from sight. Read the entry for the *Invisibility* spell, S5.

T64. Quaffing this potion you feel you can climb walls and ceilings with only one chance on 1d20 of falling for every space for 6 turns. If you fall, take 1d6 points of damage.

T65. This elixir rushes healing through your blood. Cure 3d6 + 3 points of damage.

T66. This potion lets you levitate above the ground and lasts for 6 turns. If you are in a building or cave you may move by pushing against the ceiling at the rate of one space per turn. If you are in the wilds roll 1d6; if you roll a 1 there is a wind that blows you 2d6 spaces in a random direction (1 - NE, 2 - E, 3 - SE, 4 - SW, 5 - W, 6 - NW).

T67. Your skin takes on a ruddy hue and you feel immune to normal flame. Gain +2 against fire attacks and -1 per die of damage.

T68. This is a *staff of striking* with 8 charges left. Each charge causes 2d6 points of dam-

age if you hit. After this it is just a normal staff that can cause 1d6 points of damage.

T69. After careful study, you realize fortune has smiled on you, for these boots are made of salamander skin and will allow you to walk through hot coals without damage and reduce damage from fire by -2 per die of damage.

T70. You tug on the belt, and suddenly you feel your breath being squeezed away as the belt constricts causing 1d6 points each round until it is destroyed. You may only fight with a dagger, AC - 0 and hp 13.

T71. You strike a resounding blow and the staff breaks, causing 1d4 points to you. Your foe gains one free attack while you change weapons.

T72. This scroll contains *cloudkill*, S38, and *remove curse*, S14.

T73. This scroll has a *fly* spell, S35.

T74. This scroll contains *knock*, S37, *passwall*, S36, and *fireball*, S11.

T78. Turn to T62.

ITEMS

I10. You play a calming melody and the creatures stop milling about and doze off.

I11. Do you want to entangle a foe, I19, pull yourself to safety, I21, or cross a gap, I18?

I12. Do you want to protect yourself from fire, I22, defend yourself, I24, distract a foe, I23, or silence a man, I25?

I13. You may attack with the grapple (1d4) with a -5 to your Hit roll. If you hit, your foe must save or you trip him and gain one free attack or automatically Evade.

I14. To open this item, roll 1d20 + 4 (subtract 4 if you use a grapple to pry). If the roll is greater than your Strength you fail and may not try again.

I15. Do you want to chop something, I26, or if you are in the woods, build a raft, I27, or build a ladder, I28?

I16. Do you want to blind a foe, I30, or defend yourself, I31?

I17. Do you want to trip your foe, I32, loosen a stuck object, I33, or burn a foe, I34?

I18. You may only use a rope that is long enough to cross the gap. Ropes may be tied together. You fling a loop at a boulder on the other side. You must roll to Hit AC -2. You lose the rope afterwards.

Once you lasso the rock, to climb across

you must roll less than your Dexterity on 1d20. If you fail while crossing water, turn to I35. Otherwise, roll 1d6 - W130 and turn to that entry. Then you must climb out of the hole, W130.

I19. You must roll to hit AC -2 at a -2 penalty. If you succeed, your foe must roll greater than its Evade or fall, giving you three free attacks. You lose the rope.

I20. Roll to hit AC -2 with a -5 penalty. You may not attack this round. If you hit, turn to I36.

I21. Your desperate throw snags a branch and you haul yourself out of the mire.

I22. You douse your cloak with your remaining water and wrap it about you. Your cloak helps you avoid 1 point from fire damage every round, for every drink you had left.

I23. The cloak adds +4 to your Evade chances and causes your foe to attack at -2 on Hit rolls.

I24. You wrap one end of your cloak around your arm and snap the free end at your foe, causing a -2 penalty to up to 2 foe's Hit rolls.

I25. You may attempt to pop your cloak over a man's head and knock him out. Roll to hit, your foe is allowed to make a save. If he succeeds, he rips loose and attacks.

