

# **The Triad of Skulls**

by **Stuart Lloyd**

## The Triad of Skulls

You are a famous bounty hunter who has just completed your most dangerous mission yet. To capture three deadly criminals known as the Trio of Skulls alive. You are travelling across the ocean, back to Allansia to collect your huge bounty, but you are about to realise that it's not going to be plain sailing all the way...

### Skill, stamina and luck

Roll one die. Add 9 to this number and enter this to the skill box in your adventure sheet.

Roll two dice. Add 12 to this number and enter this to the stamina box in your adventure sheet.

Roll one die. Add 6 to this number and enter this to the luck box in your adventure sheet.

Your skill score represents your prowess in combat. The higher your skill, the more formidable you will be in combat. Your stamina score represents your strength and your durability. The higher your stamina score, the longer you will be able to survive. Your luck score represents how lucky a person you are.

### Testing your skill, stamina and luck

In some situations in the adventure, you may be called upon to *test your skill*. Roll two dice. If the number rolled is equal to or less than your skill score then you have succeeded the test of skill. If it is higher, you have failed.

If you are ever called upon to *test your stamina*, roll one die 4 times. If the number rolled is less than or equal to your current stamina score, you have succeeded. If it is higher, then you have failed.

You may also be called upon to *test your luck*. The procedure for this is similar to testing your skill. Roll two dice. If the number rolled is equal to or less than your luck score, then you have been lucky. If it is higher, you have been unlucky. *Every time you test your luck, you must subtract 1 from your current luck score.* Using luck is a risky business, so don't test it too much!

### Battles

You will often come across situations in the book where you are instructed to fight a creature of some sort. You must resolve the battle as set out below.

Make sure you take into account of any changes to your attack strength. If you are unarmed, you must subtract 2 from your attack strength. If you use 2 weapons in combat, you have 2 separate attacks, but you must subtract 1 from your attack strength.

First, record the creature's skill and stamina scores in the first vacant encounter box on your *adventure sheet*. The scores for each creature are given in the book each time you have an encounter. The sequence of the combat is then:

1. Roll both dice once for the creature. Add its skill score. This total is the creature's attack strength.
2. Roll both dice once for yourself. Add the number rolled to your skill score. This total is your attack strength.
3. If your attack strength is higher than your opponent, you have wounded it: proceed to step 4. If the creature's attack strength is higher than yours, it has wounded you: proceed to step 5. If both attack strength totals are the same, you have avoided each other's blows – start the next combat round from step 1, above.
4. You have wounded the creature, so subtract 2 from its stamina score. You may use luck to inflict additional damage (see below). Now proceed to step 6.
5. The creature has wounded you, so subtract 2 from your own stamina score. Again, you may use luck at this stage (see below).
6. Make the appropriate adjustments to the stamina score of either the creature or yourself (and to your luck score if you used luck – see below).
7. Begin the next attack round by repeating steps 1 to 6.

This sequence continues until the stamina score of either the creature you are fighting or yourself has been reduced to 0 (death). If you die, you must start your adventure again from the start.

### **Fighting more than one opponent**

Sometimes you will have to fight more than a single opponent. If you are told to take them on one at a time, proceed by fighting them individually in the order in which they are listed. If you are instructed to fight them all together, at the start of each combat round, you must design which one you are attacking. Next roll both dice for each of your opponents to determine their individual attack strengths. Resolve your personal combat against your chosen adversary in the usual way for that combat round. Then compare your combat strengths for that round with the attack strengths of *all your other opponents*. Any creature with a higher attack strength than yours has scored a hit against you, and you must subtract 2 points from their stamina. If you have a higher attack strength than an opponent you haven't chosen to attack then you do not wound it.

### **Two weapon combat**

You are a mighty warrior and have seen many battles. Throughout your years of combat, you have learnt to use two weapons. Your adventure sheet has a box for wielding weapon you wield in your main hand and a weapon you wield in your off hand. If you ever find two weapons, you can wield both of them in combat so you can have the benefit of two attacks. However, if you do, you must reduce your attack strength by 1 when calculating your attack strength for both of these attacks.

### **Using luck in combat**

On certain pages, you will be told to *test your luck* and will be informed as to the consequences of your being lucky or unlucky. However, in battles, you have the option of

using your luck, either to inflict a more serious wound on a creature you have just wounded or to minimize the effects of a wound a creature has just inflicted on you.

If you have wounded a creature, you may *test your luck* as described above. If you are lucky, you have inflicted a severe wound and may subtract an *extra 2* points from the creature's stamina score. However, if you are unlucky, the wound was a mere graze and you must restore 1 point to the creature's stamina score (i.e. instead of scoring the normal 2 points of damage, you have now scored only 1).

