

Quicksilver Fantasies



“Quest Of The Roan Hart”

Maxi-Solo No. 4



by Paul L. Meier

© 1983

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.



● North wall

Lake of Origins

Plaint

Dwarf Mountains of Armor

Mines of
sheryis

Rigour

Inland
SEA of
Narmur

Desolate waste

Castle of
Sigisman

Blasted
Heath

Quarun
Abbey.

Castlewaith

Dead lands

MORBURG

The World Of
Quicksilver

C. 1983

This map was prepared at great personal risk by P'Trish, cartographer to Lord Windemere. It is not complete, & knowledge of the of Quicksilver is sed, changes may be ry.

Scale:

15 miles

- Flotsam Bay



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

Crescent Moon Hangs
In an angry sky
Roan Hart passes through the night



Quest of the Roan Hart
Maxi Series #2



For your warrior/ fighter/ champion of good causes Al 6-8

Several weeks ago, while you were on the road doing your knight errantry business about 55 miles SE of Windemere across the Mountains of the Moon, you had a chance encounter with a young man in the company of a druid. They were deep in conversation while strolling along the shore of Loch Invar and were not aware of your presence till they, were quite literally, stumbled into your camp. They put you at your ease immediately by their total lack of animosity and their stunned attitudes at not having detected you earlier.

The young man had a noble bearing with a maturity beyond his 17 years; yet was still young enough to seem ill at ease about bumping into strangers. He had honey-brown hair worn shoulder length and very curly, strong masculine features with a pronounced firmness about his chin and lips. The druid appeared to be of middle age, very firm of body, with greying hair and beard. His face was very pale and he had very disturbing, yet trustworthy, eyes that were gold-flecked-brown and set deep and well apart.

After many apologies for having disturbed your harmony, they introduce themselves as Carras and the druid, Cadwan. They wanted to make amends for their strolling through your camp and invited you to partake of their viands at Brynnhenge, their present residence.

As you all were walking to Brynnhenge, a ring of megalithic stones set on the Témpleton Downs, they inquire as to your present quest and/or allegiance. At the moment, you tell them, you are a free agent and have been indulging in a lot of rest and fishing. Conversation in turn leads to their occupations. Cadwan turns his gaze on you and locks his eyes on yours. You feel a subtle warmth and a gradual coloring of your awareness to a brilliant sun-lit gold. And then the fields and sky return to their pale greens and azure. Cadwan reintroduces Carras as his "lordship". He explains, during your repast, of Carras' recent escape from an ensorcellement. He is the rightful heir

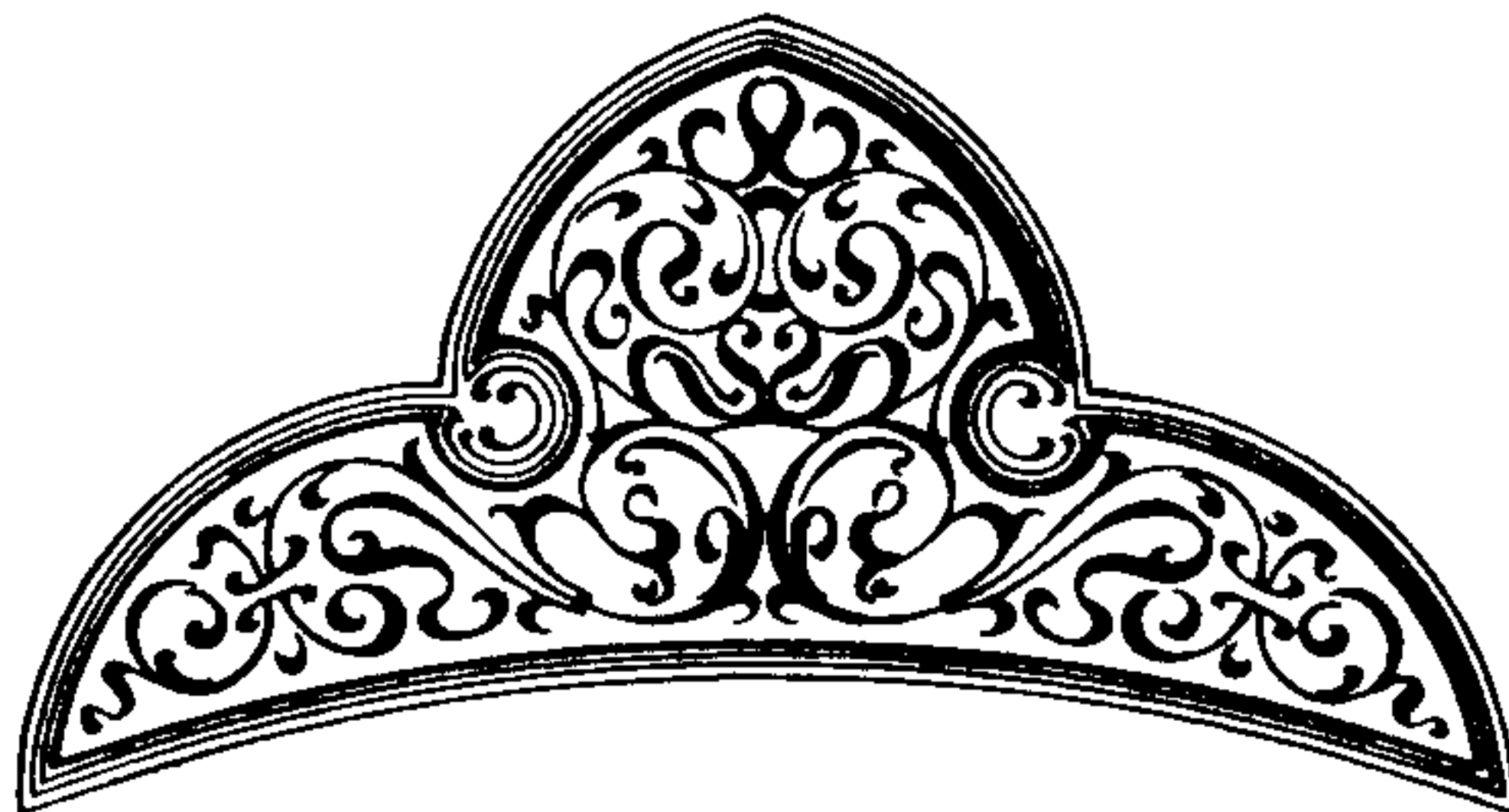
to the Earldom of the Roan Hart. So many years have passed since his ensorcellment (he was just a young boy) that Cadwan is not sure as to his acceptance by the other nobles of the land as their peer. So, Carras and he have been meditating on the problem and many prayers have been invoked for aid in their dilemma. He looks keenly at you once more and you feel that delightful warmth encase your body; and then says, almost inaudibly, " and today we blundered into you."

Carras tells you that as of this date they have recieved word, secretly, from Lord Blimp pledging his aid, but that Lord Zven, a vicious noble who is also an adept in evil traps, has been swaying Lord Windemere, steward of the realm, and the other nobles against Carras. Cadwan and he believe that they must deal directly with Zven, who incorporated Carras' earldom when he could not be found, and expose him as the evil influence he really is.

