

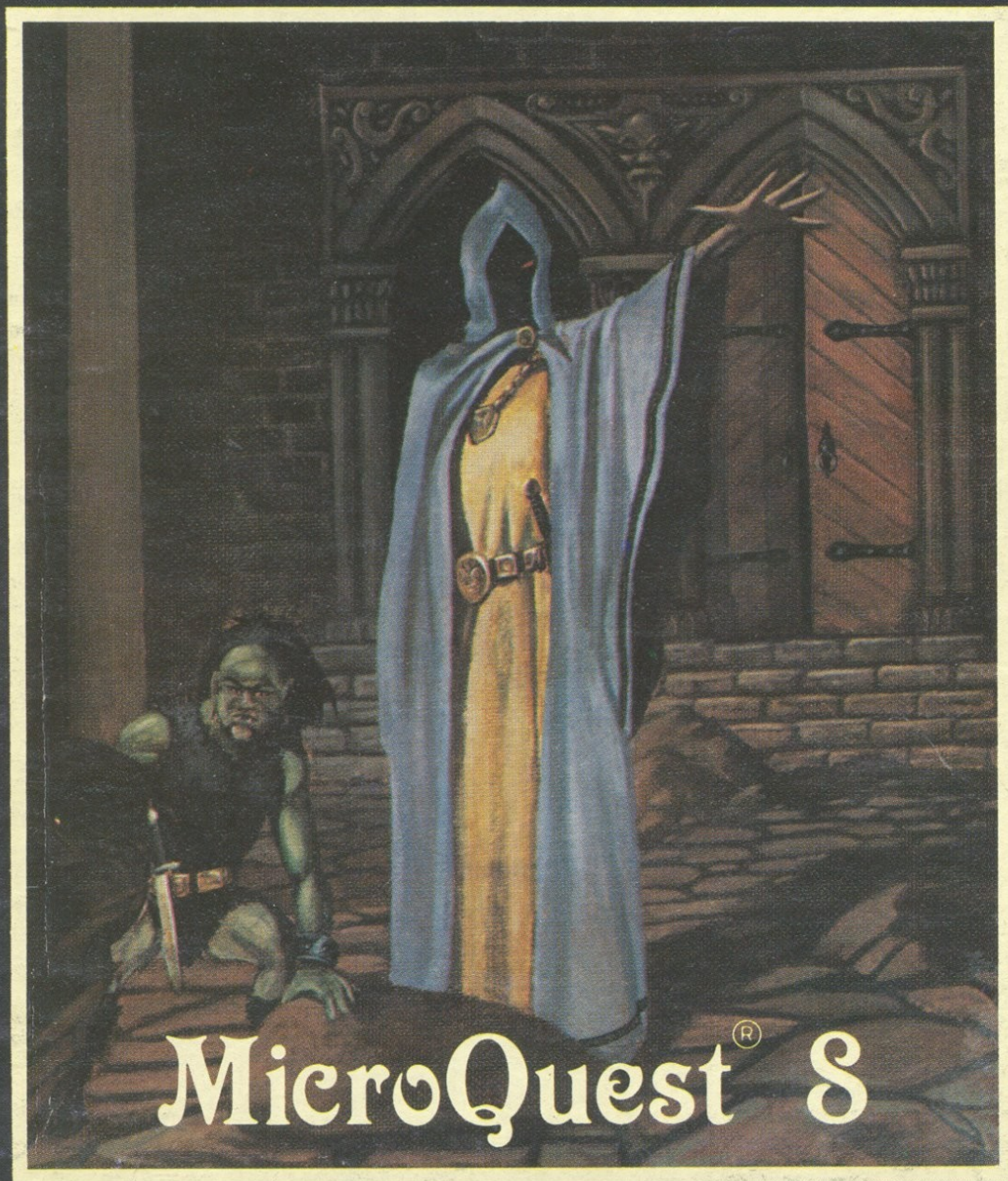
TFT™

The Fantasy Trip™

3208

ORB QUEST™

More Thrills in Thorsz's Service . . .



MicroQuest® 8

ORB QUEST™

More adventures in the service of Thorsz. A programmed Microquest® for use with MELEE™ and WIZARD™ or ADVANCED MELEE™ and ADVANCED WIZARD™.

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The Fantasy Trip™

INTRODUCTION

During evening rounds outside the wizard's quarters at the Thorsz's palace, you are detained by a red-robed figure who speaks to you in a subdued tone. "There is a task that needs to be done," murmurs the mage, "which is in the service of the Thorsz. It is full of hardships and dangers, but your rewards and renown will be accordingly great. Will you accept this bidding?"

With a silent nod you agree.

"Good," mutters the wizard. "Here is a token to the armory bearing the Thorsz's glyph. Take it and three robust companions and prepare yourself for tomorrow. This task will take less than a single day, so worry not about extensive rations and such. Make sure your party is well outfitted in arms and armor. Then meet me at the wizard's audience chamber tomorrow morn." He departs abruptly.

After a restless night's sleep and a dawn of hurried preparations, you and three companions meet again with your unnamed contact. After superficial greetings, he makes a quick hand motion and speaks an unintelligible phrase which makes your vision blur and sweeps you with waves of vertigo. Rapidly, you lose consciousness.

You and your companions awake groggily on dark, dank earth shrouded in swirling mists. The smell of bog--and death--hangs heavy in the air. The red-clad figure is also present.

"You are unharmed," he brusquely states, "merely teleported to another realm of Cidri outside the powers of the Thorsz. The place is not important. That," he points in the distance, "is." Now, eyes adjusting to the gloom, you see a huge tower in the distance. The wizard has pulled out a pipe and seats himself close to you in conference.

"Now is the time for explanations," he intones.

"Years before, when even the empire of Thorsz was as a stream is to the river, the youngest Thorsz sought to increase his power as quickly as possible. To do this, he created many articles of magical power and distributed them to the more trustworthy of his higher mages. These he then sent throughout the land, to tame, civilize, and eventually control the surrounding wilds and its peoples.

"All beginnings are difficult, and this one was no different. Several wizards were killed; some abandoned their duties; some became evil with the power they now wielded; and others were never heard

from again. Enough prospered, however, to establish the base of the kingdom and dynasty of the Thorsz as it now stands.

"With time and the excess of luxuries brought about by these successes, the fate of the earlier orbs was forgotten. Too many were content with their lot and power of the present and did not look forward into the future. And now, disturbing news indeed has developed.

"The land surrounding the realms of the Thorsz has become darker, more foreboding, and more dangerous. One in five patrols of the border guard returns with injury, or not at all. Troops must escort all merchant travel. And, worst of all, magic use in these outer areas has become unreliable.

"Astral investigation reveals that someone--or something--is seeking to unite the unaccounted globes and align them toward evil ends. Were this to happen, the threat posed is incalculable. To counter this disturbing possibility, groups of four experienced adventurers such as yourselves have been assembled and teleported to the far interior of the unknown lands where Mage Sight has revealed the presence of the missing globes. More powerful and experienced wizards and fighters have already been pressed into border service and cannot be spared for this quest.

"Enough time has been spent. Here is my advice to you all. Somewhere in that distant tower lies an orb. All the missing orbs have been located in towers of similar kind. Your goal is to enter that tower, find and claim the globe, and return to me with it in your possession. I will be waiting outside the tower at your return.

"Because you need only retrieve the orb, I seriously advise you not to pick up gold and jewels along the way. If you do obtain the globe, do not lose hold of it ever while still inside the tower. Exit, and seek me.

"Lastly, I give you these three flasks. One contains a strong healing potion; the other two, weak ones. When necessary, drink. These potions will not revive the dead, so do not waste them on a corpse.

"Go with Fate. Be wise. Farewell."

The wizard, teleporting away, disappears. The tower stands dark and isolated in its surroundings as you stealthily approach. As duty dictates, you cross its rotting drawbridge and enter the building's Ground Floor.

HOW TO PLAY

ORB QUEST™ is a programmed adventure for **THE FANTASY TRIP™** game system. It can be played using the **MELEE™** and **WIZARD™** rules--or you can use **ADVANCED MELEE™** and **ADVANCED WIZARD™**. This booklet will set up the rooms for you, give you decisions to make, and tell you the outcomes of those decisions. You will need to supply several six-sided dice, a straight-edge, scratch paper, and either **MELEE™** and **WIZARD™** or **ADVANCED MELEE™** and **ADVANCED WIZARD™**. Each room is the size of the enclosed map; you can build the same out of **TFT™** megahexes.

ORB QUEST™ can be played several ways:

Solitaire - One lone player can take both sides, creating a party of adventurers and running them through the game. This booklet will give instructions regarding the foes in each room; the player sets up both sides on the enclosed map (or its equivalent) and plays out the battle.

Two-Player - One player creates a party of adventurers and enters the labyrinth. When foes are encountered, the other player controls them. His objective is to kill all the adventurers. The second player may be considered the Fantasy Master (FM) for purposes of these instructions, though he is really an opponent.

Multi-Player - You can do just as above, with one player taking the monsters and the other players each taking a character--hero or wizard--cooperating or competing to get out alive. Or, you can have several players in the party, plus a monster player, plus a true Fantasy Master--a referee to settle all disputes. If you do it this way, the FM should be the one with the book, reading the instructions to the players to tell them what they see. After a few trips through, the FM will be familiar enough with the game to introduce his own variations, thus preventing the players from anticipating traps they have already seen.

ENTERING THE TOWER

One to four figures may enter each game. Any or all of the figures may be wizards, and magic may be freely used. Record sheets should be made up for each entering figure. Experience is awarded to successful quest survivors. All characters must start with 38 attribute points (see **PICKING A PARTY**, below).

To enter the tower, read through the player instructions below first and then turn to instruction number 1 and read it. Like each later

instruction, it will give you information and directions. Some instructions call for a decision. In this case, make up your mind what you will do BEFORE turning to the next instruction. To avoid losing your place, you can make a note of each instruction number as you pass it. You should try NEVER to read instructions you have not legitimately come to; to do so will lessen your enjoyment of the game. (Also, there are a few instructions included that CANNOT be reached if you play fairly.)

As you read the instructions, you will find yourself moving up and down staircases and into rooms. All combat takes place in the rooms; the stairs merely take you from one room to the next. (However, you must follow staircase instructions carefully, or you will get lost.) When you enter a room, **MELEE** turns begin. It is permitted to stop just before entering a room to change weapons or armor.

As soon as you find yourself in a room, look at the room map and/or instructions and place obstacles, pits, enemies, etc. on the TOWER map (enclosed with this game; **WIZARD** and **MELEE** maps are not used). Place your own figures in the starred entry hexes at the end of the room (north or south) you entered. Finally, read the rest of the room instructions to see what is happening and what your options are. In each new room, game turns begin with your four (or fewer) figures standing in the entry hexes at one end of the room, having just stepped through a curtain of darkness (lined hexes on the map). No figure may both come through the curtain of darkness AND do anything else on the same move. Hexes containing obstacles of one nature or another are shaded in grey.

Note: In all rooms of the tower, a person who exits using the ascending stairs may **not** re-enter that room--the curtain remains closed--until he ascends to and enters the room above. It takes twelve turns to climb up or down a staircase.

LEAVING A ROOM

When all your foes in a room are dead or have fled, your party may freely leave and re-enter that room thereafter. However, if a figure (or the group) wants to leave a room containing living enemies (even if they are asleep, trapped behind a fire, etc.), they **MUST**: (a) be given the option to attempt escape in an instruction; and (b)

successfully move to one of the three curtain hexes at either extreme end of the board. (It is also permitted to leave by a shift or disengage which takes you off the board through one of those six curtain hexes, or by teleporting to the other side of the curtain.) When a figure trying to escape reaches the edge of the board and enters a curtain hex, turn to the instruction indicated by the "run away" choice to see if the curtain lets him pass. If it does, the figure may get out to safety. If the curtain does NOT let him/her pass, the figure is shifted to any adjacent starred hex and ends movement there, FACING the curtain. If the figure tried to shift out, the attempt fails and the figure remains in his original hex but may have his facing adjusted by the owning player. The same goes for an attempt to disengage. Teleporting out always works, but costs a wizard ST points.

Note: It is suggested that you kill unconscious foes.

MAPPING AND RECORD-KEEPING

You will need to keep the following records as you play: (1) the standard character record sheets for your own figures; (2) a map of the tower as you explore it; and (3) a record sheet for each room you enter. This latter note is extremely important in **ORB QUEST**, as in each adventure the rooms you enter are RANDOMLY GENERATED at the time you enter them. This aspect of the game keeps each quest practically unique to any other, there being 125 different towers which may be created in this fashion. Because of this, it is EXTREMELY IMPORTANT to note the **color** and **level** of each room as you enter and exit it. This, the color and level, comprises your labyrinth map. As each room sits directly above the other, a schematic or diagrammatic map is not necessary. You will need this map if you double back, get lost, or want to leave the tower. (Since you leave the tower passing through the same rooms you generated upon entering it, a record must be present for your exit to be made as foes or surprises may still await you in specific rooms and levels.)

IGNORING THIS INSTRUCTION IS SURE TO DOOM ANY QUEST ATTEMPT!

You should also make a record for each room as you enter it. The book will tell you what foes you encounter (or refer you to the Fighter Table to let

you roll for enemies). The room record is made up of one record for each foe there, together with any other notes you make. If you leave living enemies in a room, they will be there if you return. Any corpses (friendly or enemy) will also be there as you left them. However, unattended treasure may vanish, or wounded friends may die (see ABANDONING TREASURE).

Therefore, you should keep all the room records until you finish the adventure. When you re-enter a room, go by your record sheet instead of the printed instructions. Creatures a group has killed will NOT come alive and attack again. However, foes left alive will be back in their starting positions with the wounds you gave them and will attack on sight.

The character record sheets are kept in normal style. Keep track of treasure and weapons carried, hits taken, and strength (ST) expended, plus MA reductions for heavy loot carried (see below). You may also wish to keep a record of the number of each instruction you take, in case you lose your place.

PICKING UP TREASURE (OR YOUR COMPANIONS)

When you find treasure, make notes on the character record sheets to show who is carrying it. Each gold bar a figure carries will reduce his MA by 1, down to a minimum MA of 4. A figure cannot carry more than 10 gold bars. (Extra weapons picked up in the tower count as gold bars for weight - see below.) Other treasure weighs nothing; any amount may be carried.

If a party wishes to avoid being slowed by the weight of gold or extra weapons, some or all of these may be left in any room after it has been cleaned out - that is, after its occupants are dead. Note the abandoned treasures on the record sheet for that room. If the party comes back for them, roll one die. In a 5 or 6, everything is gone; the owner or occupants of the tower came by and took them. Otherwise, they are still there. Roll the same way for wounded but living friends left behind in an empty room; when you come back, they have had their throats cut on a 5 or 6 but are still alive otherwise. Loot, weapons, or bodies left in a staircase will always be gone when you return.

SPLITTING A PARTY

It is nearly impossible to split a party in the tower and have everyone come out again alive. You are much wiser to explore and fight together. If you want to send one scout into a room to see what is

there, the rest of the party can enter on any later turn (but must stop in the starred entry hexes). However, this is a good way to lose a scout.

If a party bugs out during combat and runs out BOTH doors, it may try to rejoin by fighting through that same room at a different time. Place the figures entering from the north on one set of entry hexes, and those entering from the south on the other. If the instructions say there were enemies at one end, they will be in the middle instead.

Remember, however, if you exit via the ascending/north exit, you may not re-enter that room until also having entered the room above!

Strength lies in numbers. Do not split up unnecessarily.

ILLUSIONS

The tower is a powerful magical place in itself. Because of this, no illusions or images may pass through a curtain of darkness. Furthermore, no spells of any kind will work while in the many staircases of the tower (eliminating the possibility of casting a protective spell beforehand or summoning a creature to scout a room).

If two or more players are involved, the "monster" player or FM can choose whether and when to attempt to disbelieve the adventuring wizard's figures. Only foes with IQ 8 or higher can attempt to disbelieve - that is, wolves, bears, and other animals can't disbelieve illusions. Foes will only attempt to disbelieve when they see non-humans attacking them, OR when more than four figures at once attack, OR if they actually see a wizard create a figure in the room. In any of these cases, the highest IQ foe will attempt disbelief, followed by the second highest IQ foe on a roll of 5 or 6. Lower IQ foes will merely attack.

PLAYING THE MONSTERS

If you are playing solitaire, you may use any strategy you like while playing the adventurer side, as long as you follow the instructions. To play the monsters, use the following guidelines:

(1) Monsters and foes always fight to the death and never run, unless an instruction specifically says otherwise. If an instruction says they might run, assume they will do so as soon as they are hurt worse than you are.

(2) Most monsters will use standard monster tactics - that is, they will run at you and try to kill you. Human and humanoid foes will attempt to

close with you unless their main weapon is a missile weapon. If it is a missile weapon, they will try to stand off and fire as long as they can.

(3) Some monsters or foes will have favorite tactics (mentioned in the instructions). Use these tactics as long as they seem sensible.

(4) In general, use common sense to decide what the foes will do. If two or more reactions are equally likely (for instance, one orc trying to decide which of two men to attack), roll a die to decide. It is perfectly all right to keep the beginning ST of the monsters and foes as a secret, though of course the players will have a good idea just because of the nature of the menace. If playing with the Talent rules from **TFT: IN THE LABYRINTH™** don't let Sex Appeal, Charisma, or any other talent keep a helpless player from being slain (but a FM may let them be useful in a negotiating situation).

FIGHTER TABLE

When the instructions refer to this Fighter Table, roll 3 dice for each fighter you need, and refer to the list below. When you first encounter a fighter, his shield (if any) and first-named weapon will be ready. All have daggers and a base MA* of 10. Assume a fighter is human unless the instructions state otherwise.

3. ST=14,DX=18(15),IQ=12. Two-handed sword, chainmail
4. ST=13,DX=18,IQ=11. Morningstar, small ax
5. ST=12,DX=17(15),IQ=10. Lt. crossbow, broadsword, leather
6. ST=15,DX=14(11),IQ=10. Pike ax, chainmail
7. ST=10,DX=18(16/14),IQ=11. Cutlass and main - gauche
8. ST=23,DX=10,IQ=9. Club (2+2) and dagger
9. ST=14,DX=16(13),IQ=8. Two-handed sword, chainmail
10. ST=11,DX=18,IQ=9. Longbow, short sword
11. ST=12,DX=18(12),IQ=8. Broadsword, lt. crossbow, plate armor
12. ST=11,DX=14,IQ=13. Spear, short sword
13. ST=11,DX=19(16),IQ=8. Small ax, chainmail
14. ST=19,DX=13,IQ=10. Battle axe, dagger
15. ST=12,DX=18(16),IQ=11. Horse bow, cutlass, leather, small shield
16. ST=16,DX=14(11),IQ=8. Great sword (3+1), chainmail
17. ST=12,DX=20(14),IQ=9. Broadsword, small shield, plate armor
18. ST=13,DX=19(16),IQ=11. Morningstar, chainmail, small shield

INSTRUCTIONS TO ADVENTURERS

The wizard instructs you that only four men are meant to enter this quest. No groups over four are allowed. (Nor should characters of over 38 points be allowed to enter. This quest can give characters up to two more EP.) You are also told that the tower:

(1) has no hidden doors;

(2) has "curtains of darkness" which separate stairways from rooms. These are magic and appear as thick velvet-black rectangles. You will be able to step through, but never to look through. Also, the beings of the Tower will never be able to follow you through a curtain; if you escape, nothing will follow. Sometimes, though, a curtain will not let you leave a room. The only way to find out is to try--and discover the consequences. (If you understand magic, you will realize that the "curtains of darkness" must be Shadow spells, which sometimes also have Wall spells thrown into them. Mage Sight will be useless against them.)

You have been given 3 potions of healing for this adventure. One is potent; two are weak; none will raise the dead. To drink a potion, consult the Potion Chart, noting your present place in the booklet; the potion instruction cannot redirect you from whence you came.

The Towers are potent magical buildings in themselves--as many successful/unsuccessful quests report. Mage Sight will not penetrate the curtains of darkness. No spells can be cast while travelling on the staircases--only while in rooms. Magic weapons also are ineffective (but not finely crafted ones), reverting to non-magical status. Teleportation, while inside the tower, is limited to one level (up or down) at a time (i.e., if you get in trouble in a room at Level Three, you can teleport to either Level 4 or Level 2--at a cost of 4 ST--but nowhere else, including staircases.) To teleport outside the Tower you must be on the Gound Floor of the Tower or in its roof--in certain cases even Level Five--and then it would cost 12 ST (see also instruction P).

The material of the Tower is both physically and magically impenetrable. Unless a natural opening is there, you cannot create one; its magic is incredibly strong.

Once you have exited a room using an ascending staircase, you may not re-enter that lower room until you have entered and exited the next room above it. It takes twelve turns to climb to the

next level.

Disbelief is considered an attack for this game's purposes. If you wish to disbelieve an object while in a room, you must follow the attack option.