If the creature has just wounded you, you may *test your luck* to try to minimize the wound. If you are lucky you have managed to avoid the full damage of the blow. Restore 1 point of stamina (i.e. instead of doing 2 points of damage, it has done only 1). If you are lucky, you have received a more serious blow. Subtract 1 *extra* stamina point (i.e. instead of doing 2 points of damage, it has done 3).

Remember that you must subtract 1 point from your own luck score each time you *test your luck*.

### **Restoring skill, stamina and luck**

#### *Skill*

Your skill will not change much during your adventure. Occasionally, a paragraph may give you instructions to increase or decrease your skill score. Your skill score can never exceed its initial value unless otherwise stated in the text.

#### *Stamina*

Your stamina score will change a lot during your adventure as you battle enemies and undertake arduous task. As you near your goal, your stamina score may be dangerously low and battles may be particularly risky, so be careful.

There will be opportunities in your adventure to restore stamina through food and rest. They may not come often, so make sure you take these opportunities whenever you can.

Remember also that your stamina score may never exceed its *initial* value unless you are specifically instructed to otherwise.

#### *Luck*

Additions to your luck score are awarded during your adventure after you have been particularly lucky; details are given in the appropriate paragraphs of the book. Remember that as with skill and stamina, your luck score may never exceed its *initial* value, unless you are specifically instructed otherwise in the paragraph.

## Equipment

You will start this adventure with no equipment, but you may acquire other items on your travels. Since you have no backpack or any other means of storage, you may only carry a maximum of *four items* of equipment. The items you are carrying in your hands do not count towards these items.

## Background

‘You have faced worse than this.’ You mutter to yourself as the wind howls around you and the rain pelts you in the face. A flash of lightning briefly lights up the frantic crew of the *Barbaran* desperately trying to keep the ship steady in the storm. It goes dark. Then thunder crashes right over your heads. ‘Damn the Gods!’ Shouts Captain Maktas over the storm. ‘Get that sail down! Helmsman, hard port!’

As you wrestle frantically with the mainsail, you briefly reflect on the misfortune that led you to get caught in the ocean in one of the worst storms you have seen. You crossed this ocean once, on the way to Khul but the seas were calm and you were leader of a band of bounty hunters, full of enthusiasm and ready for adventure. Three months later, you are trying to return to Port Blacksand, your companions all dead and nothing to show for it but three dangerous criminals.

‘Oi! Stop messing with that sail and check on the prisoners! The last thing I want is three maniacs running around during a storm!’ Barks the captain to you. You hastily drop the mainsail and head down below deck, relieved to be out of the storm. You think of your three prisoners, each of them mad, vicious, sadistic bastards. The Triad of Skulls as they were called caused havoc in Port Blacksand for months. The thieves’s guild at first tried to recruit them, but when their messenger’s head was found on the doorstep of the guild building, they decided to enlist the help of their close allies, the assassins’ guild. Even that didn’t work, with seven good assassins killed before they could carry out their deeds. So the Thieves’ guild had to find someone else. They ordered Lord Azzzur to put out a 5000 gold piece reward for each member of this gang. Eventually, with so many attacks and close calls, the Triad of Skulls decided to leave Blacksand and sail to Khul. However, they finally met their match. Although all of your companions died in the attempt to capture them, you finally have them in chains.

As you enter the cell, they look at you. There is Pyrro, a mad dwarf with a fixation on firepowder. He blew open Port Blacksands prison and released all the prisoners. He also sank a merchant’s ship when the merchant refused to pay him 10,000 gold pieces. Then there is Uria, a necromancer. Her skin is pale and her eyes hard and cold. She raised the dead of Port Blacksand and had them attack any who roamed the streets at night. Finally there is Gunther, a huge barbarian who slaughtered dozens of solders and townsfolk to steal their money. They stare back at you with contempt. You turn to leave them, when an explosion rocks the ship. You hear the captain bellow for pitch to fill the leak when a heavy blow lands on your head. ‘Aye Gunther, those chains *Were* weak!’ laughs Pyrro. ‘Yes! While the crew is trying to stop their ship from sinking, we will escape!’ You hear Uria mutter some incantation and waver her arms and then your vision fades as you fall unconscious.

You climb back into consciousness. The captain is slapping you.

‘Damn you! The ship’s doomed! We have to abandon it! Those criminals of yours have escaped on a giant sea serpent to place Fire Island! We must go!’

You curse and stumble up the stairs to the deck. As you get on there, the ship lurches to the right and you are flung into the sea. You are hit hard by the cold water as land . You struggle

to get to the surface. As you get there, you are flung this way and that by the waves. In the distance, you can see placeFire Island, so you try feebly to get there. You start to panic and swim desperately for the shore. You don't remember much after that. You remember the feel of the sand on the beach. You remember many painted faces and feeling many hands drag you along the ground. Then all goes black...

