

Quicksilver Fantasies

"Search For The Treasures Of Term"



Maxi-Solo No. 3



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INTRODUCTION TO QUICKSILVER SOLO ADVENTURING:

We've tried to present scenarios that can be applied with a minimum of fuss to many game systems. Here are some guidelines to smooth over any rough areas you may encounter. Above all, feel free to improvise or adjust any area that does not conform to your system.

To play, turn to the story page, read the scenario, make a decision, then turn to the page and paragraph directed. Continue in the same manner until end is reached. Re-play many times with different results!

For combat, we tried to include all necessary information. If more is needed feel free to improvise, or refer to an opponent manual and use statistics for a similar foe. Ignore any information not needed by your game system.

If your system has no % dice, use the following conversion chart:

% d	17%	33%	50%	67%	83%	100%
1d20	3	7	10	13	17	20
1d6	1	2	3	4	5	6

ABBREVIATIONS: We hope you won't find these confusing, and can find proper equivalents in your game system.

ADJ TO YGS = Adjust to your game system!

PA = Primary Ability - in most systems there is some form of these.

Examples: STR = strength

INT = intelligence, IQ

WIS = wisdom, power

POW = power, aura, wisdom

LUCK = along with POW & WIS shows rapport with the gods

DEX = dexterity, agility

CON = constitution, health, fatigue

CHAR = charisma, likeableness

SIZ = size

MON RAT = monster rating used in some systems

FT = fate throw. Similar to save or luck rolls. Roll 1d20 (or convert to 1d6 with above chart).

AL = Achievement level, in most systems relative to the amount of adventuring a character has done.

ACH = Achievement, experience. Used to purchase advancement of some kind, raise level, buy battle magic etc. As you solo along, take 10 ACH for each successful dice roll, 20 ACH for difficult rolls. Take 25 ACH for each successful spell. We believe in ACH for things other than just killing!

GC = gold coin, SC = silver coin, CC = copper coin

1st STK = First strike. Use your rules, or high # on 1d6.

DP = Death points. Damage needed to kill foe. May ADJ TO YGS!

WP = Wound points. Damage caused by weapon.

Spells = Given in general terms, choose one from your game that comes close. Some solos (Eg. Maxi # 1) have a special spell table to use.

CREDITS AND THANKS

To Dave Graves and Varanae for permission to use monsters from "Monstrum 1", c. 1980 by Varanae.

To Char Meier and Barbara Hafner for artwork.

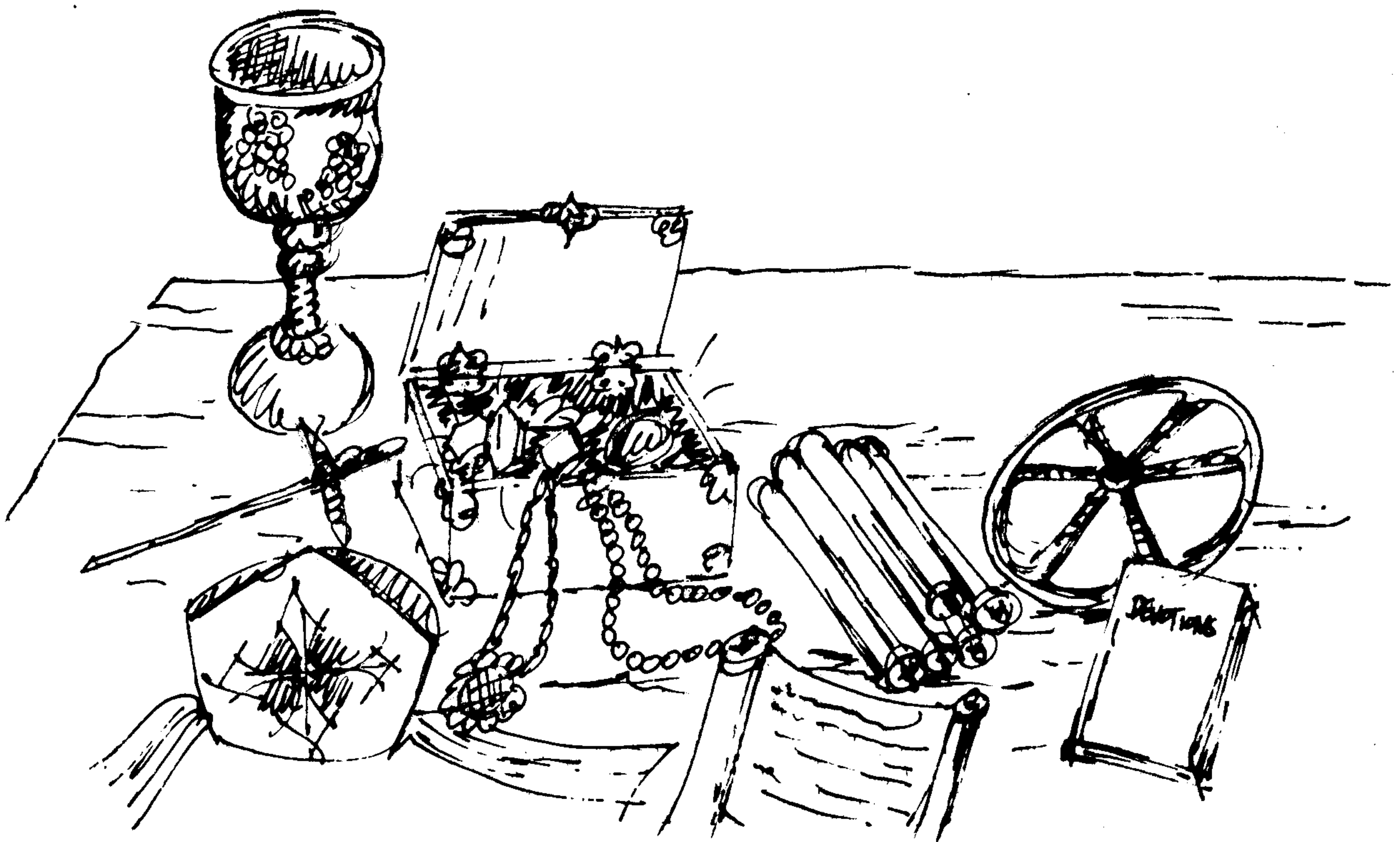
To Steve Côles and Paul Meier for editing.

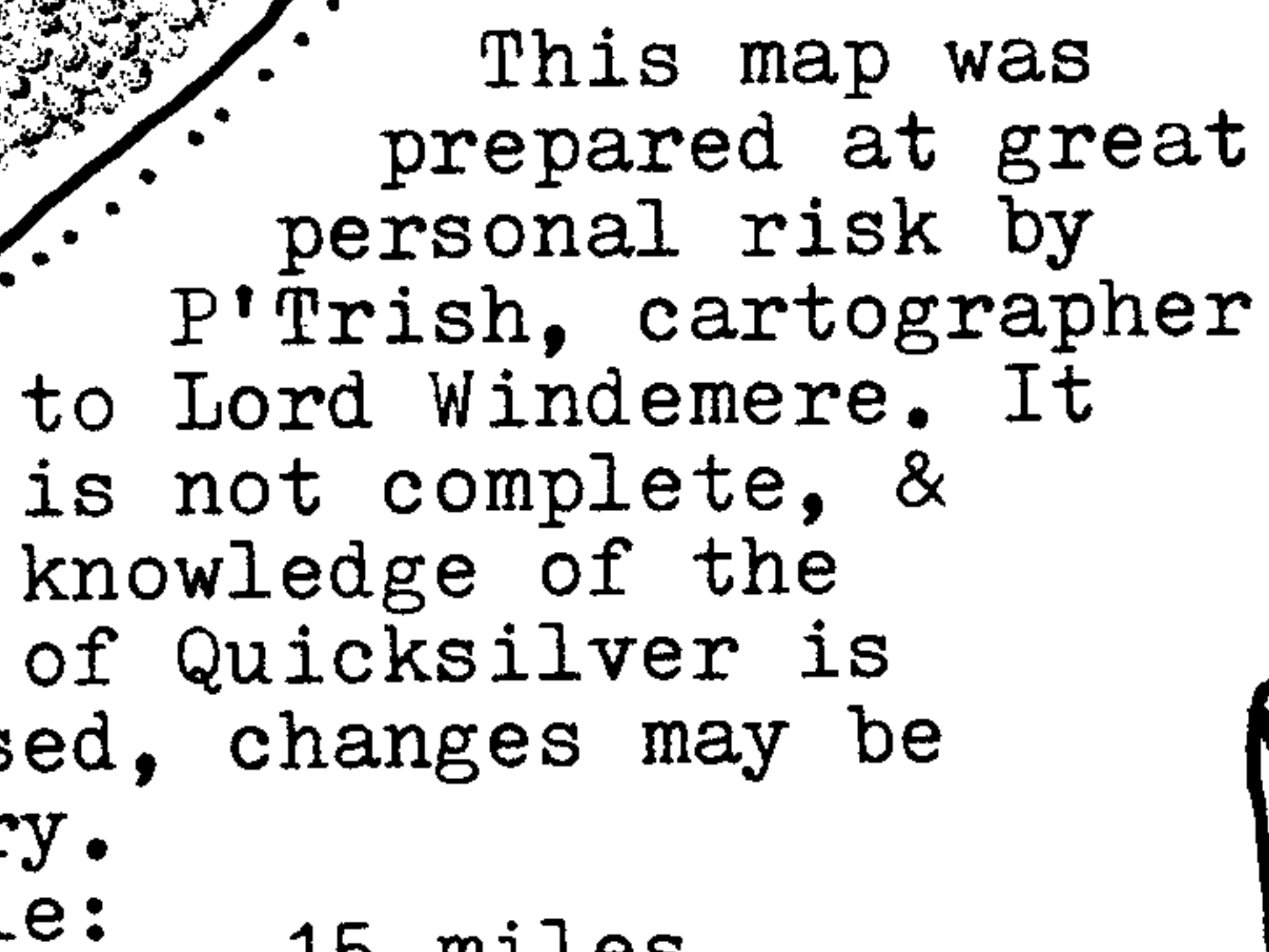
Special feature for PDF version: just click on paragraph number (e.g. "10b") to go directly to that passage. Have fun!

A WORD ABOUT THE USE OF MAGIC

When you meet an opponent that can use magic, you may have to adjust his/her abilities to fit your game system. Be creative, assume that his/her POW, level, etc is sufficient to fit the given description. Statistics vary from system to system and the given info may not match your system exactly. We want to give you foes that are neither too weak or too strong.

If you can use magic, choose the number and types of spells from your game system, according to your achievement level. List them and check them off as used up. If you are able to heal or cure, do so wherever your game allows. If you can fly, levitate, teleport etc. do so wherever it seems logical (eg. instead of climbing etc.) If you can "Detect evil" or "Detect magic", do so as often as allowed by refering to page 22.





C. 1983

"SEARCH FOR THE TREASURES OF TERM"



SCENARIO

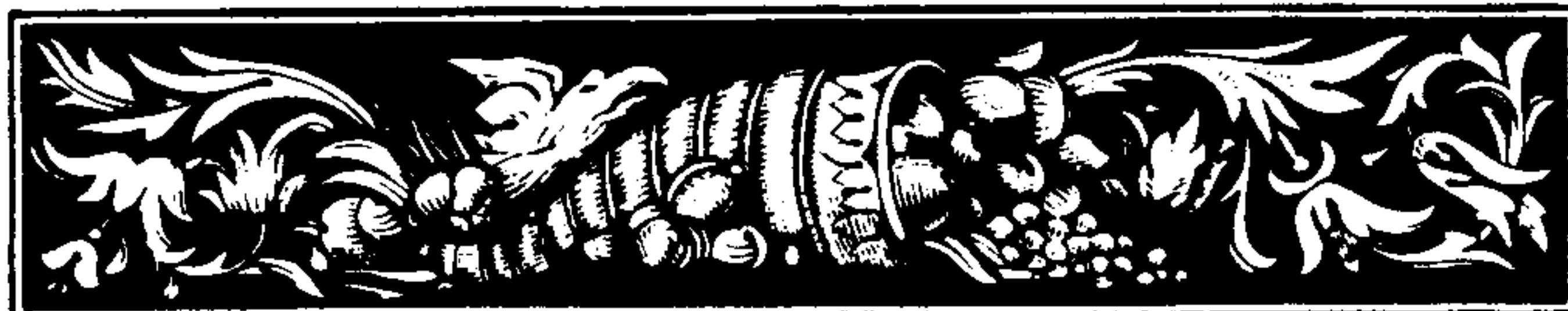
Rumors abound in the town of Windemere; they fly to and fro as if riding the backs of the swift Belldoves that nest on Heartbreak Mountain. It's difficult at times to tell truth from falsehood, but when pilgrims from afar start trudging up the circuitous paths of Rising Moon Hill to pay homage to a new find unearthed by a group of clerics, you know there's more to the hearsay than imagination.

"The Terrible Tome of Term" has at long last been uncovered at the site of an archeological dig near the Windemere carnival area. It is possible you even helped find it. (See Mini-adventure #1, "Carnival In Windemere".) The person known as Blessed Term probably really existed centuries ago. But time and the unreliability of oral storytelling seem to have blurred the real person into a variety of legends. A hodgepodge of tales delegates Term as the founder of at least four different sects now residing on the Hill, but it's uncertain which Deity was actually honored by Term. Even the notorious "Foxes of Loki" say that Term held their order in such high regard that he willed all his earthly possessions to them when he left the mortal world to roam Asgard with the "Great Fox".