For instructions reading the option: "attack, immediately moving your characters 1/2 their MA or less (#)," This means that you should move your figures BEFORE turning to that instruction (#). For all other rules not using the wording "immediately", movement follows--not precedes--the numbered instruction.

If a wizard or warrior wishes to bring in a pet or trained creature of some sort, he may do so provided:

(a) the creature started with statistics not greater than a 32-point man; and

(b) the creature has gained no more than 7 EP so far.

(c) This same rule may be extended to hobbits or goblins--they may be brought in as long as they have not earned greater than 7 EP prior to entering this quest.

(d) Anyone or anything entering the Tower with more than 7 EP already will be STRUCK DEAD upon crossing the drawbridge.

Anything not covered in the rules above or below can be considered ruled out of this adventure.

MAGICAL ITEMS

No one will be able to bring any magical item (except a wizard's staff or Staff of Power, without additional spells) into this tower. However, there are several magical items already there. Each bears the Thorsz's glyph, so wizards won't waste strength checking everything for magic. However, determining the nature of a magical item will require either an Analyze Magic spell or experimentation. Magic items may be helpful, harmful, or mixed. Some magic items may be explained in the text. Others vary from adventure to adventure, as explained below in the Ring Chart.

SPECIAL WEAPONS, POTIONS, ETC.

The potions given you at the start of the game are the only ones allowed inside the tower. Magic weapons prove ineffective (see above), reverting to non-magical status; artifacts will also strangely malfunction. The Thorsz's armory will not give out the following things: gunpowder, gunpowder weapons, molotails, gasbombs, poisons, or potions other than those listed above. (The Thorsz doesn't wish to

lose such valuable commodities; mercenaries he has plenty of already!)

However, finely made weapons that give their users a DX or damage bonus without magic are quite acceptable, as is Fine Plate armor for those who may possess it. Silver weapons (non-magical) are also legal. If the wearer or user of any such item dies in the tower, though, the item is considered lost forever unless another quest member can recover it.

RESTORATION OF LOST STRENGTH

It is permitted to rest as long as necessary in each room. However, ST cannot be regained while resting on staircases. All the occupants of the room must have been killed before characters can rest.

Physicker talents (if using **TFT: IN THE LABYRINTH™**) may be used to cure physical wounds. Rest is sufficient for wizards in most cases. Potions are also available; see the Potion Table. Otherwise, wounds received remain unhealed throughout the quest.

RING CHART

When you find a ring bearing the Thorsz's mark, the text may direct you to this chart in order to determine what the ring is. Roll one die and make a note of the number from the chart below; for example, if you roll a 1, make a note of no. 55. DO NOT go to that number now. You may look at the number for your ring only if (a) a character casts a successful Analyze Magic spell, or (b) a figure wearing that ring is involved in combat. The usual magic ring would not reveal its nature just because its wearer is in a fight--but these do. (If you're not using **ADVANCED WIZARD**, you will have to experiment; you don't have Analyze Magic.)

If you are playing with a Fantasy Master, the FM is the one who looks at the ring number and tells the players what they have at the appropriate time. **Note:** If a wizard attempts analyze magic on a ring, the FM makes the roll. If the roll is badly missed (say, 16 or above) the FM should tell a horrendous lie about the nature of the ring. For an "ordinary" miss, he should simply say, "You learn nothing."

Note that for combat option purposes putting on or taking off a ring is considered equivalent to picking up or putting down a weapon. For example, you cannot put on (or remove) a ring on the same turn you attack a foe.

Die Roll	Make a note of this number:
1	55
2	46
3	124
4	144
5	156
6	170

POTION CHART

You may drink the potions given to you at the beginning of the game at any time. It is assumed to take 1 turn to ready the potion, and 1 turn to drink it. If effects are immediate!

If you drank one of the two weaker potions, go to (133).

If you drank the stronger potion, go to (176).

EXPERIENCE

Experience points may be determined using the following instruction:

Each opponent of ST + DX + IQ = 38	25 pts
Any humanoid below this total	20 pts
Any humanoid above this total	30 pts
Wolves, slimes, or basilisks	20 pts ea.
Dire wolves, snakes	25 pts ea.
Gargoyles, skeletons	30 pts ea.
Bears, octopi, hydras	50 pts ea.
3 die saving rolls	5 pts ea.
3 die saving rolls vs IQ	10 pts ea.
4 die saving rolls	10 pts ea.
5 die saving rolls	20 pts ea.
Unsuccessful saving rolls	2 pts ea.

Divide this total by the total number of characters who entered the tower, regardless of how many escaped. (You may revise this rule; divide subtotals of each room by the number of characters who entered it.)

All potions and rings must be returned upon exiting the tower. All monies removed from the tower are each character's to keep.

It takes 250 E.P. to increase one attribute point. This quest can only elevate a humanoid character up to 40 attribute points total, nothing more. It will give non-humanoid characters up to (but not including) their ninth attribute point. All others are considered ineligible for this quest.

SAVING ROLLS

In several of the rooms, a "saving roll"--a roll made against one or more of a character's attributes --may be required to escape some sort of danger. The saving roll represents the idea that, for certain kinds of danger, a higher attribute gives you a better chance to escape.

A saving roll is made in the same fashion as a "to hit"--that is, you are trying to roll a number less than or equal to a given attribute. However, the number of dice is variable. To escape a shower of arrows, a character might be required to roll his DX or less on FOUR dice; this would be a "4-DX" saving roll. The attribute does not have to be DX. To avoid shock from a nearby explosion, an instruction might require a 4-dice roll vs ST--i.e., if you roll your ST or less on 4 dice, you won't be hurt. Sometimes a roll might be made on combined attributes, where both ST and DX are needed to escape a trap, or a roll might be required on IQ, to figure out a puzzle.

A saving roll is never applicable when another figure has already made his DX roll "to hit." You do not get a saving roll to escape an arrow aimed at you by a foe, but you may get a roll to escape something fired by a trap.

LEAVING THE TOWER

The tower may be left by two major methods. The first of these is to exactly retrace the recorded rooms generated on the quest's trip upward, now using the rooms' descending order. If no one in your party (either inside or outside the tower) is in possession of the orb, all may freely leave--monsters and opponents left behind in rooms will not attack unless attacked first. You could go directly to (153) if you wished to leave in this case.

If, however, one of the quest's members does hold the orb--either inside or outside the tower--then monsters/opponents left in a room will be at the room's center (or starting positions if the center is obstructed) and will attack the party members immediately and fight to the death. The doors, both ascending and descending, will be locked until the conclusion of the conflict. Once you have killed all the room's occupants, the doors unlock and you may then leave, using the proper descending instructions detailed earlier.

A second way to exit the tower is to use Alternate Escape Routes. These consist of a series of lettered instructions beginning with instruction

M that are given below, just before the main body of numbered instructions. Players wishing to try these should consult instruction M and proceed from there.

PICKING A PARTY

Characters are created just as in **MELEE/WIZARD**. Four 38-point humanoids should be used for your first experiences with **ORB QUEST**. Specifically, you would be well advised to bring in the following types of characters:

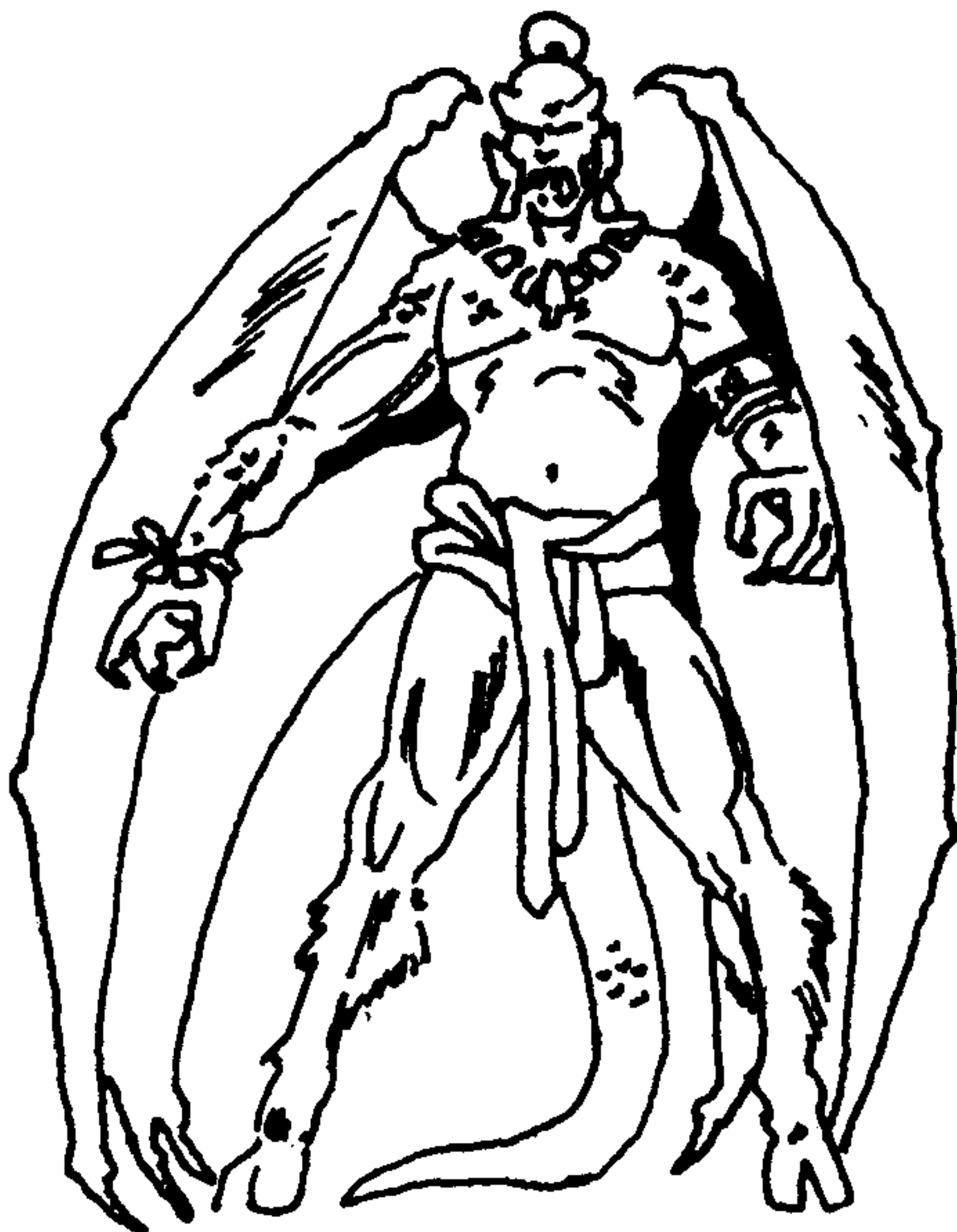
- At least one archer with great DX (able to fire 2 shots per turn)

- Perhaps one pole weapon character with other weapons

- One character of great ST armed with a powerful weapon

- One wizard character of high IQ

This should give you a fighting chance. When you're ready to begin, go to instruction (1).



INSTRUCTIONS

A. Exiting the Tower's Ground Floor, you ascend stairs to the First Level where you come upon a curtain. You may now either turn back (88) or pass through. If you choose the latter, arrange your fighters on the four starred entry hexes at the south entrance of the map, and roll one die. On a roll of 1, 2 go to (10). On a roll of 3, 4 go to (20). On a roll of 5, 6 go to (30).

B. You have exited the Tower's First Level, from the (Blue, Turquoise, or Aquamarine) room. (You did record which, didn't you?) You ascend stairs to the Second Level, coming upon a curtain. Since there is no going back (the lower door won't open just yet), pass through the curtain arranging your characters on the four starred entry hexes at the south entrance of the map, and roll one die. On a roll of 1, 2 go to (40); on a 3, 4 go to (50); on a 5, 6 go to (60).

C. You have exited the (Brown, Earthen, Sand) room of the Tower's Second Level (record which). You ascend stairs and pass through the curtain to the Third Level, arranging figures on the four starred south entry hexes. Roll one die; on a 1, 2 go to (70); on a 3, 4 go to (80); on a 5, 6 go to (90).

D. You have exited the (Rock, Limestone, Granite) room of the Tower's Third Level. You ascend stairs, and pass through a curtain. Place figures at the south starred entry hexes and roll one die. On a 1, 2 go to (100); on a 3, 4 go to (110); on a 5, 6 go to (120).

E. You have exited the (Green, Emerald, Lime) room of the Tower's Fourth Level. You ascend stairs, and pass through a curtain. Place figures at the south starred entry hexes and roll one die. On a 1, 2 go to (130); on a 3, 4 go to (140); on a 5, 6 go to (150).

F. You have exited the (Red, Orange, Magenta) room of Level Five of the Tower. You ascend stairs, and suddenly find that they begin to narrow and twist in a tight spiral. You find out that NO pole weapon of 1.75 meters or longer can be carried through this exit (i.e., only javelins, tridents, and one-handed spears allowed).

And now you have come upon a curtain. You may pass through and arrange your figures at the south starred entry hexes (160), or you may descend in search of other weapons (instruction G).

In exiting the Tower, remember:

1) if no one in your party has possession of the orb, you may freely leave the entire tower, going directly to (153);

2) if someone in your party does have the orb in his/her possession, any occupants left living in a room will still be there upon your return. They will be at the room's center--sober and not bound in any manner--will attack immediately, and all doors will remain locked until the conflict's resolution.

For alternate escape paths, see instruction M, below.

G. Exiting the Tower's roof, you return to Level 5, entering the:

Red-----130

Orange-----140

or Magenta---150

room. In any case, note the occupants remaining, see the appropriately labelled map, and fight to the finish. If at any time you wish to investigate Alternate Escape Routes, see instruction M.

H. Exiting the Tower's fifth level and returning to Level 4, you enter the:

Green-----100

Emerald-----110

or Lime-----120

room. In any case, note the occupants remaining, see the appropriately labelled map, and fight to the finish. If at any time you wish to investigate Alternate Escape Routes, see instruction M.

I. Exiting the Tower's fourth level you return to Level 3. The Third Level will not obstruct your passage. Go directly to instruction J. If you wish to investigate Alternate Escape Routes, go to instruction M.

J. Exiting the Tower's third level and returning to Level 2, you enter the:

Brown-----40

Earthen-----50

or Sand-----60

room. In any case, note the occupants remaining, see the appropriately labelled map, and fight to the finish. If at any time you wish to investigate Alternate Escape Routes, see instruction M.

K. Exiting the Tower's Second Level and returning to Level One, you enter the:

Blue-----10

Aquamarine---20

or Turquoise-30

room. In any case, note the occupants remaining, see the appropriately labelled map, and fight to the

finish. If at any time you wish to investigate Alternate Escape Routes, see instruction M.

L. Exiting the Tower's First Level, you may enter the Ground Floor. If any character of your party--either inside or outside the Tower--is in possession of the orb, go to (173). If none of your characters holds the orb, go to (153) instead.

ALTERNATE ESCAPE ROUTES

M. There are several methods of exiting the Tower besides using the descending stairways. If you brought with you 40 or more meters of rope you may investigate rappelling down the side of the turret (N). If you have a wizard in your party, he may summon creatures that--if able to fly--will transport people to the base of the Tower (O). If there is a wizard present, he may also try to teleport individuals or himself off the tower (P). A wizard may also choose a flight option for himself or others (Q). He may shapeshift himself or others (R). As a last resort you can always jump (S). If you ever wish to drop or throw the orb off the tower or to another person, go to (T). If you wish to use the stairs, return to instruction G.

N. To rappel down the side of the Tower you must have at least 40 meters of rope. As each character climbs down the rope, he must make a 3 die saving roll vs ST for each level he descends. If he makes the roll, he may continue climbing down. If he fails the roll, he has slipped and fallen off the rope. You should record the level from which he fell (at the beginning of his turn) and then consult (S). If the character rolled a 17, he also falls and hits whichever figure is directly beneath him (and that person only), and that character must make a 4 die roll vs ST to hold onto the rope. If at any time an 18 is rolled, the rope has snapped above that character, and he and all beneath him fall--again note the level and consult (S). An Acrobat need not make these rolls; he is automatically successful. When you reach the Ground Level, go to (U).

O. Only summoned creatures--not images or illusions--may aid you. For every 15 points of ST of the flying beast, one humanoid character may be carried (round down). The beast must remain 6 turns to successfully bear a figure to the turret's base. If at any time the beast is not re-energized, that character falls. Determine what level he fell from, and go to (S). When the summoned creature

approaches the individual bearing the orb, the creature disappears. (A person bearing the orb may not leave the tower by any magical means.) Go to (M) and choose again.

P. To teleport from the Tower's roof (or a window at Level 5, if present) requires 12 ST be expended. Long-distance teleport will also work, but only at its ST 20 cost. When the attempt is made to teleport the orb-bearer, the spell will not work--the orb may not be taken from the tower by any magical means--go back to (M) and choose again.

Q. It takes 6 turns to fly to the base of the Tower. If at any time the spell is not repowered, note the level the spell ceased to function at and go to (S). If a flight spell is cast on the bearer of the orb the spell will not work. The orb may not be taken from the tower by any magical means--go back to (M) and choose again.

R. If you are shapeshifted into a flying creature, you may escape the Tower. However, if the shapeshift spell is used upon the orb-bearer the spell won't function. The orb may not be removed from the tower by any magical means--go back to (M) and choose again.

S. Falling? If you hold the orb, you may choose to drop it (T), or hold on to it (V). If you don't hold the orb, go directly to (V).

T. The orb, as soon as it leaves the holder's hands, disappears and reappears in the pedestal at the roof of the Tower. You may recover it if anyone is still at the Tower's roof (if you are battling the hydra, go to (146); if it is dead, simply pick up the orb at 68). Otherwise, it takes a 5 die roll vs any character's IQ to correctly deduce the orb's new position. If you are falling, go now to (V). If you are on the Tower's roof, go to instruction M.

U. Well, you're nearly at the Ground Level, and you can see that you're surrounded by a 20 meter moat half-filled with water. To swim across requires a 4 die roll vs DX (make this a 5 die roll if you're in chainmail or heavier armor; and you can't change out of it now either, as you're literally hanging on the end of your rope). If you are successful in this roll and have the orb, go to (219). If successful but without the orb, go to (153). If you are unsuccessful, you are drowning (Swimmers and Divers, of course, are excluded from these rolls). You now have just 12 turns to be rescued by a companion with Diver talent.

If you now wish to climb back up the Tower, follow instruction (N) but roll 4 die vs ST instead

of 3. When you reach the top, you are at instruction G.

If at any time you lose hold of the orb, go to (T).

V. Falling? At least you have one consolation--you will hit the moat. Determine the level from which you fell, and subtract one from this number. If you hold the orb, subtract another one from the previous result. This final tally is the number of die you must roll vs that character's ST to avoid going unconscious upon impact with the moat's water. If you fail, you've drowned (Swimmers and Divers will make this roll automatically, however); if you drop the orb, go to (T). If you are successful, a mere 4 die roll vs DX (5 die if you're wearing chainmail or heavier armor) will see you to the opposite shore and safety! If you are holding the orb--or if someone in your party and outside the Tower holds the orb--go to (219). If you are without the orb, go to (153).

1. You pass over a drawbridge leading into the Ground Floor of the Tower, crossing a 20-meter moat (inspection shows it is inhabited by small fish and insects only). Arrange your figures at the four starred entry hexes at the south end of the map. The drawbridge closes behind you.

The Ground Floor of the Tower is completely bare of furnishings. The walls, however, are covered with an elaborate fresco depicting wizards, warriors, ghouls, gargoyles, slimes, and snakes all in various warring postures. (Be forewarned.)

You may now: exit the way you came (88), or go to the north exit and ascend to the First Level of the Tower (instruction A).

2. The wizard disappears. The fog closes in; it is very cold. There are no directions, no points of reference for your journey. You wander aimlessly; your strength fails. The weakest die first, followed all the way to the strongest, who dies last. So ends the quest.

3. The ring is cursed. It blows up--giving its wearer an automatic 4 point injury (armor and shields do not protect) and makes that hand useless for holding a weapon or shield. With time the character will heal, but for the rest of this adventure....

4. Move each figure the appropriate number of hexes it opted to move. Then, observe on the map the megahexes marked (1). Of these megahexes, two

are pits--decide this by an arbitrary die roll. Of the megahexes marked (11), two again are pits (again decide arbitrarily). If any character moved through or ended movement in a pit hex, he has fallen into it. (He gets no saving roll.) The fall does 1 die of damage; body armor does NOT protect, nor do shields. To escape a pit requires the following--standing up (turn 1), moving 1/2 MA or less and rolling ST or less on 3 die (turn 2), and then standing up in a hex surrounding the megahex pit he fell into (turn 3). Before you begin any of these options, however, go to (52).

5. The warriors advance one hex and state "Orders say no one passes here carrying daggers. Drop 'em!" You may now obey (22), haggle (62), attack, immediately moving all your characters 1/2 their MA or less (12), or turn to leave (87).