1

You are lying in a cage, dazed and bleeding. *Lose 3 stamina points. Until you find a weapon, subtract 2 from your attack strength in combat.* You try to break the wicker bars, but in your weakened state, you cannot manage it. As the light of the dawn shines into the clearing, you are able to examine your surroundings. The area you are in contains many primitive mud huts. Around the edge of the clearing stand sharpened sticks. Impaled on each stick is a human skull. However, you notice that there is one sharpened stick that does not have a head on it.

Headhunters start to emerge from their huts dressed in their primitive clothing and covered in paint. Some of them start to pile up wood for a large fire. The children of the tribe start to dance around your cage and jeer at you. Eventually, the fire is lit and a headhunter approaches your cage with a vicious grin on his face. As his hand reaches for the door, the look of glee turns to one of pain and confusion. The headhunter keels over and you notice a dart sticking out from his neck. A cry of alarm goes up as darts and arrows fly out of the jungle.

Headhunters grab their weapons as goblins emerge from the undergrowth, stabbing at the headhunters with daggers. Chaos erupts as a battle ensues for the village. Everyone has forgotten you, so you attempt your escape. The headhunter lying on the floor near your cage is holding a weapon that you can reach. You grab it with the plan of using it to break the bars of your cage. *Roll 1 die. If you roll a 1-2, turn to 78. If you roll a 3-4, turn to 40. If you roll a 5-6, turn to 22.*

2

The spear strikes Pyrro in the chest, sending him reeling back. Before he can throw a package of firepowder at you, you charge at him in order to end his life once and for all. Pyrro throws his firepowder at you. *You cannot use the spear in this combat. If Pyrro wins an attack round, roll 1 die and subtract the result from your stamina.*

PYRRO SKILL 9 STAMINA 6

If you win, turn to 34

3

You put the powder on your face. Nothing happens, so you decide to leave it on and leave the cave. *Write in your notes box that you are wearing red powder.* Turn to 49.

4

The door opens easily and you walk down a corridor. Ignoring the empty cell in front of you, you turn right and enter a store room. Shelves line the walls, but they are all empty. In the centre of the room lies a pile of rusty weapons. If you wish to search through them, turn to 36. If you wish to carry on, turn to 56.

5

As you are running, something pierces your side and sends you tumbling. *Lose 3 stamina points.* You get up and pull out the spear, its point dripping with your blood. Turn to 15.

6

The charm of a necromancer is definitely not good luck for you! As you place the skull around your neck, you feel deathly cold. You start to hear moaning and weeping. The voices of the dead! You pull off the skull and crush it. *Lose 2 luck points.* If you drink the potion, turn to 62. If you search the area, turn to 32. If you leave the area and head for the fort, turn to 58.

7

As the razorjaw's green body slides down the slope, you notice two small eggs near the pool that you immediately recognize. These are yokka eggs and are used as weapons by humans. This is because the yokka bird is basically a ball of flame. If you smash these eggs against an opponent, the yokka bird will fly for freedom and burn your opponent. *Add 2 yokka eggs to your equipment list. At the beginning of a combat, you may throw a yokka egg at an opponent. If you do, roll one die and subtract the results from your opponent's stamina.* You climb back down to the path. Turn to 24.

8

As you step on the bridge, you set off a package of firepowder. You are badly burnt. *Roll 1 die and subtract the result from your stamina.* You press on. Turn to 50.

9

As you stumble towards the apparition, you start to see what this person looks like. You are standing in front of an old man wearing a large feathered head dress and carrying a staff. He is floating above the surface of the swamp. You reach out to touch him, but your hand passes through him. 'Heed my words!' says the figure. 'The villains you seek are alive on this island and seek to spread their terror here. I will help you defeat them. Find a seagull's feather and tie it in your hair as a sign of peace.' The figure starts to fade away, but as it does, you hear the words 'Beware the hydra...' Turn to 75

10

You give the shaman your item (*cross this item from your equipment list*) and the shaman takes a seagull feather from his hair and offers it to you. You tie it into your hair. *Add the seagull's feather to your equipment list.* The shaman is now willing to talk to you. Turn to 39.

11

The powder was actually created by a wizard to protect him from mental attacks such as these. *Gain 1 luck* point. Uria appears out of thin air. She has no weapon, but instead she chants and her hands become surrounded by a dark, life draining aura. You must fight her.

URIA SKILL 7 STAMINA 8

If you win, you are glad that another one of the fugitives is finally dead. Just one more to go! You make a mental note to collect the head later so you can get the 500 gold piece reward. In the mean time, you can search the body (turn to 74), search the area (turn to 32) or leave (turn to 58)

12

The river carries you swiftly to the west. You use a stick to punt your way down the centre of the river and make sure you do not crash against any rocks. You see a man in ragged clothes jumping around on the north bank. If punt over to the north bank, turn to 20. If you decide to carry on up the river, turn to 28.