I26. You swing your axe and wood chips fly. Roll 2d20 to find this item's hit points. Every five chops, you must roll and consult the Random Encounters.

I27. You cut logs and vines and fashion a crude raft (hp 10). To cross a hex of water roll 1d20 (if on the river subtract 5) if less than 6, you are carried one hex to the east.

I28. Cutting a long pole and crosspieces, you fashion a 20-foot-tall ladder. It may be used to climb one object, but you must leave it behind. Carrying a ladder across open terrain slows your movement. Roll a random encounter every three hexes.

I29. You flash the silvery surface in your foe's eyes! It must save or the creature gives a final shriek and stiffens, turning to stone.

I30. This will only work outdoors. You reflect the blinding sunlight into your foe's eyes. If he fails to save, he suffers a -4 penalty to any rolls for 2 rounds.

I31. You brace yourself behind your shield, not attacking this round. The shield allows you to subtract 4 points from each attack that hits you this round.

I32. You spill the oil on the ground. Your foe must make an Evade roll to avoid the oil each round or slip and fall. If he falls, you gain one free attack or automatically Evade.

I33. You rub the oil onto the stuck object and it comes loose. Oiled hinges will open silently and you may pick an oiled lock by rolling less than your Dexterity on 1d20.

I34. You strike a flint to the oily rag and hurl the fiery missile—roll to hit. The fire burns for 2 rounds. If you miss, your foe must Evade, to

avoid being forced back into the flame. He will take 1d8 points each round in the fire.

I35. You splash into the water. Roll 1d20 + 4. If the roll is greater than your Strength, take 1d4 points of damage and you are swept one hex east. Roll again until you escape.

I36. Your loop snakes around the beast's neck and with a bound you are on its back. The beast may not attack, but tries to buck you off. Roll 1d20 each round and if less than your Dexterity, you fall off taking 1d8 points of damage (turn to 1d6 + W130 if the creature can fly). You suffer a -2 penalty to your Hit roll while riding and treat your Dexterity as -2 if you attack.

MONSTERS

M28. Finally the thunder of a hundred hooves fades as the herd flees.

M29. A sudden swirl at your feet and the air is filled with a blinding cloud for 2 rounds; -4 on your Hit rolls during that time.

M30. Something snakes around your ankles and yanks. Roll less than your Dexterity on 1d20 or fall; it takes one round to stand up. While you are down, the creature attacks at +4 to hit and you are at -4 on your Hit rolls.

M31. The creature charges causing double damage.

M32. You feel a violent tremor shake your form, make a Saving Throw vs. Stone or transform into granite.

M33. The creature charges and misses, sliding face first into a pool of mud, blinding itself for 2 rounds. It attacks at -4 until it can see.

M34. The creature attempts to flee. Roll 1d20 and if greater than Evade number, it flees. You gain one free attack at +2.

M35. Careful to avert your eyes, a sudden hiss startles you and you find yourself face to face with the creature; Saving Throw vs. Stone at -5. Turn to M32.

M36. In a flurry of motion the creature leaps on your back. Until you cause 10 points of damage to the beast, your attacks and saving throws are at -2.

M37. The beast roars and knocks your weapon aside. At the last minute you swat its nose. The beast howls in surprise and flees in panic.

M38. The beast turns back to a half-buried log he was sniffing and rips it open with a swipe of his claws. A swarm of bees, M15, rush out and you must now fight them also. The beast is not affected by the insect swarm.

M39. The creature sweeps you up in a bear hug, causing 2d8 points of damage, then drops you.

M40. To your horror, you find that while you parried the monster's attacks, it captured your feet. Now you may not Evade.

M41. If you struck the creature with any weapon, it divides into two identical creatures, but with attacks of only 2d8.

M42. One of your foes panics and flees.

M43. At the last moment you dodge aside and the enraged creature crashes past you, taking 1d10 points of damage.

M44. The beast snorts in disgust and rushes on, having bluffed you to move aside.

M45. The beast's charge was so quick, you are caught on its horns and tossed to the ground. It gains one free attack while you stand up.