Being young, Carras is subject to impulses. He asks you if you would help him win back his lands. He vows his eternal friendship, whether or not they succeed, and a place beside him if he should gain his rightful earldom.

Consider your own strengths, alignment, conscience, and give your decision. Cecline to get involved in these political turmoils and go to either 10 A or 1 A. Do homage to Carras as your friend and lord and turn to 9C.

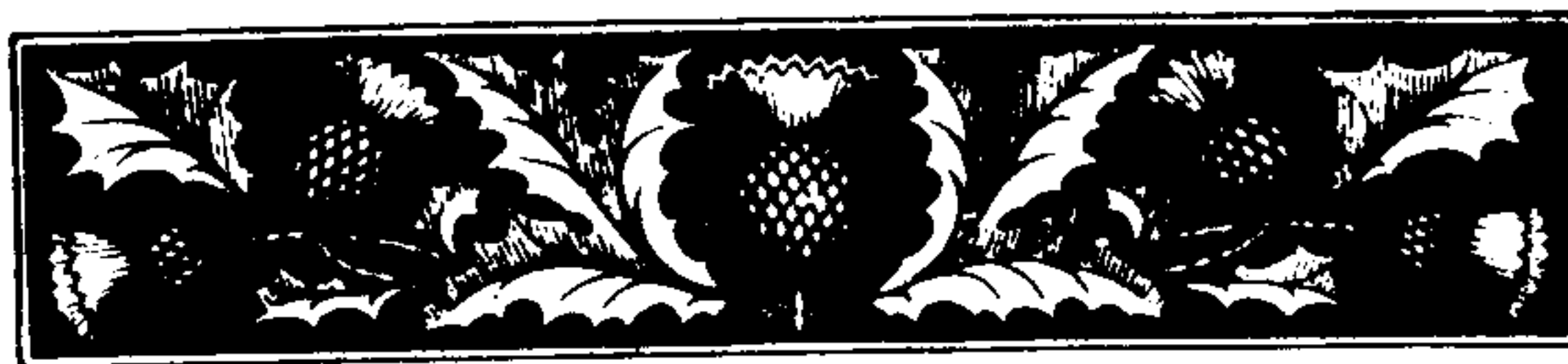
(If you are a Paladin and wish to use your " detect evil" ability, check the list at 9A for the appropriate paragraph. Being a paladin you are; resistant to disease, except those divinely instigated; can cure light wounds and/or disease, up to 2WD; you affect the undead at a 4th-5th level cleric; but you have not gained enough experience to employ your own spells.)



I would like to thank " Varanae" for the use of the creatures from their " Monstrum I " and their Trap Manual

Varanae
Rt. 2 Box 662 M
Marion, Va. 24354

And many special thanks (long overdue) to Char, my wife, for all her unflagging support and lovely artwork that has adorned all my solos.



- 1a. You've heard recently of Quarun, an abbey of desert clerics, located along the River Narmur, North of Castlewaith, and about 30 miles east of Brynnhenge. They've been having some trouble with a local desert tribe and will pay well for any service to remedy their situation. Turn to 5A.
- 1b. Having lain yourself down for a well deserved rest you're startled awake by an eagle cry almost directly in your ear. Roll your INT or less. Fail roll and you've jumped up scaring the eagle who wings his way home. Continue on to 5B. Make roll and lie still letting the eagle examine you. He begins to " talk " to you in eagle. Since you probably don't understand " eagle " he jumps on your chest, cocking his head to eye you directly. (you could always try your alignment tongue, if you have any.) Turn to 2A.
- 1c. Eli San has taken a great liking for you and a healthy respect for your courage at coming alone to his camp with such a request. If you have a companion from 2a or 6g his respect is even greater. He names you " friend " allowing you safe passage in thier lands and gives you a magnificent prayer rug as a friendship gift. You give him, a gift in return (I hope). Your mission has been fulfilled (as he promises to leave the miserable clerics alone) and you may now go to Carras' aid at 9B; or go your own road and turn to 10A.
- 1d. The journey up the pass has been arduous but took only $\frac{1}{2}$ a day. You find some sheltering rocks and make camp for the evening. You sleep peacefully through the night to wake to a brilliant dawn filtering through the fog in shimmering rainbow lights. Continue on to 4F.
- 1e. You've made it to the halfway mark in your journey to the abbey. You have reached the edge of the desert. Being very tired you sit down for a rest. As you're sitting there you hear the sound of shifting sands, but you see no one or anything around you. Roll your INT or less. Make roll and go to 5B. Fail roll and go to 6B.
- 1f. Any spell or weapon (dart, arrow, spear, etc) thrown into this room will do no harm because before it hits the creature it will disappear, only to reappear in your room behind you, striking you from the rear. If you survive your own attack proceed to 15F.



2a. It would appear that he likes you for some reason and wishes to befriend you. He introduces himself as Elfrydd, son of the chief of the eagle clan. He will journey with you. Roll your CHAR or less. Make roll and he will remain with you till death. Fail roll and he'll leave you after this journey. (he was sent by Cadwan, who wishes you companionship.) Continue on to 5B.

2b. 45 degrees to your right about 100 yards away stands a black unicorn (stats listed in 9A subsection 3b). He definitely doesn't like paladins or other " do-gooders ". Determine 1st ST. You may use your companion, if any. If you lost your CHAR roll in 6g the wolf has left you. This evil unicorn is the companion of Morkan, the black sorceror of Morburg. He wanders the desert hoping to run into an unwary fighter or juicy paladin. Win against this foe and go to 4B. Take 300 ACH.



Ramos

2c. You've made the first aggressive move against a young man with undrawn sword. He whips out a ram's horn and blows an alert signal. Within seconds the camp is alive with running men, all with drawn weapons. You are surrounded by 10 men dressed in flowing black robes and armed with 3 ft. scimitars. (AL 5 fighters, movement = 10% better than yours, PA's = 10% better than yours, DP's = 25, 5' 1" tall, 165 lbs. No armor or magic, but have bronze wrist bands.) Roll your CHAR or less (with a -2 because of your aggression). Make roll and go to 4C. Fail roll and you'll have to fight. Win and you'll fulfill the clerical commission (as the clan will be devastated of its fighting men.) You can now go to 9B to help Carras if you wish; or go your own path to 10A.