13

The shaman tells you to lift a nearby boulder. *Test your stamina. If you are successful, you lift the boulder.* Turn to 42. *If you fail, you cannot lift the boulder.* Turn to 31.

14

You head downstairs and come to a large room full of cages. All of them are open now. You notice a few dead animals in some of them. Then you hear a growl. A BLACK LION is less than ten metres away. It was eating what looks like a goblin, but now its eyes are fixed on you. If you have an ebony charm, turn to 69. If you do not, turn to 46.

15

You pick up the spear and decide to keep it as another weapon. *Add the spear to your equipment list.* However, before you can run on, the spear's previous owner is upon you. It is a battle mad headhunter, covered in blue paint. He screams and charges at you with a stone club. You must fight.

HEADHUNTER SKILL 8 STAMINA 8

If you win, turn to 70.

16

After another hour of walking south, you find yourself on a precarious path. To your left, the mountain slopes upwards quite sharply. To your right, there is a sheer drop of several hundred metres. You tread on a lump of something. As you lift your foot to inspect it, you hear an explosion from above. Rocks cut you and hit you as they fall on top of you. *Roll 1 die and subtract the result from your stamina.* You then see Pyrro, the mad dwarf standing ten metres from you. 'Ahh, matey!' he growls. 'Survived the storm too did ye? I'll make ye wish ye 'and't!' He is holding a package of fire powder which he prepares to light. If you have a spear and wish to throw it at him, turn to 2. If you wish to throw a yokka egg at him, turn to 44. If you charge at the mad dwarf turn to 54.

17

The lion senses that Gunther is your enemy and pounces on him! Gunther gives a roar of surprise and kicks the lion away, but not before the lion slashes his face with its paws. The Lion pounces again and sinks its teeth into Gunther's side. Gunther, with a grunt of pain, brings his axe down on the lion's neck, decapitating it, but this buys you time for your charge. You strike Gunther and send him reeling back. The barbarian stares at you, enraged. He Leaps towards you swinging his battle axe with full force. If you are wielding a firesword, turn to 63. If you are carrying a shield in your off hand, turn to 79. If you are unarmed, turn to 80. Otherwise, turn to 60.

18

It takes hours to push through the bushes. You get cut on thorns and trip over a tree root. By the time you reach the end of the jungle, you are exhausted. *Lose 1 stamina point and reduce your attack strength by 1 in your next combat.* Turn to 59.

19

The barbarian brings his axe down on your firesword with all his strength, but the enchanted blade holds. A deafening clang rings out and you are send reeling back. *Lose 1 stamina point.* However, Gunther fares worse as his axe breaks under the force of the blow! He curses and draws a shortsword from his belt. This is a fight to the finish.

GUNTHER SKILL 11 STAMINA 20

If you win, turn to 23.

20

As your raft touches the bank, the man turns to face you. He screams with a mixture of excitement and fear as he draws a knife and charges at you. *If your opponent wins an attack round, you only lose 1 stamina point from the knife.*

DELERIOUS PRISONER SKILL 6 STAMINA 5

If you win, turn to 73.

21

You raise your weapon to block the blow. The axe slices straight through it, breaking it! *Cross the weapon in your main hand from your adventure sheet. If you have another weapon on your equipment list, you may replace it.* With an evil grin, the barbarian approaches. *Whenever you lose a combat round, lose 3 stamina points.*

GUNTHER SKILL 11 STAMINA 20

If you win, turn to 23.

22

You grab the club that the head hunter was holding (*add the club to your equipment list*) and use it to smash through the wicker bars of your cage. You jump out and run for freedom, but you find your way blocked. Roll one die to find out who you will fight:

- 1-2 HOBGOBLIN SKILL 6 STAMINA 7
- 3-4 HEADHUNTER SKILL 7 STAMINA 6
- 5-6 OGRE SKILL 8 STAMINA 10

If you win, turn to 30.

23

The barbarian finally falls to the ground, dead. Exhausted, you drop to the ground yourself, breathing heavily. You are tired, but elated. You have killed the three most dangerous criminals in Allansia and now you can collect the reward for their demise. You are brought to your feet by the sound of inhuman voices. You look out of the window to see at least twenty orcs, goblins and lizard men returning to the fort. You curse. How are you going to get out of this one? Then you notice the orc's head on a pole. Of course! Gunther used that as a sign of his power. If you show them his head, they will see you as even more powerful than him. You have nothing to lose, so you try it. You march down to the courtyard with Gunther's head in your hand. As the band sees what you are carrying, they recoil in fear and awe. You are their new master.

You order your new servants to build you a boat and to collect enough food for journey back to Allansia. With the boat full of food and the heads of Gunther and Uria in a large backpack, you set sail for placeOyster Bay, happy that you have completed your quest.