M46. You fling dust in the monster's face, and when it lunges blindly it swallows a rock instead of you, taking 1d4 points of damage.

M47. Abruptly, a long tongue lashes out and catches you, pulling you to its mouth. You will be bitten automatically each round and fight at -2.

M48. The baleful gleam of the beast's eyes catch your gaze and you must make a Saving Throw vs. Stone at -4. If you fail, the beast gains 1-4 free attacks.

M49. The mighty beast rears back and lets forth a terrifying roar. Fight at -1 for rest of battle.

M50. With a deadly swipe of its claws, the beast knocks your weapon from your hand and gains 2 free rounds of attack.

M51. The creature rears on its hind legs and breathes deadly fire for 3d6 points of damage.

M52. The beast steps back, dismayed. With a scream of outrage it flees.

M53. With a flying leap, the beast knocks you over and lands atop you. It can rend with its claws for 1d8 points of damage and you

attack at -4 until you cause 10 points of damage and can stand up.

M54. With a challenging shriek the beast bites at +2 to Hit for 1d6 points of damage.

M55. The beast locks its jaws and holds on, sucking 2-8 points of blood each round.

M56. The odd creature lets out an ear-splitting squawk that stuns you and it flees in haste.

M57. The creature begins to cry most piteously. You may stop fighting or continue, but lose 1 Honor.

M58. The creature lets loose an astonishing sneeze. Roll less than your Dexterity or be bowled over for 1d4 points of damage, and take 1 round to stand back up.

M59. At the last moment you leap away as the monster's blow crashes into the ground. You slap his knee with the flat of your weapon, tripping him. He comes crashing to the earth, taking 1d6 points of damage. But the ground tremors knock you down too.

M60. The monster seizes a boulder and hurls it at you. Roll again to Hit at +2, for 3d6 points of damage.

M61. The monster grabs you and hurls you to the ground for 2d6 points of damage. It gains one free attack while you stand up again.

M62. The swarm clings to you and follows where you run causing 2 points of damage each round until you reach water, smoke, or heat at which point you Evade. You may only swat using your hands at -2 causing 2 points of damage each round per hand.

M63. If you manage to hit the insects you take only 1 point of damage that round.

M64. Your weapon swishes past where the beast last stood as it burrows away swiftly.

M65. With a sound like stone grinding, a magic aura surrounds the creature and it gains one free attack per round for the rest of the encounter. This can happen only once

M66. Suddenly the air above you changes to earth and falls on you for 2d6 points of damage.

M67. Your foe's swift defense parries your next attacks. Your Hit rolls for the next round are at -4.

M68. With blinding speed, your foe dodges your blows and takes no damage, gaining two free attacks.

M69. The honorless fiend swings at your legs; roll less than your Dexterity on 1d20 - 4 or trip and fall. Your foe gains two free attacks.

M70. The foul breath of this creature poisons your lungs. Make a Saving Throw vs. Poison at -3. Failure results in a loss of 1 point per round until you find an antidote.

M71. With distinct disdain, the creature turns his back to you; gain one free attack or automatic Evade if you choose.

M72. Throwing back its head, the creature lets loose a terrifying trumpet of victory. You must fight at -1 for the rest of the encounter.

M73. The creature has grabbed you in its pincers and drawn you into the grip of the slimy tentacles on its chest. You are trapped and take 2d6 points of damage each round. It may also attack. You face a -4 penalty to your Hit rolls and AC.

M74. Your foe makes mystic passes in the air and suddenly darkness surrounds you. Both your foe's and your Hit rolls are at -4 for the rest of the encounter.

M75. Your foe chuckles cruelly and speaks arcane words, and you feel weaker; your Hit rolls are at -1 for the rest of the encounter.

M76. With astounding speed, your foe deflects your blows and gains one free attack.

M77. With a sweep of his weapon, the creature hooks your leg and attempts to trip you. Roll less than your Dexterity or he gains two free attacks.

M78. Milgor smiles slyly and makes a mystical pass in the air. Roll 1d4 + 100 and read that entry.