6. You may leave. Descending/south exit, instruction K), or ascending/north exit, (instruction C).

7. When you reach the orb, you may pick it up (68), or refrain from touching it just yet. If you use a Detect Traps (as per **TFT:IN THE LABYRINTH** rules) or have a thief at the orb's position, go to (54). If you instead wish to retrace your steps and leave, go back to (174). If you simply want to attack the hydra, go to (146). If the hydra is already dead, go back to (208) to leave.

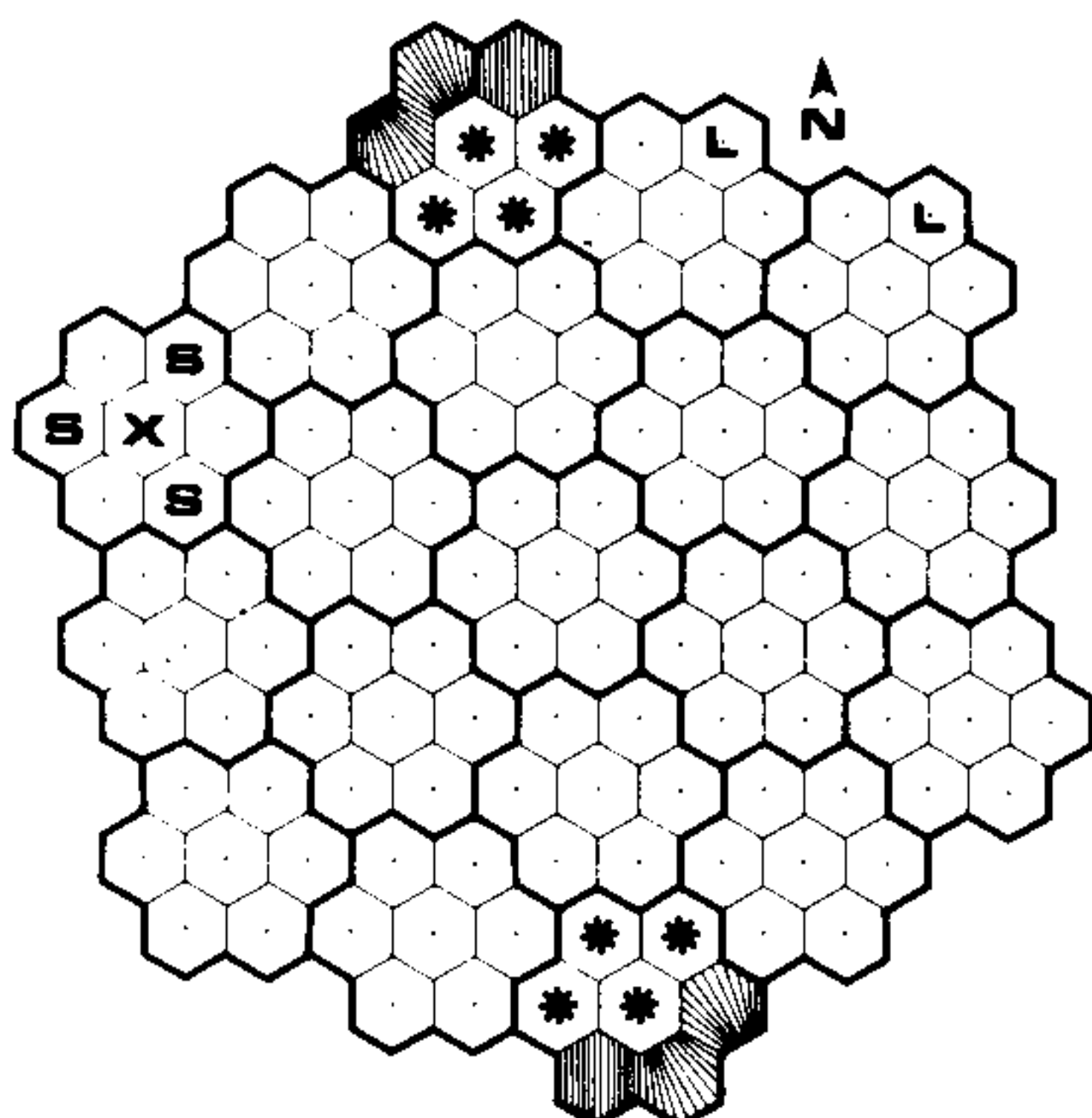
8. Sorry to see you at this instruction--this quest ends in the death of all its members (go back to (32) first and make sure you cannot escape by some other means).

9. You bounce, ending movement with your back to the room. Your quest may do nothing more this turn; now go to (48).

10. You have entered the Blue Room (record this!) in Level One of the Tower (see appropriately labelled map). At each (S) sits a warrior in a chair. At each (L) lies a warrior covered by a blanket. At (X) there is a waist-high table, covered with food, drink, and money. The warriors sitting around the table are arguing, drinking, and playing cards--their weapons must be sheathed or nearby (you can't see them). Those lying down appear to be asleep.

As you enter, the two further seated warriors look up and eye you groggily. One asks, "What're ye doin' here?"

You may now: turn to leave (89), attack, immediately moving all your characters 1/2 their MA or less (49), do nothing while examining the room



further (21), walk in two hexes explaining that you are their replacement (31), or walk in two hexes stating that you wish to join their card game (69).

11. Go to (52).

12. "Kill them!" screams their leader.

They are all ST 10, DX 17(15), IQ 11, MA 10(8) With leather, small shields, cutlasses, and no daggers. (They all have Fencing Talent if you are using ITL rules. These aren't mere thugs, but experienced swashbucklers.) You may now: fight to the death (72), or run for an exit (107). If anyone disengages from the fight and reaches an exit, (41).

13. Arrange your figures at your discretion. At least one figure must be adjacent to the chest to open it. If you wish now to destroy the still-standing cages (if any), go to (57). If you wish to open the chest, (27). If you now have second thoughts, you may go back to (82). If you have a thief or person with Detect Traps talent in your group, go to (73).

14. The Naturalist states that the plant growth is harmless--native to swamp lands such as surround this area. The middle sandy area might be quicksand, he warns, and he suggests all avoid it. Go back to (60).

15. Your Swimmer/Diver does not return from his first trip. Guess why. If anyone else wishes to attempt saving that character or any other, go to (15) again. If you now wish to leave, go to (71).

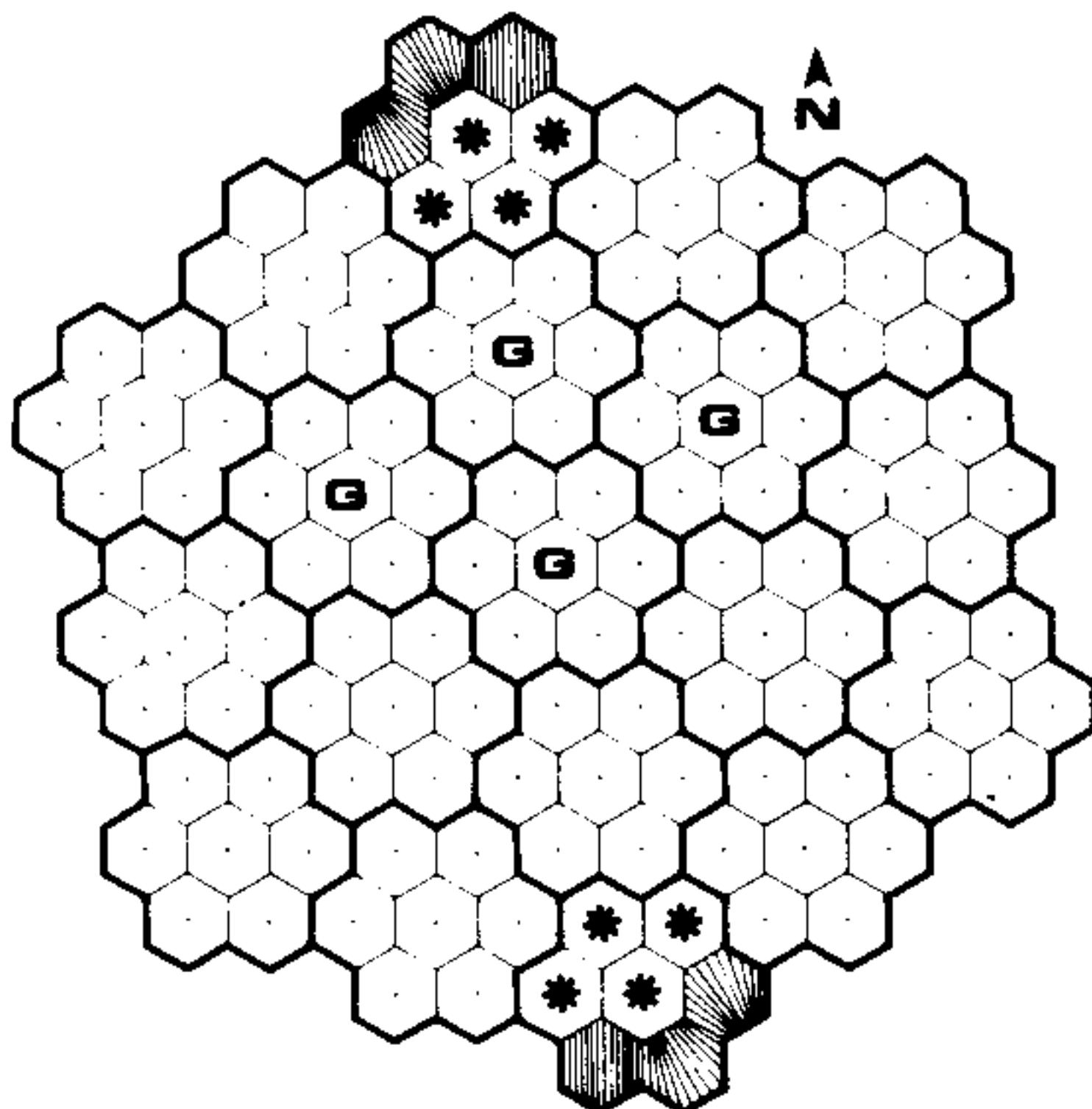
16. Move each character 2 hexes. Roll one die--on a roll of 6, go to (112). On any other roll you may continue walking, repeating this procedure, or you may go back to (70) if you wish to choose another option. If you make it to an exit, go to (131).

17. One of the two easternmost hobgoblins runs to a concealed lever (marked L) and throws it. Ka-thunk! From the ceiling drop several megahex sized cages! One cage falls over the entrance megahex (blocking escape here), one falls in each of the megahexes marked (0), one each falls in two of the megahexes marked (1), and one falls in one of the megahexes marked (11)--determine this randomly. Each character must make a 4 die roll vs DX to avoid being trapped by a cage if one descended on the megahex he occupied. (See instruction (47) if you were investigating the room further.) Characters successful in their DX rolls should be moved to a clear adjacent megahex of their choice. Combat begins next turn; the hobgoblins will fight with preference those characters outside cages. Enemy bowmen attack quest bowmen or wizards in or out of cages with preference to all others. Those caged, go to (32). All others, go to (67).

18. The thugs slaughter you without mercy. So ends the quest.

19. You notice nothing of importance. The wizard points a crooked finger at your group and speaks a single word: "Kill." Go to (74) immediately.

20. This is the Aquamarine Room (record this) at Level One of the Tower. Please see the appropriately labelled map. The room is empty save for large, shambling forms (humanoid) at the marked G's. There is a heavy smell of rotting flesh in the room, and the floor is littered with a carpet of small bones and anonymous body parts and fluids. You may now: leave the way you came (9), attack, immediately moving all your characters 1/2 their MA or less (48), walk into the room at 2 hexes per turn



(29), or do nothing while examining the room further (79).

21. Go to (49).

22. "That's better", states their leader. "You may pass." The warriors resume their original positions on the map (B's). You may now attack, immediately moving all your characters 1/2 their MA or less (12), or exit using either the ascending or descending stairs (91). You must leave your daggers, for exceptions, see below--and they won't be there upon your return. If at any time during your straight course to the north (or south) exit you change your mind and decide to attack, see above instructions and go to (12). The thugs won't have let their guard down; in fact, if anyone strays so much as one hex toward their group, they will attack with initiative (12).

If anyone in your group is a thief or a master thief, he may choose to "palm" the dagger he was supposed to have left. The bandits as a group get one four die roll vs IQ to discover the thief's ploy; 5 die if you are a master thief. (This also holds true for hidden daggers.) If the ruse is discovered, go to (12). All the bandits have IQ 11.

23. Did a still-conscious reptilian fighter fall into the sand during the fight? If so, go to (15). If no, then the person searching finds a veritable treasure trove of weapons at the bottom of the sandy pit. At least one example of every weapon in the regular **MELEE** rules is present (no exotic weapons). There is no treasure, body armor, or shields. To leave now, go to (71).

24. Nothing happens. You notice that the walls of the room appear to be scarred smooth, as if abraded by some antagonist. Go back to (70) and choose again carefully.

25. Did you make it past the wizard's gargoyles? The wizard is wearing leather armor. If your attack was a regular adjacent hex combat, go to (138). If it was a successful missile weapon or thrown weapon attack, go to (37).

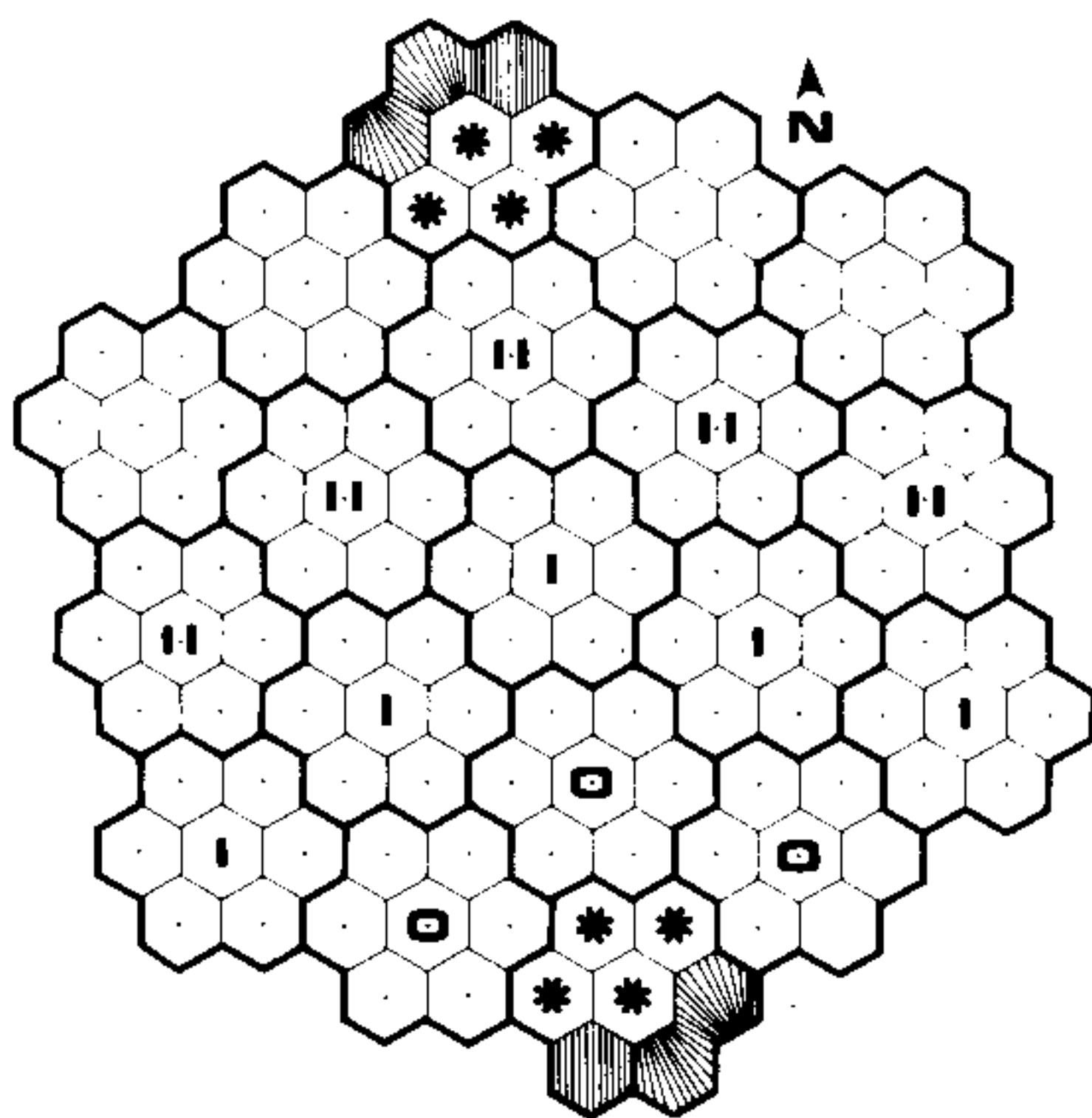
26. Move all characters 2 hexes. If any character entered a hex devoid of plants (shaded hexes), go to (96). Otherwise, all note that the ground beneath them is slippery and marshy, requiring a 4 die roll vs DX for all characters in leather armor or less who also move more than two hexes in one turn. Figures with heavier armor may negotiate this terrain as if it is clear. Go to (38).

27. Roll a die. On a 1,2--go to (85); on a 3,4--go to (63); on a 5,6--go to (134).

28. The two hobgoblins nearest the north exit turn and dodge to a concealed lever (marked L) in the wall behind them. The other two do not move forward, but dodge instead for this turn. If either hobgoblin makes it to a lever, go to (17). If not, all will go to (67) next turn.

29. Move each character 2 hexes. You note that the floor is very slippery; anyone moving over 2 hexes per turn (besides the ghouls at each G) must make a 4 die saving roll vs DX to keep from falling. Go directly to (79).

30. This is the Turquoise Room (record this!) at Level One of the Tower (see appropriately labelled map). The room is filled with a thick cold mist, which cuts vision down to two hexes. You smell/sense/hear nothing in the room. You may now: run for the opposite wall and its exit at full MA (4), walk into the room at 2 hexes per turn (221), do nothing while examining the room further (11), or turn to leave the way you came (61).



31. Move each figure his first two hexes. "We've no replacements!" shouts one. "It's a trick!" says another. Go immediately to (49).

32. For those trapped in cages, the cages are made of iron and are impervious to weapon attack. They are roofed with iron, have no doors, and are firmly driven into the floor by iron pegs (these were the holes seen in the floor earlier). To escape a cage you must lift it off by: (Turn 1) kneeling and grasping the cage; (Turn 2) lifting the cage; (Turn 3) standing and rearming. To lift a

cage a single character must roll his unadjusted ST or less on 5 dice. Two characters lifting the same cage would require only 4 die vs the ST of the stronger character; 3 characters, 3 die, etc. No character of 8 ST or less may either attempt to lift or aid another character in lifting, though they can slip through the bars at -3 to their MA. If an unsuccessful lifting roll is made, next turn another attempt may be made or that figure may stand and rearm.

A wizard may summon a beast (no illusions or images) to aid him, see above rules. Any creature of ST 30 or greater is considered 2 men for lifting purposes. A mage can also destroy one side of a cage with a 4 ST Fireball, a 3 ST Lightning bolt, a 2 ST Wizard's Wrath, or a Break Weapon spell.

Cages can only be toppled over into clear (uncaged) megahexes. Any further movement made into or through that megahex is done at half normal MA.

All regular weapon attacks made to or from a cage are at -4 DX. Characters inside cages have normal facing, though. A wizard casting spells through--but not on--a cage is at -4 DX also (remember, magic and metal don't mix).

Now go to (67) and fight.

33. This ground is extremely marshy. Characters wearing armor heavier than leather will be able to negotiate this terrain as if it were not there. Figures wearing leather or less must roll 4 die vs DX to keep from falling every turn that they move more than 2 hexes per turn. In either case, go to (38).

34. You may leave. Ascending/north exit (instruction D), or descending/south exit (instruction J).

35. Move all characters full MA. You now note that both exiting curtains have been replaced with rock! Go to (112).

36. You've just drowned. If you have **TFT: IN THE LABYRINTH** rules, your companions have the next 12 turns to attempt rescue, and then only if someone has Diver Talent. If a still-conscious reptile warrior was knocked into the sand, you might want to think twice before jumping in. If you still wish to try, go to (23). Otherwise, back to (38).

37. Your missile or thrown weapon returns to you! Roll for damage. The wizard had a Reverse Missile enchantment on him--he's no fool! Return to (74) and fight.

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4777.777.77.77777777.