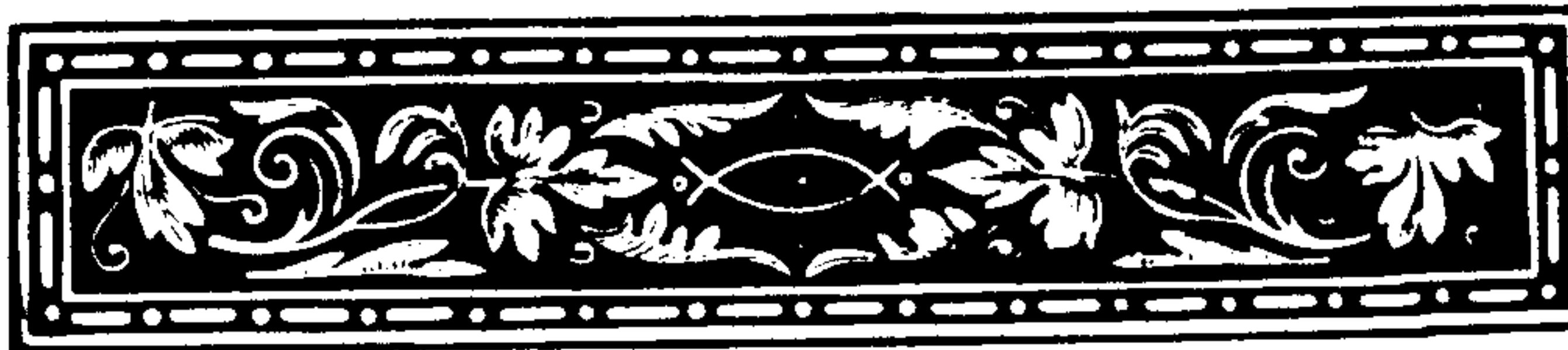
2d. Ramos Tuath has lead you up the east pass and across the Mountains of the Moon. As you approach the western face of the mountains Ramos Tuath freezes. Roll INT or less. Make roll and go to 9A. subsection 2d. Fail roll and go to 5F.

2e. By mid-morning 2 days later, you've quietly passed Blimpton and Heartbreak Mountain and you've reached the forest clearing surrounding the fortress of Zven's Tor. Behind the fortress is a large cliff face with a large cave opening 3/4 rs. of the way up. Roll your DEX or less. Make roll and go to 5E. Fail roll and go to 4G.

2f. You've lost 1ST ST and are influenced by the confusion spell. There's a 60% chance you'll battle each other rather than the sphinx. Lose percentile roll and you'll all end up as food for a ravenous sphinx. Make roll and its your strike at 6E.

- 3a. It just so happens that your deity is particularly fond of wolves! You may have a beautiful wolf skin for a new cloak, but you've been "blessed" with a pox spreading across your entire body. With your armor on it's getting unbearable. Roll WPs on a 1d4 everyday for the disease taking its toll on your STR and CON. Remove your armor to be more comfortable and you'll also be more vulnerable. Continue on as best you can to 8B. (now you've another reason for reaching the abbey. You'll need 3 days of fasting and prayer to atone.)
- 3b. You've decided that desert travel is best done at night, so you continue on. You've reached the level "plains" area of the desert and travel is easier. (if you have a companion along they've become very agitated!) If you can communicate with them, do so and they'll advise you of danger. To avoid it go to 4B. If not, roll average of your INT and CHAR or less. Make roll and avoid danger at 4B. Fail roll and go to 2B.
- 3c. You're taken to the largest tent in the center of the camp to meet Eli San, the clan chieftn. He's about 60 yrs. old with a full greying beard and eyes that are perfectly round and coal black. He's a very powerfully built man and moves with the rolling gait of a man born to ride swift horses. After the ceremonial greeting and show of hospitality, you present the cleric's grievances and their request to cease pilfering the abbey stock. Roll your CHAR or less. Make roll and go to 1C. Fail roll and go to 7B. (you'll have to defeat their clan champion as a show of strength because you've not been able to convince them any other way.)
- 3d. You've failed your WIS roll and stride forward to meet this magical forest beauty. Roll FT vs. magic of 14 or better (she has a POW of 16). Fail roll and you'll become a victim of dryadic beauty. Make roll and go to 4H.
- 3e. You have beaten Zven and the major influence against Carras has been irradicated. Carras' gratitude is beyond measure. He vows to make you his first and foremost knight. Accept knighthood from Carras' Hart sword adding +2 to your STR and CON (not to exceed those acceptable in YGS). Take 1000 ACH. You all decide to spend the night in the fortress and journey on in the morning to continue the struggle. Well done! If you failed your DEX roll at 5E detour to 6F, otherwise, turn to 12A.
- 3f. You've seen the signs of the passing of 6 elves within the past 15 minutes. Showing the signs to Cadwan, who is very knowledgeable concerning elves, he tells you they're black elves probably in Zven's pay. If you wish to fight, you'll have 1ST St as you catch a glimpse of dark movement 50' ahead. Use stats listed in 8D. Win fight and turn to 1D, or hide for an hour and turn to 1D.

- 4a. You've climbed back up the tunnel and out into fresh air. If you were bitten by Sheryll make YGS roll for poison, or, roll FT vs. poison of 15 or better, or, roll CON vs. poison. Make roll and go to 5B. Fail roll and a numbing sensation creeps up your legs. You'll never make it for help at the Abbey. There's a 55% chance you can cure yourself if you have paladin powers. Hopefully, we'll see you at 5B.
- 4b. You've reached an oasis, finally! Take a long and comfortable rest before continuing on to 7A. Soak in the pool of water and add 1 point to your depleted WPs (if any).
- 4c. You're taken to the headman's tent where, after much explaining for your actions, you present the cleric's grievances. After a good deal of discussion you're told that they'll leave the clerics alone if you can defeat their champion. Turn to 7B for a fight to the death.
- 4d. When you reach the foot of East Pass you see the boundary of the forest of the Elves of Trieste. As you begin your ascent up the pass you catch a grey movement out of the corner of your eye to the right. Roll your WIS or less. Make roll and go to 6D. Fail roll and go to 8C.
- 4e. The 3 of you are approaching the forest of the Elves of Trieste at the foot of East Pass. You are in the lead followed by Carras and Cadwan. Roll average of your INT and DEX or less. Make roll and go to 3F. Lose roll and turn to 8D.
- 4f. By mid-morning you've reached the western end of the pass. You're in the lead again. Roll average of your INT and DEX or less. Make roll and turn to 8E. Fail roll and go to 7D.
- 4g. By failing your DEX roll you've made too much noise and alerted a sentry in the form of a screech owl. As he flies off towards the cliff he hoots his warning. A great roaring issues from the cavern. There soon appears a winged sphinx. She sees you at the forest edge and takes flight to attack. (MON RAT = 1250, or ADJ to YGS; DP = 100, SIZ = 39, AL 8, POW= 20, HIT% = 90%, movement= 10% better than yours, weighs 500 lbs. 7' wing span, claws= sabers, teeth= short swords, no magic, except a confusion spell, which she will use first. Hide= leather armor.) Determine 1ST ST. If you get 1ST ST go to 6E. Lose 1ST ST and she'll use her spell. Turn to 2F.
- 4h. You've made it out of the dryad's clutches. You all have a restful night and share stories of your individual adventures while sitting around the fire. In the morning you all set out for Zven's Tor. Turn to 2E.