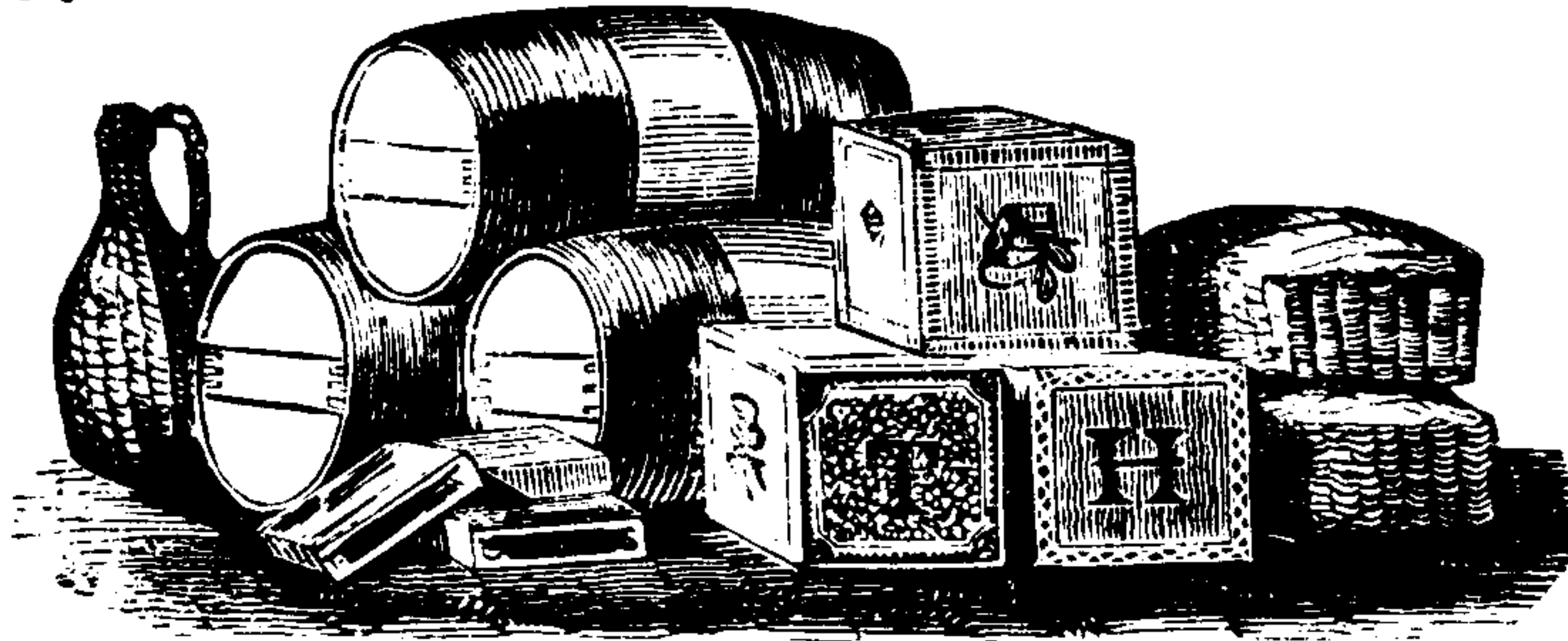
If you are a cleric, your interest in this matter is probably religious. If your thoughts turn to magic, however, you remember the rumor that some of Term's magic was reputed to be secular. Others will find the idea of material gain is appealing. If you are of evil intent, you may have less of a chance of success in this venture, which is designed for the pure of heart.

According to the rumors, the "Terrible Tome of Term" is a leather-bound book enclosed within a copper box. When it was located, it was taken to a special shrine where all the followers of Term could benefit from it, regardless of sect. It was quickly discovered that only the holiest of high office could even look at the book without instant death. A few high priests and priestesses were chosen to work on deciphering the codes and riddles. And now, specially picked pilgrims are being asked to follow clues to the Treasures long hidden from the world. Would you like to get involved? Do one of the following:

1. Stand by Long Bridge and while away the time gossiping with a friendly member of the city guard. Go to 1a.
2. The patrons of the Dragon's Breath Inn are always a great source of information. Listen in at 1b.
3. Rumors thrive at the bar in Crystal's Pleasure Palace. Have a drink at 1c.



- 1a. Traffic over Long Bridge is brisk this evening, and the Guardsman has interrupted your conversation twice to untangle right-of-way disputes. You're about to give up on his company, and turn to leave. Suddenly, you notice a robed figure standing in the shadows, softly chanting. You'd almost swear that under the hood is some animal-like face. You're about to mention this to the Guard when four men carrying a closed litter dash across the bridge, scattering a group of peasants. The robed figure steps forth with raised hands and suddenly the litter and the four bearers are consumed by a raging flame! The light clearly shows that the hooded figure is wearing a fox-like mask. He turns and runs toward the Long Bridge Docks. In the confusion, you see a small package fly out of the flaming litter and land about six feet away from you. Follow that Fox at 18f, or pick up the package at 19e.



- 1b. The Inn is crowded tonight and the proprietor has added extra tables and chairs. Thus you find yourself in a good position to eavesdrop when two men close to you discuss an item they refer to as the "Mitre of Term". You recognize one of them as a very notorious thief. Strain as you will, you only hear parts of the conversation..."The pilgrim was a fool to attach importance to the..." "I wish we could have learned more before he..." "The Mitre is a strong talisman, sure to..." "Which do we try first?" "I cannot leave for 2 days, I'll tell you then." "I'll go on without you!" "I think not, remember..." "A thousand curses! Two days then." When the two rise and head for the door, you notice a scrap of parchment left on their table. It IS theirs, call their attention to it at 8e. Keep it for yourself at 3c.
- 1c. A disheveled woman with tears in her eyes slips onto the stool beside you. (Your first impression is that Crystal must have lowered her standards is this is one of HER girls!) Her left hand is concealed in the folds of a greasy robe, the right is filthy and has broken nails. Her hair is stringy and covered with ashes. She is repulsive, but might be pretty if cleaned up a bit. When she speaks her voice is hoarse from crying. "At last I find an old friend to tell my troubles to! I, who was Joybringer, am now Sorrowfinder. I have sinned and the Gods are cruel in judgement. I was given a most holy task, but instead I dallied here in pleasure. Now I'm dying, and dark forces will claim my soul if I do not atone in time. Will you help me, old friend?" You may truly recognize her (Mini-solo #1), or you may explain that she has mistaken you for someone else; either way, offer aid at 21b. Or if you suspect she has evil intents and conceals a weapon in her concealed hand, reach out and grab her wrist at 3b.




- 2a. You come to a low marshy area. There is a small pool about 30 ft. ahead. A young male hartebeest lifts his twin lyrate horns from the water and sniffs the air. You can let him go and return to the main trail at 17c. If you wish to add to your food supply and have a weapon or spell that can hit at this range you can take a shot. Each successful shot may be followed by another, but if you miss it will get away. It is small, about 200 lbs. with skin of leather. It has 5 DP's, medium POW, a base magic resistance of 12 on a scale of 1-20. If you miss, return to main trail at 17c. If you get it, it will take a day to smoke the meat. Turn to 14e with 30 ACH.



- 2b. Holy Jimnetus grants you an audience. His garment is simple and his manner unprepossessing. It's impossible to judge his age. He moves into the room with the vigor of youth, but his eyes speak of a hidden strength gained only by much experience. If you hide the bag and ask him if he ever heard of the "Beads of Term", go to 3e. Lay bag and contents on the table at 15b.

- 2c. About 15 ft. off the trail, your keen eyes spot a bright patch of Belamcandi. These delicate rainbow colored blossoms are 2 ft. wide and their fragrance spices the air. The petals are prized for scenting potpourris, and their roots make an aromatic tea. You can pass by and continue to 21f, or wade thru the swamp muck to 3a.

- 2d.  In the dust of the road you find a small pewter snuff box, with an odd lid. Within, to your surprise, is a string of 7 topazes instead of snuff. The box is worth about 5 GC's and the string of gems about 100 GC's. Continue your search for Runedicer, 11a.

- 2e. Mona's spring lies off the beaten path in the Mountains of the Moon just SE of Zincofon's Castle. With some difficulty you locate the small grotto hidden in a hollow surrounded by dark trees. A spring bubbles up from the rocks into a natural rock basin before trickling down the mountainside. A bent and bearded Ancient sits in a ray of sunlight, his heavy staff across his knees. When questioned, the grizzled guardian says nothing, but points to a path half obscured by bushes. A three mile hike brings you to the top of the trail. The view is breathtaking and Lake Windemere glitters like a jewel far below. This rocky area is topped by a stone monument, moss covered and weatherbeaten. Roll your WIS, POW, Spirituality, or similar ability. Make the roll and turn to 13a. Miss at 8g.

- 2f. You accept the bag of gold and the Fox departs with the treasure. Sudden misgivings overcome you, and you find the bag filled with coppers, not gold. A cold wind chills you as you walk down the hill. Your WIS (or POW or similar PA) is decreased by 10%. No ACH!



3a.



The swamp schlurps and sucks at your feet. Moss droops from the trees, brushing your brow. You gain the dry ground where the Belamcandi grow, and start to pick petals while relishing their sweet scent. The second flower objects angrily. You've just plucked a large Belamvasp, camouflaged as a blossom. It gets 1st STK with a stinger = dagger. The poison on each hit causes vision to blur, with a loss of -1 to your strikes for the next hour. The insect is susceptible to magic that works on animal INT. It has a wing span of 2 ft. and weighs $\frac{1}{2}$ lb. Under its colorful fuzz, the Belamvasp has a body like plate

steel. Its DEX & Movement are maximum; its STR, CON, POW are low. It has a Hit % = 20 and 2d6 DP's. Once it finds a victim it won't give up until dead. It can smell invisible foes and can track one that teleports. If you defeat it, pick your petals and roots (worth 60 GC's in any market) and continue to 21f with 50 ACH.

3b. She has no left hand. The stump is poorly healed and your rough use has re-opened the wound. The bright red arterial stream pulses over your hand, and she slides to the floor in shock. You can leave her and exit at 21g or try to stop the bleeding at 4d.

3c. You see a verse written in quaint black lettering. It has a border of gold-inked flowers. After reading it, goto 4a.

"Merry," quoth the raven,
"Come to my safe haven.
Or you'll rue the day,
When buried you lay,
Caught by a terrible cave-in!"

3d. You encounter a patch of blue aster-like flowers. If you succeed on a roll for herbal, plant, or nature lore (or if you're a ranger or Druid), turn to 7g. If none of the above apply, there is a 17% chance of knowing what they are. If you make this roll, turn to 7g. If not, you may pick some if you wish, (make a note if you do) and goto 2e.

3e. His eyes turn icy cold as he says you would probably benefit by a month's meditation at the shrine which now houses the "Terrible Tome of Term". You are dismissed. Go your own way or do as he suggested, and ask him for another audience after one month at 2b.



4a. At the bottom of the vellum are two recently scrawled notes:

1. The Guardian at Mona's spring may point to it.
(Follow this clue at 8f.)
2. North of the Isle of Beltane lies a bright mirror.
(Follow this clue at 13d.)

4b. The liger snarls, then creeps slowly toward you, stops and snarls again. If you want to take a chance that your CHAR will allow you to aid him, turn to 13b, and reach for the injured paw. Otherwise, move carefully backwards until he's out of sight and continue at 2e.

4c. You notice a glitter in a nearby rodent hole. You reach in and remove a broken string of sapphire beads. Sell them in Windemere for 100 GC's or keep for future use. If you acquired a sprig of fleabane (the blue flower from paragraph 3d.) you'll have no trouble with the parasitic Borers lurking in the rodent hole. If you have no such herb, roll 1d6 to see how many you attracted. Each does the damage of $\frac{1}{2}$ dagger as they bore through your body seeking your spleen. If you're still able, go to Windemere and seek the herb woman, Maral. She will charge 5 GC's for a purge. (1% chance of a fatality from her potion.) Without the purge there is a 90% chance that when the eggs laid in the spleen hatch, the emerging larvae will consume all your vital organs. End of episode. If you survive, take 10 ACH / Borer.

4d. All healing efforts are incomplete as the Gods are truly against her. You manage to stop the blood flow and her eyes flutter weakly. She whispers, "The Dark Ones hover near me. To save my soul from their grasp I must hold the Misericorde of Term in my hand. I cannot hold off the evil much longer. Look in the pocket of the Camel..." Two of Crystal's girls carry her unconscious form to an upstairs room while you question the bartender. He mentions two facts...the Caravan leader, Flaky Camel, left town yesterday heading for Turtle Town. There is also a mound known as the "Camel's Hump" east of Zven's Tor. Head south at 13c. Go north at 9c.

4e. After a time you come to a large cavern. The same glow illuminates it and you see the remains of an old mining operation. The shafts from which the ore came are all collapsed beyond your repair at this time. Any character succeeding at a mining, engineering, or alchemy roll, or any dwarf, may turn to 20f. Others turn to 6f.

4f. You see a corridor which twists out of sight. Go this way to 10c, or return to 5c.



4g. The door opens, you enter at 5c as it swings shut behind you.

4h. You're at a 10 ft. square corner with 1 passage going 40 ft. N to 20e, & the other going 40 ft. E to 6d.