38. Out of the shaded central megahexes come 4 reptilian warriors. They make their way--seeming to swim through the sand--to the marked hexes (R). See map. Generate these fighters in the following manner:

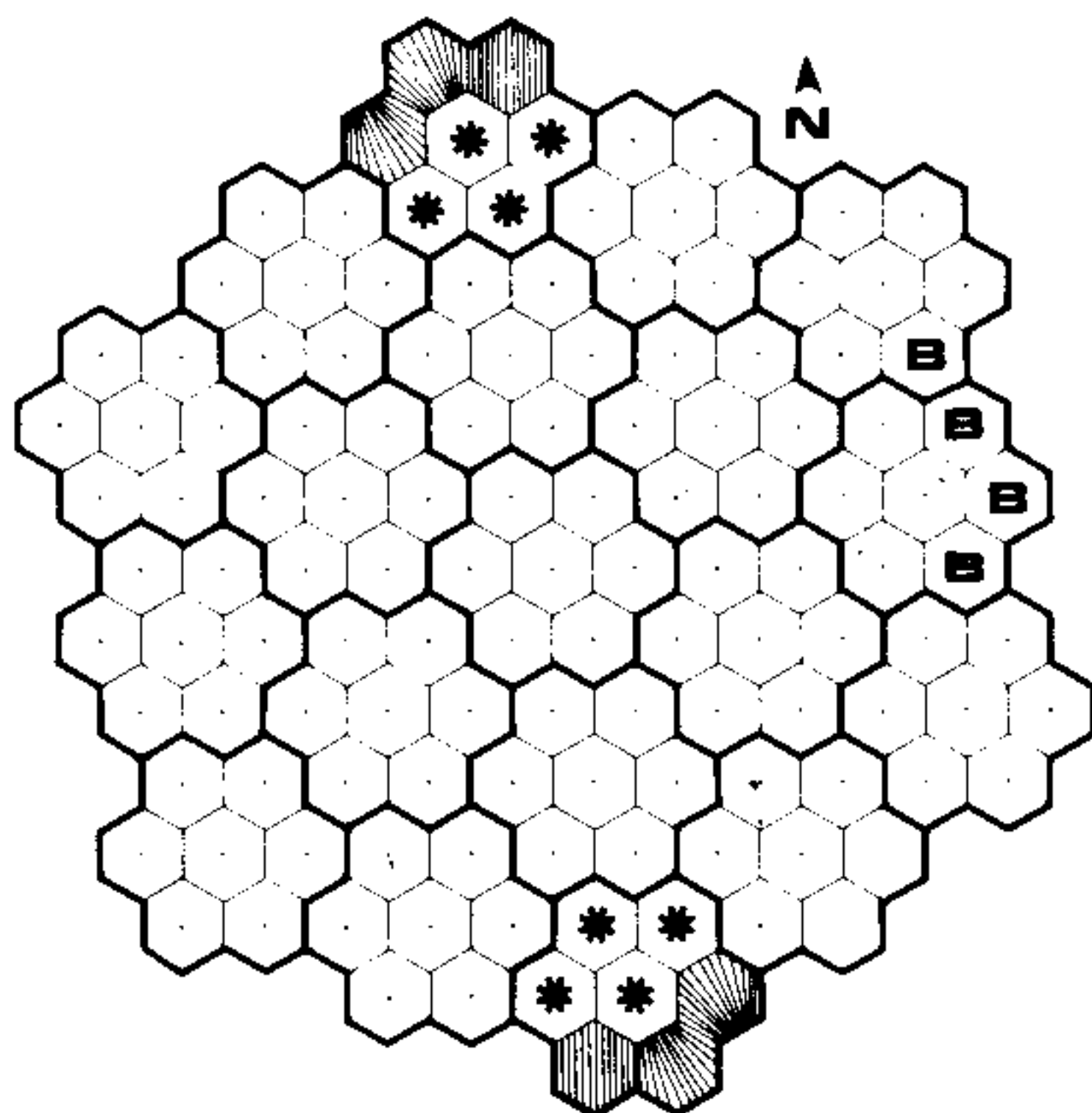
$$\begin{aligned} 2 \text{ die} + 7 &= \text{ST} \\ 2 \text{ die} + 6 &= \text{DX} \\ 2 \text{ die} + 4 &= \text{IQ} \quad (\text{Minimum of } 8) \\ \text{MA} &= 10 \end{aligned}$$

Those of ST 13 or less fight with appropriate weight weapons. Those of ST 14 or greater go HTH (2+2 die damage) and are unarmed. All are without armor and shields and move normally within this room.

You may now: try to leave (53), or fight to the death; if successful, go to (102). Those reptiles with weapons will try to force characters back into the shaded central megahexes--if this happens, go to (96). If a reptile man gets knocked into the shaded area, go to (84). If anyone--besides a reptile man--moves more than two hexes a turn, go to (76). If you disengage from the fight and make it to an exit, (71). If you have a reptile warrior in your quest, he will not fight in this room, but immediately take the descending/south exit (instruction K) and will remain outside the room until the conflict is over.

39. If you reached the south/descending exit, you bounce: the curtain won't let you pass. You end your turn with your back to the room; go back to (49) and fight. If you made the north/ascending exit, you pass; go to (instruction B).

40. This is the Brown Room (record this) at Level Two of the Tower (see appropriately labelled map).



The room is empty save for four rather crisp looking bandits haughtily leaning against the walls at places marked (B). They appear to be in leather jerkins with small shields and are armed with cutlasses. As they see your band they straighten and shout out, "Hold fast!"

You may now: "hold fast", doing nothing while examining the room further (5), attack, immediately moving all your characters $1/2$ their MA or less (12), run for the opposite exit (51), or turn to leave (91).

41. Go to (107).

42. The night-gaunt utters a low moan, and suddenly dissolves into mist! It will not return--you have disposed of it for this day. Go back to (52) and complete the fight.

43. The wizard collapses; he is dead. All the gargoyles in the room disappear. You may now leave: ascending/north stairs (instruction D) or descending/south stairs (instruction J), or you may investigate the wizard's body (177).

44. The snakes are all ST 12, DX 12, IQ 4, MA 6, and poisonous! You are not at a -3 DX to strike them this turn because they are partially held in place. Their bite does 1-1 die damage. Anyone bitten who loses ST points must make a 4-die roll vs ST to resist poisoning. If he fails, he takes another 2 die damage from poison immediately (no protection).

In addition to this the attacked snakes, and all snakes in megahexes adjacent to the snake(s) attacked, break their bonds. Next turn they will move to attack you and all characters are at -3 to hit them.

You may now try to disengage and/or run for an exit attempting to avoid the front hexes of the newly freed snakes (198), or desengage and/or run past bound snakes (228), or fight to the death; if you kill the snakes, go to (182). Different characters may choose different options among those offered above.

45. You all feel a slight tremor pass through the room. Go to (75).

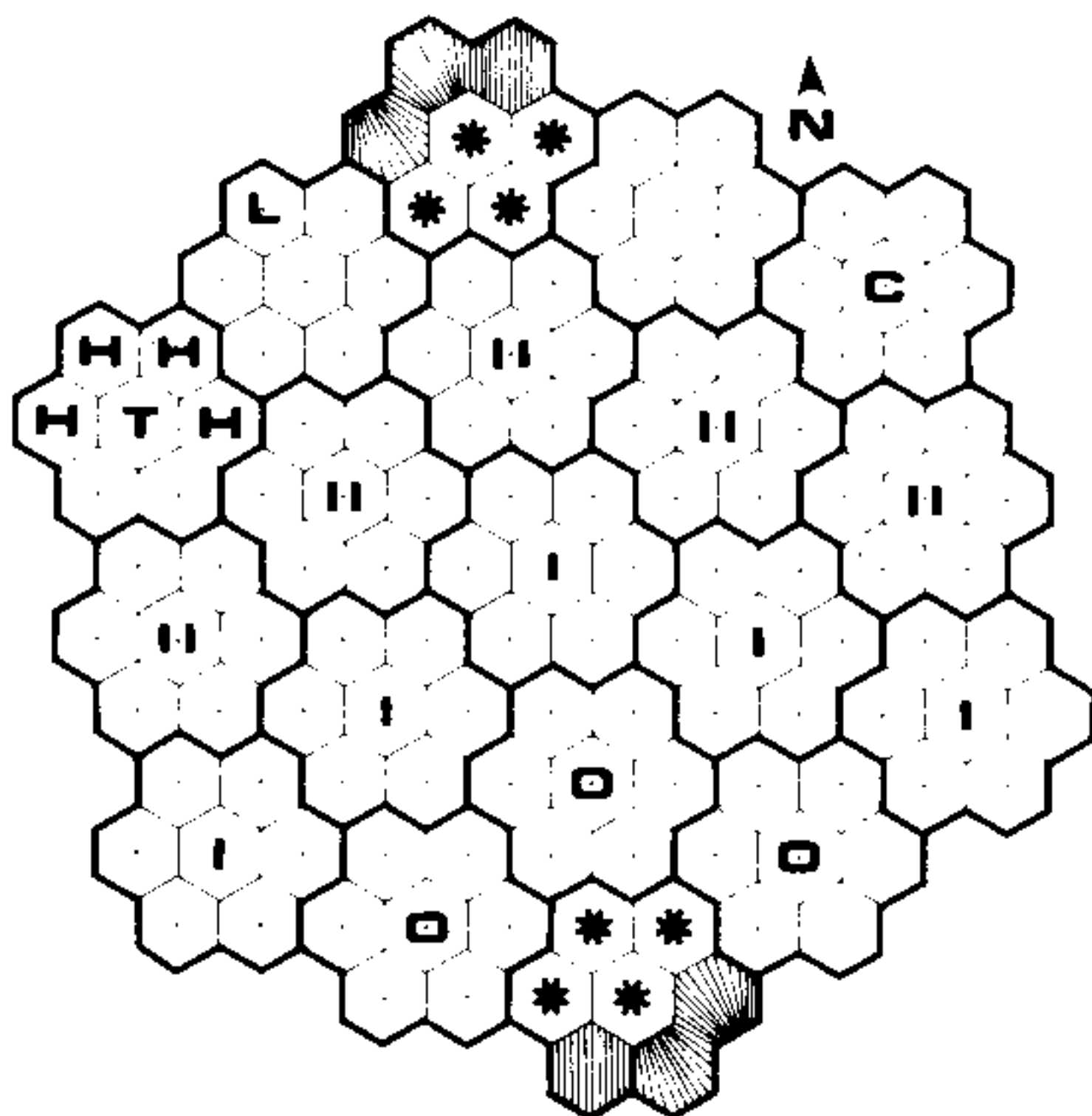
46. The ring does nothing--as it should, since you are outside the powers of the Thorsz.

47. Go to (17), however, each character who was investigating the room further gets to roll oneless die for his saving roll attempt.

48. The four G's are ghouls; ST 20, DX 11, IQ 8, MA 10 with no weapons but hands and teeth that do 1+2 die damage in either regular or HTH combat.

These creatures--who feast on the dead--attack and seek HTH combat with quest members. The floor of the room is slippery with body remains. Anyone moving over 2 hexes per turn (except the ghouls) must make a 4 die saving roll vs DX to keep from falling. You may now try to leave (9), or fight to the death. If anyone disengages from combat and makes it to either stairway, go to (224). (Remember, moving more than 2 hexes/turn requires a 4 die vs DX roll.) If you defeat the ghouls, go to (58).

49. "Intruders!" screams a warrior. All characters around the table stand up, turn, and arm themselves (one turn) but cannot strike this turn. Those warriors at (L) awaken (as they were asleep). Next turn they will be able to rise and arm themselves (but not attack). Roll all these fighters up from the Fighter Table. Those around the table are drunk, so roll one die and subtract it from their DX, down to a maximum adjusted DX of 8. For this combat, their IQ's are considered also to be adjusted to 8. Those characters awakening are not drunk, and suffer no IQ or DX adjustment. You may now try to leave (59), or attack. If you kill all the warriors, go to (78). If someone disengages from the fight and makes it to an exit, go to (39). If you surrender at any time, go to (18).



50. This is the Earthen Room (record this) at Level Two of the Tower (see appropriately labelled map). It is empty of obstacles save for a table in the center of the northwest megahex (T), and a large chest in the center of the northeast megahex (C). In the floor of the room you see many regularly spaced holes, about 5 cm in diameter. Around the

table sit four hobgoblins (H's) eating a meal. Roll each up from the Fighter Table. As you enter, they all look up and rise from their chairs, arming themselves.

You may now: turn to leave (6), attack, immediately moving all characters 1/2 their MA or less (28), or do nothing while examining the room further (47). Different characters may choose different options from the above list.

51. After moving your characters whatever MA each wished, go to (12).

52. Most of the mist begins to dissipate. You can now see that two of the megahexes on the map marked (I), are pits (decide arbitrarily). Also, of those megahexes marked (II), two again are pits (random assignment). Now you see that some mist nearby begins to coalesce--to take form and substance. Four warrior-like figures emerge from this--your blood chills as you realize these fighters are night-gaunts (for those lacking **TFT: IN THE LABYRINTH**, night-gaunts fight and have attributes the same as humanoids, with exceptions noted below).

Generate these figures as follows:

Roll 2 die + 7 = ST

Roll 2 die + 6 = DX

1 = IQ

10 = MA

None has armor. Those of 12 ST or less will use appropriate swords. The others will fight HTH barehanded, doing 1+2 damage in such cases. They appear--one per megahex--in the center of each clear (not pit) megahex closest to your adventurers (not including megahexes marked "O"). If a figure has fallen into a pit, the nearest unarmed night-gaunt will attack him HTH. As you can only at best be standing up, no HTH reaction roll is made. If no figures have fallen into pits, the night-gaunts will group and then attack en mass. If during combat a night-gaunt's ST drops to 3 or below, go to (42). If a night-gaunt is forced into a pit, go to (77). If you are forced into a pit, see (4) and realize your opponent will follow next turn attempting HTH. If you wish to leave now, or if anyone desengages and makes it to a curtain, go to (61). If you kill them all, go to (86).

53. You bounce; the curtains refuse to part. Go to (38) and fight.

54. You can see that the orb is not trapped in any manner. Pick it up (68), or no--go to (146) if you must fight the beast; go to (174) if you want to

retrace your steps and/or leave. If the beast is already dead, you may go directly to (191) to leave.

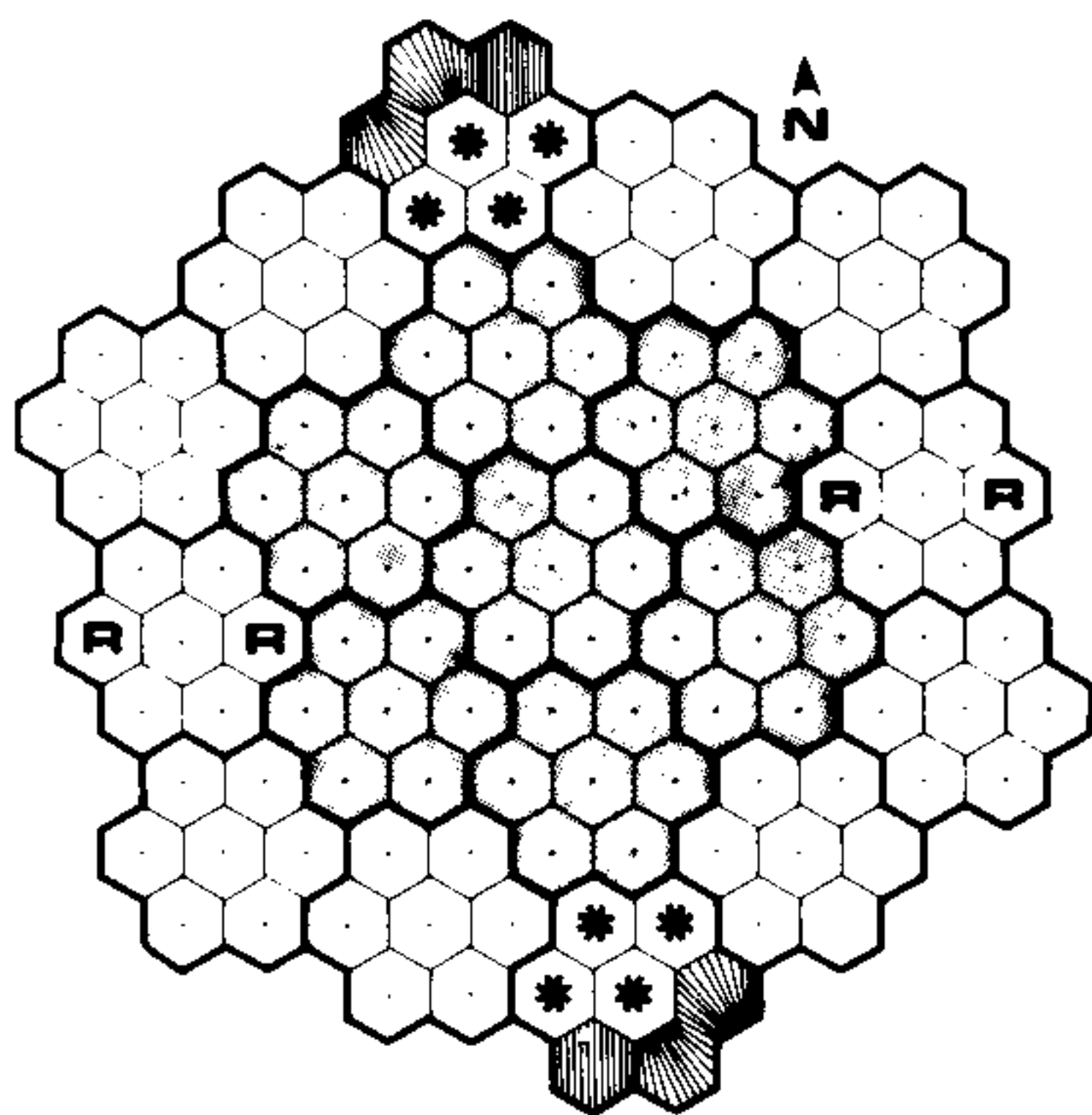
55. The ring glows--and breaks! Too old for the call, it seems.

56. If this was the ascending exit, go to (83). The descending exit, (121).

57. Smart thinking--clears an escape route if necessary. Go back to (13).

58. After disposing of the ghouls, a superficial search of the room yields nothing. If you wish to thoroughly search the room, go to (108). If you now wish to leave, you may do so: ascending/north stairs (instruction B) or descending/south stairs (instruction L).

59. Go to (89).



60. This is the Sand Room (record this) at Level Two of the Tower (see appropriately labelled map). It is totally devoid of obstacles. You note that the floor you stand on is composed of a marshy substance and covered with a tough, grassy growth. The center megahex (megahex and surrounding megahexes; shaded area on map) is oddly devoid of this plant, and appears as a smooth sandy surface. (If you have a Naturalist in your party, go to (14) immediately.) You may now: walk into the room at 2 hexes per turn (26), run into the room at full MA (76), do nothing while examining the room further (38), or turn to leave (71).

61. If you went to the ascending/north exit, you may pass: go to (instruction B). If you went to the descending/south exit, you bounce, ending movement there with your back facing the room. In the later case, go to (52)

62. They don't feel like arguing and grow

suspicious--go to (12) and you've lost the movement initiative for the next turn.

63. Megahex-sized cages drop from the ceiling, blanketing the room! These cages fall into every megahex that hadn't had a cage fall on them earlier (if you had not earlier seen this trap triggered through numbered instructions, then this means the entire room is enclosed in cages). Previously tipped-over cages are knocked aside into clear megahexes.

Everyone in your quest who has a cage descending upon him gets a 3 die saving roll vs DX to dodge to an adjacent clear megahex, if there is one. The curtains won't let you pass. Go to (32) to see how those trapped may escape. If cages occupy every megahex of the room or if you cannot dump any of the cages into a free megahex, go to (8). The curtains remain closed tight until the adventurers are free. Then go to (97).

64. Move each character 2 hexes. "Please," pleads the hydra, "how can I bargain when I'm at your mercy? If you turn the wheel (at W) clockwise, you will release me, and then I shall aid you." You may now: go to investigate the wheel (186), ask the hydra to give its word to aid you (195), or return to (160) and choose another option

65. You determine that the central shaded area is quicksand. It may be effortlessly negotiated, however, by a Swimmer or Diver (if using Talents from **TFT: IN THE LABYRINTH**). If you wish to do so, go to (23). If you wish to leave, go to (71). (If you knocked a still-conscious reptile warrior into the sand previous to this time, you might think twice before entering its domain.)

66. Light swiftly returns to the room. There stands a wizard (W) at the opposite end. The wizard eyes the lone figure opposing him. He speaks; "I warn you, it is foolish and deadly to continue. Your comrades are slain, and you have two levels yet to ascend. Your goal is inaccessible. Leave now or die!" You may take this sage advice and leave (103), or take any other action (94).

67. All the hobgoblins attack, and will fight to the death. If you kill them all, (82). If anyone disengages and makes it to an exit, (101).

68. As you pick it up, you feel power and energy surge through you--you now have: Immunity to Freeze spells, Sleep spells, Control Person spells, other such controlling spells, Stone Flesh, and Reverse Missile spell. The hydra now has none of these, as you can tell your companions. The hydra--if still

alive--will still swipe at you with its tail this turn (you spent this turn retrieving the orb); there is no immunity to that. If not already so, the hydra's chains dissolve, and if not engaged at its original head-facing it will turn and seek to knock the orb-bearer off the Tower's edge by forcing a retreat. If at any time you do fall, go to (instruction S). If you wish to fight the hydra, go to (146), realizing that no magic protects it now. If you ever make it to an exit, go to (191). If you ever wish to throw the orb to a friend or at an enemy, go to (instruction T). To receive the orb's benefits, it must be held in a free hand (so you cannot hold both a weapon or shield and the orb in the same hand).