- 5a. You must first cross the Templeton Downs, a rolling hill grassy area void of all trees, but abundant in game animals and flora of all other varieties. You stumble into the den of a pack of 5 large wolves, who have just feasted well, (weight= 100 lbs. 5' long from tail to nose, SIZ = 8, DP = 12, MON RAT = 23, AL 2, DEX= 8, Hit % = 25%, hide= leather armor, fangs = long hunting knives, animal INT, ACH= 45 each) They are startled as you are. Determine 1ST ST. You can fight them; or roll your CHAR or less to show them you're friendly. If you have to fight and win go to 1E. If you lose the fight its been a short trip!. If you make your CHAR roll, or your animal friend skills, they'll leave you alone, since they're well fed, and let you pass to 7C.
- 5b. Having crossed the downs you're entering the desert called the Desolate Waste. It well deserves this appellation as this area is a burning desert consisting of huge sand dunes and large stretches of silty sand plains. It's evening now, and you're presently at the foot of a 75' dune. Roll your INT, or perception, or less. Make roll and go to 3B. Lose roll and go to 8A.
- 5c. You've won through the pass and have entered the Wizard Wood. Ramos Tuath leads you to a glade in the wood where Cadwan and Carras are encamped. They are very pleased to see you and have you join them. Around the evening camp fire you tell them of your adventures in the desert lands to the east. Carras is particularly taken with the companion you brought (if any). The next morning the 3 of you set out on your journey to Zven's Tor. Ramos Tuath must leave you for other pressing matters. Turn to 2E.
- 5d. By mid-morning you've descended the pass and entered the Wizard Wood. This is a very dark forest of whispering pak, yew, hemlock, and spruce. It is very dense and vision is restricted due to heavy undergrowth of large ferns and fungi bushes. After travelling for about 2 miles your senses are assailed by a music that is definitely not from the wind blowing through the trees. Roll INT or less. Make roll and go to 9D. Lose roll and turn to 6H.
- 5e. You've reached the fortress gates, which luckily are open, and you see no movement from within. Roll your DEX or less. Make roll and go to 7F. Fail roll and go to 8F. You may use your Detect Trap ability at any time in the fortress. Make your ability roll and continue to next paragraph specified.
- 5f. You've been ambushed by 5 orcs (stats listed on 9a subsection 2d). Win this confrontation and go to 5C. Fail and you'll never catch up with Carras!
- 5g. As you open the door of this room you notice that the room is totally dark with several thousand eyes looking at you, watching your every move. The room cannot be lit up. Enter here and go to 15E. Forget this room and go to 17A.

- 6a. They allow you to pass by, watching you very closely for the slightest irregularity of movement. After another mile or so the shadow of a soaring eagle passes over you. It's too high for an arrow if that's on your mind! Decide whether or not to rest now. If you rest go to 1B. Continue on and go to 5B.
- 6b. You've failed your INT roll and have stayed sitting at your rest. Too bad! The sand around and beneath you suddenly drops away and you're falling down a dark tunnel at a 45 degree angle. The tunnel levels off into a cobwebby cavern and from behind you strides in Sheryll, a huge desert trapdoor spider, who happens to relish man juice! (weight= 160 lbs, 4 ½ ft. tall, SIZ = 12, MON RAT = 105, or AGJ to YGS, DP= 35, AL 5, DEX = 12, ACH = 350, Hit % = 70%, shell= chain mail, bite = poison, DAM= 2d6.) She has the 1ST ST. Lose this engagement and Sheryll will dine happily for about 3 days. Win and go to 4A (you see 2 purses left by previous victims worth 50gp each.)
- 6c. A young man, about 20 yrs. old, armed with an undrawn scimitar comes to your side just out of sword length. At first he regards you with suspicion as he would any stranger. But he senses no malice in you and greets you congenially, asking why a person such as yourself is travelling in this wasteland. Since your mission is basically diplomatic, you ask to see his clan's headman. Go to 3C.
- 6d. Before you stands a tall lithe elvin magic user. He introduces himself as Ramos Tuath, friend of Carras and cousin (far removed) of Cadwan. He was asked to wait for you as Cadwan felt you'd be returning if you could. He is to escort you to meet with Carras and Cadwan. Turn to 2D. (Ramos' spells are at your discretion. He's an AL 8 magic user, dagger, no armor, DP= 30, PA= yours but 15% less CON and STR and 15% more INT, 6'1" tall, weight= 165 lbs, PCW = your own highest PA, movement= 10% better than yours.)
- 6e. You all battle the sphinx (abilities listed in 4G, but no confusion spell). Win this fight and you've a clear field to the fortress gates at 5E. Lose the battle and your bones will serve as a constant reminder to all who enter Zven's Tor. (Sphinx is worth 2500 ACH)
- 6f. To get out of the fortress you must first open the locked portcullis. Cadwan can use an opening spell, if he has one. Or, you can roll your STR or less. Make roll and you're off to Blimpton. Fail roll and there's a 25% chance to do 1d6 damage to your back muscle! Now try again till one day (hopefully soon) you're on the road again at 12A.
- 6g. He's a young wolf who loves to romp and he's developing a fast friendship with you (as he was sent by your deity for companionship.) Roll your CHAR or less. Fail roll and he'll remain with you only till the going gets tough, boring, and/or dangerous. Make roll and a deep abiding affection develops between you. He'll remain at your side till death. His stats are listed on 5A. Continue on to 5B.
- 6h. You've chanced upon a pretty dryad. Roll WIS or less. Make roll and go to 7E. Lose roll and go to 3D.

- 7a. If you start on your journey in the early morning, by 5PM you'll have reached Quarun. You are welcomed into the cloister and well fed. The Abbot informs you that recently they've been having trouble with a desert tribe who specialize in thieving and slave trading. They would appreciate your convincing the clan's headman to leave the clerics alone. (take your companion with if you have one.) Go to 12F. The abbey will gladly pay you 1000 gp for your services, if successful.
- 7b. The next morning you confront the clan's champion (AL 8 fighter, DP= 35, PA = 5% less than yours, but 5% more CON, weight= 250 lbs, 6'3" tall, wears only a loin cloth with a round bronze breastplate and wrist guards, small round shield, scimitar, movement = 15% better.) Win this contest and you've fulfilled your clerical commission. Take 100 ACH. Should you lose the clerics will have to find another champion. You can return to help Carras at 9E; or, take off to 10A.
- 7c. As you continue across the downs you hear a " rrrf " behind you. Write down exactly what you do; then turn to 8G.
- 7d. You've failed your roll and so lost 1ST ST against a party of 5 black elves laying in ambush. Use stats listed in 8D. Win this battle and turn to 5D. Lose here and Carras, Cadwan and yourself will never walk this land again.
- 7e. You have by-passed the dryad, giving her a wide berth. Cadwan had the good sense to grab Carras and stuff S'marr balls in his ears, and led him well around the tree. Night falls as you enter a pleasant forest glade and you settle down for the evening. In the morning the 3 of you set forth for Zven's Tor at 2E.
- 7f. You enter the fortress and proceed down a long hall which is lined with rooms. Suddenly a great gust of wind extinguishes all light leaving you in darkness. Anyone know any clever spells? Everyone must make a FT vs. fear of 15 or better. Make roll and proceed to 10D, a room at your right. Fail throw and you may continue to 10D, however, all your actions will be affected by fear. You will have a 50% tendency to run from everything rather than stand and fight.