5a. There is nothing here, go E at 6k or W at 4h.

5b. When it thaws, the label reads "Icicle Lotion". It can be used to cure burns. There is enough to cover the surface area of a large man. It can be used in smaller quantities. Make another choice now at 7f.

5c. You're in a small room, with walls of granite brick. There is a basin of water fed by a small waterfall trickling out of the wall. Beneath the water you can see the outline of a trapdoor guarded by the glyph: . The room is lit by the same brassy glow found throughout the complex. In the middle of the room is a column of stone formed by the meeting of a stalagmite & stalagmite. In the column are 2 holes. Into one is stuck the blade of a brass-hilted stiletto. Into the other is stuck a rolled scroll of black parchment. On the east side of the room is a door guarded by the glyph, . Through the long years, the POW of the glyph has worn to 18.



You have 4 choices: 1. If you learned the name of the door glyph, pronounce it. Or if you have enough power, remove it. (A simple "reverse magic" won't work.) Turn to 4f.

2. If you learned the name of the glyph in the basin, pronounce it. Or remove it as at #1. Goto 7e.

3. Ignore the glyphs and open either door, 10e.

4. The stiletto and the black scroll cannot be removed simultaneously. Try removing one or the other at 19d.

5d. The passage ends in a room that was once a storage room. It has been well ransacked and nothing remains except a pile of rotted vegetable matter and a broken ale keg. You can search the rotten pile at 7h, or return to the stairs at 17a.

5e. All is stable again, and a new opening appears in the wall. Your torch is still burning and the light reveals a 10 x 10 ft. room. There is a mosaic replica of the lovely silver garden and Quicksilver pool on one wall. A small table in the middle of the room displays 5 objects. Coarse cackling from the obsidian raven in the room behind you causes you to turn around nervously. "AHA! You seek the Mitre of Term and it lies before you cloaked by illusion. You may have received a clue to its current appearance, or you may be lucky and make a good choice. The winds of the world blew all these things to me to guard and I give you ONE. Pick quickly!"

1. A silver crown studded with 5 diamonds. Turn to 16g.

2. A wooden wheel carved from oak. Turn to 14a.

3. A small brass-bound chest. Turn to 15c.

4. A battered picture frame with carefully fitted corners, 18a.

5. A silver statue of a hartebeest. Goto 7b.

6a. You shake your head to clear away the feeling of magical attack and pick your way around the pool. The path leads thru the pampas grass and on the other side you come upon a cave opening in the rocks before you. The fog is much higher here; the setting more natural. Boulders, shrubs and vines almost obscure the entrance. You'll need a torch or other light to enter at 14h. Otherwise, take the path that leads around and above the cave at 11g.



6b. Midway in the corridor you pause. Make a roll for finding hidden or secret spots at 7f. Fail at 5a.

6c. You see a triangular room, 15 ft. from the door to the apex. The base of the triangle is 30 ft. long and you stand at the midpoint. In the center of the room is a pit, 50 ft. deep, 5 ft. wide. The surface is rough. You're unable to attach a rope anywhere nearby. To descend, roll your ability to climb (or your DEX or less). Succeed at 10g, fall at 18d, or exit the room to 9d.

6d. You spy a door concealed on the W wall. Enter at 16e, go N to 10b. or S to 6k.

6e. When you open the door, the blast of an icy wind (with a base magic rate or POW of 16) hurls you against the S wall with the force of a club blow. If you're capable of "reverse magic", or spells to banish wind, calm storm, create warmth, or a spell to isolate you from weather, then you can enter at 15d. Otherwise, choose another option at 7f.

6f. Piles of mined rock are scattered around the cavern. A large forge, long in disuse and unworkable, stands at one end. Make a roll for finding hidden or secret spots at 10d. Fail at 7d.

6g. A trapdoor swings down with a splash of water in your face. (Beware rusty armour.) You find yourself crawling out of a basin which rapidly refills with water as the trapdoor swings shut behind you. Goto 5c.

6h. You note a switch at the side of the door disguised as a wall sconce. You flick the switch and the red glow of the eyes fades out. Exit at 19a or search the room at 13e.

6i. Roll your INT or less. Make the roll & turn to 19b. Fail at 16j.

6j. The eye was illusion and any form of attack destroys it. Take 10 ACH and goto 4e.

6k. You're at a 10 ft. square corner with 1 passage going 40 ft. N at 10h, and the other going 40 ft. W at 6b.



7a. The monk leads you to a small cubicle. An ornate cabinet stands against the wall. A hundred candles burst into flame as you enter with the precious item, and the heavy doors of the cabinet swing open. The space within seems to have a base for the wheel to rest upon and you reverently place it into position. Some hidden instinct within you prompts you to spin it clockwise on its base. As it turns, an ancient diapason of voices reverberates within your mind. Still dazed by this moving experience, the monk leads you out. He murmurs, "You have done well. The forces of good are strong in you, and your reward will be better than mere monetary gain. As he vanishes, joy fills your heart. You have gained 200 ACH and raised your WIS (or POW or Battle magic or other spiritual PA) by 10%, end of episode.

7b. You find yourself in Crystal's Pleasure Palace. Much to the delight of the other patrons, you're pushing a wooden toy deer up and down the bar. Enjoy yourself! End.

7c. You discover a door well hidden in a mural on the S wall. Enter at 6c, or go W at 14d, or go E at 10b.



7d. You notice another tunnel next to the one where you entered. You're a little confused and don't remember which you came from. At random you pick one with a 50% chance of arriving at 14c or 11d.

7e. A trapdoor opens in the basin of water, and you can crawl to another passage after the water pours out, to 18c. Or you may return to 5c.

7f. There is a bas-relief carved in the stone of the N wall.

It is worn almost beyond recognition and as you try to brush away the cobwebs you hear a click. You have found a secret door. Enter at 6e, or go E at 6k, or W at 4h.



7g. You recognize this as a rare flea-bane plant. The leaves repel most varieties of vermin, fleas, flies, lice, borers, bugs, etc. You pick a bagful, being careful to leave roots in the ground. Stick a piece behind your ear and sell the rest later in Windemere for 10 GC's. Go to 2e.

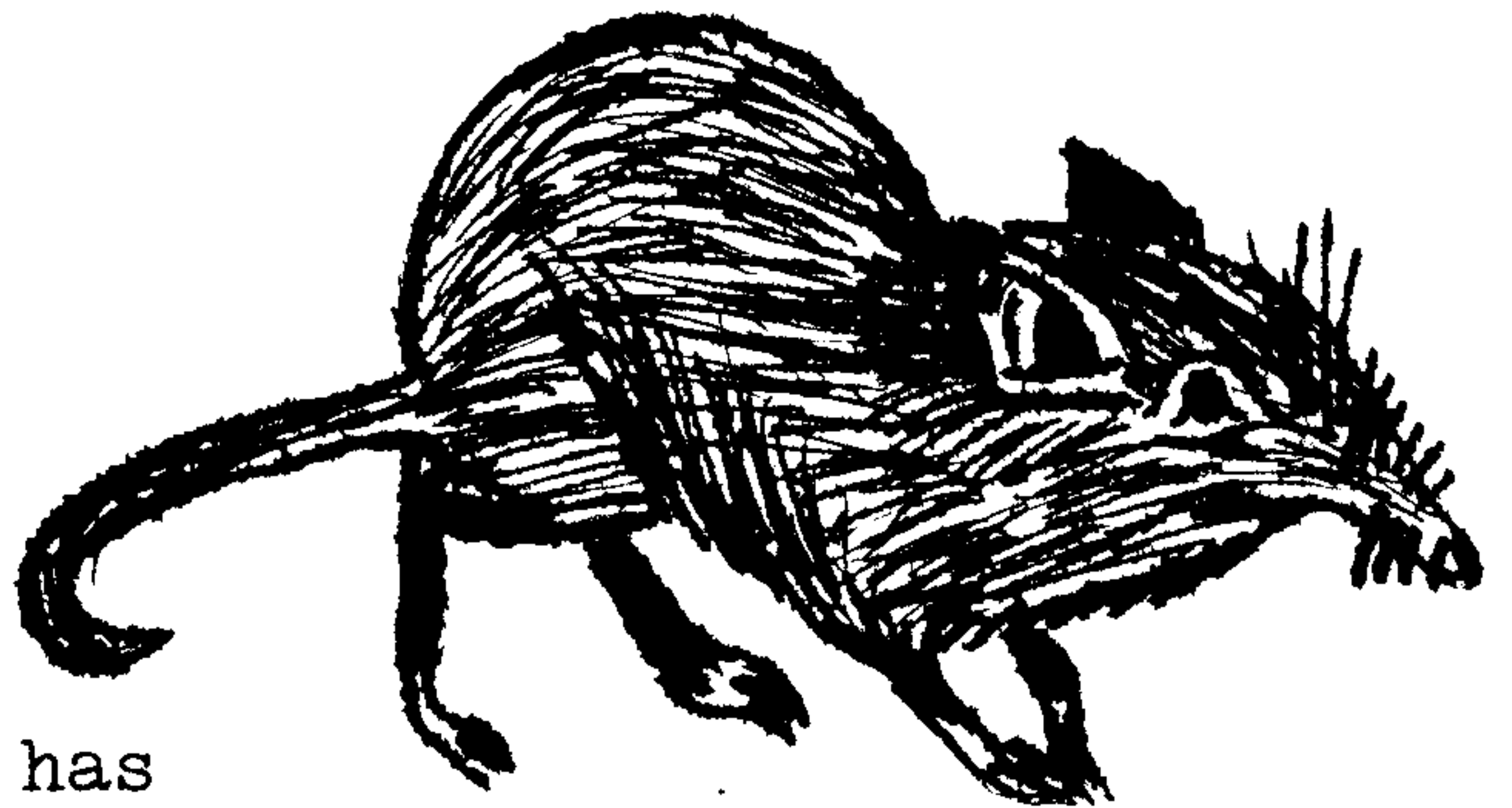
7h. Yuk! Nothing but filth. There is a 5% chance that you've picked up a bacteria that turns your nose green and drippy for a week, with a 20% loss to your CHAR. Head for the stairs at 17a, or exit at 21c.

8a. Between the humps that give the hill it's name, is a clearing in the trees. In this "pocket-like" depression stands a sweet-water well near the remains of an old wood shack. Under the collapsed debris, you see a hole which leads to an old cellar. The sounds of many hunting gnolls reach your ears and you realize you cannot fight the whole mob. You jump down into the hole and find the cellar mouldy and reeking of decay. A tunnel leads north and the walls here glow with a brassy yellow phosphorescence. You can wait until the gnolls leave and return home safely, or enter the tunnel at 17a. (If you left a horse outside the gnolls find it delicious!)

8b. You see a triangular room, 15 ft. from the door to the apex. The base of the triangle is 30 ft. long and you stand at the midpoint. There is a large brass statue of a dragon curled sinuously around the room; its head leans right at you. The eyes suddenly glow with a red luminescence. If you can make a roll to detect traps, find spots hidden, etc. turn to 6h. If you fail or do not have this skill, turn to 15e to search the room or turn to exit at 19a.

8c. Go N at 10b or S at 6k.

8d. A shrew the size of the passage charges at your face. In your crawling position you can fight at about 50% of your capacity. It is about 50 lbs. in weight, & has 2 incisors that strike like daggers. Its hide is = leather, it has 7 DP's (ADJ to YGS), Hit% = 35, POW= 8, animal INT, other PA's = yours. If you manage to kill it, you'll have to push it along ahead of you to 4e. ACH = 16 + 19 for close quarters.



8e. They laugh and say it's not important to any one but a fool and you are left holding it. (At least you honestly tried!) The quaint lettering seems to be a childish poem:

"Merry," quoth the raven,
"Come to my safe haven.
Or you'll rue the day,
When buried you lay,
Caught by a terrible cave-in!"

The verse is surrounded by a fanciful border penned in gold, but are able to see a clue that the thieves missed. Hidden in the gold are these words: "An honest person can perhaps see that the mitre of Term is disguised in a form of illusion, but the illusion can be called by the same name!" Goto 4a.

8f. As you pick your way through Wizard Woods, you encounter:
(Roll 1d6) 1-2 go to 9a. 3-4 go to 3d. 5-6 go to 12a.

8g. You were not wise enough to approach the standing stone with the proper reverence & your ungentle touch disturbs a guardian. A shadowy cloud coalesces above the stone. As it descends, its angular velocity makes it a small whirlwind. You can attempt to flee at 11f, fight with magic at 12c, or draw a weapon at 12e. If you acquired a "trumpet cone" along the way, be sure to blow it at 12d instead!

9a. You've encountered a sumptuous patch of pointed Silver Mushrooms. You can pick a bunch and lay them to dry on a sunny rock. IF you survive and IF you remember to come back to get them, you can sell them for 10 GC's in the Windemere market. Go to 2e.



9b. He says, "My name is Phlebotomy Squall and I'm in need of sustenance." He seats himself by your fire and you offer him some meat. He refuses with a slight shudder. He is quiet for awhile, and you impatiently ask what kind of sustenance he needs. He answers, "I hesitate to tell my tale for most people react with revulsion. Let me assure you that I am an honest man and I dislike taking what I need by force. I would rather have a willing volunteer and pay for your services! You see, when I came to manhood I found that I truly had no stomach with my family 'profession' and I took a firm stand against it. My father disowned me, bemoaning the fact that he'd given me the name carried in my family for a hundred years. I wandered for a time, forcing myself to feed only when near death. When I found myself fainting on the streets of Turtle Town, I was befriended by a cleric who found a way for me to exist without inflicting harm on others. You see...I am a reformed Vampire...now don't get upset, had I wished you harm I would have attacked long ago. My mission is to find others like myself and start a peaceful colony near Turtle Town. Six of my friends hang in yonder oak, but they grow impatient. I fear their self-control will break down if you do not willingly donate blood for us to drink. I promise not to harm you and you will not become like us!" Refuse at 20j or be a blood donor at 15a.