M79. The battle is close and you can feel his hot breath in your face, when to your horror, his face is suddenly replaced by a vast blankness. Make a successful Saving Throw vs. Wands or he gains two free attacks.

M80. Your feet are trapped and you may not Evade now.

M81. You are caught in the smothering embrace of the creature and take another 2d6 points of damage.

M82. You are caught by the beast and next round you will be drawn into its clutches and automatically take 2d8 points of damage. You must cause 10 points of damage for it to release you.

M83. With surprise it leaps at you, and only at the last moment does a desperate swing of your weapon crush the creature's head. It thrashes on the ground in its death throes.

M84. The creature retreats backward up the wall and studies you. If you try to pass, roll 1d20 and if greater than its Evade roll, it will attack again.

M85. The creature's dark shadow looms bigger and you leap to the side as it crashes headlong into the place where you stood. The creature receives 20 points of damage.

M86. The creature dives at you causing double damage.

M87. With a screech, the beast seizes you by the shoulders and lifts you into the air, dropping you in the nearest woods for 2d6 points of damage and then flees.

M88. The creature attempts to coil about you. You must roll to Evade the attack or it causes 2d4 points of additional damage.

M89. The creature flings back its head and bellows; make a successful Saving Throw vs. Stone or your Hit rolls are at -1 for the rest of the encounter.

M90. The cunning creature stoops and flings sand in your face, blinding you and gaining two free attacks.

M91. Your weapon slashes and a claw flies off. To your horror the creature stoops and reattaches it, recovering an additional 3 points of damage.

M92. The creature grabs you in a deadly embrace. You must roll less than your Strength to escape or else take 2d6 points of damage each turn. It may also attempt to bite you.

M93. The beast howls and attempts to beat the fire out. It can no longer regenerate.

M94. Whining and snarling, the beasts retreat.

M95. The wary beasts pace in circles about you. You may treat this like the start of a new encounter and cast a spell.

M96. The pack rushes in and knocks you to

the ground. Your Hit rolls are at -2 from this point on. The pack gains one free attack each round.

M97. The putrid poison burns your flesh and you must make a successful Saving Throw vs. Poison at -6 or take 6 additional points of damage.

M98. The monster buffets you; roll less than Dexterity or fall. The monster then gains one free attack.

M99. Turn to M86.

M100. Whatever has attacked you has clamped onto your leg and causes 1 point of damage each round plus 1-4 points from its sharp claws. This will continue until you cause 5 points of damage. It will then drop off and attack normally again. While attached you may attack at +4.

M101. Abruptly there are many Milgor's facing you. The next four hits you make do not count. Milgor will attempt to flee, unless this takes place in the center of the caverns where he fights to the death. He must roll less than his Evade to escape.

M102. Strands of web spring from his hands; you must make a successful Saving Throw vs. Spells at -4, or Milgor gains four free attacks. Unless this takes place in the center of the caverns where he fights to the death, he will flee.

M103. Suddenly, as if a hand was pushing you, you are hurtled back and take 1d6 points. Unless this takes place in the center of the caverns where he fights to the death, Milgor will have vanished when you return.

M104. Milgor suddenly leaps into the air. He gains one free attack for 3 rounds and may attempt to flee by rolling less than his Evade number, unless this is the center of the caverns where he will fight to the death.

M105. The deadly sting of the creature drips venom, and you must make a successful Saving Throw vs. Poison at -2 or die. Even if you save, you are stunned and the creature gains two free attacks.



New Monsters

Ash Crawler



Armor Class:	6
Hit Dice:	3 + 1
Move:	60' (20')
Attacks:	1 bite + special
Damage:	2-8
No Appearing:	1-6 (1-12)
Save As:	Fighter 1 (special)
Morale:	10
Treasure Type:	V
Alignment:	Neutral
XP Value:	50

Ash crawlers are large, hog-nosed, ratlike creatures, about two feet long with a four-foot-long, naked tail. Their grayish skin is flaky and sheds in ashlike sheets. They can naturally *resist fire*, as the spell, and prefer to inhabit warm areas with their own source of fire. They always protect their source of fire, and attack invaders. Ash crawlers' lairs are carpeted with two to four feet of fine ash and sheddings, through which the creatures burrow.