- 8a. You've settled down for the night as best you can at the foot of the dune. While you're sleeping you " sense " something scurrying around you (if you have a companion they wake you with urgency.) You are lying in the middle of 5 large desert scorpions (DP = 5, weight = 5 lbs, 1' long, tail = poison, front pincers - small daggers, MON RAT = 21, AL 2, DEX = 6, Hit % = 10%, ACH = 75 each, SIZ = $\frac{1}{2}$.) Get out of this situation and go to 3B. Roll FT vs poison of 14 or better if you're stung. (or CON vs. poison) Roll 1d6 days of rest needed if poisoned.
- 8b. You're climbing a large grassy hill and have reached the top with the hope of resting. However, because your mind has been occupied with your problems and not observing your surroundings, you find the hill top is the home of an extended family of 5 pairs of very large Down's Eagles (weight = 35 lbs, 7' wing span, beak and talons = daggers, wings = hickory staffs, SIZ = 3, DP = 10, MON RAT = 25, AL 3, DEX = 8, Hit % = 30 %, ACH = 70 each.) They have 1ST ST. You can either fight, or roll your CHAR or less. Fight, and win, then proceed to 5B. Make your CHAR roll and go to 6A.
- 8c. You've failed your WIS roll and whirl with drawn sword. Roll WPs against 2 fire grenades doing 1d4 damage each (POW = 15 each). If still functioning go to 6D, as a disciplined, but wary, warrior.
- 8d. You've failed your roll and missed the signs of a party of 6 black elves (AL 6 fighters, no magic, chain mail, long bow and long swords (they'll use bows first), weight = 160 lbs , 6'1" tall, movement = 5% better than yours, PAs = 5% less than yours and 15% less in STR and CON, DP = 28, ACH = 325 each, Hit% = 75 %.) They have 1ST ST. Win against this foe and go to 1D.
- 8e. You have glimpsed the head of a black elf 40' ahead hiding in the rocks. You surmise he is not alone. In fact there are 5 of them. Use stats listed in 8D. You have 1ST ST. Win and go to 5D.
- 8f. You've triggered a trap that lets down and locks the portcullis. You're definitely committed now and have no escape route. Continue on to 10D.
- 8g. If you whirled around with drawn sword you'll see the tail end of a young wolf fleeing back the way you've come. Turn to 5B. If you freeze, you'll feel something sniffing your feet and hands. It is a young wolf, about 2 yrs. old, investigating you. If you move suddenly he will flee. If, however, you slowly extend your hand, palm up, it will sniff, lick it, then wag its tail and roll onto its back. If you like animals and befriend it turn to 6G, otherwise go to 5B. If you take advantage and slay it turn to 3A.

9a. " Detect Evil " results for the following paragraphs:

Story page. You see no evil in either Cadwan or Carras.

1b. Eagle has no evil and is of your own alignment. Use your alignment tongue to communicate and go to 2a.

1e. You're sitting on the front door of Sheryll's home. Great Evil. Go to 5B.

2d. You've detected 5 orcs alligned to Zven 20' ahead hiding in the rocks. They will stop you at all costs. (AL 4 fighters, leather armor, broadsword and shield, 5'6" tall, weight = 180, no magic, movement = 20% less than yours, SIZ = 12, MON RAT = 15.) Use Ramos Tuath's stats listed in 6d. Win and go to 5C.

3b. You've detected great evil in the form of a black unicorn. (AL 6, DEX = 12, Hit% = 75%, weight = 350 lbs, 8' long with horn, DP = 100, SIZ = 27, hide = chain mail, hooves = short swords and bludgeons, MON RAT = 100.) You might want to get out of there and go to 4B before he notices you.

4d. You detect no evil. An elvin magic user reveals himself. Go to 5C.

9b. You've made your way back across the desert and downs and have reached Brynnhenge. After inquiring after Cadwan and Carras, you're told they left to fulfill their destinies. They have a 2 day head start on you. If you would catch up with them, you will have to hurry north to the East Pass and should then be able to reach them on the western side of the mountains. Go to 4D.

9c. You spend 4 more days at Brynnhenge because Cadwan and Carras must finish their consultations with the elders. On the 5th morning the 3 of you set out on your quest. During these 4 days you've developed a strong affection for the young earl. Cadwan's spells are at your discretion according to YGS. He's an AL 8 druid with leather armor, dagger, and staff. PAs = yours, but 10% less STR and CON and 15% more WIS and DEX, DP = 30, weight = 160 lbs, 6' tall. Carras is an AL 2 fighter, mithril mail, broadsword (the legendary +2 Hart sword) dagger, shield; PAs = 5% less than yours with 10% less STR and CON, but 10% more INT and DEX, DP = 15, weight = 135, 5'10" tall. Turn to 4E.

9d. You've detected the song of a dryad. She's standing 10' from her tree about 60' ahead of you. It's a good thing she didn't see you. Tiptoe away before you get charmed to 7E.

- 10a. While leisurely hiking through the Mountains of the Moon, you come across a beautiful spring fed pool lying in a birch grove. Beside the pool is an ancient altar built of huge stones tended by an equally ancient man dressed in patched white robes and hobbling about with the aid of a carved oaken staff. His hair and beard are ragged and home for a number of small creatures. He sees you standing at the pool's edge and approaches smiling. "Greetings, great warrior. It is many a long year since one of your stature has deigned to visit Mona's Spring." He approaches to within 10' and stops. He reaches into a pouch and draws forth a large faceted white gem that hangs from a silver chain. He lifts the chain to bring the gem to eye level and begins to twist the chain, rotating the gem. The light is shattered into spinning rainbows, progressively more rapid as he twirls the chain. Suddenly he stops, bringing the light back to its natural order. With sadness and regret evident in his eyes he explains his desperation in attempting to put a geas on you; "I am of the Old Tribes and worship Mona, the Goddess of the Full Moon, in the ancient ways. I have heard, recently, of a group of New Tribe priests who have befouled a sacred island with their heretical practices. I have waited for a great warrior to come here that would undertake a holy quest. You must rid this island, located 5 miles west of Windemere along the Spo River, of these sacreligious priests and so allow my brethren to re-establish the ancient mysteries." Go to 11A to begin your sacred quest.
- 10b. You are caught in her embrace and lost in a world of sensuality. You wake suddenly to the sound of a broadsword humming through the air just as it strikes you in the lower abdomen. There is no guiding hand visible. It has sliced through, disembowelling and gelding you. You are left to bleed your life away there in the great bed on Belthane's Isle, for the Goddess of the Dark Moon requires a sacrifice and you have been it. She who walks the Dark Side is now enhanced in power in this realm.
- 10c. You are smitten by the lady's numerous charms and advance to make her acquaintance. She seems "awfully nice" and congenial. She offers to show you some of the "pleasures" of Blimpton. Now just how naive are you? Roll your WIS or less. Make roll and go to 12D. Fail roll and go to 11D. (Carras will go along with your decision, as he knows less about girls than you.)
- 10d. From the door you see a dim eerie light coming from the ceiling with a low pitch whine in the background. If you enter the room go to 16C. If not, continue on to the next room at 15D.