9c. The mysterious "Misericorde of Term" is likely to be elusive. Are you sure you know what you're looking for? Or has your education been sadly neglected? You reach the Camel's Humps with no serious trouble and start looking around the area. Suddenly the peace of the pine covered hill is shattered by the hunting cries of a band of gnolls. You duck into the bushes as a huge wild boar darts by, followed by 6 gnolls. Four continue the hunt, but two notice you and approach with spears to throw, and battleaxes for melee. They are 7 ft tall, 290 lbs, and wear a rough type of chain mail. They have 2d6 DP's, Hit% = 35, STR = 20% more than yours, other PA's = 10% less than yours with INT, WIS, POW at a minimum. If you survive, a search reveals nothing of value except the weapons and a small pouch which contains a string of garnets, 7 strung together. It's worth 50 GC's. ACH = 35 each.

9d. Go W at 14d or E to 10b.

9e. A gentle breeze wafts the scent of sweet meadow grass toward you. Make a save vs. magic or a 1st level luck roll, or an FT of 15 or better on 1d20 and turn to 4e. Fail at 10f.



10a. After several sharp turns and twists, the tunnel widens into a cavern about 15 x 30 ft. There are piles of debris and fallen rocks. At the far end, hidden in the shadows, there seems to be a sculpture of some kind. Of more immediate concern as you step into the room, are the two air worms attacking you. One comes from behind, blocking off retreat. The AIR WORM (c. 1980, Varanae, Monstrum I.) is a mutant worm that has developed the ability to fly. It has a large flat head and a 4 ft. long body. It has the ability to see invisible creatures. It bites with the damage of a dagger, then whips its body around with the blow of a club. When struck, the original worm divides in half. (The halves can't divide again.) Their segmented skin is like leather, and they have 3d6 DP's. They are very high in DEX and Movement but have minimum POW. If you survive, you find yourself near the sculpture at 17e with 85 ACH each.

10b. You're at a 10 ft. square corner with 1 passage going 40 ft. S to 10h and 1 passage going 40 ft. W to 16d.

10c. You follow the corridor thru a winding turn and come to a door. Enter at 16h or retrace your path at 20g.

10d. Set into the wall near the forge is a small shelf of old books almost invisible in the poor light due to a covering of cobwebs. Most of these are ledgers showing mine functions and lists of employees. But one book appears to be a treasure. It contains instructions for making a new weather resistant kind of brass. It tells how to add tin to the basic brass formula of copper and zinc. If you get back to Windemere with it, an alchemist will offer you 4000 GC's for it! Go to 7d.



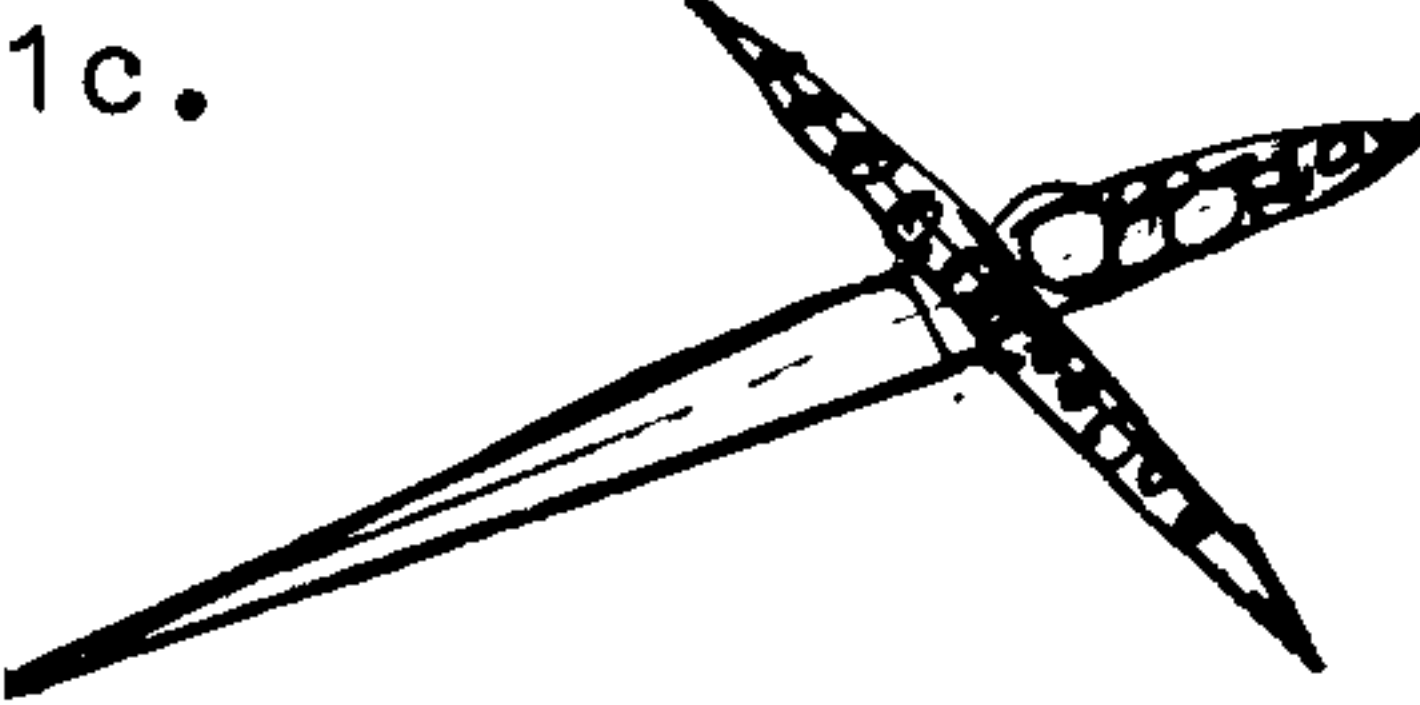
10e. How foolish to mess with glyphs of which you know nothing! There is no pain, as the explosion mercifully shatters your body too quickly. The cave rats will feast tonight!

10f. You sleep dreaming pleasant dreams. When you awaken, you are on a flower covered meadow north of Windemere, weaving daisy chains. You have forgotten your mission. No ACH.

10g. A tunnel leads away from the bottom of a 50 ft. pit. You must crawl on hands and knees to get thru. There is a 33% chance you will have no encounter here. Make the roll at 4e. Fail at 16k.

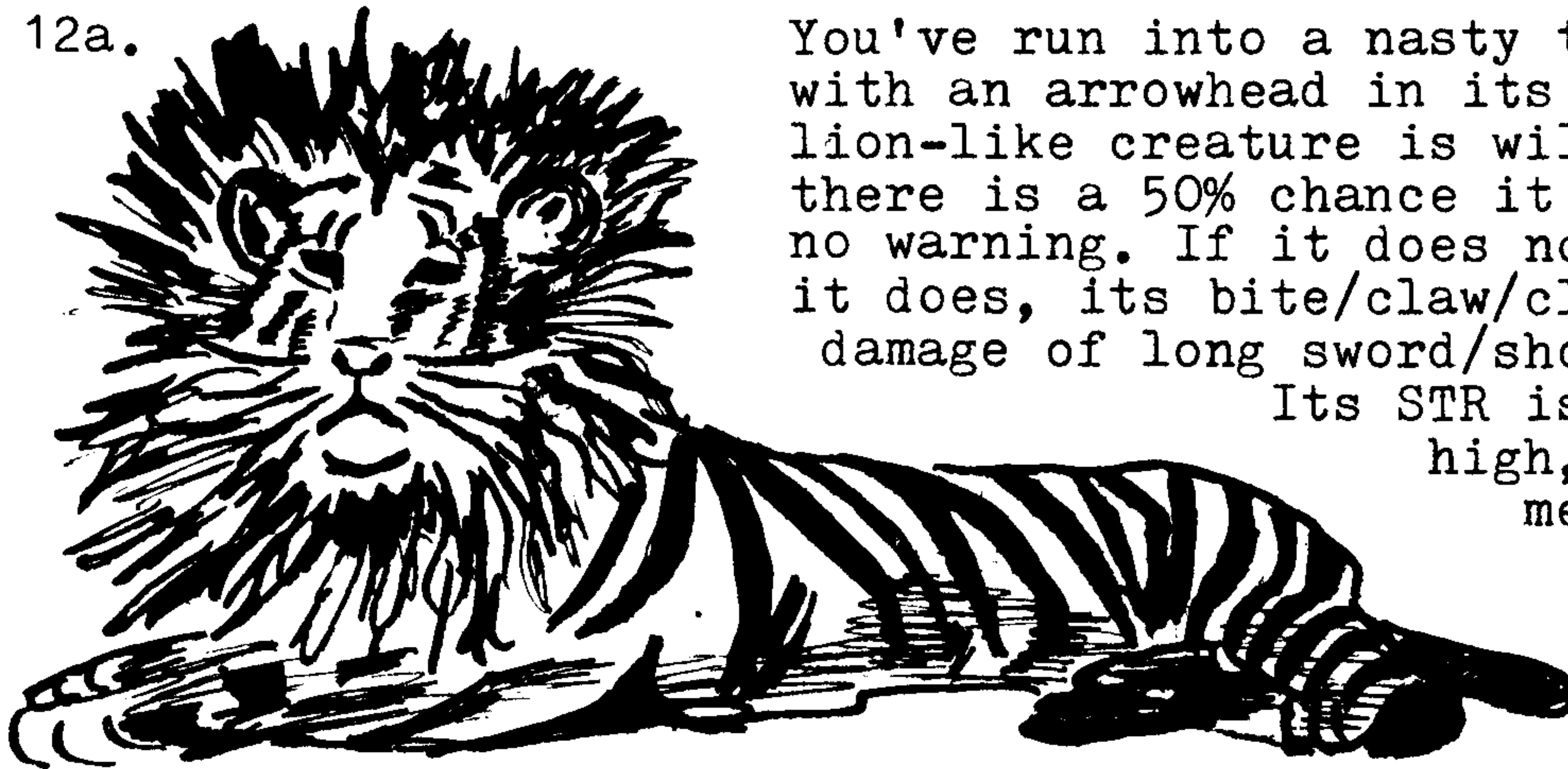
10h. Midway in the corridor you pause. Roll 1d6. Get 1-2 and go to 10d. Get 3-4 and go to 8c. Get 5-6 and go to 20c.



- 11a. You locate Runedicer in a small building that the town constable refers to as "the infirmary". He is a large powerfully built man but he is very pale and breathes heavily as if he'd been running. He moves slowly and with difficulty as though very weak. He is bandaging the arm of a townswoman who remarks, "You must not give so much of yourself; you become weak and ill!" The cleric replies, "I'll be strong again by tomorrow, the cause is worth the risk." The woman leaves, and you state your purpose. He says he may be able to enlighten you. The price is high...a pint of your blood! He refuses to tell you the nature of his experiment, but assures you his purpose is good, not evil. Pay the price at 12b, go spy on the Camel at 17d, or try the Camel's Humps at 9c. (Spying on the cleric will yield no more information.)
- 11b. Good for you; having bravely removed this menace from Quicksilver, you gain 20 ACH. End of episode.
- 11c.  Her eyes open reluctantly and her gaze falls upon the stiletto. "So be it", she sighs, "a clean and merciful death is better than the loss of my soul to darkness!" Before you realize her intent, she grasps the sharp instrument and plunges it deep into her heart. She falls back on the bed with a smile on her face as her life ends. This form of the "Misericorde of Term" is worth 100 GC's at the shrine of Term on Rising Moon Hill. Your gain of 1000 ACH is bitter when you remember poor Sorrowfinder.
- 11d. The tunnel slants upward and ends in an overhead trapdoor with a glyph ~~18~~ inscribed upon it. (Base magic rate & POW = 18) If you learned how to pronounce the name of the glyph, or if you have magical ability to remove it (a simple reverse magic won't work), do so at 21a. Otherwise, pull on the knob at 10e or just return to 4e.
- 11e. Holy Jimnetus has intercepted a Fox of Loki who was trying to place a spell on the abbey's drinking water. He found out that the Fox was to meet another of his order at a place near the Long Bridge Docks tonight. In the light of the information you bring, this could be connected with the demise of Ariel's messenger earlier. To accept this assignment, garb yourself in the fox's robes and mask and continue at 19c. Otherwise, end of this episode.
- 11f. Cowards earn little ACH or treasure, but they do occasionally live to see another day. You run and stumble out of the woods and return to Windemere to follow another rumor when you get your courage back. End of episode.
- 11g. You're back on the open plateau. The sun comes out and the path you've followed has disappeared. Try as you may, the hollow cannot be found again this trip. End of episode.



12a.



You've run into a nasty tempered liger with an arrowhead in its paw. This striped lion-like creature is wild with pain and there is a 50% chance it will attack with no warning. If it does not, turn to 4b. If it does, its bite/claw/claw are worth the damage of long sword/shortsword/shortsword.

