

Skill = D6+6, Stamina = 2D6+12, Luck = D6+6 Recommended Sk12 St21+

Into the Hills

+5 tots from Yaztromo (*Healing Potion +4St per tot*)

north, north, Harpoon Flies fire poison needles at you **D6 (1-2= -4St -1tot) (3-4= -1Sk -6St -1tot) (5-6=☹)**, cross river, enter cave, lift lid, fight, Rad Hulks (**one at a time 10/5 10/6**), break crate, try chain +Chainmail[+1Sk], see smoke, see if alive, Old Gold-Miner dieing +1St, put on, SE to avoid Orcs, Chameleonites **Test Skill (F=Test Luck (U=☹) -1St off horse)on horse**, battle (**one at a time 7/7 6/6 7/6 +2AttStr if on horse**), spur horse, approach, attack, Bonekeeper (5/6) -3Lk, try skull ring, ride east, examine, let horse drink +1St, gallop away, small wood, yes
Wood Demon **Test Skill (F=☹[or-2AttStr next battle]) battle (9/10)**, find lair, silver rod, backpack, read, to horse, go around, Werewolf (8/9), if bitten then yes,
Griffin (10/10), investigate, take +The Defender[+1Sk]+1Lk
open box, take doll, Clay Golem (8/9 **D6 each round opponent alive (1=☹)**), put on gold ring,

Return from the Lake

Centaur (10/10), ride without talisman, to knoll, cut down, swallow powder Jella the Half-Elf +(D6+2)St
attack, Hill Giant rock hurl **D6(1-2=☹) battle (9/10)**, search for cave, break globe +1Lk, open chest, lift lid, yes,
ride to fire, 'lawful', agree with Symm +2St, go arround, investigate, into forest, Demon Spawn (6/6), set off now,

To the Graveyard and Stonebridge

use remaining tots,+2St +tots to 5 from Yaztromo

investigate, Budron -1tot+1Lk,

yes, Skeletons (6/5 6/6 5/6), pull silver rod, **Test Luck (U= -1Sk-(D6+3)St)**, [rods#] +1Lk,

enter Stonebridge Borri +2St, The Western Flatlands, **Test Luck (U then north)**,

The Gargantis Lair

right, Doragar (9/9 9/10), keep going, investigate, zombies,

to junction try other passage, Iron Eater **D6(1-5= -1Sk battle (4/1 lose round=lose 1Sk not 2St)**, walk on,

Pit Trap **Test Luck (U=-D6St)**,

Cave Troll (8/9 vs You, Sk10 & Sk9), tip cart, open big box, let read,

right, Ice Ghost **Test Skill (F=☹)**, between statues,

no chameleonite blood -2St **Test Skill (F=☹)**, yes, another way, silver rod, paralysis, rabbit,

Ratman **Test Luck (U=Test Luck(U=D6(1-3=-2St)) hide,-2AttStr first round) then (U=battle(5/6)**, eat nuts +1St)

Hobgoblins **Test Skill(F=Test Skill(F=☹)) D6(6=-2St)**, converse with Borri, [suma#],

The Crypt

edge of hills +2St, see who, talk to, 'slay Razaak', yes

walk by, wait for servant Demonic Servant (8/7 **dies if hit 2 in row**), press on, through crack, narrow tunnel,

through archway, left, see if candles replaced, attack, yes Zombie (6/(6-D6)), back to other branch, sit in chair,

[identity tag#], lock door with key, 'buying weapons in Blacksand', [cost of a warhammer#], [hobbits ears#],

[zombie tattoos#], [Tamal's age#], [granite door#], no, yes, yes, [parchment#], yes, **use tots to St24**

Razaak (12/20 **hit you 2 in row=☹**), leave immediately, **use remaining tots, St<6= ☹**

Into the Hills init. Sk=D6+6 (rec 12) St=2D6+12 (rec 21+) Lk = D6+6

Yaztromo +5 tots

Harpoon Flies needles D6 (1-2= -4St -1tot) (3-4= -1Sk -6St -1tot) (5-6=☹)

Rad Hulks (one at a time 10/5 10/6)

+Chainmail[+1Sk]

Old Gold-Miner +1St

Chameleonites Test Skill (F=Test Luck (U=☹) -1St off horse)on horse

battle (one at a time 7/7 6/6 7/6 +2AttStr if on horse)

Bonekeeper (5/6)

-3Lk

let horse drink +1St

Wood Demon Test Skill (F=☹/for-2AttStr next battle)

battle (9/10)

Werewolf (8/9)

Griffin (10/10)

+The Defender[+1Sk]+1Lk

Clay Golem (8/9 D6 each round opponent alive (1=☹))

Return from the Lake

Centaur (10/10)

Jella the Half-Elf +(D6+2)St

Hill Giant rock hurl D6(1-2=☹)

battle (9/10)

break globe +1Lk

Symm +2St

Demon Spawn (6/6)

To the Graveyard and Stonebridge

use remaining tots

Yaztromo +2St +tots to 5

Budron -1tot+1Lk

Skeletons (6/5 6/6 5/6)

silver rod Test Luck (U= -1Sk-(D6+3)St)

[rods#] +1Lk

Borri +2St

The Western Flatlands, Test Luck ()

The Gargantis Lair

Doragar (9/9 9/10)

Iron Eater D6(1-5= -1Sk battle (4/1 lose round=lose 1Sk not 2St)

Pit Trap Test Luck (U=-D6St)

Cave Troll (8/9 vs You, Sk10 & Sk9)

Ice Ghost Test Skill (F=☹)

no chameleonite blood -2St

Test Skill (F=☹)

Ratman Test Luck (U=Test Luck(U=D6(1-3= -2St)) -2AttStr first round)

then (U=battle(5/6)

eat nuts +1St)

Hobgoblins Test Skill(F=Test Skill(F=☹)) D6(6=-2St)

The Crypt

edge of hills +2St

Demonic Servant (8/7 dies if hit 2 in row)

Zombie (6/(6-D6))

use tots to St24

Razaak (12/20 hit you 2 in row=☹)

use remaining tots

leave immediately St<6= ☹

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Into the Hills *init discarded*

249 Harpoon Flies needles

discarded

143 Rad Hulks

348 +Chainmail

52 Old Gold-Miner

137 Chameleonites

239 battle

134 Bonekeeper

376 let horse drink

365 Wood Demon arms

232/260 battle

252 Werewolf

178 Griffin

131 +The Defender

299 Clay Golem

Return from the Lake

165 Centaur

48 Jella the Half-Elf

118 Hill Giant rock hurl

173 battle

367 break globe

103 Symm

377 Demon Spawn

To the Graveyard and Stonebridge

157 Yaztromo

244 Budron

139 Skeletons

389 silver rod

50 [rods#]

316 Borri

135 The Western Flatlands

The Gargantis Lair

90 Doragar

222 Iron Eater *discarded*

281 Pit Trap

79 Cave Troll

315 Ice Ghost

349 no chameleonite blood

Test Skill

311 Ratman

battle

342 eat nuts

279 Hobgoblins

The Crypt

28 edge of hills

81 Demonic Servant

41 Zombie

271 Razaak

233 leave immediately