- 11a. Being a warrior of some stature, you have your own horse. Transportation to the island has thus been rendered an easy 1 day ride. The trail along the north side of the river is grassy plains. Approximately 5 miles west of Windemere you come to a ford across the river to the Island of Belthane. A gigantic stone arch rises above the ford on the north shore of the river. The arch contains a series of niches, each containing a human skull in various stages of decomposition. Atop the arch at the central point above the trail perches a huge stone raven. Continue on to 13B.
- 11b. You notice, upon entering the Inn, a back corner table with 3 roquish-looking fellows; two townsfolk at the bar, and a single well dressed young man seated at the back along the wall. Have a seat, place your order and relax. While dining, that handsome young man comes over and offers to buy you some wine. He is all " Mr. Congeniallity ". Roll INT or less. Make roll and go to 14A. Fail roll and go to 13A.
- 11c. The hag has vanished into the fog and ahead you see a dim light. The width of the lighted area increases but never brightens as you get nearer. Continue on to 14B.
- 11d. So much for provincial virtue! She has enticed you to her rooms, ostensibly so she can change into walking apparel. At any rate, while there you are given liquid refreshment, which happens to be drugged. You find yourself, when you finally wake up, in the cargo hold of a barge heading downriver to Flotsam Bay. From there you'll be sold overseas to someone who appreciates young, well developed, fighters. Hopefully, your new found knowledge will not give way to cynicism in your future.
- 11e. You've made it to the front gate of the castle and seek audience with the lord. After an hours wait you are brought before Lord Blimp. He is a kindly-looking older man, about middle age, rather corpulent, yet, he exudes a feeling of strength and security. At his right, somewhat hidden in an alcove, is his pet, Helium, a helium dragon, of course. He greets Carras as an equal and salutes you for aiding the young earl. Lord Blimp informs you that with Zven's demise all his adherents have lost their nerve and faded into the political background. Carras will be installed in his fief by the Lord Windemere, Steward of the Realm. Carras offers you the position as his paxman. Consider the possibilities of security over a wandering life. At any rate, he offers his friendship and a place to reside whenever you need it. Take 1500 ACH and a signet ring (gold band hoding a carved carnelian with the Hart emblazoned on it) worth 2000 gp.
- 11f. Upon entering you immediately start floating. No saving throw. When someone finally touches the ceiling you hear a loud crash as large spikes ram through the floor. The " anti-gravity " suddenly shuts off and everyone falls. Roll 3d6 to determine how many spikes hit each person. (POW = 15). Spikes do 1-10 DAM and are coated with poison (which requires an FT vs poison of 15 or better.) If you're still among the living go to 5G.

- 12a. Unfortunately, Cadwan cannot accompany you any further as he has very pressing business elsewhere. Since you have rid the land of Zven, his services should no longer be required. He asks you to escort Carras and relate the current events to Lord Blimp. So now all you need is a little tact and diplomacy. One day's hike over an easy trail will bring you to Blimpton. There you must seek an audience with the lord. Upon entering the burg of Blimpton you stop at the Helium Hostel for refreshment and directions. Turn to 11B.
- 12b. Let's face it, in a small town like Blimpton it's rather hard to mistake the castle. It's just down the street from the Hostel and up a hill. Ah! two young people, relatively carefree and experiencing a new town. And just look what's crossing up ahead of you; a sweet young blonde with bright green eyes looking right at the two of you. Go to 10C.
- 12c. Above her ugly laugh you hear the rumble of rolling Boulders heading your way. The Boulders are lower class earth elementals (check out Varanae's Monstrum) There are 3 first level boulders rolling towards you. They do 1d6 damage, love metals (can be bribed with them), and are very territorial. (MON RAT = 37, DEX = 11 DP = 8, ACH 20 each, Hit% = 60%, surface like plate armor, cannot move through earth or stone.) Get out of this however you can. Succeed and move on to 14B. Fail, and you're a grease spot!
- 12d. You thank her for her kindness, but since your goal is so near and within sight, you excuse yourself and continue on to 11E.
- 12e. You're on your way north of the abbey to the clan's present area of residence (about 10 miles along the river.) You can see a conclave of 6 black tents and a large herd of black goats. Being about noon the clan is settling down for their mid-day meal and siesta. However, since they are desert people they have their guards out. One of them seems to emerge right out of the sand dune to your right. Make a diplomatic, open-handed, greeting and go to 6C. Draw weapon and go to 2C.



- 13a.. Not all congenial people can be trusted. After your wine he's offered to escort you to Lord Blimp's castle, by way of a short cut (the back door). Those 3 toughs just happen to leave after you. So, not $\frac{1}{2}$ a block down the alley you've met a dead end. Turn to face 3 AL 4 fighters armed with long swords and dirks. Height= 5'11", weight= 200 lbs., they have no magic, wearing leather armor, hit% = 65, PA's= 10% less than yours but 10% more in STR. DP's= 22, ACH= 35 each. The handsome young " friend " will sit back and let his thugs do his dirty work. These are not just thieves, as there's a large market overseas for young fighting men. Win this fight and go to 12B. Lose, and you'll soon learn a " foreign " way of life.
- 13b. To your right about 15' away is a magnificent old oak tree. Hanging from a lower branch, at saddle height, is a brass gong. How are you at percussion instruments? You may continue through the archway at 15A; or go over and strike the gong. Then turn to 14C.
- 13c. " So, you've decided to talk to a bird, eh? Well, this bird asks again; what do you want in this realm?"
You tell him your story about the old man and the reason you are journeying to the Isle of Belthane. Having concluded your story you are magically zapped to 16A.
- 13d. You have withstood the temptation of the Dark Moon Goddess and have eliminated her previous consort. Thanks to your skill and virtue the Isle of Belthane is cleansed of tis heretical religion. In a withering rage the Dark Eyed Lady ascends to her spirit realm vowing revenge on you and your house! For the time being you and all the Isle are safe. You are unanimously elected the Lord of the Isle and the old druid, who has lately arrived, officiates at your elevation. Congratulations, but beware of future dealings with women! Take 5,000 ACH.
- 13e. There are 3 20' ropes (POW = 14) in this room that are magically created for murder. Upon entering the room a rope will attack by wrapping itself around you and constricting (doing 5 pts. of damage per round). The other ropes will attack any person attempting to help or attack the same person if he defeats the first rope (they have 30 DP's each). If you make it out continue to 14D.
- 13f. When you open this door you see 5 skeletonly-thin dogs. If you slam the door, bolt to 15F; or, attack from the doorway (remember, druids are cleric-types) and go to 1F. Or, attack into the room and go to 18B.