Its STR is maximum, CON/FAT high, POW, DEX/AGIL are medium. It is AL 6 with 6d6 DP's and hide like leather. Its ATT%=50 & Movement =14.

Its pelt and meat are worth 500 GC's in town.

If you survive, turn to 2e with 300 ACH. Good work!

12b. He stretches your arm on the table and palpates your brachial artery. A hollow thorn is carefully inserted and the bright red life substance pulses rapidly into a container. (You notice other containers on the table.) He'll tell you nothing further about his project, but he apologizes for not doing a 'cure wound' spell on the arterial puncture. "It will heal quickly, do not remove the pressure bandage for an hour," he says. He takes a handful of ivory cubes from a small pouch. Unlike dice you've seen, they are inscribed with strange runes instead of spots. He throws them on the table and interprets, "You have followed the wrong Camel; seek the hill of that name and look for a hole in it like a pocket. You will be in a place where Blessed Term worked. The 'Misericorde' has a dual nature. It can be sharp and pointed or flat and dull. I cannot tell which aspect Sorrowfinder seeks. If she dies before she touches either one, her soul will be lost forever to evil realms." You now go quickly to the Humps at 9c.

12c. This is a small air elemental with a base magic rate or POW of 13. If you can control wind or air, give an offensive wind push, blast, etc. these spells will work normally. Turn to 12e for more statistics.

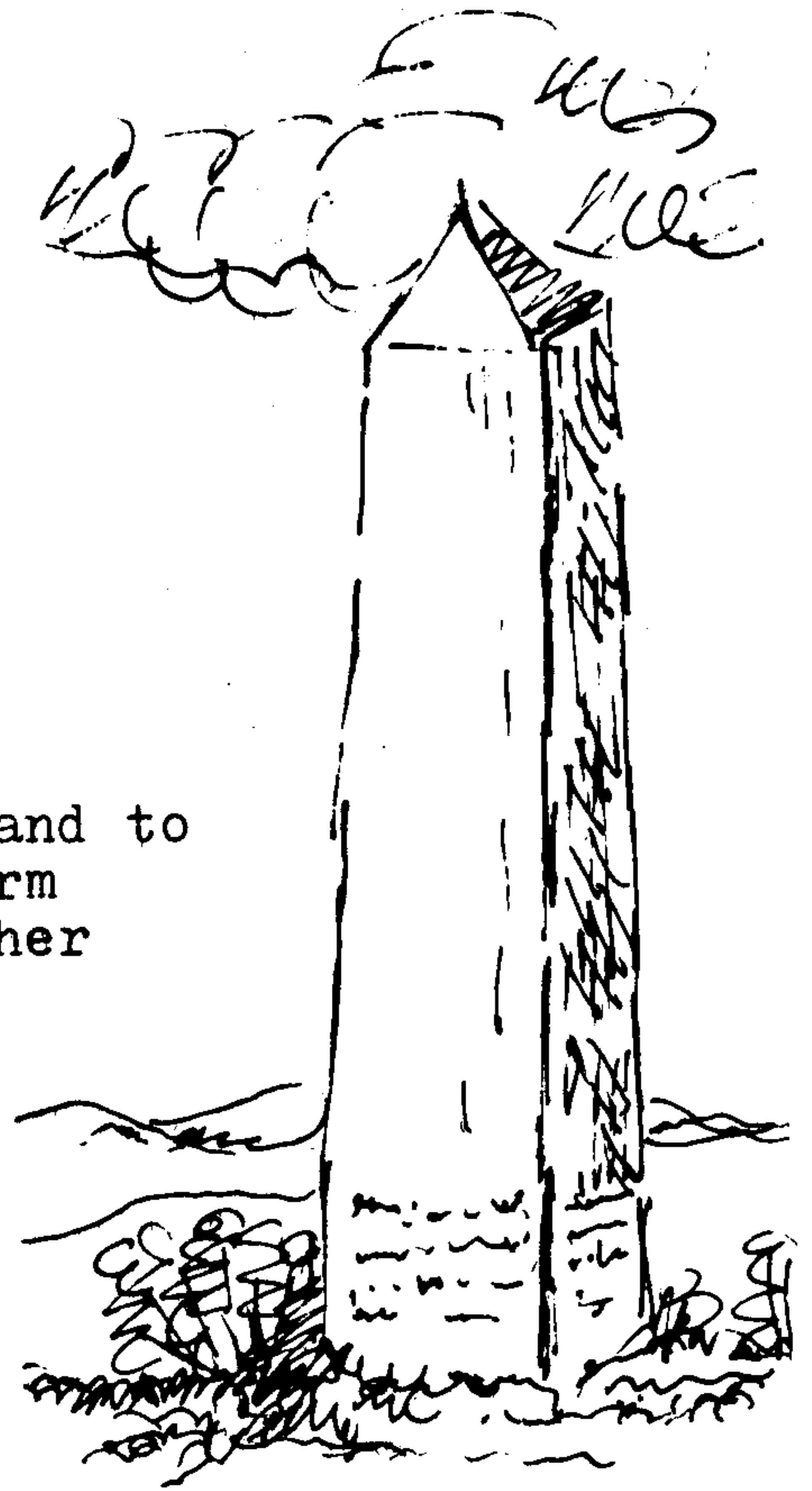
12d. You cannot hear the UHF whistle produced by the trumpet cone, but your liger friend does and comes quickly. He will add his strength to your fight (Check his statistics at 12a) Turn to 12c to use magic or 12e for weapon fight.

12e. This small whirlwind of an air elemental is less than 8 ft. in height and about 5 ft. in diameter at the top. It will last for 1 round, sweeping away and killing any creature less than AL3. To those of higher AL it does damage of 2 club blows. If you're lucky you can slice it to bits. Its AL6 with 6d6 DP's. You must strike as if you were piercing plate mail. Its Hit%=60. If you succeed in dissipating it, you may turn to examining the the stone (reverently, this time) at 13a. (If you had assistance in battle, he leaves now. The trumpet cone will not work again.) ACH = 400.

- 13a. Wise! You took precautions and were reverent and gentle in your examination of the gigantic monolith. Near the base is an inscription almost obliterated by the weathering of time. You kneel before it to wipe away the dirt and read:

Term was kind and Term was good
Here he prayed and then he stood
To cast his headpiece to the wind
Watched it fly 'till daylight dimmed
Dusk brought foxes seeking treasures
But Term had known and taken measures
Foiled again they slunk away
And Term with thanks, he knelt to pray.

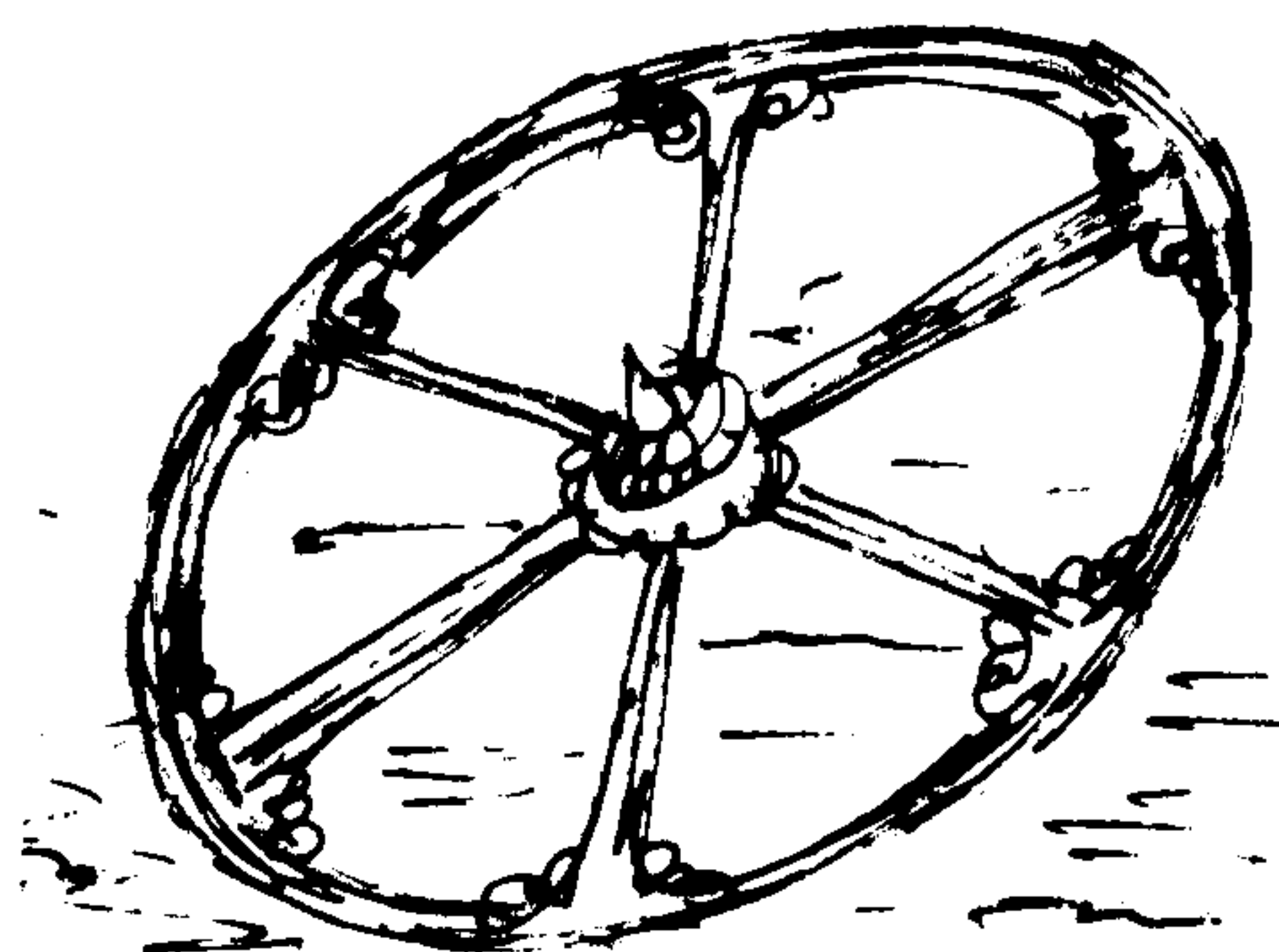
You are moved by this ancient rhyme and stand to look westward, imagining the courageous Term casting his mitre to the winds of fate rather than let the treasure fall to evil forces. Roll your perception, or other skill to find hidden spots. Make the roll at 4c. If you miss, you may leave the hill and venture elsewhere.



- 13b. Roll your CHAR or less. If you miss, he'll bite with the damage of a long sword, then slink away leaving you to nurse what's left of your hand. If you don't bleed to death, you can continue at 2e. If you make the roll he'll allow you to probe for the arrowhead and remove it. Then he limps to a nearby conifer bush and bats a small growth off it. The object rolls to your feet and you recognize the flared funnel shape of a trumpet cone. When you look, the animal is gone. Go to 2e, and take the cone if you wish.
- 13c. If you can make a woods knowledge, nature, or similar roll, or if you are an Elf, Ranger, or Druid go to 2c. Otherwise, 21f.
- 13d. You have heard that the Isle of Beltane lies in the Spo River about 5 miles west of Windemere. Today it lies hidden in fog, so you guess at its location and head north onto the high plateau. This is a rough grassy area, interspersed with scattered clumps of oaks and juniper. Game trails and springs abound. The trail you find yourself following forks to the east and you notice the fresh hoofprints of a hartebeest leading that way to 2a. Or you may continue north at 17c.
- 13e. It is now safe to search the room. The statue is magnificent, but too large to remove. You see a small rodent struggling with something & investigate. It scampers away, dropping a small broken string of 7 rubies. You can sell it in Windemere for 300 GC's later, or keep it as a pretty bauble. Exit to 19a.



14a. You find yourself standing before a shrine of Blessed Term on Rising Moon Hill in Windemere. The wheel, carved from a single block of wood, lies heavy in your hand. A person whose face is covered with a fox-like mask offers you 500 GC's for it. A robed monk, whose face you cannot see, steps from the shrine & says you should not cast holy things to foxes. Sell it to the Fox at 2f, or follow the faceless monk into the shrine at 7a.



14b. As you crawl along, a huge eyeball blinks open, blocking the entire passageway. The iris sheds a brassy light. You can back up to 14c, or attack at 6j.

14c. Now you're at the bottom of a 50 ft. pit. Roll your ability to climb or similar roll. Succeed at 6c. Fail at 18d. Or instead of climbing you may enter the tunnel leading from the bottom, 10g.

14d. You're at a 10 ft. square corner with 1 passage going 40 ft. to the E at 16d, and 1 passage going S for 40 ft. at 20e.

14e. It is evening and you've put in a hard days work preserving your meat. You pack what you can, and if you cannot carry all of it, wrap the remainder in oiled cloth to be buried until a later time. With a sigh you relax by the dying embers of your fire, yawning slightly. Suddenly, you hear footsteps and a dark cloaked figure with glowing red eyes steps into the firelight and says "Friend"! Attack immediately, with spell or a weapon at 20j. Hesitate and turn to 9b.