24

Eventually, your path leads you to a strange sight. On the side of the path, you see a circle of polished stones. There are several items inside the circle. You can see an iron bar, a belt buckle and a pewter mug amongst other things. If you put an item in circle, turn to 43. If you take an item from the circle, turn to 71.

25

The images fly through your mind and leave you shaken and scared. Uria appears out of thin air. She does not carry a weapon, but she chants and her hands become surrounded by an aura of life draining energy. *Subtract 4 from your attack strength for this combat.*

URIA SKILL 7 STAMINA 8

If you win, you are glad that another one of the fugitives is finally dead. Just one more to go! You make a mental note to collect the head later so you can get the 5000 gold piece reward. In the mean time, you can search the body (turn to 74), search the area (turn to 32) or leave (turn to 58)

26

As luck would have it after five minutes of searching, you see a pig less than 20 metres away from you. If you have a spear, you can throw it at the pig. If you do, *test your skill*. *If you are successful, turn to 55. If not, turn to 65.* If you do not have a spear, you try to sneak up on the pig, but it spots you and runs off. Turn to 65.

27

About a hundred metres away, you see a stone bridge over the river, several hundred metres below. If you decide to search the area, turn to 66. If you press on, turn to 8.

28

Eventually, you notice a well worn path on the north bank. Hoping to find civilization and food, you punt your raft to the shore and start to walk along the path. After a few minutes of walking, you notice a dead seagull lying on the side of the path. If you wish, you may take a feather from the seagull. *If you do, write in the notes box that you are wearing a seagull's feather.* Turn to 68.

29

The doors open easily. You turn left and head down a corridor. You come to an open door on your right. Inside the room, amongst the smashed up furniture, is a goblin corpse. If you wish to enter the room and search it, turn to 38. Otherwise, turn to 56.

30

You leap over the corpse of your opponent and make a break for the jungle. *Test your luck. If you are lucky, turn to 47. If you are unlucky, turn to 5.*

31

You have failed the tests, but the shaman offers you fruit and meat. *Gain 4 stamina points.* You then continue your journey. Turn to 16.

32

You start to look through the bones that litter the area. Underneath what looks like the skeleton of a huge dinosaur, you see a glint. You pull a metal object from under the skeleton and find out that it is a shield. *You may equip the shield in your off-hand in combat. If an opponent's attack strength is higher than yours by 1 then you have blocked the blow with the shield, so count it as if you had rolled equal attack strengths.* If you search Uria's body, turn to 74. If you leave the area, turn to 58.

33

As you approach the cave, the smell of rotting meat and animal hits you. You hear a low growl. Two JACKALS run out of the cave, howling and barking. They lunge at you, eager to sink their teeth into your flesh. *Fight them both at the same time.*

FIRST JACKAL SKILL 7 STAMINA 5  
SECOND JACKAL SKILL 7 STAMINA 5

If either of the jackals are still alive after 5 combat rounds, turn to 53. If you win before the 5 combat rounds are over, turn to 57.

34

Your last blow causes Pyrro to drop to the ground, dead. Before you can move, the package of fire powder he lit explodes and ignites the other packages causing a massive blast that sends you flying. *Lose 2 stamina points.* Turn to 27.

35

After half an hour of marching around the swamp, you eventually come to a small grassy mound, covered in bones. You search through the grisly remains and eventually find a copper bracelet on the wrist of a human looking skeleton. You may take it. *If you do, add the copper bracelet to your equipment list.* Standing on the mound makes you more determined to find some more solid ground and so you set off north. Turn to 51.

36

You start to remove weapons from the pile to inspect them, but carefully as you do not want to cut yourself. Test your luck. *If you are lucky, turn to 48. If you are unlucky, turn to 77.*

37

As you are searching for wood, you come face to face with a huge OGRE. It roars and raises its club. You must fight it.

OGRE SKILL 8 STAMINA 9

If you win, you return to collecting wood. Turn to 12.

38

You cautiously enter the room. You poke the goblin corpse, but it is definitely dead. You start to move some of the furniture to see if you can find anything. You pick up a table and see that underneath it is a two handed sword which you may take. *You may wield the two handed sword in combat. It will require both hands, but it deals 3 points of damage in combat.* You leave the room and head down the corridor. Turn to 56.

39

Before you can speak, the shaman tells you of your journey so far. He also tells you that the three fugitives are alive and taking refuge in the Lizard King's old fort, south of here. 'I will help you.' Says the shaman 'but you must show that your worth first.' The shaman picks up two bones and tells you to hold one in each hand. As you do, an intense pain grips you. You feel like you are being torn apart, but you grit your teeth and bear the pain. Eventually, the shaman takes the bones from you. 'Very good. I will give you one more test before I give you my help.' Which test will you take:

Skill?	61
Stamina?	13
Luck?	76

40

You grab the axe that the head hunter was holding (*add the axe to your equipment list*) and use it to smash through the wicker bars of your cage. You jump out and run for freedom, but you find your way blocked. Roll one die to find out who you will fight:

1-2	HOBGOBLIN SKILL 6 STAMINA 7
3-4	HEADHUNTER SKILL 7 STAMINA 6
5-6	OGRE SKILL 8 STAMINA 10

If you win, turn to 30.