69. Move each figure these two hexes. "Well, come on in!" roars one warrior. This noise awakens the sleeping warriors at (L), who eye your group warily. You may now attack, moving your characters $1/2$ their MA or less immediately (99), try to leave (89), or continue walking forward two hexes (109).

70. This is the Rock Room (record this) at Level Three of the Tower. It is completely devoid of features (no map needed). A light covering of glowing moss covers the ceiling and floor of the room, poorly illuminating it. If there is a Naturalist or Expert Naturalist in the group, go now to (142). You may otherwise: leave (81), run into the room at full MA (35), walk into the room at 2 hexes per turn (16), or do nothing, examining the room further (24).

71. You may leave: ascending/north exit (instruction C), or descending/south exit (instruction K).

72. With the bandits dead, their bodies give up a total of four gold bars--made note of who is carrying them (if anyone) and remember your MA adjustments. You may freely leave: ascending/north exit (instruction C), or descending/south exit (instruction K).

73. "Wait", says this character. "The chest is booby trapped." By careful examination you realize that it cannot be removed or disarmed. Go back to (13) and choose your next option.

74. The gargoyles, if not already engaged, go airborne, move $1/4$ their flying MA, and attack random quest members seeking HTH combat. They will remain airborne until they succeed in this attack or are dispatched. They are standard **MELEE/WIZARD** types: ST 20, DX 11, IQ 8, MA 16/8, skin stops 3 hits, hands do 2 die damage in regular or HTH combat. Remember, you are at a -4 DX to hit the

flying creatures.

In addition, the malicious mage again claps his hands together, and another gargoyle appears! (placed in a hex adjacent to the wizard, and between him and any approaching quest member. If there is no such free hex available, he will wait--defending if necessary--until one becomes opened. The gargoyle appears during the wizard's option phase--turn). This gargoyle can do nothing for this turn, but will go airborne and seek HTH next turn like its fellows. There should now be one more gargoyle present than you have quest members. The wizard will repeat this maneuver every turn from now on (clap hands and a gargoyle appears) until you defeat him or die.



You may now fight or try for an exit. If anyone makes it to an exit--disengaging or simply running--go to (56). If you wish to disbelieve any of the gargoyles, (113). If you attack the wizard, (25). Remember, the gargoyles are protecting him. If you die, the quest ends here.

75. Huge parts of the ceiling suddenly begin falling. All figures must make a 4 die roll vs DX to escape the cascading rubble. Those who fail take 2 + 1 die damage (body armor protects, as do shields). As this avalanche stops, survivors may exit: ascending/north exit (instruction D), or descending/south exit (instruction J).

76. Move all characters appropriate MA. If any character enters a hex devoid of plants (the unshaded area), go to (33).

77. The night-gaunt shrieks horribly, and before it finishes its fall, disappears as mist once again. Continue the rest of the fight, back at (52).

78. With the warriors dead, a search of the room yields little--3 vases of stale beer, several broken vessels of the same type, three chairs, a table, and a deck of cards. On the table, however, lie 400 copper pieces (2 kg; \$40). The bodies yield one ring bearing the Thorsz's glyph. If you wish to investigate the ring, now or later, go to the Ring Chart. If you wish to leave, you may go either to the north/ascending stairs (instruction B) or to the south/descending stairs (instruction L).

79. The shambling figures stop their random movements, sniffing the air. Suddenly they all turn and attack your party, with movement initiative for the next turn; go to (48).

80. This the Limestone Room (record this) at Level Three of the Tower. It is completely devoid of obstacles (no map needed), but the smell of dust hangs heavy in the air. You may now: walk into the room at 2 hexes per turn (129), run into the room at full MA (141), do nothing while examining the room further (45), or leave (111).

81. You bounce; no exit. Go to (70) and choose again.

82. With the goblins dead, you find no gold or jewels on them. Their food is relatively unpalatable. You may now investigate the chest at the northeast megahex (13), or you may leave (6).

83. You bounce, ending your turn with your backs to the room. Go back to (74) and fight.

84. The reptile man disappears into the sand. Note on your adventure record if he was dead, unconscious, or merely injured. Go back to (38).

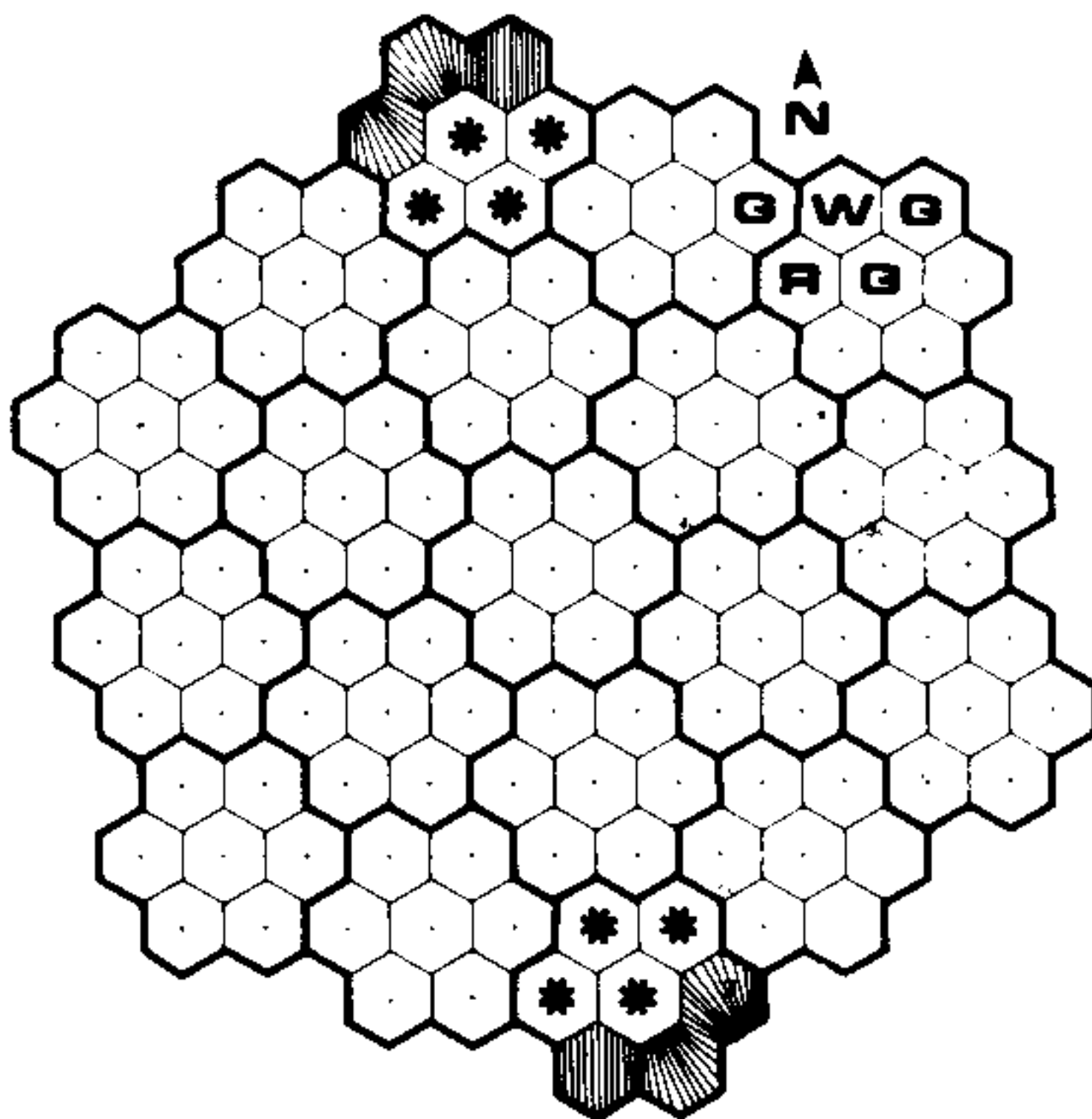
85. Several spears drop from the ceiling. This time you are wary, so only a 3 die roll vs DX is required. If failed, that character takes 1 + 1 die damage. Body armor protects, shields don't. Now go to (97).

86. With the creatures disposed of, a search of the room shows it is empty of contents. You may now spend more time in the room investigating the contents of the pits (98), or you may choose to leave. If you take the ascending/north stairs, go to (instruction B). If you take the descending/south stairs, go to (instruction L).

87. The curtain won't let you pass. Go to (12).

88. The drawbridge remains closed behind you, resistant to all weapons and magic at your disposal. It is obviously protected by enchantments of great potency. As you cannot leave this way, you must now go to the north exit and ascend to the First Level of the Tower (instruction A).

89. The curtain remains solid. You have time to turn around though--go directly to (49).



90. This is the Granite Room (record this) at Level Three of the Tower (see appropriately labelled map). At the present time it is pitch black--NO visibility. Accordingly, you are hesitant to enter further. (IMPORTANT! If you have only one quest member remaining, go to (66) immediately.)

Suddenly the room is flooded with a brilliant light. Slightly dazed, you see a wizard (W) at the opposite end of the room surrounded by gargoyles (G's; there will be one gargoyle fewer than you have quest members left.) Quickly the mage claps his hands together, and another gargoyle appears (R). There should now be the same number of beasts present as you have party members. The wizard eyes your group coldly.

You may now: speak a one sentence greeting (118), attack, immediately moving your characters 1/2 their MA or less (74), do nothing while examining the room further (19), or leave (143).

91. You may leave. Ascending/north exit (instruction C), or descending/south exit (instruction K).

92. You see that the water is indeed knee-deep and unpopulated by animals of any kind. The archers immediately fire on your group--they are both ST 10, DX 18(16) and have horse bows which fire twice a turn. You may not return fire or move for this turn--you chose to examine the room instead. Go to (166) to begin the next turn--the enemy has movement initiative.

93. You won?--good. The wizard, beasts, and desk have no items of value on them. You may choose to further investigate the wizard's staff or the amulet around his neck (165). If the wizard is merely unconscious, you may attempt to revive him to question him. As he is literate in 3 languages, he will be able to converse intelligently with your party. If you wish to do this, go to (147); otherwise, you may now leave: ascending/north exit (instruction F), or descending/south exit (instruction H).

94. As you begin your action (or inaction) the wizard disappears and is replaced by a fighter (roll him up from the Fighter Table). The exits close with a thump--no one may now enter or exit. The fighter charges. When (if) you kill him, go to (103).

95. When you reach the exit, ascending or descending, you bounce. Count the number of turns each character used to reach the exit, and subtract the number you have from four. This new number is the number of turns that character has left to stop the ceiling's descent using physical strength. Go to (122), disregarding the first sentence of the instruction there. Good luck.

96. The shaded area is quicksand. You fall, and begin to sink. For any character armored in leather or less, roll 4 die vs DX to struggle to the nearest unshaded hex not already occupied. A more heavily armored figure or a character carrying 2 or more kg of money must roll 5 die vs DX to do the same. Next turn your character may stand, taking no other action. Any character with Swimming or Diving talent automatically makes this saving roll, regardless of armor/money worn. Anyone who fails this roll, go to (36). The rest go to (38).

97. At the bottom of the chest (or what is left of it) lie four torches. You may take them (no weight adjustments) or leave them (note which action is taken), and leave. Go to (6).

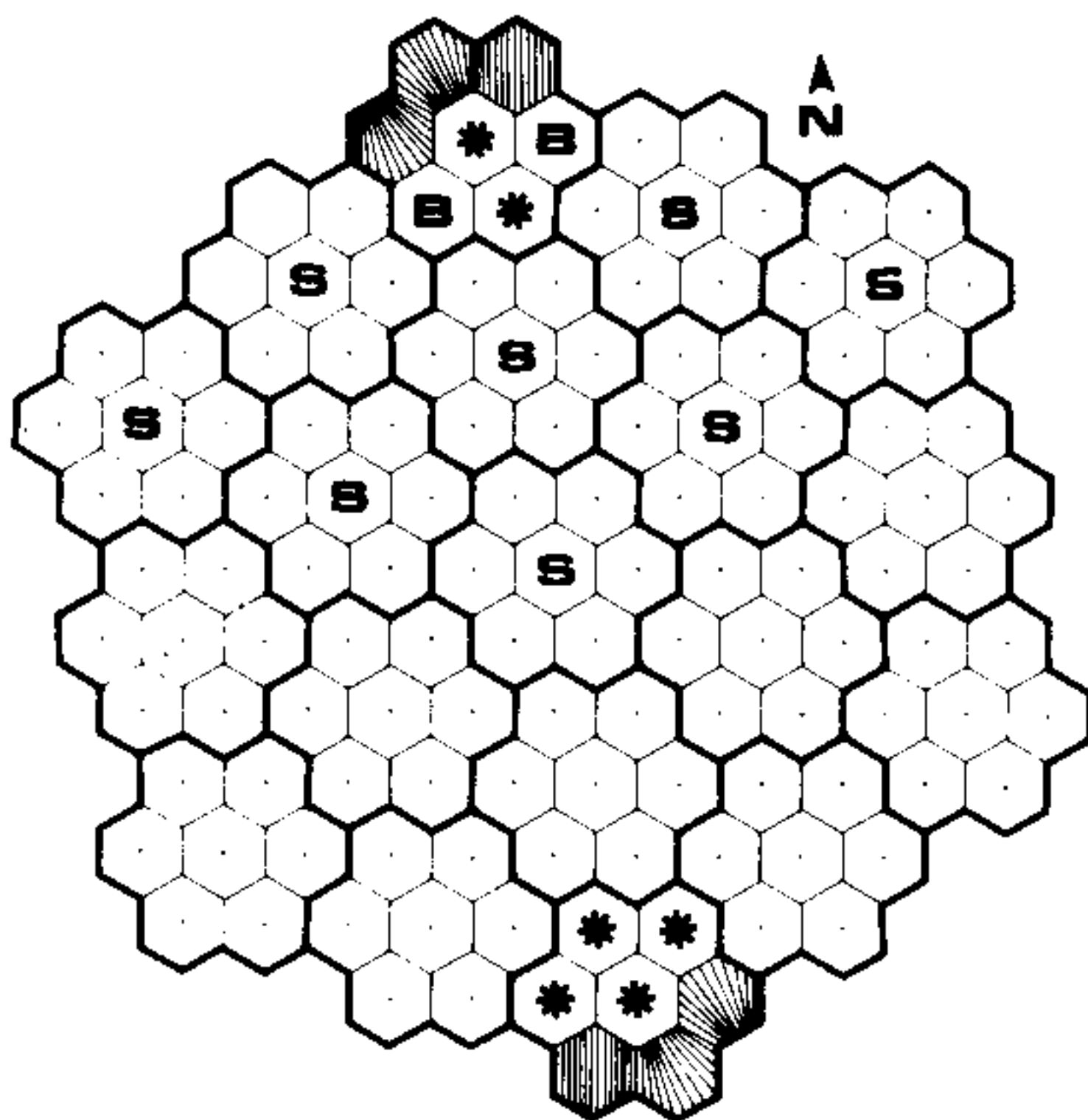
98. The pits yield various rusted and broken arms and armor (all useless), three gold bars, and a ring with the Thorsz's glyph on it. If you wish to investigate the ring, either now or later, consult the Ring Chart. If you wish to take the gold bars, note the characters carrying them (and their MA adjustments). Now you may leave, taking the ascending/north exit (instruction B), or the descending/south exit (instruction L).

99. Realizing that the warriors at (L) have already awakened and are beginning now to stand and rearm, go to (49) to continue this turn.

100. This is the Green Room (record this) on Level Four of the Tower (see appropriately labelled map). At each (S) is a giant snake. At each (B) lies an unmoving body.

As you enter, the snakes raise their heads and glare at you. You immediately note that each snake is held to the ground by a leather thong attached to an iron ring which passes through a hood surrounding the snake's neck.

You may now: leave (119), attack, immediately moving all your characters 1/2 their MA or less (44), do nothing while examining the room further (159), or you may try to run to the opposite exit. As the snakes are bound they cannot impede your movement, but they may strike at you as you pass (228). If you have a Naturalist in your party, go immediately to (175).



101. No luck--the curtain is solid. Go back to (67) and fight, with your back to the room for this turn.

102. If you've now killed the lizardmen, good--you find nothing of value on their bodies or in the room. If you now wish to leave, go to (71). If you wish to investigate further, go to (65).

103. You may leave: ascending/north exit (instruction D), or descending/south exit (instruction J).

104. The beast remains; none are unreal. Go back to (204) and fight.

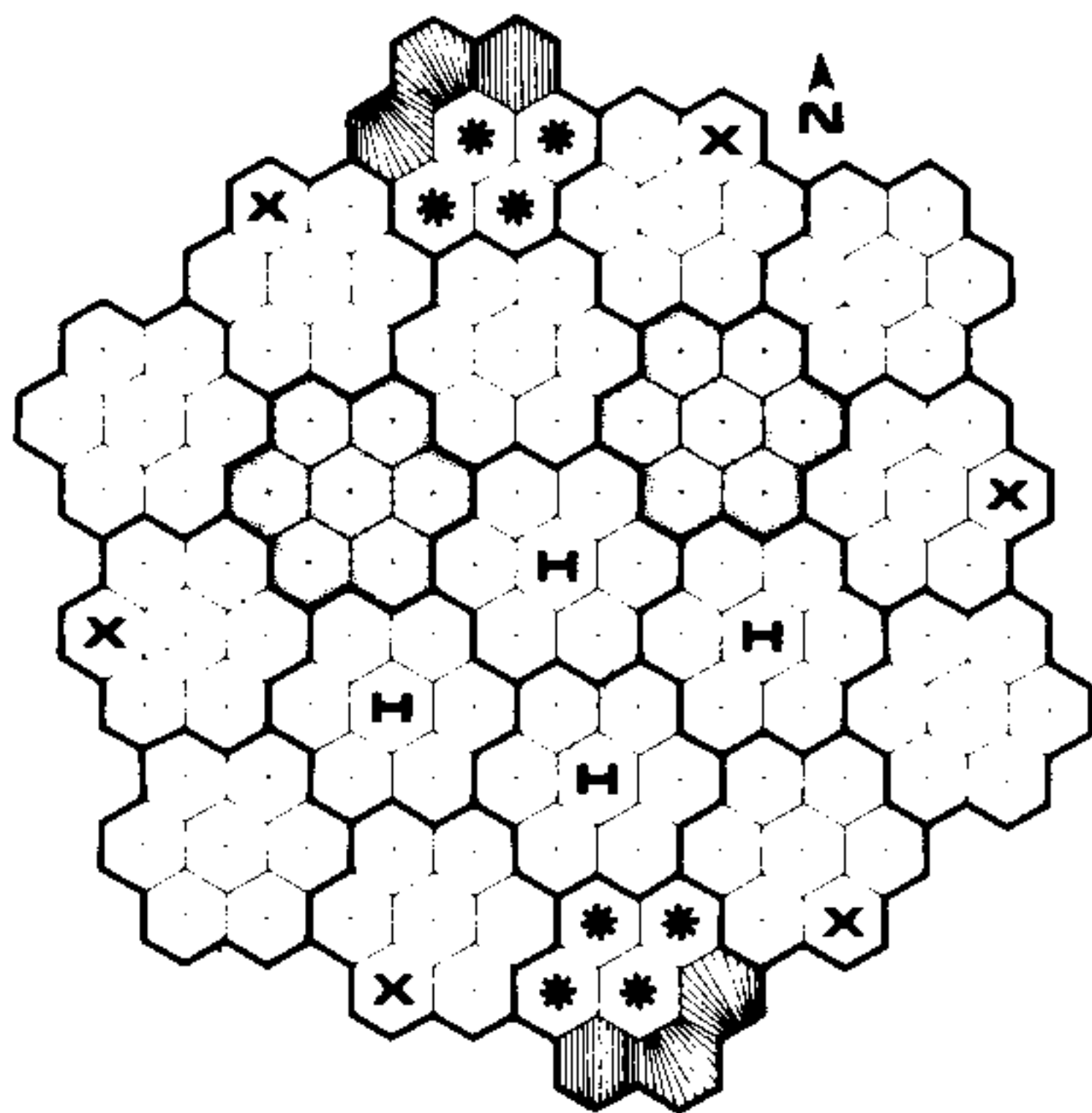
105. You may leave: ascending/north exit (instruction F), or descending/south exit (instruction H).

106. Did you use a successful missile weapon or missile spell or thrown weapon?--if so, go to (126). Was it a regular weapon attack?--if so, go to (146).

107. Regardless of the exit, you bounce, ending your movement with back facing the room. Go to (12) and fight.

108. An intensive search discloses 4 gold bars and a ring (from a severed hand!) bearing the Thorsz's mark. If you wish to investigate the ring, now or later, go to the Ring Chart. Now you may leave; ascending/north stairs (instruction B) or descending/south stairs (instruction L).

109. Move all your characters these next two hexes. Realizing that the warriors at (L) have already awakened and are beginning now to stand and rearm, go to (49) to complete this turn.