- 14a. Your common sense has aided you immensely. You politely excuse yourself and you're on your way to find Lord Blimp. Maybe the best way is the direct approach. After all no-one here knows you, do they? So, walk right on up to the castle gate and say " we want to see Lord Blimp." And it's off to 12B.
- 14b. Perched atop the trilthon is a very large raven; and his ruby eyes are watching every move you make. Ravens are the eyes, ears, and tongue of the high deities. Special abilities are: ESP, invisibility at will, change of shape, and the ability to call 1 major and/or 3 minor elementals for protection once per day. He's 3' tall, weighs 25 lbs, DP= 88; ACH= 45,000, AL14, DEX=16, Hit%= 95%, MR= 2300. He speaks:
" Pilgrim! What do you want in this realm? " He makes no move physically against you. Will you attack or converse? Attack and go to 15B. Talk awhile and turn to 13C.
- 14c. Before the gong has ceased to echo across the water you see a great hulking warrior atop a black warhorse galloping towards you across the ford and with broadsword drawn. From the corner of your eye you see a woman standing in a balcony of the castle on the Isle. She has wavy black hair, coal black eyes, and is very lovely. He is an AL 8 warrior wearing black plate mail, helmet, greaves and gauntlets, 6'2" tall, weight= 210 lbs, DP= 64, has no magic himself. (if you came here from 16a, go to 15C for extra aid.) Should you succeed in this test go to 16B. If, however, you fail your head will rest in one of the empty niches in the archway!
- 14d. You have what appears to be an empty room. Enter and go to 11F. Pass this up and go to 5G.
- 14e. You've reached the end of the hall with one last room on your left. It is a very large room and opulently furnished.. Opposite the door, across the room, is a beautifully carved wooden throne on a raised dais. Standing in front of the throne is a middle aged man glaring at you with dark malice. If introductions are necessary meet Zven! (AL 8 fighter, broadsword, shield, plate mail. Weight= 175lbs, 6'2" tall, movement= 5% less than you, Hit % = 90%, POW = your highest PA, DP= 45, PA's= yours.) He has grabbed his sword and is ready to fight. Win against this determined foe and go to 3E. (Cadwan can only aid you if there is magic involved. Swordplay is all yours, but Carras may help.)

- 15a. As you are about to pass through the archway you hear a resounding Raven's cry and the world about you begins to waver and thin. The colours around you fade to a singular grey. Fog seems to rise from rocky ground as clouds, sticky and greasy, descend about you. Echoing among the boulder-sown landscape is a voice shrieking in evil derision. Above and to your right hovers a hideous hag laughing her cackling laugh and slobbering green slime down her chin (POW= your highest PA.) Roll vs. magic, or your INT or better. Make roll and go to 11C. Lose roll and go to 12C.
- 15b. At the moment of your attack he commands a Dust Devil. It is a cross between an earth and air elemental. Due to the dust in the air when he attacks all opponents are -4 to hit. The dust devil has claws striking with both per minute doing damage = to its level for each hit scored. AL 10, Hit%= 95%, DEX = 15, MR= 1000, ACH= 1900, 10' tall, DP= 40, absorbs hits as plate mail. If you succeed this challenge take a breather and go to 13C. and talk to the raven awhile!
- 15c. As you raise your sword in answer to the black warrior's challenge a golden bird comes to rest on your shoulders trilling a sweet melody. There is a great surge of power in your arm extending into your sword, which appears to be flaming.. Add a +3 to your hit and damage. If, with this aid, you succeed go to 16B.
- 15d. When you open the door to this room you see trash all over the floor. There is rock debris, empty flasks, ropes, broken bones, shredded paper and dust all over everything. Enter this room and turn to 13E. Skip past this dump to 14D.
- 15e. Upon entering you discover visibility only to 2 ft. As you investigate the room you come upon a door opposite the one you entered. Roll INT or better, or detect traps. Make roll and go to 17A. Fail roll and turn to 16D.
- 15f. Write down who is first in your group. Turn to 17B.



*the
dryad*

- 16a. Before you stands the most beautiful dark haired woman you've ever seen. She has large blue eyes, pale skin and her hair cascades below her knees. Around her are 3 birds; one gold, one green, and one white. You are in a fabulous apple grove, only the apples are gold and silver. She stands before you empathising with your cause. She raises her hand in blessing as the 3 birds sing in praise. As she reaches out and touches your forehead you find yourself back at the oak tree beating on the gong. Go to 14C.
- 16b. You, the victor, are paraded across the causeway onto the island. The priests, people and dark haired vixen hail you as their lord. They prepare a feast to celebrate your victory. You are feasted, wined and entertained throughout the afternoon and evening. The priests of the temple are prominent among the well wishers. The black haired beauty sits at the table on your right favoring you with her smile. You have drunk much wine today. How are you at holding your drink? It is time the party was over and you retired. You are brought to the Lord's chamber. The woman enters your chamber and begins to disrobe. (her POW= 17). Roll the average of your CON and WIS or less, or roll vs. magic. Succeed and go to 13D. Fail roll and go to 10B.
- 16c. As you enter the room it will make everyone look like walking skeletons and the whine will suddenly become very loud and high pitched. (POW= 15) Make FT vs. magic, or roll total of INT and CON or better. Make roll and go to 15D. Fail throw and everyone will go incurably insane.
- 16d. When you attempt to open this door a secret sliding panel will slide shut the first door and no amount of forcing will open either door. You notice that the eyes have started crying. You will all drown in one minute unless escape is made by magical means. (POW = 15) If so, escape to 17A. If not, have a nice swim.
- 16e. You're in the hallway again heading for the next door. Roll your detect traps ability or DEX or better. Make roll and go to 18D. Fail roll and go to 17D.