41

The shaman throws down his staff which transforms into a snake. Before you can get near the shaman, the snake bites your ankle. The snake's deadly poison courses through your veins. Within seconds your heart stops. Your adventure ends here.

42

The shaman offers you an ebony figurine of a lion. He tells you that nature will guide you against the fugitives. He also tells you that the Lizard King used to use illusions to hide things of value and that not everything is as it seems. You enjoy a large meal of fruit and meat. *Gain 4 stamina points and 1 luck point.* Turn to 16.

43

*Cross the item from your equipment list.* As the item enters the circle, you see several stones light up. The lights form a line which you follow. After about an hour of walking, you come to a cave entrance where a man wearing a feathered head dress and a loincloth is standing. He carries a staff. If you have a seagull feather in your hair, turn to 39. If you are not wearing a feather in your hair, turn to 67.

44

The egg hits the dwarf and cracks open. The yokka bird flies around Pyrro, scorching him and setting his clothes alight. It then flies off in the direction of the volcano. Pyrro panics as the flames reach his packages of firepowder, but before he can extinguish them, they catch alight. A massive explosion sends you flying backwards. *Lose 2 stamina points.* When you pick yourself up, you realize that Pyrro has been scattered over placeFire Island. You are a little disappointed – with his head in pieces you cannot prove his death and so you cannot collect the bounty for his head. However, you are glad to be rid of him. Turn to 27.

45

As you climb the hill, the smell of sulphur is almost unbearable. You feel the air getting hotter. Then as you reach the top of the slope, you stop as you come to the shore of a pool of stinking, bubbling mud. You look on in wonder at the glowing hot muddy pool. Deciding that there's nothing to gain here, you turn around to leave. When you do, you find yourself staring at the eyeless head of a RAZORJAW. The monster opens its mouth to show its many sharp teeth. You must fight it.

RAZORJAW SKILL 10 STAMINA 12

If you win, turn to 7.

46

The lion looks at the mangled goblin corpse and then at you. It decides that by far, you will make the tastier meal and leaps to attack you.

BLACK LION SKILL 11 STAMINA 11

If you win, you leave this place and head upstairs. Turn to 72

47

A spear flies past your head as you run. Behind you, you hear a loud curse. If you stop to pick up the spear, turn to 15. If you run on, turn to 70.

48

You pick up a rusty knife with the intention of throwing it away, but as soon as you touch it, you see that you are holding a completely different weapon. You are holding a magnificent scimitar with a flaming blade. You can feel its power in your hands. This firesword must have had an illusion on it to make it look like a rusty knife. *If you wield the firesword in combat, add 2 to your attack strength.* Glad of your possession, you leave. Turn to 56.

49

The sun is high in the sky now. You come to a stream where you stop to rest. You notice that there are some edible berries on a nearby bush, so you feast on the fruit and drink some refreshing water. *Gain 2 stamina points.* As you climb up the hill, you notice the faint whiff of sulphur in the air and notice that there is a path off to your right where the smell of sulphur is strongest. If you head this way, turn to 45. If you carry on through the hills, turn to 24.

50

Heading south, you come to the site of a battlefield. Skeletons of all kinds of races litter the ground. You see the remains of orcs, goblins, humans and lizard men. However, there is not a single item amongst them. The whole area has been looted. You come to the skeleton of what looks like a giant. Then you see that the huge skull only has a large socket in it. As you approach the skeleton, it seems to reassemble itself and then stands up on its own. You are facing a SKELETAL CYCLOPS. It charges at you. You must defend yourself. *Any damage dealt to the skeletal Cyclops by a weapon other than a club is reduced by 1 point.*

SKELETAL CYCLOPS SKILL 8 STAMINA 7

If you win, turn to 64.

51

To your relief the ground eventually becomes more solid underfoot and soon you are climbing a small wooded hill. The sun is starting to get lower in the sky. As it does, your stomach rumbles. If you search for food, turn to 26. If you do not, turn to 65.

52

He Leaps towards you swinging his battle axe with full force. If you are wielding a firesword, turn to 19. If you are carrying a shield in your off hand, turn to 81. If you are unarmed, turn to 80. Otherwise, turn to 21.

53

Your heart sinks as the howls of the jackals are answered by another howl. Out of the corner of your eye, you see a large jackal charging at you. The pack leader joins the fray.

