

# **Weasel Keep**

## **Public Release**

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- 3A** You may take a single missile shot if you wish before they charge you in melee combat. They have combat of 12, strength of 9, protection of 2, and will of 10. Since there are three of them, they can surround you. Until you are down to one opponent, you will have to fight at a disadvantage, which is -1d6. If you are killed, go to 40F. If you defeat all three, go to 4F.
- 3B** Wow. Your mood improved tremendously, but you start getting sleepy. Real sleepy. The next thing you remember is waking up in a completely different room. All of your coins and gems have been stolen. Everything else is still with you. There is no sign of your good buddy the orc. Go to 26J.
- 3C** You win the game, with two pair of dire wolves and dryads. Baal motions to the troll, who wanders back to the bar, and pulls out a small bag. It drops it in your lap. Inside is a single diamond, value of 1d6 times

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**4A**

"Oh, I see. Well get out of here and stop wasting my time!" You scramble to reach the door and run off before the fire chief changes its mind. Go to 11A.

**4B**

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**6A** You find a back door leading to a road out of the swamp. Take 50 experience points, and try to get home



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8A

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- 9A** The room is well lit. There are burn marks along the walls and ceiling, as if this room had recently sustained a fire. There is a normal Weasel Keep door on the far wall, and a heavy bronze door to the left. There are posters all over the walls, but you can not read any of the glyphs. Oh, and one more thing. A big mean hell hound is in the center of the room, blocking your way. It is chained to a post, growling, snapping, and smoking at you. To shoot a missile or throw a weapon, go to 10E. To jump into melee combat with the critter, go to 12B.
- 9B** Healing juice. Heal yourself for up to a C wound. Go back to 48J.
- 9C** A cursed dead winged monkey of wrath. It seems to be something that is best left behind. Go back to 32A.



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**11A**

You come into a large brightly lit room. Tapestries with scenes of battle between weasels and basilisks line the walls. Basilisk Keep? You shudder at the thought. Roll a d6. On a roll of a 1-2, you encounter one of the Weasel Keep regulars. Roll a wandering monster from the back of the book. It attacks with a cry of "Basilisk Keep is for woosies!" Come back to this paragraph when done. If you die, go to 40F. Otherwise, continue





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- 14A** Attempt a sneak roll, which is a level 1 skill roll on agility. If you make the roll, you may exit through the door to 44J. If you miss, go to 15E.
- 14B** The orc has a combat of 16, strength of 11, protection of +4, and will of 10. Fight normal melee combat. If you wound it, go to 15F. If you die before you wound it, go 40F.
- 14C** You tear the scarecrow down, and rip it apart looking for treasure. You find nothing, but you do hear a "craw, craw" noise in the distance, getting closer. Hmm. Maybe the scarecrow was here to keep something at bay? A flock of black crows starts flapping around. They dive and peck at you. There are hundreds of them. Your only hope is to dive in the pool of the fountain and try to hide. Splash! Go to 20F.
- 14D** The axe crackles with arcane energy. It is a +6 double handed axe in your hands. When used in melee combat, it throws off sparks of energy. It is a weapon of kaos, and the wielder is hated by all dwarves and elves, unless touched by kaos themselves. A blood red symbol of kaos is etched onto your forehead, replacing any symbol you may have previous kaodd there. You will henceforth be recognized as a servant of disorder. A set of stairs ledd up to another landing. Go to 34K.
- 14E** Roll a d6. On 1 go to 15I. On 2-3 go to 17B. On 4-6 go to 18G.
- 14F** Your bellow is amplified by the shape of the idol. The music and chanting stop. If you tell the assembly to go

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**15A**      So good you can't have just one. Go back to 48J.

**15B**      A small velvet bag. Good grab. It is full of tiny diamonds, total value 1d6 times \$1000. Go back to 32A.

**15C**





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**18A** The gas has left you woozy. Fight at a disadvantage for the first 2 rounds of combat, that is, roll only 1d6 instead of 2d6 for your combat roll. Combat against what, you ask? The gremlin screams, "Kill it Fritz!" Go to 19F.

**18B**

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**19A**

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**20A** Take your first missile attack against the manticore. It has a strength of 23, protection +2. If this kills it, then go to 40F. If it is still alive, then go to 21F.

**20B** Roll a d6. On 1 go to 21G. On 2-3 go to 23A. On 4-6 go to 24E.

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**21A**      Go to 16G.