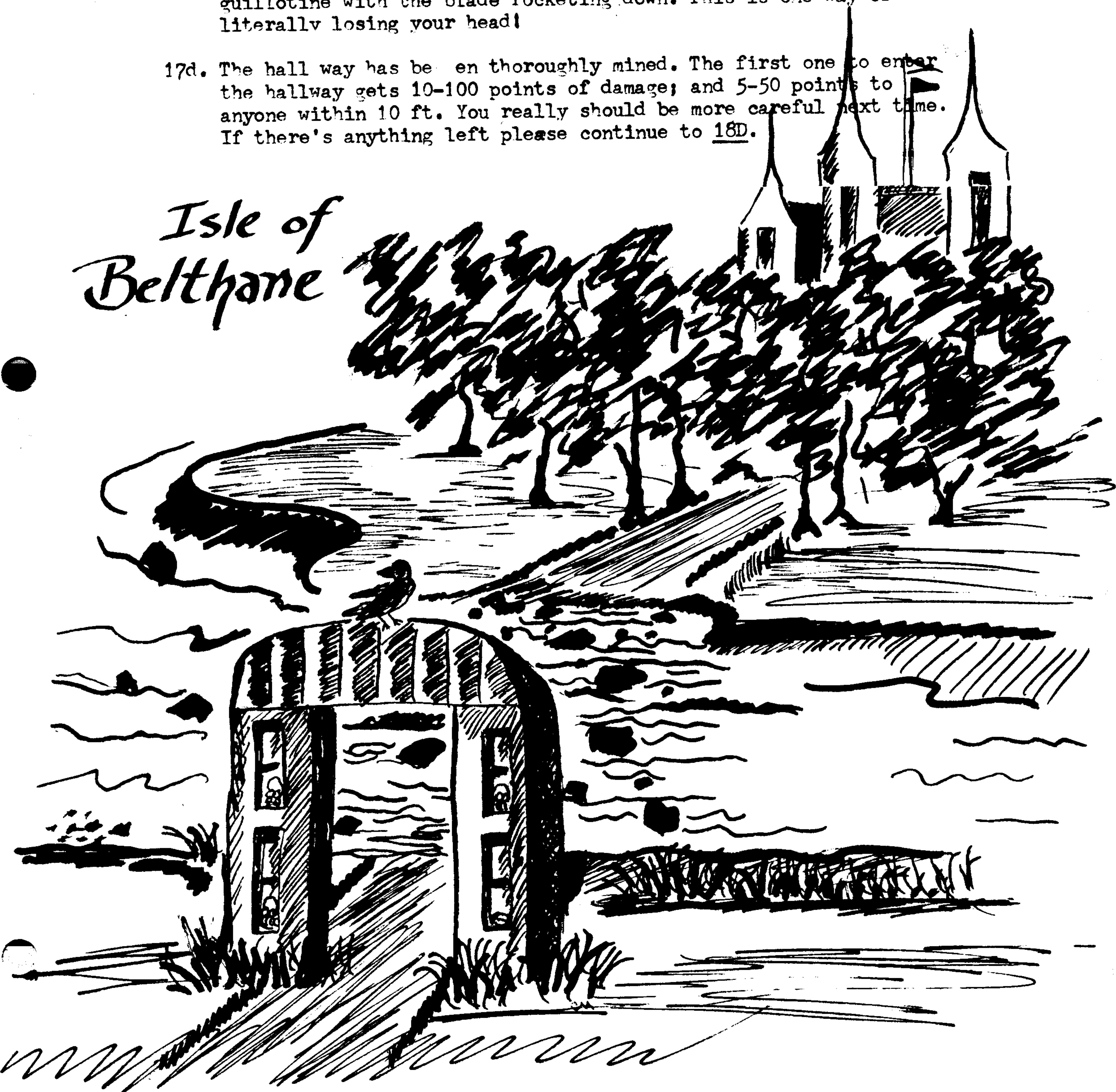
17a. Opening the door to this room you see an empty room with a door on the far wall in a direct line with this door. Enter and go to 18A. Pass by this room and go to 15F.

17b. Whoever is first takes 1-6 points of damage from a charge of static electricity on the door knob. Scurry on to 18C.

17c. Anyone entering the room and breathing the air must roll FT vs. poison or magic. Make roll and go to 16E. Fail roll and you will envision yourself tied up and your head laid across a guillotine with the blade rocketing down. This is one way of literally losing your head!

17d. The hall way has been thoroughly mined. The first one to enter the hallway gets 10-100 points of damage; and 5-50 points to anyone within 10 ft. You really should be more careful next time. If there's anything left please continue to 18D.

Isle of Belthane



18a. This room is really quite empty.
If you open the other door go to
13F. Or quit this room and go to 15F.

18b. This room is occupied by 5 Garmens.
Garmens are the souls of dead dogs
slain unjustly by their master. They
take vengeance on all life. (2' tall
DP=20, DEX=6, Hit%=10, AL 2, ACH= 250 each)
You must roll FT vs poison from their
bite. Fail roll and roll 1d6 for results:
1-2= paralyzation, 3-4= death, 5-6=
diseased (rabies). Can be turned by
clerics as any undead. If you make
it out of this room go to 15F.

18c. This room appears to have a
light mist floating about. Pass
by to 16E; or enter at 17C.

18d. You've made it through and can see
the last room 50' away. Suddenly the
hall has been turned into a great
wind tunnel. Every 10' each person
must roll DEX or better. Fail
roll and you slip and are blown
against the wall taking damage
equal to falling 10'. Continue
on as best as you can to 14E.



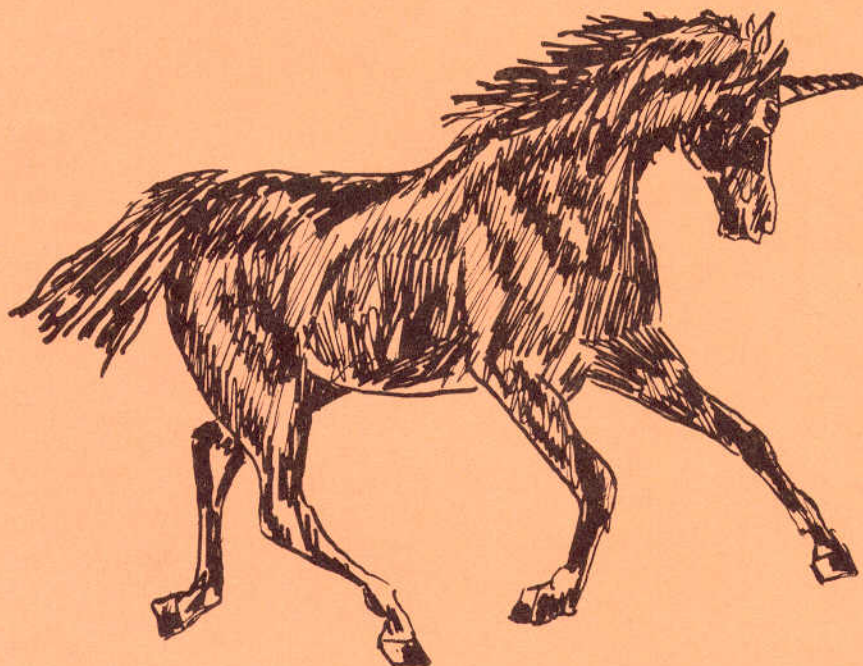
Carras

Bibliography:

1. The Mabinogion
2. The Real Camelot, by John Darrah

Solo through the Land of Quicksilver

Zven, the evil warlord, has usurped the earldom of the Roan Hart from the youthful Carras. Will Carras be able to regain his lands from this treacherous villain? And will the ancient rites of the earth goddess be destroyed by the machinations of the Dark Sister? Only with your help will these questions be resolved in Maxi #4, "Quest of the Roan Hart."



This module is designed for Solo play using the rules of the fantasy role-playing game of your choice. It features imaginative story lines and well developed non-player characters. Maxi #4 can be used by mid-level characters (4-6) who cannot use magic. It is ideal for Fighters, Paladins, Valkyries, or other warriors of good alignment.

For complete brochure for all products carried,
send a long self-addressed stamped envelope to:

QUICKSILVER FANTASIES
W. 1400 Ironhorse Drive
#11 Dept. "M"
Post Falls, Idaho 83854