FIRST JACKAL SKILL 7 STAMINA current  
SECOND JACKAL SKILL 7 STAMINA current  
PACK LEADER SKILL 8 STAMINA 7

If you win, turn to 57.

54

You charge at Pyrro who fights you by throwing his packages of firepowder at you. *If Pyrro wins a combat round, roll 1 die and subtract the result from your stamina.*

PYRRO SKILL 9 STAMINA 9

If you win, turn to 34.

55

You build a fire and enjoy a lovely roast pig. The meat tastes better than any meat you have tasted. You wolf down the meal. *Gain 3 stamina points.* Eventually, you press on. Turn to 65.

56

At the end of this corridor, you come to two sets of stairs. If you go downstairs, turn to 14. If you go upstairs, turn to 72.

57

Now your assailants are dead, you search the gloomy cave. You find a human skeleton clutching a club. You may take the club. *If you take the club, add it to your equipment list.* You also find a small bowl at the back of the cave. This bowl contains some strange red powder. If you put this powder on your face, turn to 3. If you leave it alone and leave the cave, turn to 49.

58

It is late afternoon when you come to the Lizard King's fort. Gunther must be here. The doors of the fort have been left wide open. You poke your head through them. Only five goblins remain in the courtyard and they are arguing over a gambling game they are playing. You also notice a large orc head on a spike has been erected. It was probably the leader of the tribe before Gunther killed him. You guess that the band that attacked the headhunter's village was the majority of the army and that they haven't returned yet. Safe in that knowledge, you decide that the best way to deal with the goblins is to just kill them as quickly as possible. You charge at them and cut one down before he can move. You wound another one before they have draw shortswords. Then the battle begins. You fight them all at once.

FIRST GOBLIN SKILL 5 STAMINA 3  
 SECOND GOBLIN SKILL 5 STAMINA 5  
 THIRD GOBLIN SKILL 5 STAMINA 5  
 FOURTH GOBLIN SKILL 5 STAMINA 5

If you win, you may take one or two shortswords from the goblins. *Add the swords to your weapons list.* The courtyard has two doors. You may take the left one (turn to 4.) Or the double doors straight on (turn to 29.)

59

Eventually, your slog through the undergrowth gradually turns into a slog through a marsh. As you get there, you trip over a root and fall into a pool of disgusting water. After an hour of walking through the mud and slapping mosquitoes off your face, you are brought to a halt by the sight of a figure hovering over the swamp. It seems to beckon you. If you approach the figure, turn to 9. If you do not, turn to 75.

60

You raise your weapon to block the blow. The axe slices straight through it, breaking it! *Cross the weapon in your main hand from your adventure sheet. If you have another weapon on your equipment list, you may replace it.* With an evil grin, the barbarian approaches. *Whenever you lose a combat round, lose 3 stamina points.*

GUNTHER SKILL 11 STAMINA 10

If you win, turn to 23.

61

The shaman places an orange on a rock and hands you a knife. He tells you to throw the knife at the orange and hit it. *Test your skill. If you are successful, you hit the orange.* Turn to 42. *If you are unsuccessful, you miss.* Turn to 31.

62

The liquid is a potion of healing. *Restore your stamina to its initial level.* If you put the skull charm around your neck, turn to 6. If you leave them both and search the area, turn to 32. If you leave the area and head for the fort, turn to 58.

63

The barbarian brings his axe down on your firesword with all his strength, but the enchanted blade holds. A deafening clang rings out and you are sent reeling back. *Lose 1 stamina point.* However, Gunther fares worse as his axe breaks under the force of the blow! He curses and draws a shortsword from his belt. This is a fight to the finish.

GUNTHER SKILL 11 STAMINA 10

If you win, turn to 23.

64

Your last blow shatters one of the cyclops' legs and it crashes to the ground. You know that Uria must be nearby as the necromancer must love this macabre collection of bodies. Before you can search the area, your mind is assailed by terrifying images. If your face has red powder on it, turn to 11. If not, turn to 25.

65

Night has come, so you climb a tree and try to sleep. You get a few hours of rest. *Gain 1 stamina point.* While you are awake, you hear howls and roars of animals, but thankfully, the night passes uneventfully. You climb down the tree as the sun rises. After walking for several hours, you come to a wide, fast moving river. There is no way to cross it, so you decide to collect wood to build a raft in order to continue down to river. Come to river. If you have an axe, you chop down a couple of small trees and quickly get the wood you need. Turn to 12. If you do not have an axe, *Test your luck.* *If you are lucky,* you manage to find enough wood to build your raft. Turn to 12. *If you are unlucky, turn to 37.*

66

Looking under the bridge, you see Pyrro's final trap – a package of firepowder. You may take it with you and use it before a combat. *Add the firepowder to your equipment list.* *If you throw it at an enemy before combat, roll one die and subtract it from that enemy's stamina.* Turn to 50.