14f. At the edge of the pool is a low silver stool. You sink into a lotus position there and gaze deep into the quicksilver. The reflection of the garden fades, and you see in the mirror all the sins of your lifetime. Finally these imperfections are wiped away in a silvery ripple. You raise your voice in a joyful chant of redemption, and you are still singing when you find yourself climbing Rising Moon Hill in Windemere. You are moved to donate all coins you are carrying to the acolyte at the door of the shrine of Term. You have never felt so good in your life! Any injuries have gone, and you've gained 10% to your WIS, POW, or similar PA. If you ever held and lost your Palidinhoo, it is regained. If you're an assassin or thief, you change your profession to fighter. However, you find that you've paid for your new-found joy with 12 months of your life. A year passed while you sat at the pool! You find a string of 7 diamonds caught in your hair worth 500 GC's if sold. ACH = 300.

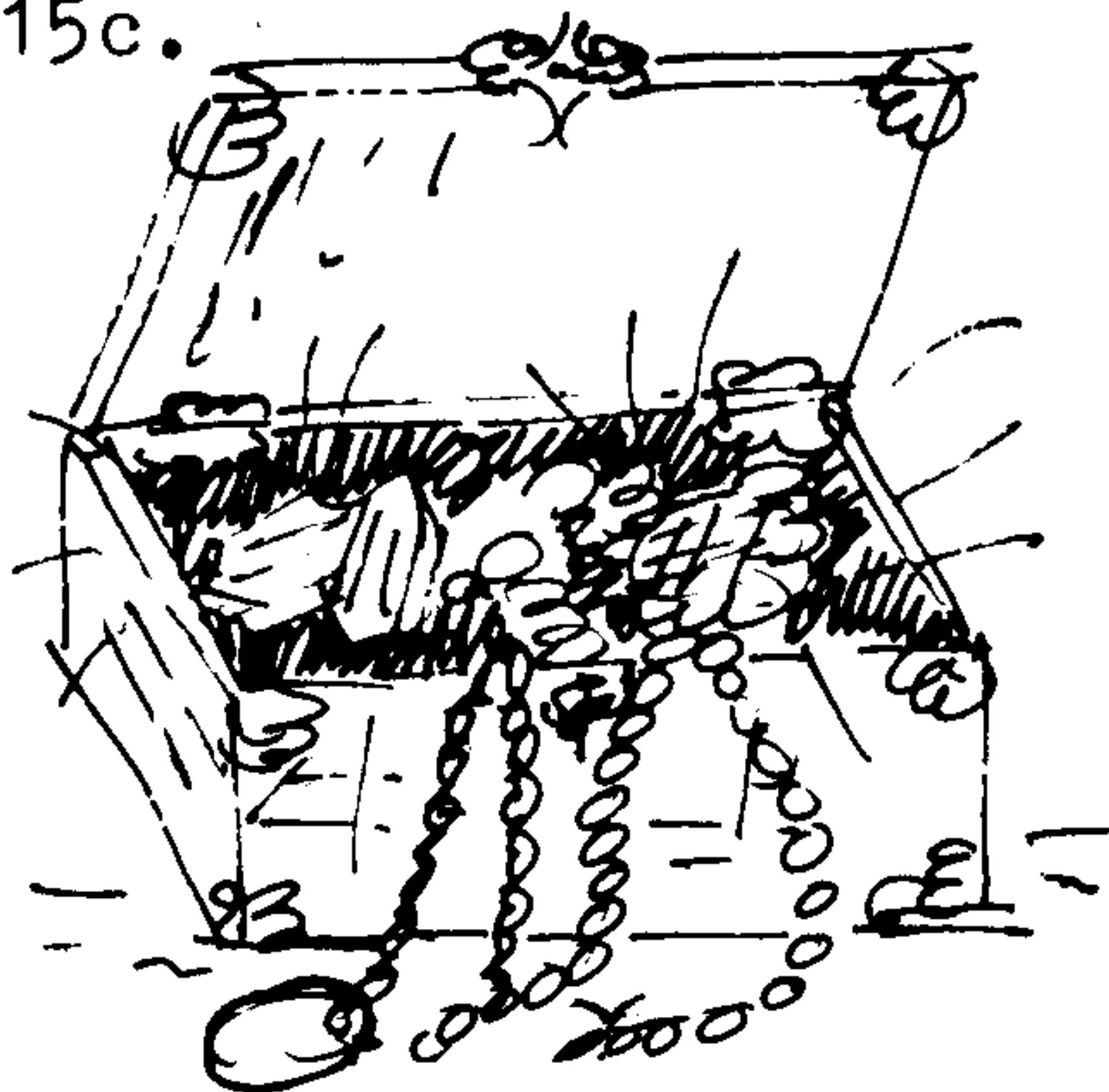
14g. You remember the prophetic poem too late as the tunnel collapses and you're buried in a terrible cave-in. End, no ACH for the dead.

14h. You scramble in and find the tunnel shored up in spots by rotting timbers. One near you falls in a shower of rocks. You can still retreat to 11g or continue at 10a.

15a. You nervously bare your arm as requested and he inserts a long hollow thorn into your cephalic vein. The blood slowly drips out and he catches it in a pint sized basin where it coagulates solidly. When the basin is full, he withdraws the thorn. As you press on your wound, you hear a rustling sound coming from the oaktree. Phlebotomy seems to melt into the dark where soon you hear a horrible schlurping and gurgling. You grow sweaty with terror, wondering if the pint was enough to satisfy their hunger. You hear wings flapping overhead, and a small object is hurled at you. You can try to get away at 17b, or bend over and pick up the object (with your neck exposed) at 16a.

15b. He examines the items, then gazes deep into your eyes. He finally smiles and says he has decided you're worthy to keep the treasure. Jimnetus is one of the chosen who study the "Terrible Tome of Term". From it he has learned the story of the broken strings of beads. Long ago a demon stole the circle of 7 sets of 7 beads from Term. Term's pet raven flew after the demon and a mighty battle ensued in the sky. The atmosphere was disturbed for miles around, causing storms to rage over the land. The two were evenly matched and neither was able to gain an advantage. During the long fight, the string was split and scattered in 7 parts over Quicksilver. A huge surge of energy was released when it broke, turning both the demon and the raven to stone. No one knows what happened to the stone demon, although some say that "Demon Peak" in the Avalanche Range is all that remains of it. Term himself took the stone raven and placed it in a secret place of honor to guard other treasures until a time comes to give them back to the world. Now, if this is one of the 7 strings of 7 beads, there must be 6 more somewhere. Perhaps you'll find more in your travels? Jimnetus says he has need of someone to carry out a spy mission for him. If you think you can handle this, volunteer at 11e. If not, refuse politely and go about your business. End of episode. 100 ACH


15c.



You're teleported to the Street of Artisans in Windemere. Belcobar, the master jeweller, invites you into his shop and examines the chest and contents. He offers you 1000 GC's for the antique jewelry within. ACH = 100

15d. These spells work and you are able to search the room. You find a niche in a wall which contains a frost-covered bottle. Leave it there and choose another option at 7f. Take it and go to 5b.

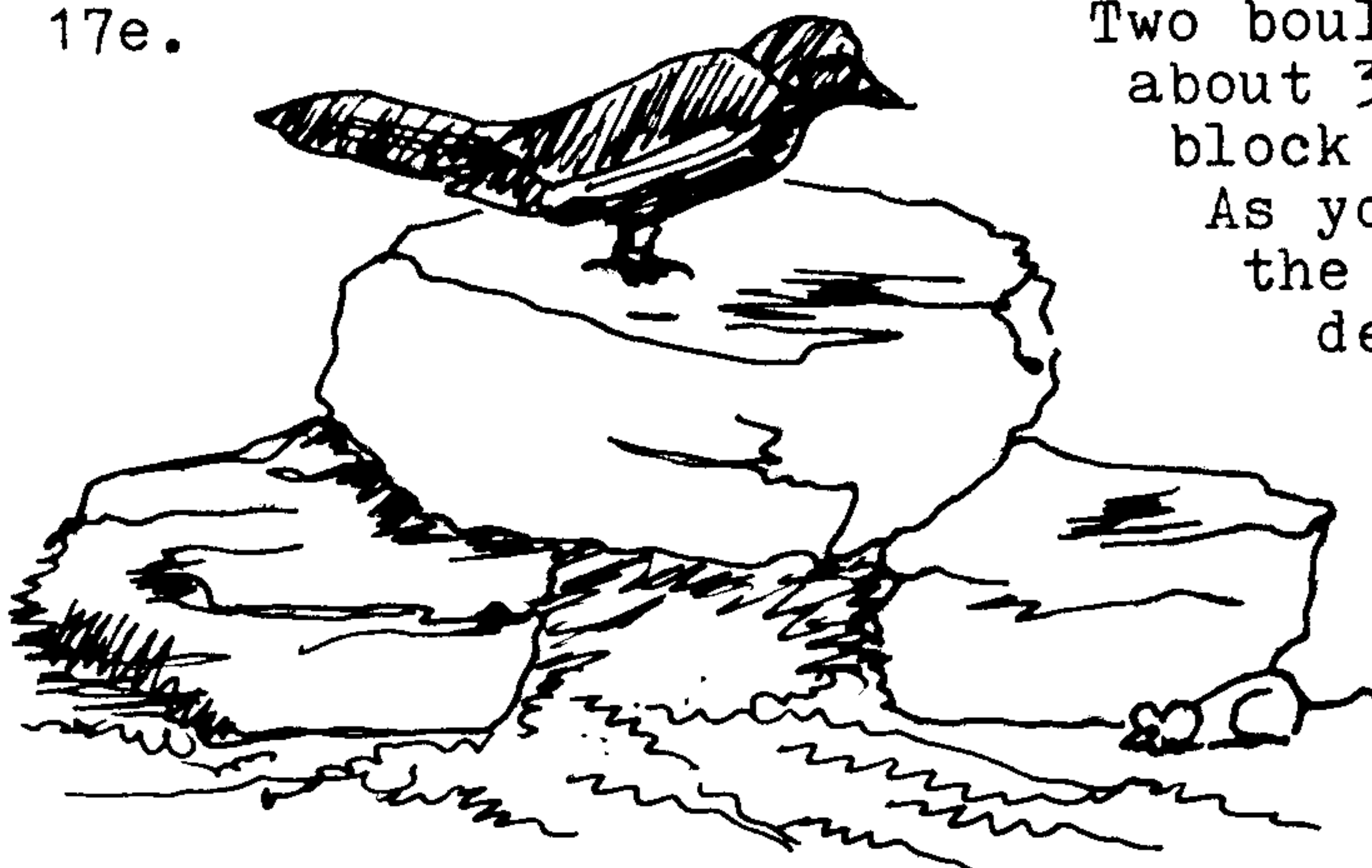
15e. The door slams shut and the dragon's mouth issues forth a noxious gas. Gagging and choking, you fall to the floor. You do not die, but are unconscious for 1 hour. During this time there is a 17% chance that some wandering creature will drop in and steal all your belongings except armor & weapon. When you wake, you can search the room at 13e or exit at 19a.

- 16a. Phlebotomy Squall has indeed repaid you for your generous service. The object is a small bag containing a string of 7 bloodstones. An appropriate reward! They may be sold in town for 75 GC's or kept as a strange memento for your experience! Return to the northbound trail at 17c. ACH = 100
- 16b. If you make your geoscience, engineer, or unsafe structure roll, goto 5e. Fail at 14g. (The mouse was right!)
- 16c. As a dwarf you have a special advantage in underground areas. The mouse is right, follow him at 5e.
- 16d. Midway in the corridor you pause. Roll 1d6; get 1,2,3 and goto 9d. Get 4,5,6 and goto 7c.
- 16e. Within the triangular room is a brass chair. The arms and feet are designed to resemble liger paws. The backrest is a liger head in relief. Hanging from a chain above it is an inverted brass bowl. A yellow light radiates from the bowl, illuminating the chair seat. A search of the room reveals nothing else. Sit on the chair, if you dare, at 6i. Or exit at 8c.
- 
- 16f. Her eyes open and shine with re-awakened hope. She lifts the scroll with her good hand and unrolls it. The writing on it is done with bits of brass shavings. She clutches it to her heart and says, "This is the Misericorde I have long sought. This will dispense me from further penance and restore both my life and my soul. I can return now to the shrine of Term and take up my duties. She gives you a blessing before you leave and you will find any damage done to you in your next encounter will be decreased by 25%. Celebrate your gain of 2000 ACH with Joybringer!
- 16g. You are magically transported to the carnival area in Windemere. Clutched in your hand is a rusty bit of iron with 5 broken bits of glass glued on it. A passing peddler offers a copper piece for it. ACH = 0
- 16h. The door shuts and vanishes. You're in a corridor running N and S. Go to 10h.
- 16i. There is a winding passage. Continue at 20g or return to 10h.
- 16j. As you sit on the brass chair, the bowl lowers and rests on your head. The light penetrates your skull to your brain. Slowly comes knowledge, but not without cost. Apparently, Term set up guardian glyphs somewhere and you have learned that the one called "ALPHON" is shaped ~~OK~~. (Will this be of use? Who knows) You have lost 20% to either your CON or STR. (Your choice) Exit & roll 1d6; Get 1,2,3,4 and goto 8c. Get 5,6 and goto 20c.
- 16k. Roll 1d6. Get 1,2 turn to 9e. Get 3,4 and goto 8d. Get 5,6 at 14b



- 17a. You are at the top of stairs which lead down to the east. All below is illuminated dimly with a strange phosphorescence. The jagged entrance shows traces of recent toolmarks...has anyone come in ahead of you? Go 50 ft east down the stairs to 19a, or follow the N passage to 5d, or head S at 21c.
- 17b. In your panic to get away you've lost any belongings not on your person. Take 10 ACH and return to Windemere to rest before starting anew.
- 17c. The path leads into a hollow hidden by fog. "North of Beltane lies a bright mirror" said your clue. Now as you head north, all sights and sounds of the outer world are blotted out. You bend low so you can keep an eye on the trail. After an hour, you note a glow in the fog ahead. The fog parts, forming a dome over a shining silver pool about 5 ft. in diameter. Surrounding the pool is a garden frozen in time. Delicate columbine, lance-leaved coreopsis, and evening primroses lie at your feet. Majestic pampas plumes form the background and all are mirrored below in the pool. There is no color, no sound, no breeze to stir the leaves, and you see that the petals and leaves are made of polished silver. The surface of the pool is slightly convex, so you realize that the liquid is not water, but pure quicksilver! The place radiates a magical aura of tranquility and you know you could never profane its beauty by plucking even a silvery grass blade. Make a save Vs. magic, (or roll your POW, WIS, etc.) and turn to 6a. Fail the roll and turn to 14f.
- 17d. Flaky Camel returns to his tent to change clothes, then leaves to enjoy an evenings pleasure at The Flippin' Fin. You sneak into the tent and see a sleeping slavegirl lying on a mat. Make a roll for Stealth, Silence, DEX or AGIL and turn to 19f. Miss & goto 20a.