110. This is the Emerald Room (record this) at Level Four of the Tower (see appropriate map). It is poorly lit by torches at the centers of each wall (X's). By the torchlight you can see two huge pillars at the blackened megahexes. These appear to be composed of life-sized totem-like figures of hobgoblins armed with various weapons--shortswords,

bows, and the like. You may now: leave (171), walk into the room at two hexes per turn (211), run into the room at full MA (197), move everyone 1/2 their MA or less in preparation for taking some other option (229), or do nothing while examining the room further (184).

111. You bounce; there is no exit. Go now to (75).

112. You hear the low rumbling noise of rock grinding against rock. Looking up, your heart pounds as you see that the ceiling is slowly descending! You may now: stand your ground and try to physically halt the roof's fall (122), run for an exit (95), or designate figures who will choose either option (122 for those who hold, 95 for those who run).

113. If you are successful with your 3-die vs IQ roll, go to (158). Otherwise, go back to (74) and fight.

114. Go to (227)--hope you know the potion's nature now.

115. Move each character his full MA. The "heaps" move 2 hexes to attack these figures--they are green slimes. Furthermore, you see a small lizard at the very far north/exit hex (B). Now go to (206).

116. If you rolled a one: as soon as 1) both gargoyles are engaged in HTH combat or 2) one gargoyle is killed, another gargoyle appears in a window (W)--random placement. (He appears during the movement phase of the following turn.) He may take no other action this turn, but next turn will go HTH with any non-HTH-engaged figure. If hit with 8 or more points and knocked out his window, he will fly to a different one (within his flying MA of 16) next turn. Read on below.

If you rolled a 2, 3, 4, or 5 read the instructions under "If you rolled a one", (above) and return here after following them. As soon as this third gargoyle is 1) engaged in HTH or 2) a gargoyle is killed at or since its appearance, a fourth gargoyle appears (during movement phase) at a random window. It follows the same rules as the gargoyle in the previous instruction. Read on below.

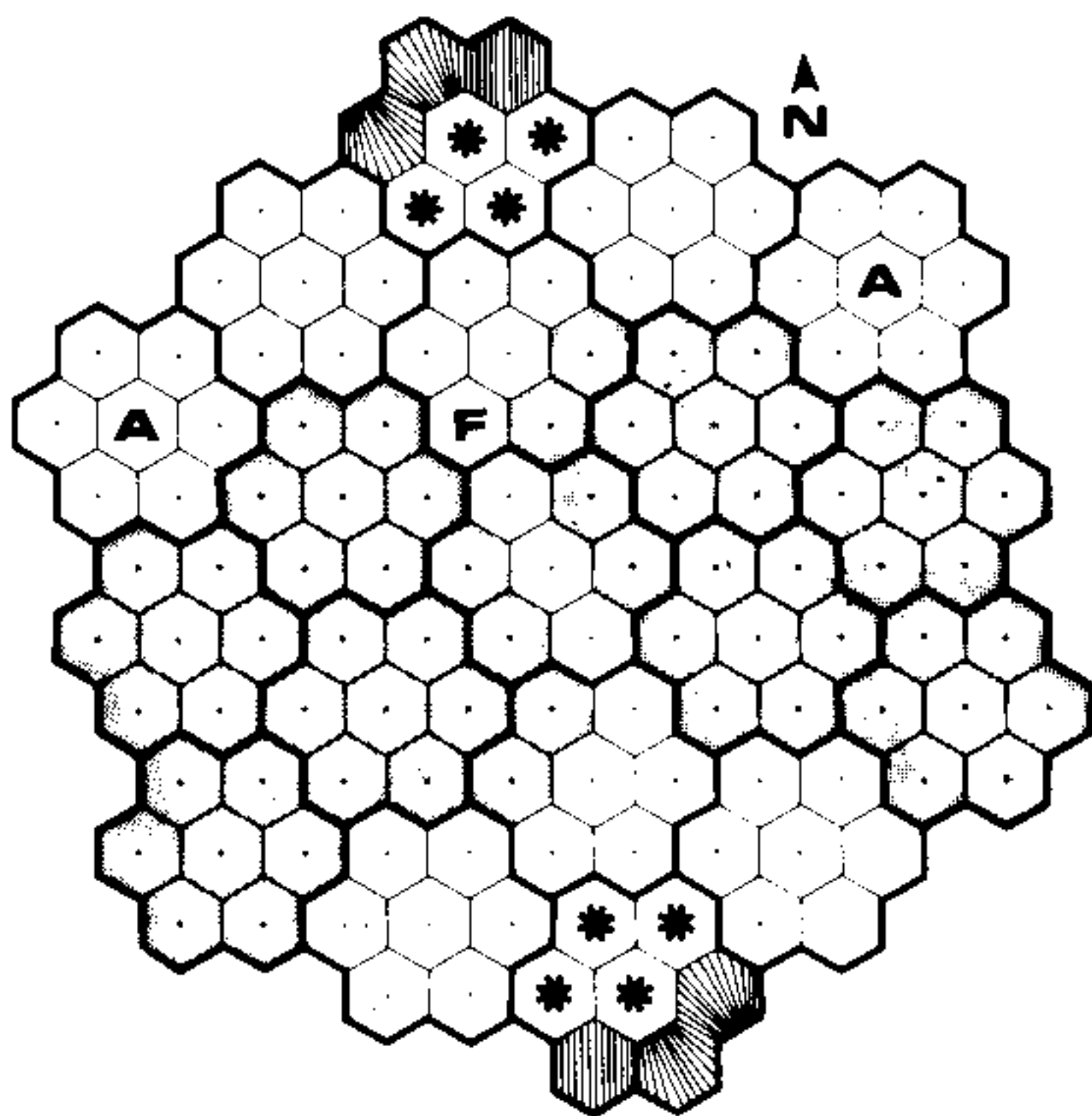
If you rolled a 6: read all of the above instructions and follow them. As soon as the fourth gargoyle is engaged in HTH or a gargoyle is killed at or since its appearance, a fifth gargoyle appears, same style and actions as previous instructions.

You may now: fight and kill all the gargoyles (152), or, if you disengage or simply flee and make it to an exit, (203). If things go really bad, you can always jump out a window (instruction S).

117. You may leave: ascending/north exit (instruction F), or descending/south exit (instruction H).

118. The wizard laughs grimly: go immediately to (74) to start the next turn.

119. You may leave: north/ascending exit (instruction E), or south/descending exit (instruction I). If you are at an exit containing a body and wish to investigate, go to (218).



120. This is the Lime Room (record this) at Level Four of the Tower (see appropriate map). At the shadowed hexes are two large expanses of knee-deep water. In between the two is a one hex rock path. At the other end of the room are 3 figures. One (F) straddles the opposite end of the path (roll him up from the Fighter Table; if he had a bow weapon as his primary weapon, he will have his regular secondary weapon ready instead.) The two others, at either side, are armed with bows of some sort. You may now: leave (137), hail the other characters (188), attack, immediately moving your characters 1/2 their MA or less (166), or do nothing while examining the room further (92).

121. You bounce, ending your turn with your backs to the room; there is no exit here. Go to (74) and fight.

122. You now have 4 turns to try to stop the ceiling's descent by using your physical ST (unadjusted by combat losses). Be assured, the exits are blocked. To stop the roof's fall requires a character roll his unadjusted ST or less on 5

dice! Nothing but bodily contact will stop this descent--a wizard may use a summoned creature to attempt this, but illusions and images are useless. (The summoned beast will have fewer than four turns to aid your group, depending on how quickly it was successfully summoned.) Each conscious character in the group may make one roll per turn to try and halt the roof. If you are successful, go to (131). If you aren't, you are dead. Roll very carefully, and good luck.

123. The curtain refuses to part. You bounce, ending your entire turn with your back to the room. Go back to (148) and fight.

124. The ring works! It allows communication with anyone else wearing a similar ring. Helpful if you get split up, you know.

125. If there is one character left in your quest, (149). If there are two characters left in your quest, (157). If there are three characters left in your quest, (179). If there are four characters left in your quest, (132).

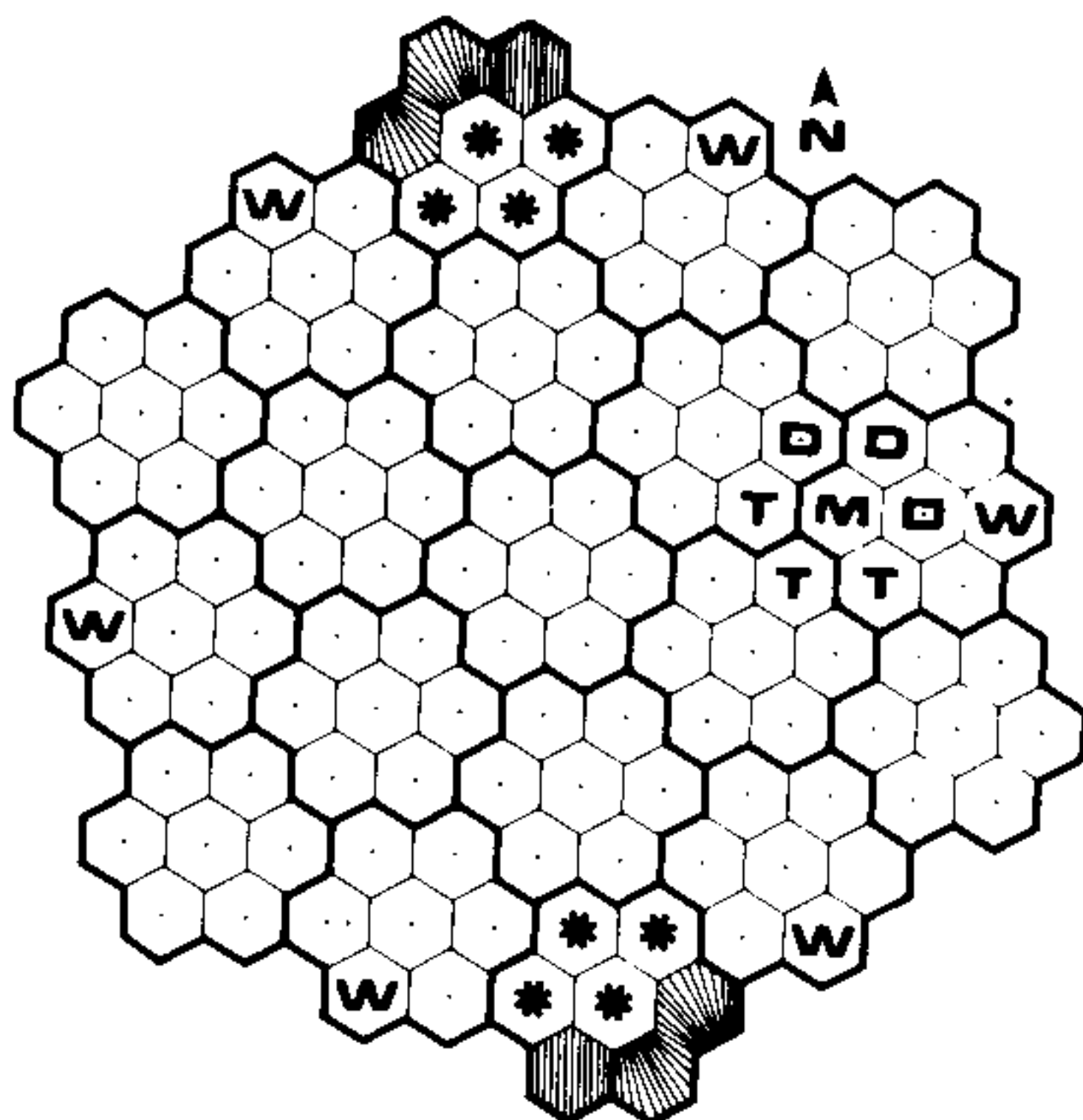
126. If a missile weapon or spell thrown weapon was used, it returns to its owner with full force. The hydra is protecting the orb, and the orb vice-versa (not the least among its attributes being Reverse Missile for its protection). Go to (160) and choose again.

127. Move each figure two hexes. The gargoyles screech and fly toward the nearest party members. The gargoyles screech and fly toward the nearest party members, attacking HTH. Go to (222).

128. The character, if of whole body (i.e., not charred to a crisp, dissolved by a slime, etc.) snorts! His color returns, his eyes blink open; he is now at ST 3 and much shaken from his experience. If he survives the quest, he must subtract 5 attribute points from his ST, DX, or IQ totals (which may be regained normally) but is alive and well otherwise. Return from whence you came.

129. Move each character 2 hexes. Roll one die--on a 5, 6 go to (75). On any other roll you may continue walking, repeating this procedure, or you may go back to (80) and choose another option. If you make it to an exit while walking, go to (34).

130. This the the Red Room (record this) at Level Five of the Tower (see appropriate map). It is an elaborately decorated room that looks like an office of some kind. The afternoon sun shines through the colored panes of windows (located at the centers of each wall (see W's). The room is empty save for a large table (T's) behind which sits a figure robed



in red (M). He looks slightly surprised to see you and explains that he is the testing officer, and that this maze has actually been another test devised by the Thorsz. "One moment," he states, "and I will calculate your total point result." He begins mumbling under his breath. You may now: leave (117), attack, immediately moving all your characters 1/2 their MA or less (204), or do nothing while examining the room and occupant further (212). If you have a wizard in your party, go to (226) immediately.

131. Congratulations--you may now leave: ascending (north) exit (instruction D) or descending (south) exit (instruction J).

132. "Fools!" he screams, "I will destroy you all!" He disappears, and a Cidri octopus appears in his place. It is ST 30, DX 15, IQ 10, MA 8; skin stops 2 hits/attack. It is armed with 3 morningstars, and attacks immediately. The doors remain locked until the conflict is ended. When (if) you win, the drawbridge will open; then go to (230) to leave.

133. This potion restores 2 hits or all the drinker's lost ST, whichever is less. Return to wherever you came from.

134. The chest explodes! All figures adjacent to the chest take 1+1 die damage, those 2 hexes away take 1 die damage, those 3 hexes away take 1-1 damage, etc. Body armor and shields both protect. When the smoke clears, go to (97).

135. Move each character 2 hexes. The path tricky indeed. If the hydra were dead, it could be negotiated with ease. With the hydra alive, however, it looks like its tail could strike whoever's on the path, knocking him off the edge! (You would get a

saving roll, of course.) If you wish to assign someone the job of travelling the path, go to (174). If not, to back to (160) and choose another option.

If you are already at battle with the beast, you would go back to (146).

136. If you kill the hobgoblins, good. No gold or other treasure present, but one goblin holds a flask of potion. It has a skull and crossbones printed prominently on it, and smells foully. If ever anyone drinks of it, now or later, go to (227). Make a note of this number now, as it will not guide you back to wherever you came from.

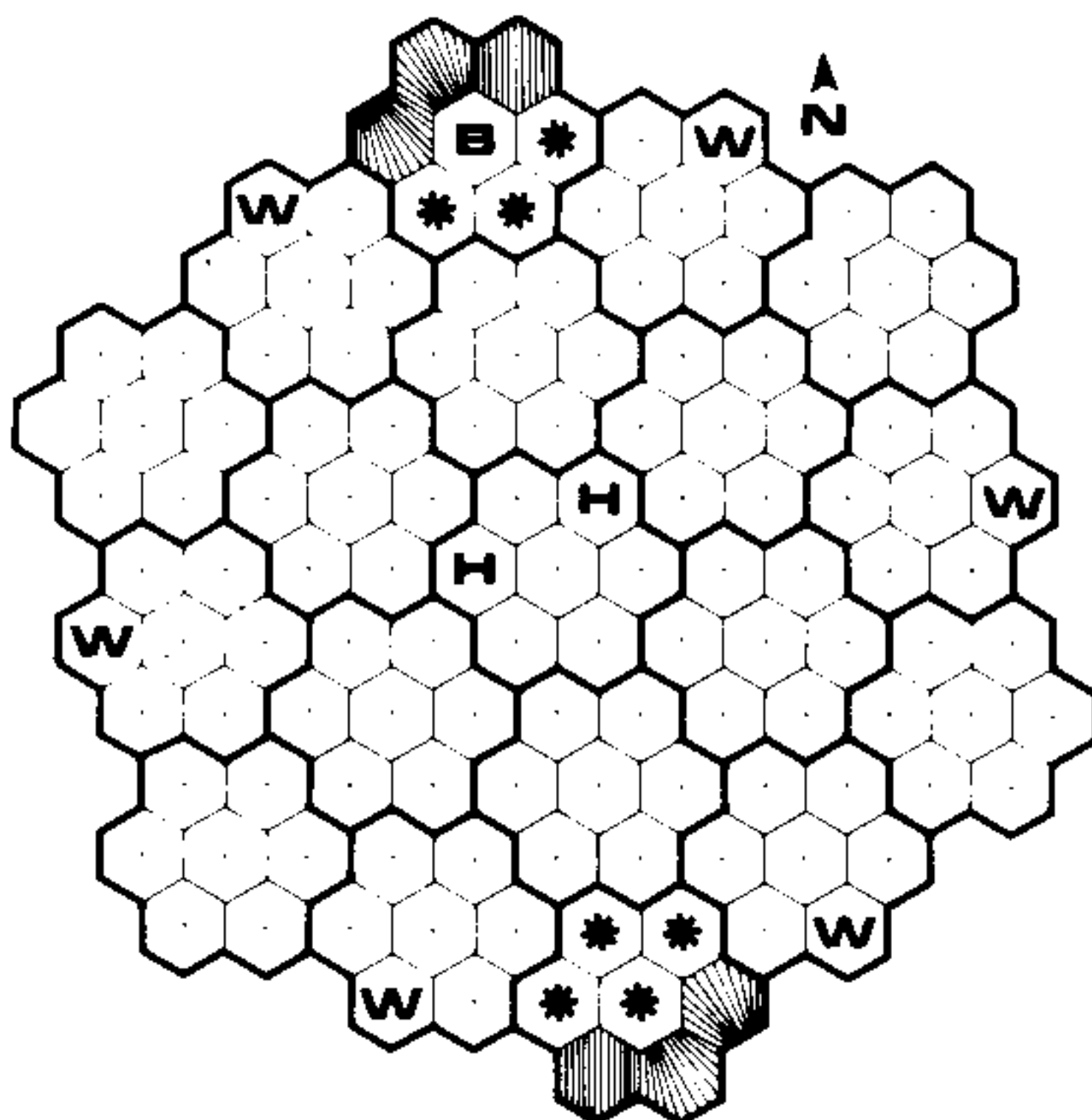
The torches in the room are removable--make a note of anyone who takes any--and the pillars were huge intricately carved totem poles, nothing more. You may now leave: ascending/north exit (instruction E), or descending/south exit (instruction I).

137. You may now leave: ascending/north exit (instruction E), or descending/south exit (instruction I).

138. The attack proceeds at regular DX. If you wound the wizard, go to (43). If you hit him but didn't wound him you threw off his concentration; go to (168).

139. You may leave: ascending/north exit (instruction F), or descending/south exit (instruction H).

140. This is the Orange Room (record this) at Level Five of the Tower (see appropriate map). It is very poorly lit by torches in the center of each wall (W's). The room appears empty, but at the center megahex you can see two large, misshapen heaps (H's)--only one if two or fewer party members remain. They are unmoving.



You may now leave (105), run full MA into the room (115), attack, immediately moving all figures 1/2 their MA or less (181), or do nothing while examining the room further (225). If there is a Naturalist in your party, go to (214) immediately.

141. Move all characters full MA. If you reached an exit, go to (111). Otherwise, go to (75).

142. The Naturalist states that the moss itself is a harmless variety of bio-luminescent fungi. However, he adds that all fungi feed only on dead organic matter--not rock--and should be hard put to survive in this room. With these sobering thoughts, return to (70).

143. You bounce; there is no exit here now. You do get to turn around, though. Go to (74) to start the next turn. The enemy has the initiative.

144. The ring sits there. Closer scrutiny reveals that it is a fake item and of no value.

145. It is simply a cheap dagger and belt. You may now investigate the wizard's body further (177), or you may leave: ascending/north exit (instruction D), or descending/south exit (instruction J).

146. The hydra is ST 30, DX 13, IQ 16, MA 16/8. Its four heads strike doing 1+2 die damage each. If it has not already done so, all its bonds break. The hydra is protected by the orb, which gives it Stone Flesh worth 4 hits/attack. The orb also gives it Reverse Missile plus immunity to Sleep, Control Animal, Freeze, and other such controlling spells.