67

The shaman angrily shakes his staff at you and demands that you leave. 'Why do you not have a seagull's feather?' He shouts. If you give him an item to try to placate him, turn to 10. If you attack him, turn to 41. If you leave him, turn to 16.

68

You enjoy a pleasurable stroll through the gentle hills of the island. It is now noon and the sun beats down on your skin. You notice that there is a cave entrance. Enter cave 33. Not enter 49.

69

You feel a warm glow as the lion approaches you. It licks your hand and then looks up at you as if waiting for a command. Glad that you have this ally, you leave the cellar with the lion in tow and head upstairs. Turn to 72.

70

For an hour, you run through the undergrowth. It's hard going, but you do not stop until the sounds of the battle have faded. You then start to slow down and force your way north through the jungle. You think about your plans. South is too dangerous, so you decide to head north until you find the coast. The undergrowth gets heavier and it gets harder to force your way through it. If you have a machete, you hack your way through the jungle. Turn to 59. If not, turn to 18.

71

As your hand reaches out to take the iron bar, a great pain shoots through it. *Lose 1 stamina point.* If instead, you put an item into the circle, turn to 43. If you leave the area and head south, turn to 16.

72

You climb the stairs to what used to be the Lizard King's throne room. However, Gunther is here. He is wearing nothing but a loincloth. He is performing a kata with a huge battle axe. Sweat drips off his huge muscular body. He stops halfway through a swing and turns to face you. 'Ha! Survived the shipwreck too? And the island? Lucky, aren't we? Well, my friend, it looks like your luck has run out!' If you have a black lion with you, turn to 17. If not, turn to 52.

73

You wonder at what this man was doing here and why he was mad. He has no possessions other than ragged clothes and the knife. You may take this weapon. *If you do, add the knife to your equipment list. If you use the knife as one of two weapons in combat, you do not have to reduce your attack strength by 1 as it is a light weapon. However, the knife will only deal 1 point of damage on a successful hit.* Turn to 28.

74

The pockets of Uria's robes contain a small vial of green liquid. A small skull on a chain hangs around her neck. If you drink the liquid, turn to 62. If you put the skull charm around

your neck, turn to 6. If you search the area, turn to 32. If you leave the area and head for the fort, turn to 58.

75

Before you can make another move, two giant serpentine heads emerge from the marsh. You watch as the heads of the HYDRA stare down at you ready to devour you. *Before combat, you may throw a spear at one of the hydra's heads. If you do, test your skill. If you are successful, you deal 3 damage to the hydra's head. If you throw the spear, you cannot use it in combat, but you can retrieve it after combat. Fight the two heads together.*

FIRST HYDRA HEAD SKILL 9 STAMINA 5  
SECOND HYDRA HEAD SKILL 9 STAMINA 5

If you win, you can search for the hydra's lair (turn to 35) or try to get out of this damp hell hole (turn to 51).

76

The shaman puts a small pebble under a cup. He then produces two more cups and starts to move them around on the ground. He then tells you to pick one. *Test your luck. If you are lucky, you pick the cup with the pebble under it. Turn to 42. If you are unlucky, you pick the wrong cup. Turn to 31.*

77

As you try to pull an axe out of the pile, a sword blade falls on you hand and cuts it. *Lose 1 stamina point.* Disgusted, you leave. Turn to 56.

78

You grab the machete that the head hunter was holding (*add the machete to your equipment list*) and use it to smash through the wicker bars of your cage. You jump out and run for freedom, but you find your way blocked. Roll one die to find out who you will fight:

1-2 HOBGOBLIN SKILL 6 STAMINA 7  
3-4 HEADHUNTER SKILL 7 STAMINA 6  
5-6 OGRE SKILL 8 STAMINA 10

If you win, turn to 30.

79

The barbarian brings his axe down on your shield. A massive clang sounds through the room and the force of the blow sends you reeling back. *Lose 1 stamina point.* Gunther faces you with his giant axe. *If Gunther wins an attack round, you lose 3 stamina points.*

GUNTHER SKILL 11 STAMINA 10

If you win, turn to 23.

80

Gunther swings his axe with full force. With nothing to block it, it strikes you in the neck, slicing your head clean from your shoulders. Your adventure ends here.

81

The barbarian brings his axe down on your shield. A massive clang sounds through the room and the force of the blow sends you reeling back. *Lose 1 stamina point.* Gunther faces you with his giant axe. *If Gunther wins an attack round, you lose 3 stamina points.*

GUNTHER SKILL 11 STAMINA 20

If you win, turn to 23.

## Adventure Sheet

Initial Luck =  
Current luck =

Initial stamina =  
Current stamina =

Initial skill =  
Current skill =

Weapons  
Main hand weapon  
Off hand weapon

Notes

Equipment list

- 1.
- 2.
- 3.
- 4.