**21B**

you pick up the key. It has cryptic snake like runes carved in the handle, and looks to be quite valuable. \$50 to a locksmith. You pocket it in a safe place. It may prove useful later. Go back to 19G and try something more exciting.

**21C**



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- 23A** It is warm and tangy, and you guessed it, magickal to boot. Roll a d6. On 1 go to 27B. On 2-3 go to 28G. On 4-6 go to 30A. By the way, the goblet is cheap brass plated silver. Worth about \$1.
- 23B** You turn to run, and choose the correct path to avoid whatever it is making all the noise. After a few minutes you come to another room. Go to 28H.
- 23C** The occasional moaning noises are coming from the faintly shimmering Tj /Fworldly entity royally sitting upon the throne. Just like that story you used to tell to the other kids around the hearth late at night. You wonder if it has a hook and eats the heads of little children too. You may try to talk to the ghost. Go to 24G. Oth- /Fwise, go back to 21Id eatmake another choice.
- 23D** Sparks and crackling energies shoot from the hulk of the machine. It looks like it is going to explode any



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**25A**

You try to strike up a conversation. Attempt a level 1 saving roll on charm. If you make it, go to 32E. If you miss, go to 25F.

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**26A**

The lock and chains fall away. The door is open. Go through to 9H.

**26B**

You notice that there is something moving in the offal. You whack it down with a handy stick, and get to digging. Every time it moves you whack it down some more. Eventually the doorway is cleared. Go to 32B.

**26C**

The magickal sounds from the organ have invigorated your soul. Add +1d6 to your will. Now take the rug (22B), or leave via the door (27G).

**26D**

The wall panels glow brightly, blinding you. When your vision returns, you realize that you are somehow changed. Roll a d6. On 1 go to 27H. On 2-3 go to 29C. On 4-6 go to 30G.

**26E**

Can't we all just learn to get along? The orcs and goblins go down easily, and the ogres are no problem. The trolls prove harder to beat, but the malrog

**26G**

**26H**

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27A

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28A



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**30A** Your ears grow into elephant ears. This looks kind of silly, so subtract 1 from your charm and from your per-

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**31A**

You see a huge room full of hundreds of cloaked figures, and a gigantic bronze idol of the weasel god. Some sort of religious ceremony is taking place. The music and chanting stop, as all eyes turn to look at you. Go to 45G.

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**32A** You may try any number of times, for 1 silver piece per try. Twist, twirl, lever. This game is kind of [eone per ctu-

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33A



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- 35A** Add +1d6 to your charm statistic. Go to 33F.
- 35B** The Kaos Troll thinks you remind it of his second cousin. It hates his second cousin. His second cousin used to wake it up all the time by bashing it on the head with his club. Until one day it did the same to his cousin. His cousin never woke up. Go to 36E.
- 35C** The undead regent screams into your mind, "Sham and charlatan! Friend of my cursed enemy, go, go now from here and never return!" Your body begins to move of his own volition. Your legs turn you around, and walk you to the edge of the pit. With an evil screech "Begone!" you jump into the pit. Go to 43E.
- 35D** The key fits the lock perfectly. The chains fall away, and you exit through the metal door to 9H.
- 35E** You are sorry to open the vault (36H), or leave via the door on the far wall (10H).
- 35F** OK, you give in, you will stay a little while longer. In 2d6 years, attempt the level 1 save on will again. Continue smirking and aging until you succeed. Eventually you pull yourself away from your hosts. Leave via the back door to 28B.
- 35G** It's a fine axe except for the fact that it is ready to fall apart. At the end of any round of combat, roll a d6. On a roll of a 1, the axe breaks into pieces. It could be repaired by a weapons expert, but who would want to put such a gaudy thing back together? Leave it or take it, and go 46F to have a seat on the chair.
- 35H** The goblin begins a weird chant, and the lights in the lunchroom start to dim. No, the lights are fine. You realize that you are fading away. Poof! You find yourself in a new location. Roll a d6. On 1-2 go to 38E. On 3-4 go to 26J. On 5-6 go to 36K.
- 35I** This game is starting to get nasty. Some players want to win back their life force. Try to talk your way out of this dangerous situation, go to 37A. Otherwise, it is your deal. Go to 41D.
- 35J** You bash away at the glass tubing and beakers. Weird old b 245.nubiquidityeravehe f