Ash crawlers feed most commonly on rodents, birds, and vegetation which passes near, or falls into, the ash. Often the lair smells of seared flesh

and wood smoke, and the air is hot and difficult to breathe, preventing any swift actions. These beasts are drawn to movement in the ash and bright colors. They dislike water and curl over their fire source to prevent it from being extinguished.

Ash crawlers attack by biting and then locking their jaws. Any successful bite, means the creature has attached itself to its victim, and each subsequent round it automatically causes 1 point of damage from the bite and automatically hits with its two claws for an additional 1-4 points of damage. The creature continues to attack until it takes 5 points of damage, at which point it falls off and must then attack again normally.

Ash crawlers gain +4 to their Armor Class when hidden beneath the ash, but lose this bonus when they are attached. This +4 bonus also applies to the beasts' Saving Throws.

The ash crawler's long tail is prehensile, and may be used to snare an opponent and drag it beneath the ash. The tail may not be used while attached. To use its tail, a successful Hit roll must be made and then the victim must roll less than his or her Dexterity on 1d20 or fail. Those fallen into the ash are +4 to hit and strike at -4.

Gyerian



Armor Class:	3
Hit Dice:	3
Move:	150' (50')
Attacks:	2 claws/1 peck
Damage:	1-4/1-4/2-8
No Appearing:	1-4 (10-40)
Save As:	Fighter 3
Morale:	8
Treasure Type:	K, O
Alignment:	Lawful
XP Value:	35

These intelligent bird-like creatures are generally 3 to 4 feet tall, but may be as tall as 6 feet. Their bodies are covered with fine pale feathers; their arms have longer feathers that give them a wing-like appearance. However, Gyerians cannot fly. They possess thin graceful hands.

Gyerians are very excitable, and extremely nervous and impatient. They do not care for humans, but get along with elves. They grow and eat nuts, berries, roots, insects, fish and snails. They are also known for their fascination with bright shiny objects, and treasure gems and baubles.

Gyerians live in small settlements built on plains or in wild woods. Their villages are always named Gyer, and are composed of nesting huts woven from straw and branches, daubed with mud. These villages are at best only temporary domiciles for they migrate east to west every spring, returning in the fall.

Gyerians attack by kicking with their three-toed feet and jabbing with their hooked, beaklike nose. However, most Gyerians are cowards and will either babble, flee, or cry. The very nervous ones have been known to sneeze; little can stand up to the sneeze of a Gyerian. If a Gyerian sneezes, anyone in front of it must roll less than his Dexterity on 1d20 or be bowled over for 1-4 points of damage, and then must spend one round standing up again.

For every 10 Gyerians in a flock, there is one cockrobin (AC 2; HD 5; Atk 1-6/1-6/2-12). A flock is led by one rooster (AC 1; HD 7; Atk 1-8/1-8/2-16).



Companion Level Solo Adventure

Mystery of the Snow Pearls

Anne Gray McCready

SCANNED BY: JACK D. KNIGHT

One of four magical, snow white pearls protecting Tarylon has been stolen! And you, a Companion level elf, are responsible for its safe keeping. Now the very existence of your beautiful village is threatened unless you can find the powerful pearl. Milgor, the evil wizard with an evil sense of fun, challenges you to find the pearl, and return it to Tarylon.

But it's not that easy.

Time is running out while you try to discover and solve the riddles of Milgor in this exciting, puzzling adventure. Time is running out for Tarylon!

This adventure uses the Magic Viewer™ system to reveal hidden encounters, puzzles, and traps.

This adventure is for use with the DUNGEONS & DRAGONS® Basic, Expert, and Companion Sets, and cannot be played without the D&D rules produced by TSR, Inc.

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