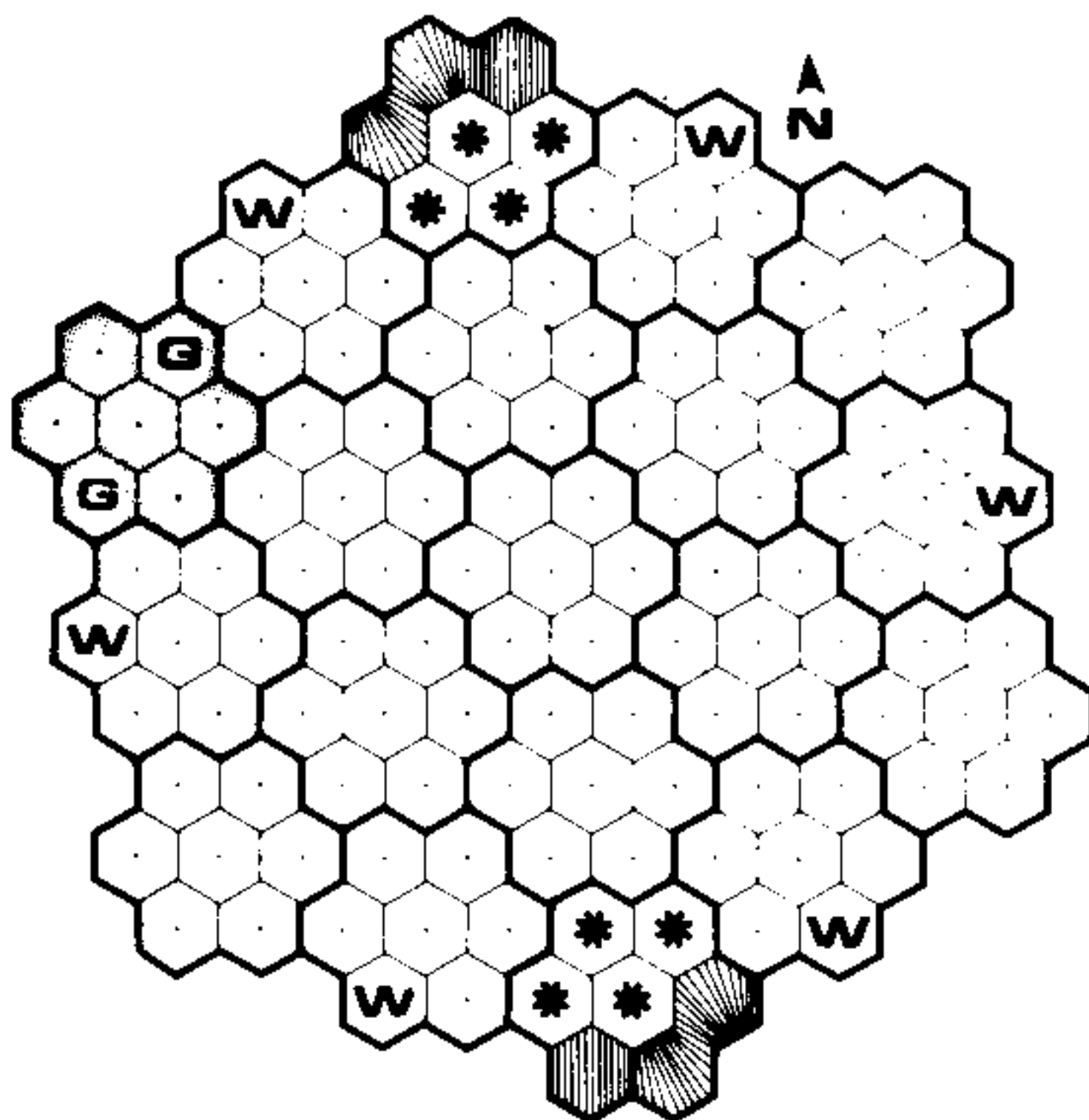
The hydra will attack all opponents and try to force them back off the edge of the Tower, if possible--and will try to back up one hex to seal the path behind it to the orb. (If you have a character on the path at the moment, the hydra will not be able to back up.) If you kill the hydra, go to (208). If you are knocked over the edge, see instruction S. If you disengage now and run, or if at any time your attacking party numbers only one, go to (154). If at any time you wish to investigate the path behind the hydra with a party member, go to (135).

147. Just how do you intend to revive him? Do you have a Physicker, or will you use one of your potions? Or perhaps a spell? State and do whichever (155), or you can simply slit his throat, then go to (93) and leave.

148. The hobgoblins attack, seeking HTH combat. They are all ST 14, DX 14, IQ 10, MA 10, with knives and small shields. Their knives do 1+2 damage in HTH, 1-1 in regular combat. You may now fight to the death--when (if) you win, go to (136)--or disengage

and run; if anyone makes it to an exit, go to (123).

149. "So be it," the mage declares. "Prepare to die!" He disappears, and in his place stands a dire wolf; ST 16, DX 12, IQ 5, MA 12; its fur stops 1 hit per attack, and its bite does 2 dice damage. The doors all remain sealed until the conclusion of the conflict. When (if) you win, the drawbridge will open, and you may leave (230).



150. This is the Magenta Room (record this) at Level Five of the Tower (see appropriate map). It is devoid of features, save a single megahex (shaded) at the northwest portion of the room. Here there is a slight depression filled with sand, four very large eggs, and two gargoyles (G's). (IMPORTANT: there is only one gargoyle if you have only one or two characters left in the quest.) There are also large (1 x 2 meter) windows at the center of each wall of the Tower (W's).

You may now leave (139), walk into the room at 2 hexes per turn (127), run into the room at full MA (213), do nothing while examining the room further (185), or attack, immediately moving your characters 1/2 their MA or less (222).

151. When the amulet is removed, it violently explodes! The character who removed it takes 2 die damage, and any figures in adjacent hexes take 1 die damage (body armor protects, shields don't). Some may realize that the object was both a strength battery and an exploding gem. You may now: examine the wizard's body further (177), or leave: ascending (north) exit (instruction D), or descending (south) exit (instruction J).

152. The gargoyles have no money or weapons. If you decide to destroy the eggs, say so now. You may now leave: ascending/north exit (instruction F), or descending/south exit (instruction H).

153. The drawbridge is down; you may pass. Laughter shatters the silence as you leave the Tower. The Thorsz's messenger waits at its end--outside, as he said he would be. "Perhaps this was not the time," he states. "With your knowledge of the Tower, perhaps your next effort will lead to success. Now, for a small fee, I will transport us back to the Thorsz's palace where you may rest and try again." The small fee is all the E.P. you acquired from the Tower adventure. You may accept (169), or refuse and try to make it home on your own (193). If necessary you may wait for other party members to exit the Tower with/without the orb. If they have the orb, you would then go to (219) on their successful return. (The mage will not aid those still in or on the Tower in any way.)

154. With its chains freed, the hydra's first act is to turn and seize the yellow orb behind it with one head (it can no longer attack using this head) if it has not already done so. The next turn it will take to the air unless you win movement initiative and move at least two characters to engage the beast. If you are able to so attack the hydra, go to (146). If the hydra goes airborne, go to (201). If any of your characters reaches an exit and wishes to leave, he may do so; go to (instruction G).

155. You complete your ministrations. The wizard awakens and eyes your group suspiciously. He refuses to speak with you unless you guarantee his safety on your word of honor. You can choose to kill him and leave (93), or swear to respect this request (178).

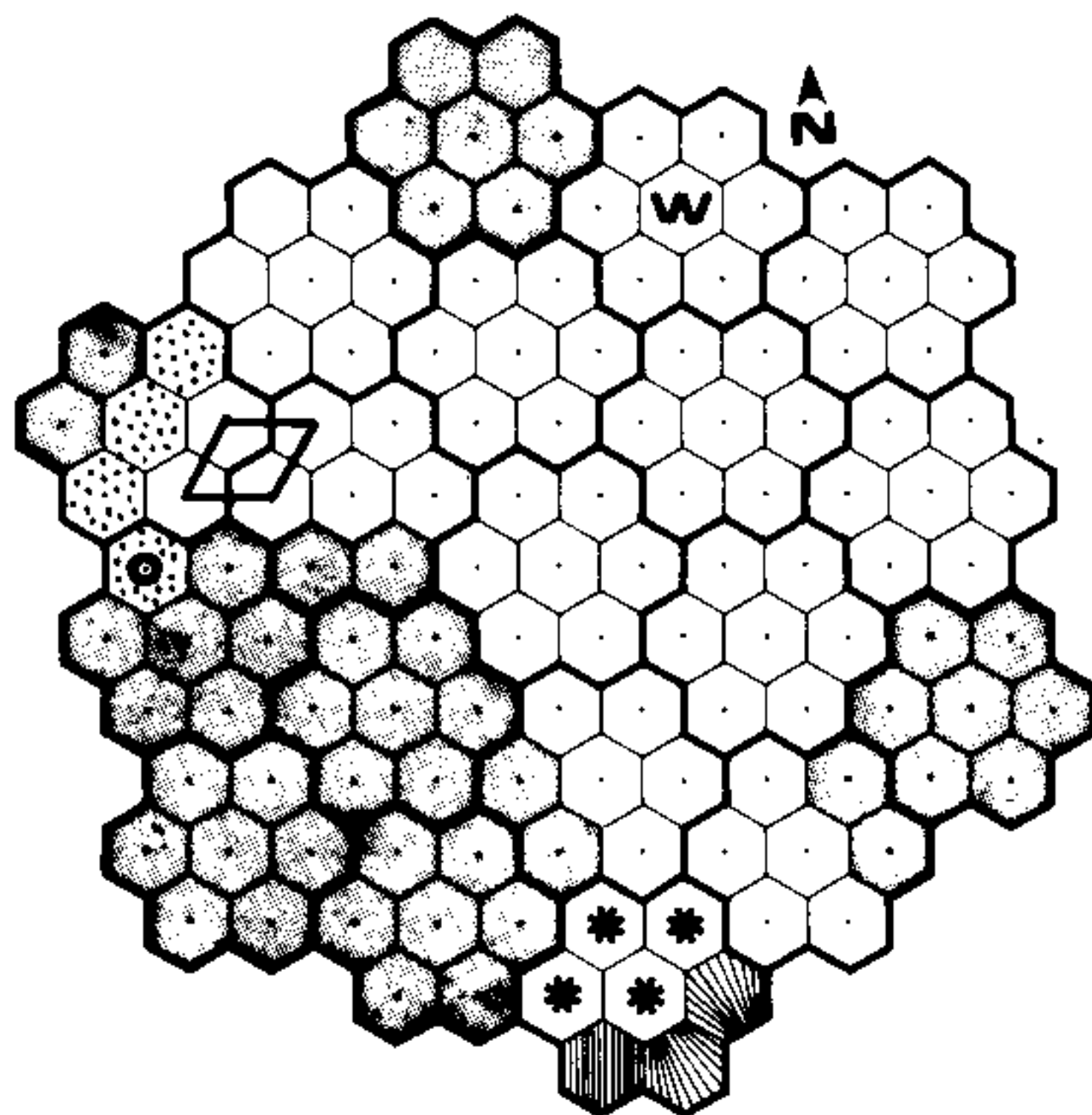
156. The ring crumbles into dust--it was old!

157. "Then receive death as your reward!" the wizard cries, and vanishes. As the smoke clears, you see a huge skeleton standing before you; it is ST 20, DX 14, IQ 0, MA 12. It wears no armor, and is armed with a two-handed sword. It attacks immediately, and all doors remain locked until one party wins. If that is you, then the drawbridge will open and you may exit (230).

158. The beast you disbelieved disappears. Return to (74).

159. Nothing happens. The snakes are bound and so cannot move. Go back to (100) and choose another option.

160. This is the roof of the Tower, also called Level Six (see appropriate map). It has no walls, and at the shaded hexes the floor has caved in and slopes sharply over the edge of the Tower. At the hex marked (W) is a waist-high wheel, from which comes a chain going into the floor. At the properly



marked hexes stands a 4-hex 4-headed hydra (facing the wheel). Unlike most hydras, it is winged! However, it is also chained to the floor, and is unmoving. At the end of a small and tricky path (dotted hexes) you see a yellow-colored globe (0) in a small pedestal around which the hydra's tail is wrapped. Power and strength and warmth radiate from the area.

Before you can move, the hydra spies you and speaks: "Listen to me. I know you seek the orb. Unchain me and I will aid you. That object behind me is a fake, and booby-trapped. I know where the true device is. Unchain me, and I will take you there."

You may now: leave (191), attack, immediately your characters $1/2$ their MA or less (106), move forward 2 hexes to observe the path behind the hydra better (135), or move forward 2 hexes and try to bargain with the beast (64). Different options from those above may be chosen by different characters.

161. As your intent becomes clear, go to (125). DO NOT move your figures.

162. Suddenly, hobgoblins drop from the ceiling upon your characters (one per character) seeking HTH combat. You were caught somewhat unaware, and can either roll one die and consult the HTH reaction table or you may roll 4 dice vs DX to escape their attack. (If you fail this roll, you will have an automatic HTH reaction roll of 1.) Those hobgoblins that you avoid by using your DX land standing up in the hex you once occupied--you have moved to an adjacent hex. Neither you nor he may strike this turn. The fight is on--go to (148).

163. The ring may be removed with ease. Note which character--if any--wears it. Whenever energized, go to (210). Record this number, as it will

not lead you from whence you came. You may now examine the wizard's body further (177) or choose to leave: ascending/north exit (instruction D), or descending/south exit (instruction J).

164. The amulet gives its wearer +2 DX for all his attacks, and all attacks against the wearer are at -2 DX.

165. Arrange your characters around his body; at least one must be adjacent to it to investigate. You may now pick up either the amulet (189) or the staff (205) or leave instead (93).

166. The opposing figures attack you--the archers are both ST 10, DX 18(16), IQ 10, MA 10(8) with horse bows, hammers, a dagger apiece, and leather armor. They fire with preference on wizards and archers in your group (twice a turn!). The third character (F) will remain unmoving on the bridge irregardless of attack or its lack. He will only leave his post if 2 or more of your characters wade across to reach the archers, or if one of his archers die. He then moves and attacks a random figure.

If any of your characters have entered water hexes, go to (202). If you kill them all, (217). If anyone tries to leave now or disengages and makes it to an exit, (199).

167. If this was the south/descending exit, you may pass (instruction H). If it was the ascending (north) exit, you bounce--to back to (204) and fight.

168. The wizard blinks, and suddenly vanishes! He has teleported away. All gargoyles remaining in the room also disappear before their combat turn. Everyone breaths a sigh of relief. You may now leave via the ascending/north exit (instruction D) or the descending/south exit (instruction J).

169. So it is done. All wounds heal; you may pick new quest members and return to instruction (1) if you so desire. the Tower you enter will be a new and different one, and so you must generate its component rooms and their occupants again. Good luck.

170. The ring is purely ornamental--worth about 5 gold pieces.

171. You may leave: ascending/north exit (instruction E), or descending/south exit (instruction I).

172. Roll 3 die vs IQ. If successful, go to (104). If not successful, back to (204) and the fight.

173. You have reached the Ground Floor of the

Tower. It is empty as before and the drawbridge remains closed.

Before you move towards it, a figure robed in red appears in the exact center of the room. He appears to be the one wizard who brought you here in the first place. "Quickly," he states, "give the orb to me. It is needed immediately at the Thorsz's palace!"

You may now: comply, rolling it to him (223), refuse, allowing each figure a single sentence to explain why (125), or attack (161). The door is locked behind you, so leaving is not an option.

174. The path is tricky--sloped, smooth, and narrow. You may traverse it at a rate of 1 hex per turn. After you move, the hydra takes a swipe at you with its tail (DX 13)--if it is successful, you must make a 4 die roll vs DX to avoid falling over the tower's edge. If you fail this roll, go to (instruction S). If you are successful, you keep your feet and may repeat this procedure. If you make it to the hex containing--not adjacent to--the orb, go to (7). If you wish to go back, follow the steps outlined above and when you make it to a free area (clear hexes) go back to (160), or (146) if you already have comrades in battle.

175. The Naturalist informs you that the snakes are poisonous, doing 2 dice damage by venom. Go back to (100) and proceed carefully.

176. This potion restores 4 hits or all the drinker's lost ST, whichever is less. Return to wherever you came from.

177. Arrange your figures; at least one must be adjacent to the wizard's body. Upon his corpse you see a ring on his left hand, a ring on his right hand, a glittering amulet around his neck, and a cheap dagger in his belt. You may now choose to remove any of these items: the left ring (163), the right ring (192), the amulet (151), or the dagger and belt (145). If you cast a successful Analyze Magic spell, you may preceed your actions by viewing where the above instructions lead. You may also choose to leave: north/ascending exit (instruction D), or south/descending exit (instruction J).

178. In that case, the wizard thanks you and provides the following information: don't touch his staff (or any wizard's staff, for that matter) and also leave his amulet/strength battery alone--it is an exploding gem. As his Master spent much time in the room above this one, he guesses the the goal of your search is on the next level of the tower or above. As he has never gone any higher he cannot

tell you what guards, beasts, or traps lie in wait.

He then explains that he is a relatively young wizard learning under the Master of the Tower. This person he knows nothing about--he has never even seen his face, as he is heavily cloaked at all times.

As a gesture of good faith, he breaks his staff and amulet and swears to work to good purpose from this point forward. He begs mercy and the chance to leave. You may grant this boon (194), or you may slay him irregardless (216).

179. The wizard spits at you and disappears. From empty air appears a huge bear--ST 35, DX 11, IQ 6, MA 8; its skin stops 2 hits per attack, its blows do 2+2 dice damage. The doors are all sealed; this conflict is to the death. If you win, the drawbridge will open and you may leave (230).

180. The potion is deadly poison--it immediately kills whoever drank of it. Return to wherever you came from.

181. The "heaps" move 2 hexes to meet your attack. They are green slimes. Eyes adjusting to the gloom, you now see a small lizard in the northernmost exiting hex (B). Trouble ahead--go to (206).

182. If you kill all the freed snakes and wish to kill the rest, go to (44). If you wish merely to leave, go to (119). If you wish to investigate the two bodies at the far exit, go to (218).

183. If the exit was descending/south, you may leave: go to (instruction H). If the exit was ascending (north), you bounce, ending your movement and with your back to the room. Go back to (206) and fight.

184. You notice the ceiling is made of heavy oaken beams, blackened with soot. As you peer further, you see movement. "Hobgoblins!", someone shouts. Immediately, four hobgoblins drop from the ceiling to the spaces marked (H). (There will be only two present if your quest is down to two or fewer members.) They are all armed with knives and small shields and are looking for trouble. You may now: attack, immediately moving all figures 1/2 their MA or less (148), or leave (123).

185. Nothing happens; the beasts look restless. Back to (150) and choose another option.

186. By experimentation you find that winding the wheel clockwise will release the hydra. You may now release it, (arrange your characters; at least one must be adjacent to the wheel), going to (154), or you may go back to (160) and choose another option.

187. The potion 'berserks' whoever drinks it, if

that person is alive. He now has +1 DX for all attacks and is immune to DX adjustments due to weakness or wounds at any time. He also gets +2 on his MA. He immediately seizes a weapon and attacks the nearest quest member. He will fight to the death (ST=0) or 6 **MELEE** rounds, at the end of which he will fall unconscious and lose 2 ST. Go back to wherever you came from.

188. The other figures grin at you--then the archers notch arrows and fire! They are both ST 10, DX 18(16) and have horse bows which fire twice a turn--and you cannot return fire this turn. The fight is on--to begin the next turn, go to (166) and determine movement initiative.

189. As you remove the amulet, it explodes! It does 2 dice damage to the investigator, and 1 die damage to anyone adjacent to him. Body armor and shields protect. Go back to (93) now.

190. The ring is cursed, constricting and cutting off the user's finger and costing him two ST points of damage in the process.

191. You may pass: go to (instruction G).

192. The ring may be removed with ease. To use it, consult the Ring Chart. You may now investigate the wizard's body further (177), or leave: ascending (north) exit (instruction D), or descending (south) exit (instruction J).

193. "Foolish," he states, "and deadly. I make this offer only once more. Accept (169), or refuse (2)."

194. You may all leave. The characters go to (93) to exit.

195. The hydra winces--but agrees, and gives its word. You may now move to the wheel (W) and release the beast (arrange your figures; at least one must be adjacent to the wheel), going to (220); at you may go back to (160) and choose another option.

196. If you won--killing all opponents, even the slimes--congratulations. No treasure here, but there are various intact arms and shields scattered about the room. There are, in fact, one example of every weapon and shield (but no armor) found in the regular **MELEE** (not **ADVANCED MELEE**) rulebook. This then does not include exotic weaponry. You may rearm, if you wish, and exit: ascending/north exit (instruction F) or descending/south exit (instruction H).