17e.



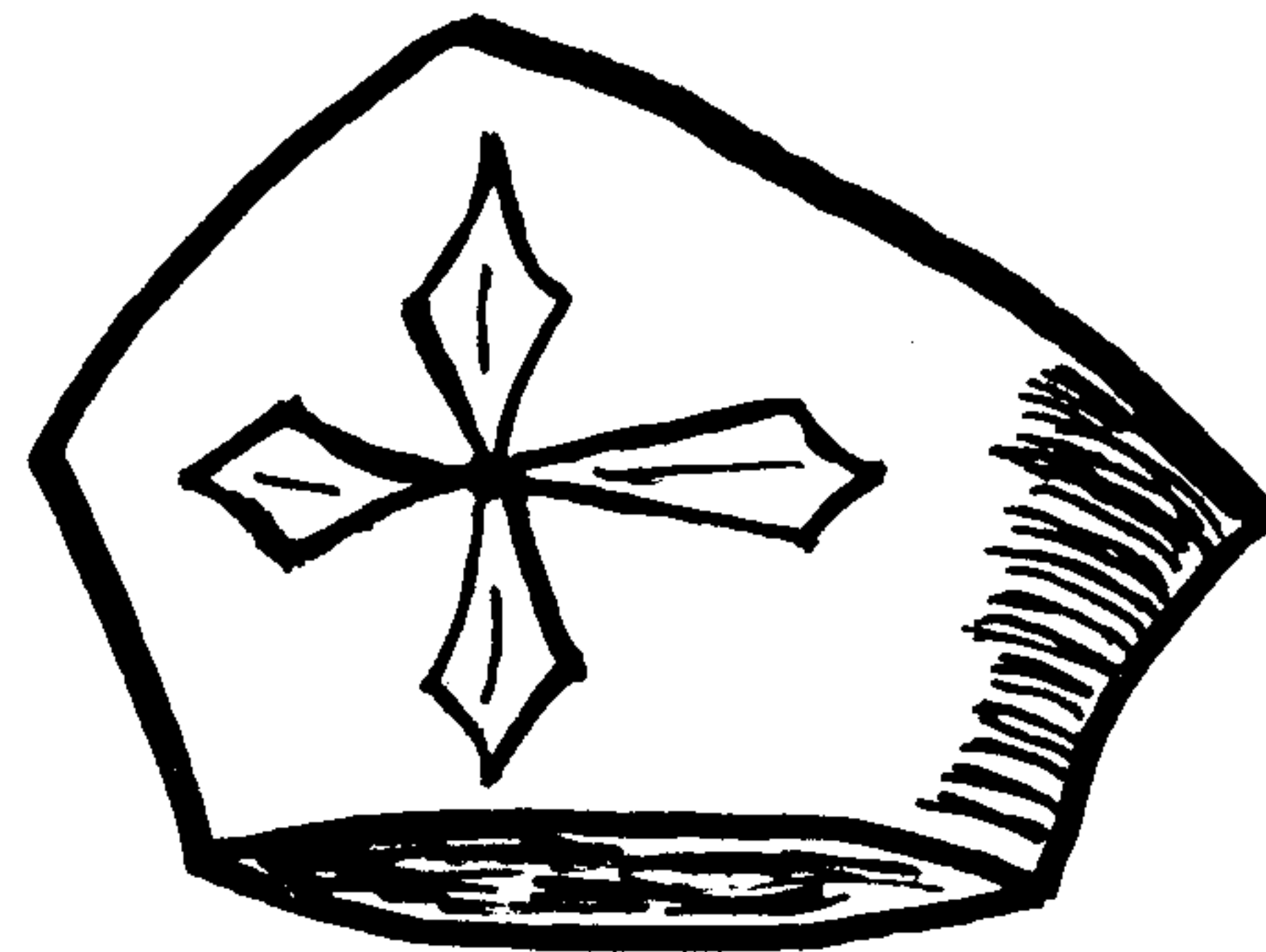
Two boulders hold a large granite block about 3 ft off the ground. Atop the block sits a raven, made of obsidian. As you stare at this enigma, one of the slain Airworms gives a final death twitch, dislodging a rotten support beam. The walls and the ceiling groan and shudder. A cave-in seems imminent. You notice a mouse dart beneath the raven's "perch". Follow the mouse at 5e or try to make it to the tunnel at 14g.

If you are of a scientific mind you might prefer to make a geo-

science, engineer, or unsafe structure roll at 16b. A dwarf can do best at 16c. Good luck!



18a. If you chose this by chance, give yourself 300 ACH. If you chose it because you figured out that the clue in paragraph 8e referred to the MITERED joints of the frame, give yourself 600 ACH. Now you stand on the high plateau near the road to Windemere. Upon your head rests a pointed hat of green S'Marra cloth over a stiff leather base. If you have a helm, it fits over it perfectly. It enables you to levitate for one hour per day. (May split into smaller segments) If there is a wind, it will push you along with the current. After a battle you can heal for 1d6 points. While you possess it, you find it impossible to do an evil act. Should you remove it to do evil, it will fly away.



18b. He says he doesn't know what a "Misery Cord" is, but he did sell a knotted rope belt to the town cleric, Runedicer. You can spy on the Camel at 17d or seek Runedicer at 21e.

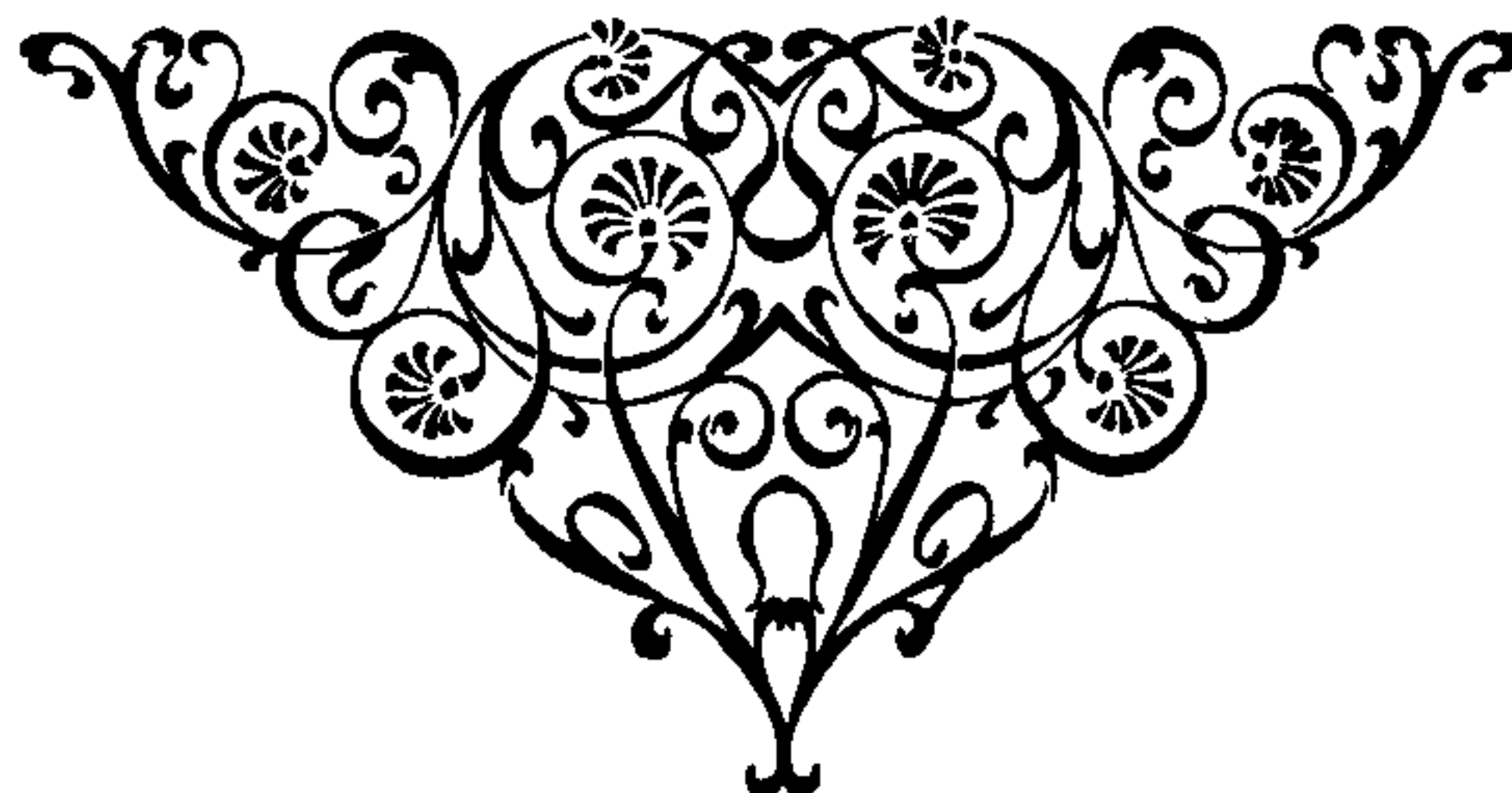
18c. A crawlway snakes along until you come to 4e.

18d. You manage to climb about 10 ft. from the top, then you lose your grip and fall 40 ft. Follow your game rules for injuries or take WP's worth 4 club blows. If you live thru this, there is a tunnel at the bottom big enough to crawl thru. Enter at 10g or try to climb up the pit at 14c.

18e. Now you may seek Runedicer, the cleric, at 21e. Or return to Windemere at 20d.

18f. The "Fox" darts into an old house and tries to shut the door on you. You ram your foot into the crack and smash the door open. He staggers back and you get 1st STK as the duel begins at 18g.

18g. He's surprised and you get 1st STK. If you're a cleric, his PA's = yours. If you have another occupation, he has 20% less STR & CON than yours. He has 30% more WIS, POW, & LUCK, than yours. If the statistics don't fit your system, assume his abilities are sufficient to cast a spell if he survives after your 1st STK. He'll try glue, stop, freeze or other charm. After that, he'll use his mace. He wears leather under his robe. He has 14 DP's. If you manage to outlive him, you can acquire his mace. It is made of orichalk (a strange metal not mined in Quicksilver). It requires 30% less STR to wield and 30% less portage weight. It does 10% less damage than a regular mace. Further search reveals a small leather pouch. Leave it and go on your way, or open it at 21d.



19a. With your back to the stairs, you see a brass door in front of you on the E wall. There is a strange design embossed upon its surface. Enter at 8b, or go N at 14d, or go S at 4h.



19b. As you sit on the chair, the brass bowl lowers down to rest on your head. Slowly, painfully, the light pierces your skull and enters your brain. Then, the pain leaves and you find yourself in possession of knowledge of the names of two guardian glyphs used by Term. This may be of use to you in the future, who knows? There is a cost of 10% loss to either your CON or STR, but now you know that ~~OK~~ is pronounced "ALPHON" and ~~18~~ is pronounced "BETON". Exit and roll 1d6: Get 1,2,3,4 & turn to 8c. Get 5,6 and goto 20c.

19c. Near the Longbridge docks is an old wooden shack. When you knock, the door is jerked open and another Fox says, "You're late, did you take care of the Abbey?" You nod affirmatively and enter behind him. There's a 33% chance he'll forget to ask you for the password. Make the roll and turn to 20i. Fail and face him at 18g.

19d. The ceiling is rapidly descending...to get out without becoming a grease spot, return to 5c and do 1,2, or 3. There's no time to grab the other object! (From here, NO MATTER WHAT OPTIONS ARE GIVEN IN ANY PARAGRAPH, YOU CANNOT RE-ENTER THIS ROOM until you show your scroll or stilleto to Joybringer, called Sorrowfinder.)

19e. The package is a small green velvet bag with a drawstring. Evidently the person consumed in the flames made a last desperate effort to save it, 'tho unable to save himself! If you look inside, you find 7 small emeralds threaded on a string. The ends of the string are freyed, as though this was a part of a greater piece. There is a note with it:

Greetings Holy Jimnetus, After much meditation I'm now convinced that these beads once belonged to Blessed Term. The library of Lord Blimp once contained a document that described the whole as a circle of 7 sets of 7 stones. I cannot recall the use that was made of these, and the document has been stolen. The "Foxes of Loki" are lurking near my dwelling. I will send this via a trusted messenger and hope he is not intercepted by evil forces before he reaches you.

Yours in fellowship, Ariel.

You can keep the beads, sell them in the marketplace for 300 GC's, or consult Holy Jimnetus who dwells in the Abbey of Refuge on Rising Moon Hill, at 2b.

19f. You gag and bind her and quickly make a search. The only things of value you find are: pouch of 10 GC's, gaudy jewelry worth 2 SC's, a broken string of 7 agates worth about 50 GC's, a leather-wrapped collection of 8 daggers worth about 75 GC's. Take, or leave, what you wish and depart. Roll your stealth, hide in shadows, or other DEX/Agil skill. If you're not seen, goto 18e. If caught turn to 20a.



20a. A patrolling caravan guard draws his scimitar and rushes toward you. He's 6 ft, 250 lbs. with maximum STR. His INT, WIS & POW are low, other PA's average. He has 15DP's and wears plate mail. His Hit% =30 and his morale is high. If you survive, turn to 18e, with 50 ACH.

20b. The gods are displeased that you'd sell such a dangerous item! Your weapon hand turns into a fox-like paw and you're unable to perform magic. Holy Jimnetus can reverse this curse, but he'll ask a month's service at the Abbey of Refuge on Rising Moon Hill.

20c. You notice a secret door hidden in the painting on the E wall. Enter at 16i or go N at 10b, or S at 6k.

20d. You return, only to find Sorrowfinder's condition unchanged. You can give up or head for the Camel's Humps at 9c. Perhaps you can find something there?



20e. You pause midway. There is a stairway leading up to the W and a door on the E wall made of brass. Enter the door at 8b, or go N at 14d, S at 4h, or climb the stairs at 17a.

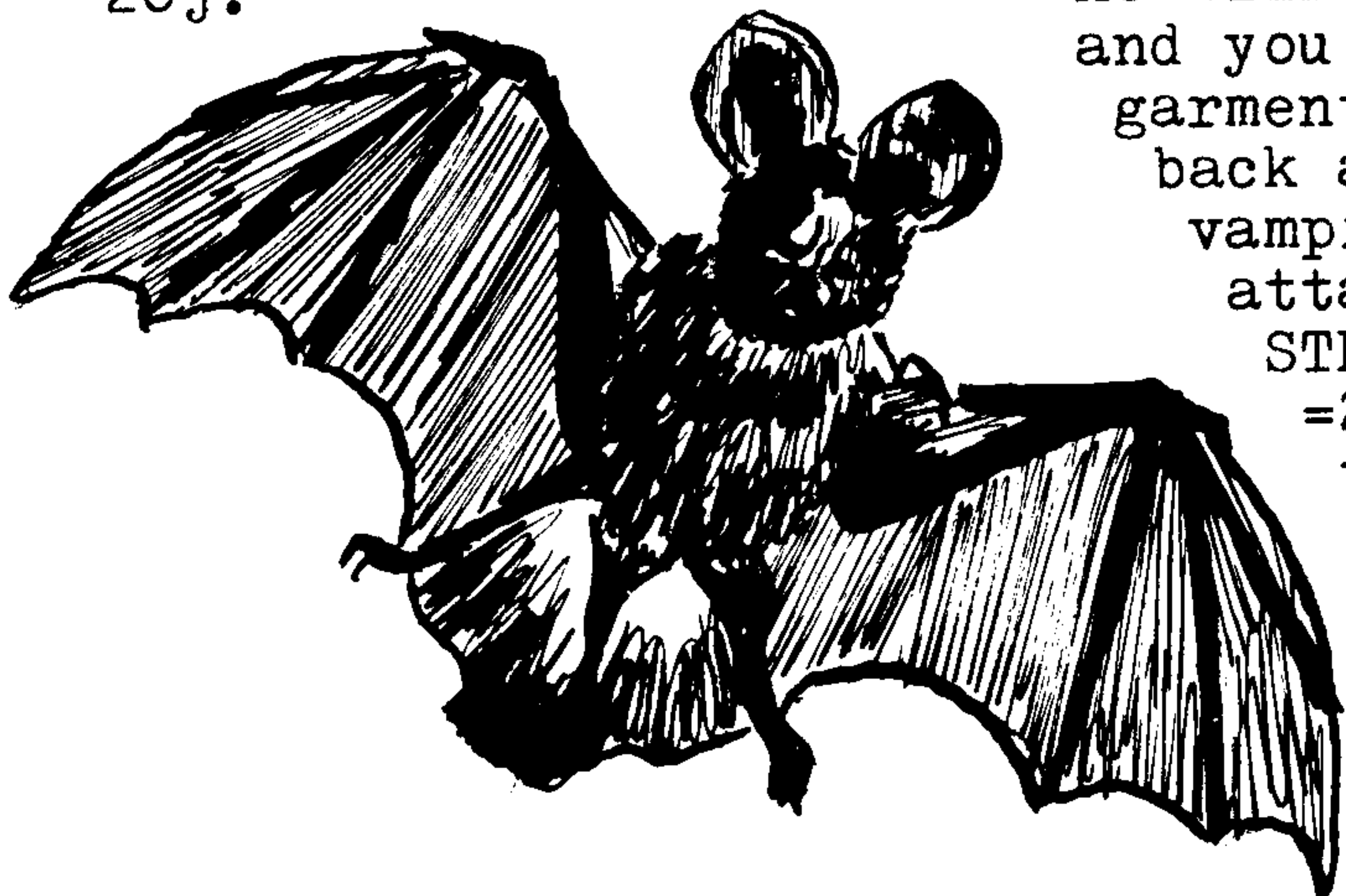
20f. You immediately discern the presence of 3 raw ores: copper, tin, and zinc. Just the items needed to make brass! If you ever make it back to town, Lord Windemere will pay 10,000 GC's for knowledge of this mine. Turn to 6f.

20g. A zig-zag passage leads to a door guarded by a glyph with a POW or base magic rate of 18. If you've learned the name of this ~~glyph~~ glyph, or if you can remove glyphs by magic, (a simple "reverse magic" won't do.), turn to 4g. Or open the door ignoring the glyph at 10e. Or simply return to 10c.

20h. You go to Windemere, wondering if you have anything in your possession that may alter Sorrowfinder's condition. You place all you found at her side, hoping for a reaction. IF one of the items is a black scroll, turn to 16f. IF one is a brass hilted stiletto turn to 11c. If you possess neither, continue the quest for Flaky Camel at 13c or head for the Camel's Humps at 9c.

20i. He gives you a pouch and tells you to take it to the Main Temple of Loki on Rising Moon Hill. Of course, you take it directly to Jimnetus. View the contents together at 21d.

20j.



He will not fight...his dark cloak fans out and you realize that what you thought was a garment, was really a pair of wings. He leaps back and flies into the night, but 6 smaller vampire bats fly out of a nearby oak and attack, aiming for the jugular. DEX =high, STR & CON =low. Other PA's average, hit% =20, AL =2, DP's =2d6. If hit with more than 50% damage, you'll become a vampire within 30 days. If you win the battle, goto 17c with 120 ACH for the bunch of them.

21a. The glyph vanishes and you can turn the knob at 6g or return, 4e.

21b. She says she grows too weak to find what she needs for herself. "Alas," she sighs and sinks to the floor. Blood seeps thru her garment where her left hand is hidden. When you examine the hand you find only a bloody stump. You can try a spell, or use pressure to stop the bleeding at 4d.

21c. You are in the cellar where you started. You can goto Windemere via 20h, or return to 17a.

21d. Within the pouch lies a document that was stolen from Lord Blimp's library, and a note with the seal of Loki on it. The document describes a circle of beads that once belonged to the person known as Blessed Term. It consisted of 7 sets of 7 stones. The stones were emeralds, rubies, sapphires, agates, topazes, diamonds, and bloodstones. When the sets of stones are brought together, they will unite into a circle which can be worn about the neck. The person wearing it will be blessed by the gods, and their chance of striking in battle will be increased by 20%. The note in the pouch describes a string of 7 garnets. The Foxes have perfected some strings that will explode with 2d6 damage if mixed with 6 true sets. These have been planted somewhere in Quicksilver. If you now have 6 true sets on your person and 1 set of garnets, take the damage. If not, beware garnets in the future. Take 100 ACH, then, if you have garnets, sell them at 20b or crush them underfoot at 11b. End of episode.

21e. Make a roll for perception, locating hidden spots, or secret things, and turn to 2d. Otherwise, resume your search for Rune-dicer at 11a.

21f. You find the caravan members doing a brisk business in Turtle Town's open-air market. You spot Flaky Camel himself trading a lovely S'Marra scarf for a bowl made of a turtle shell. Ask him if he's ever heard of the "Misericorde" at 18b, or spy on him at 17d.

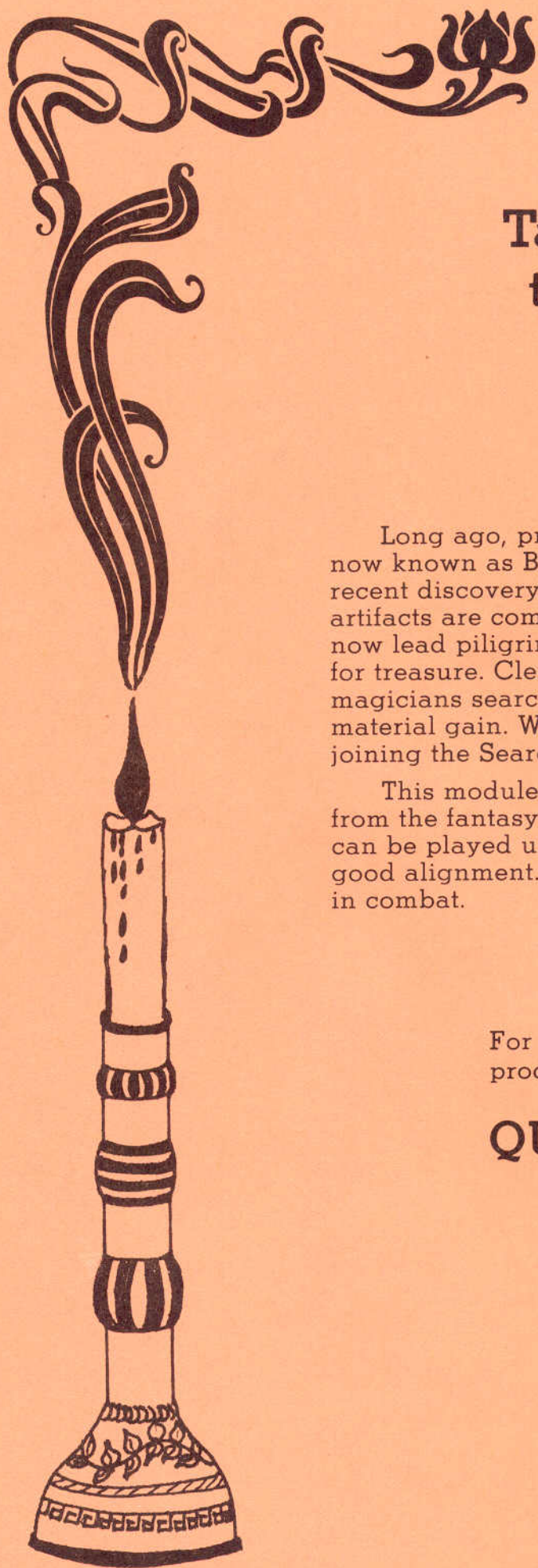
21g. The gods are angered by your crass neglect. You now find that any magic items you possess have vanished, along with any money you had. No ACH!



DETECT EVIL & DETECT MAGIC TABLE

If you try to perform either of these spells and you do not find the paragraph listed here, then the result is negative or else the spell did not work properly. + = yes, ± = weak.

Paragraph & Item	Detect Evil	Detect Magic	Paragraph & Item	Detect Evil	Detect Magic
1a "Fox"	+		14a "Fox"	+	
1b thieves	+		14b eye		+
2d gems		±	14f pool etc.		+
3c vellum		+	15d bottle		+
4c gems		±	16a gems		±
5b potion		+	16e chair etc.		+
5c glyphs, scroll, stiletto		+	16f scroll		+
5e Item 1,2,4,5		+	17c pool etc.		+
6a pool		+	17d Flaky	±	
6e storm		+	17e Raven		+
7a wheel		+	18a Mitre		+
8e thieves	+		18b Flaky	±	
8e vellum		+	18f-g "Fox"	+	
9c gems		±	19c "Fox"	+	
9e breeze		+	19e gems		±
11c stiletto		+	19f gems		±
11d glyph		+	20g glyph		+
12b dice		+	20j other bats	±	
13e gems		±	21f Flaky	±	
14a wheel		+	21d 7 sets gems		+



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Long ago, precious relics belonging to the person now known as Blessed Term, were lost or hidden. With the recent discovery of the "Terrible Tome of Term", some of these artifacts are coming to light. Riddles and clues in the Tome now lead pilgrims across the lands of Quicksilver questing for treasure. Clerics want the items for religious reasons, magicians search for new magic, others are interested in material gain. Whatever the reason, will you find yourself joining the Search for the Treasures of Term?

This module is designed for solo play using the rules from the fantasy role-playing system of your choice. Maxi #3 can be played using any mid-level (4-6) character type of good alignment. Either magic or weapons may be used in combat.

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