197. Move all figures full MA. Then go to (162).

198. If you successfully elude all the snakes and make it to any exit, go to (119).

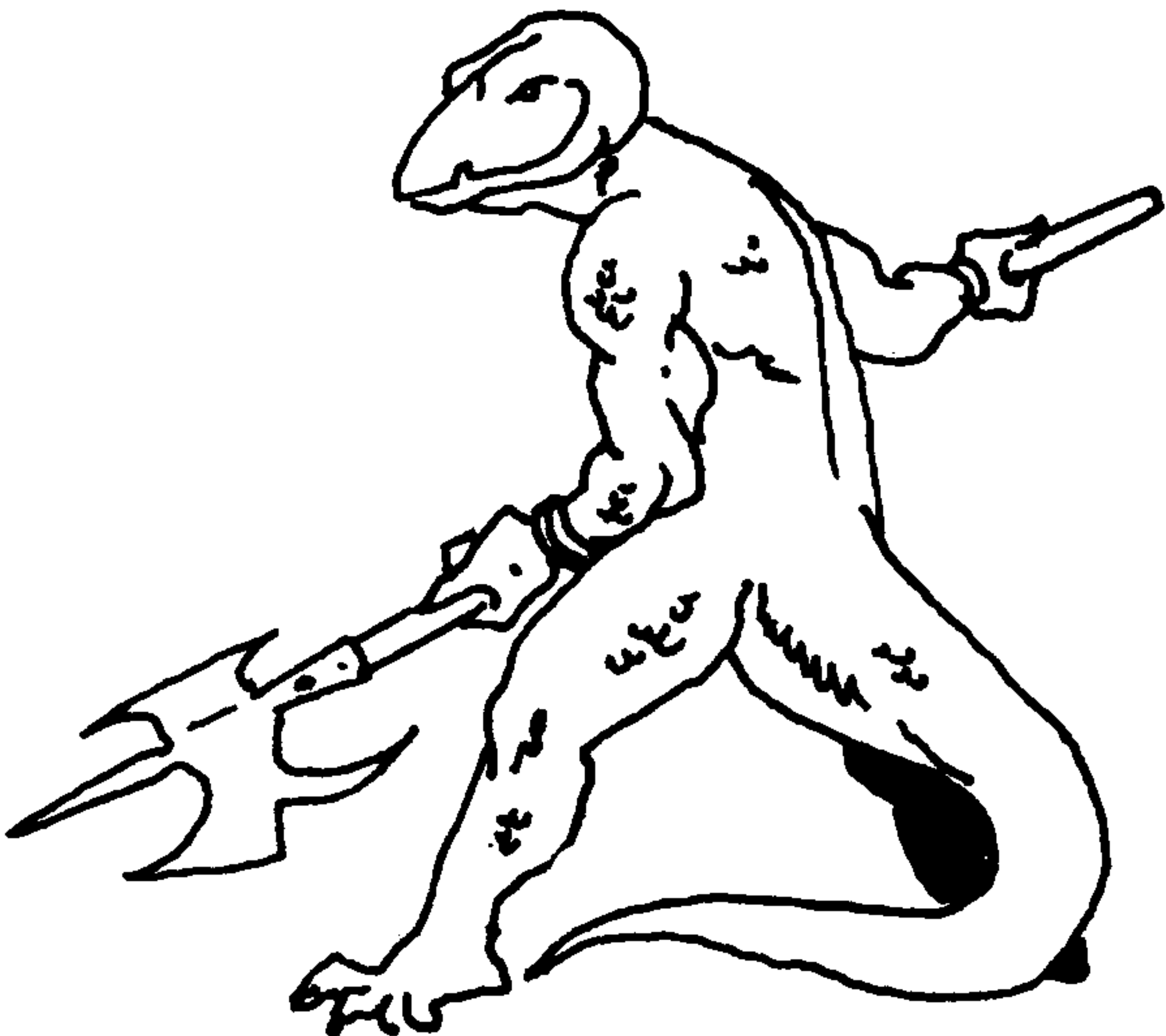
199. The descending/south exit lets you pass (instruction I). The ascending/north exit won't--you bounce. Go back to (166).

200. The orb explodes, blowing whoever touched it off the Tower's edge and giving him 2 dice damage in the process (body armor alone protects). For that falling individual, go to (instruction S). For all else, (146).

201. "Fools!", it shrieks, "you have failed! Go back to you master--your precious Thorsz--and tell him that his doom is being prepared!" It quickly disappears into the distance and the orb is gone with it. The entire tower is empty on your return through it--nothing remains to oppose you--so exit the tower by going directly to (153).

202. This is exactly what it seems to be--knee-deep water. To enter any hex of water or move through it requires two MA point be expended: after your total MA is expended, roll 4 dice vs DX to see that you didn't fall down (in a random hex along your path through the water). If you did fall, you may stand next turn (the water's too deep to crawl through). Go to (166) and fight.

203. If it is the descending/south exit, you may leave (instruction H). If it is the ascending/north exit, you bounce and end your turn with your back to the room--no other action may be taken for this turn. Go to (116) and fight.



204. "Curse you all!", screams the wizard, as he stands and grips his staff (1 die damage) and small shield. He is ST 13, DX 18(16), IQ 16, MA 10(8) and is wearing leather. He also has on an amulet/strength battery around his neck worth 20 strength points. He know the following spells:

Stone Flesh (T, 2 ST + 1 ST/turn)

Lightning (M, 1 die/ST point)

Control Person (T, 3 ST + 1/turn, saving roll of 3 die vs IQ)

1-hex illusion (C, 2 ST)

Summon Gargoyle (C, 4 ST + 1 ST/turn, goes HTH)

Summon Wolf (C, 2 ST + 1 ST/turn, goes HTH)

Blast (S, 2 ST, does 1 die damage)

Freeze (T, 4 ST, works 2 - 12 turns)

Reverse Missile (T, 2 ST + 1 ST/turn)

Clumsiness (T, 1 ST)

If using **TFT: IN THE LABYRINTH** rules, the wizard also is considered to have the Shield talent.

If there is a wizard or armed archer in your group, roll a die. On a 1, 2, 3, or 4 he was casting a Reverse Missile spell on himself; on a 5, 6 it was Stone Flesh instead. If there are neither wizards nor armed archers present, he was casting Stone Flesh. Roll his DX in either case to be sure he successfully cast the spell. If you DX was better than his 16, you can resolve your attack (if any) before he acts.

From behind the desk leap several dire wolves (one less than the number of individuals in you party, starting from the hexes marked D). They are all ST 16, DX 12, IQ 5, MA 12, 1 hit/turn fur armor, 2 die damage bite. They move 1/2 their MA and attack HTH.

If the mage has a Reverse Missile spell on himself he will stay to the rear of the conflict and fight as follows: on a die roll of 1, 2--3 ST Lightning bolt on random figure; 3, 4--Summon Wolf that goes HTH; 5, 6--Summon Gargoyle that goes HTH. (He will summon two creatures maximum at any one time in the fight; i.e., there will never be more than two summoned beasts present at one time during this combat.) When engaged by 1 figure he will fight with him. If engaged by two or more roll a die to see what spell he tries: on a die roll of 1, 2--Control Person (random); 3, 4--Freeze Spell; 5, 6--Blast.

If the mage has a Stone Flesh spell on himself he will wade into battle, striking with his staff. (When he is engaged by 2 or more fighters, see the above paragraph.) Keep track of this wizard and his

ST expenditures! For all spells, subtract his expenditures from his strength battery/amulet first, and use his person as a last resort.

You may now: fight to the death (93), run for an exit (167), or try to disbelieve any of the wolves (172). If anyone disengages and makes it to an exit, to to (167). If worse gets to worse, you can always jump out a window (instruction S).

205. NEVER pick up another wizard's staff! It disintegrates, giving its molester 3 die of damage in the process. Body armor protects; shields don't. Go back to (93).

206. The green slimes are ST 20, DX 1, IQ 1, MA 2. They are corrosive; anyone in the same hex with a green slime will be stuck to it and will take 2 hits per turn until the slime is dead. Only fire harms green slime. The torches on the walls can be taken down (use "change weapon" option) and used against the slimes (you may also light your own torches from these--this requires 1 turn). A torch does 1-2 die damage DOUBLED against a green slime. A torch will not go out if dropped or hit but it will go out if broken. If a green slime tries to crawl onto you while you are holding a torch--if you are not frozen--make a roll as if the slime had just attempted HTH with you. You'll probably drop the torch, but you might drive off the slime.

Playing the slimes: all slimes have a MA of 2. They have no front hex; thus, they cannot engage a figure, and all attacks against a slime is made at +4 DX. A slime can only attack HTH--that is, by entering its enemy's hex. To do so, it must A) be next to the enemy before it moves, and B) beat the enemy by at least THREE on its initiative roll. (No such roll need be made if your character is frozen.) Slimes cannot get the initiative unless they win the roll by at least three. If a slime gets into someone's hex, and they do not immediately repel it (with a torch) by rolling a 5 or 6 on the HTH reaction, the slime sticks to them and eats away until it or its enemy dies. Slime damage takes effect at the end of a turn.

Slimes will not fight over a victim unless they're starving (and these aren't). Only one slime at a time will be on a one-hex figure. If you have a slime on you, you're safe from attack by another slime (if any). However, you can't move, since you're in HTH (or frozen) with 50 kg of organic jelly. Armor protects for ONE turn. After that the slime flows through it. Slimes will attack primarily 1) anyone unmoving or frozen, and 2) anyone trying



to attack the basilisk (the lizard at B).

The lizard is a typical basilisk: ST 10, DX 8, IQ 8, MA 12. Bite is 1 die damage; however, it prefers to use its psychic abilities--moving 1 hex or less while freezing one figure less than 5 megahexes away. The basilisk has been observing your party for some time now, and cast its first Freeze attack while you chose an option from instruction (140). This attack (and further attacks) will have been made on 1) archers and wizards; 2) the nearest person threatening the basilisk; and then 3) anyone moving to a torch, trying to light a torch, or attacking a slime with a torch. This ability works like a Freeze spell, but with no strength cost. It succeeds unless the victim makes a 4-dice saving roll vs his IQ. If he fails, he is frozen, and will remain so until either the basilisk is killed or a Remove Thrown Spell is placed on him. The basilisk may entrap any number of individuals, so be careful in attacking it. Determine who the basilisk attacked last turn, and roll to see whether the attack was successful or not.

The second turn should now begin with/without one character frozen, the slimes having moved 2 MA, and your characters having now seen the basilisk. Because of the poor lighting in the room, all attacks made by anyone not carrying a torch or against a figure not in the same megahex as is a torch are at -4 DX.

You may now: try to leave--if any figure makes it to an exit, go to (183)--fight and kill all enemies (slimes included) (196), or try to pick up a frozen comrade and run. It takes one turn to pick someone up, assuming you start next to him. You can move at MA 6 (if two people carry one between them) or at MA 4 (if one picks up one) regardless of armor anyone is wearing. If a slime successfully attacks you, you must drop your burden. If you make it to an exit, go to (183).

207. The wizard congratulates your party--success again! Too bad there was no orb, really. Figure your experience points and leave the tower. Re-enter another if you wish. This ends this adventure.

208. Congratulations! An incredible feat. Now you may approach the globe and its receptacle (7) or (you may already possess the orb) leave (instruction G).

209. The wizard states, "Thanks to your quick and appropriate actions, a dangerous threat has been averted." Go to (230) and add an extra 50 E.P. to each adventurer's total for this quest.

210. Costing 1 ST/turn to energize, the ring gives its wearer Reverse Missile. Return from whence you came.

211. Move all figures 2 hexes. Then go to (162).

212. The wizard stands with an evil gleam in his eye. "Now I am ready for you," he hisses. Are there any wizards or armed archers in your party?--if so, the wizard has had time to successfully cast a Reverse Missile spell on himself. If not, then he has cast a Stone Flesh on himself instead. Now go to (204) (in this case, disregard the second paragraph of instructions) and start the next turn. (Remember to subtract ST points expended for the successful casting of the above spells, whichever was used.)

213. Move each figure his full MA. The gargoyles screech and fly toward the nearest party members, attacking HTH. Go to (222).

214. The Naturalist states, "The heaps are green slimes" and he informs you of their nature. They, in turn, move two hexes toward your party. Finally, you see a small green lizard at the farthest north exit hex (at the B). Trouble ahead--go to (206).

215. The staff starts to glow, and seems to become fluid. It changes shapes, forming a perfect sphere. It radiates power--the orb perhaps? Pick it up (205), or leave instead (93).

216. What cads! Unless your party is made up of naturally evil characters--orcs, goblins, or the like--you will all loose 50 E.P. apiece upon exiting the Tower. Now go to (93).

217. The bodies yield eight gold bars along with a flask with a potion in it. However, this container is marked with a distinctive skull and crossbones on its surface. If you drink it, now or later, go to (227). Make a note of this number, as it will not redirect you to from wherever you came. To leave, go to (137).

218. The bodies are not freshly dead; each has a broken staff and is robed in red. One has a flask with a potion in it, but a skull and crossbones emblem is displayed prominently on its outer surface. If you wish to investigate the potion, either now or later, go to (227). Make a note of this number now as it will not redirect you to from wherever you came. Now go to (119) and exit.

219. The true wizardly servant of the Thorsz waits upon your arrival. He smiles as he sees you have the orb. "We may now wait for the rest of your companions, or if there are no more, we may leave," he states. (If you must wait for others to exit, the mage will not aid those still in or on the Tower in any way.) As soon as you (and any companions) are ready to leave, he again weaves a spell which transports you to the Thorsz's palace. You rest and recuperate. When ready (and if the characters still qualify) you may go to instruction (1) and ascend a new Tower. This ends the adventure.

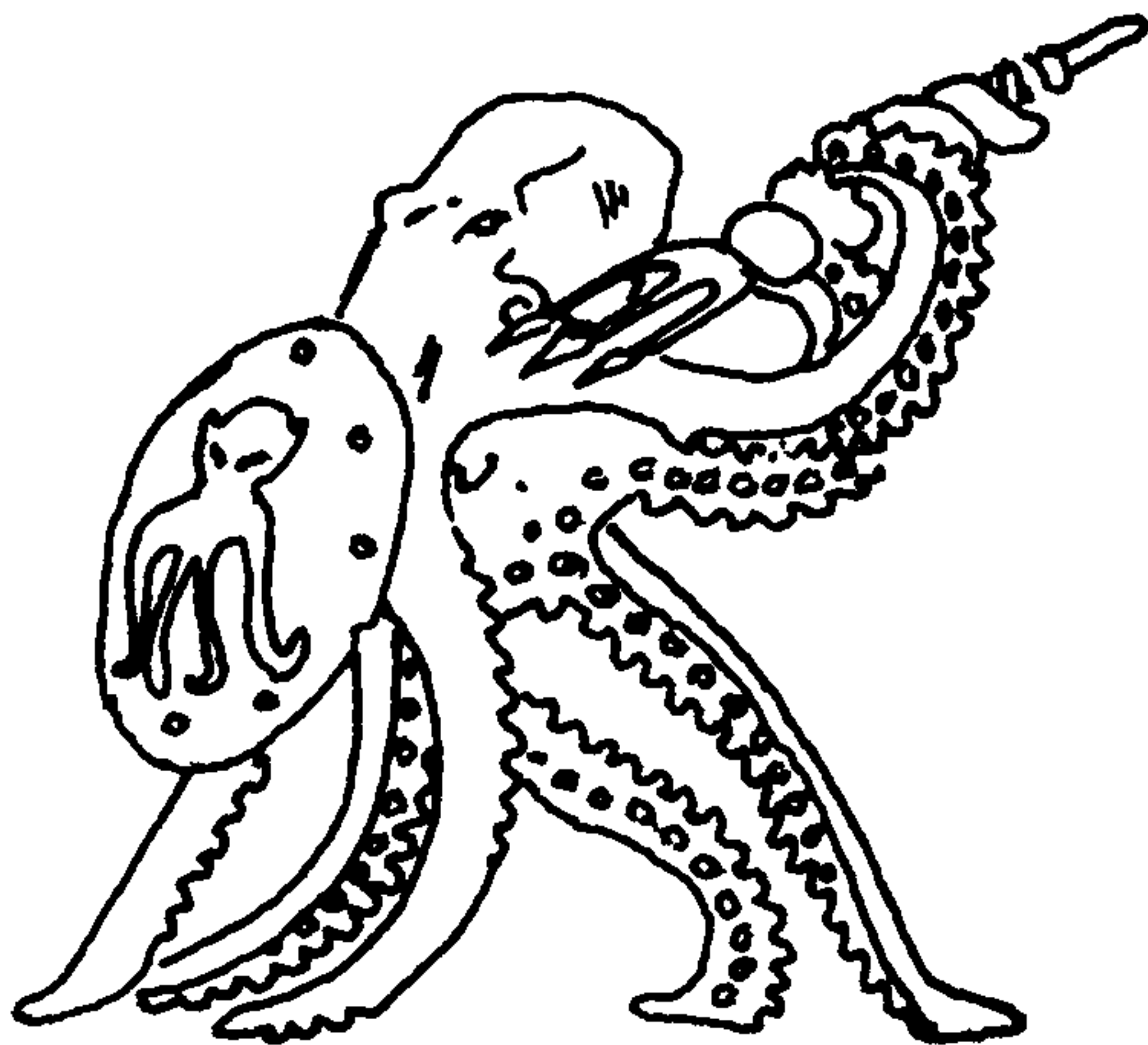
220. The hydra slyly states, "No word given under duress is binding!" Go to (154).

221. Move each figure 2 hexes. Then go to (52).

222. The gargoyles are standard **MELEE/WIZARD** types of ST 20, DX 11, IQ 8, MA 16/8; skin stops 3 hits, claws do 2 dice damage in regular HTH combat. They go and stay airborne (-4 DX to hit them), attempt HTH combat randomly, and fight to the death.

Now roll one die. Note the number, and go to (116). (If you have only one party member left, consider yourself to have rolled an automatic 1.)

223. The wizard picks it up with great glee. "My master will be pleased," he gloats. "Fools!" He disappears, leaving only laughter behind. The draw-bridge opens--you may leave. Go to (153).



224. If this was the south/descending exit, you bounce, ending movement with your back to the room. Go back to (48) and fight. If this was the north/ascending exit, you pass (instruction B).

225. The "heaps" move 2 hexes toward your party; they are green slimes. You now also see a small lizard at the farthest north exit hex (B). Now go to (206).

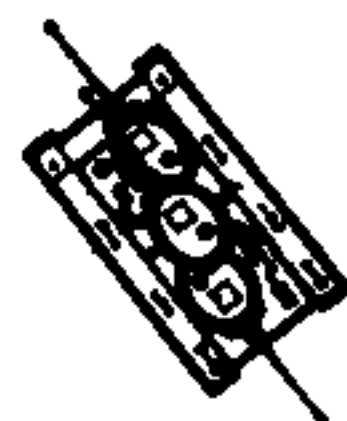
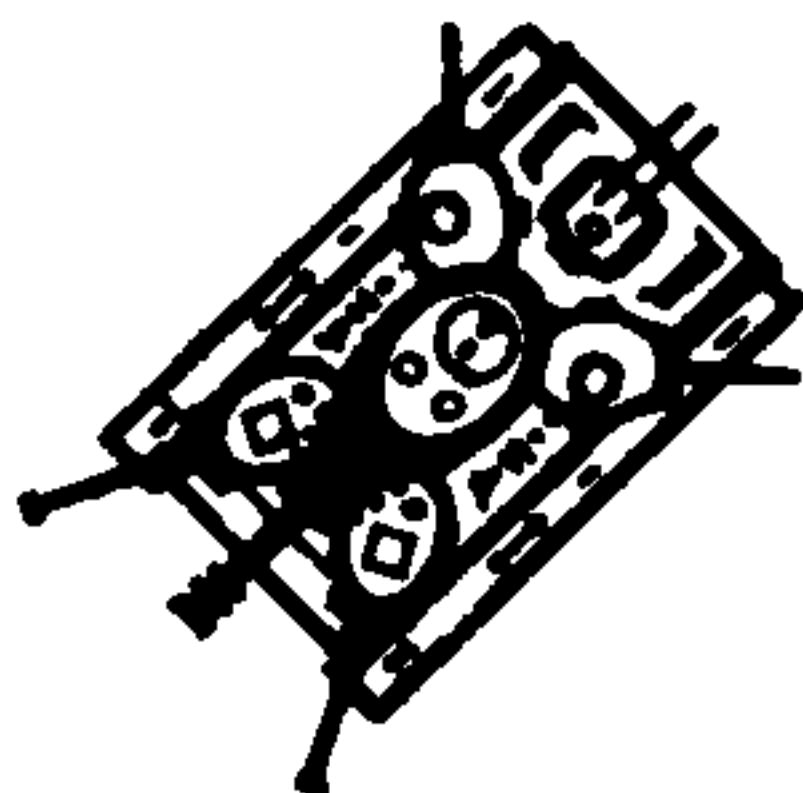
226. Your wizard states, "He's casting a spell of some kind!" Go to (130) and choose an option.

227. If you poured the potion into a dead person's mouth, go to (128). Otherwise, at first sip your character gags, spits up what he swallowed, and takes one ST point of damage. You may now force down the rest of the drink (114), toss it, or save it for later.

228. Trace a path through the bound snakes and run for it. Each snake whose megahex you enter gets one chance to strike at you at four dice vs its DX as you are running past it. The snakes are ST 12, DX 12, IQ 4, MA 6, bite for 1-1 die damage, and anyone bitten who takes damage must make a 4-die roll vs ST to resist the venom of each snake. If he fails this roll, 2 dice of additional damage result from poison. If you take enough damage to fall, randomly decide where on your path you did so. If you ever decide to strike at a snake, go to (44). If you make it to any exit, go to (119).

229. Move all figures 1/2 their MA, then go to (162).

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