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36A

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- 37A** Attempt a level 2 skill roll on persuasion. If you make it, go scr48F. If you miss, go scr49J.
- 37B** The flames are so intense, and the smoke so thick. You fall from the ladder, scryour doom. Your senseless violence resulted in your senseless death. Tear up the character sheet. Good riddance scranother evil vandal.
- 37C** You stand victorious above the body of the priest. The worshippers back away from you in awe. If you take the scepter, go scr48D. If you take the amulet, go scr49H. To announce scythe worshippers that you are their new high priest, go scr50K. If you decide that it is time scryhall ass out of there, then you may leave by the small back door (46J), or the ornate double doors (4K).
- 37D** It is very pretty, and obviously made for a person of stature. The value is 2d6 times \$1000. Add and reroll any 6's. Take the booty, and head out through the door scr44J.
- 37E** Stupidity gas! Halve your intelligence statistic permanently. Drop any fraction. Try scryremember your way home, and go scr29I.
- 37F** Yow! You feel very bright and glib. Add +3 scryour intelligence, persuasion, and charm. You knew there was a reason that pink is your favorite color. Go back 3 T nT.
- 37G** On the deck you see nothing but a bundle of an old rug against the far corner. However you put two and two together, and know a good thing when you see it. You unroll the rug, and shake it out. It does not fall scythe ground, but instead seems scryfloat above it. You climb on board, as the wind picks you up and carries you over the edge of the roof. You hang on for a couple of hours, swept away by the storm, until you are eventually crash land on scythe side of a hill. Before you can grab it, the carpet floats off again in the wind. But you are safely on the ground, outside of the swamp. You can make out the lights of a town in the distance. Take 200 experience points. You have survived en yre most others have failed.
- 37H** This large marble room has a large bathing pool and towels along the sides. To take a dip, go scr49B. To drink from the pool go scr44H. To leave via the archway on the other side of the room, go scr27G.
- 37I**



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39A

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- 40A** The liquids do not mix well in your tummy. Roll a d6. Take an A wound on 1-2, B on 3-4, C on 5-6. If this kills you, go to 40F. If you live through the experience, then go to 48C.
- 40B** You jump off of the balcony. Attempt a level 1 skill roll on agility. If you make it, go to 41F. Otherwise, you land with a loud thunk. Go to 44D.
- 40C** Smart gas! Add +1d6 to your intelligo to permanently. A metaphorical light bulb lights up over your head, and you realize that it is time to go. Go to 29I.
- 40D** You make your way toward the sleeping monster. Attempt a sneak roll, which is a level 1 skill roll on agility. If you make it, go to 41G. If you miss, then you wake it up. Go to 15E.
- 40E**

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**41A** You enter a pitch black room. Torches will not light. Someone likes it dark in here. You feel faint. Attempt a level 1 saving roll on will. If you miss it, go to 42D. If you make it, add +2 to your will statistic. You grope around until you find a doorway. Continue through to 28B.

**41B** Its a fine helmet, except for the flees, and the lice. ARGH! You rip off the helmet, and throw it aside. Scratching and picking at bugs, you have a seat on the chair, since there is nothing else to do here. Go to 46F.

The troll gives you 2 silver pieces and the scroll. You follow the directions, and head off through weird rooms



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- 43A** Inside of a small velvet bag you find one big honking ruby. Roll a d6. On 1 go to 44F. On 2-3 go to 45I. On 4-6 go to 47A.
- 43B** You are suddenly aware of the sound of the ants in the grass, and the smell of the air, and the great taste of gold speckly bits. Add +1d6 to your perception. Go back to 31D.
- 43C** The warm healing fluids infuse you with new energy. Add the following to each and every one of your primary statistics, except for body. If the statistic is 10 more, then add +1. If the statistic is less than 10, add +1d6 instead. Recalculate as needed. Your skin takes on a healthy glow. All scars, present or future, will fade away within one week of healing. Of course this means that you register as magickal to any magician until the fading scar spell is removed. Dry off, get dressed, grab your stuff, and take the archway out of here. You feel vastly improved. Go to 27G.
- 43D** You need only 1 success to hit it with a missile attack, but it will wake whether you hit or miss. Its strength plus armor is 25, and its will is 10. If you defeat it with one shot, then go to 37I. Otherwise, it charges and attacks. Grab your melee combat weapons and fight. Go to 36E.
- 43E** You jump into the pit. About thirty feet down, you crash through a wet spongy sheet of moss and lichen. Your fall continues for another twenty feet or so, depositing you in a shallow subterranean pool. Roll 4d6. For each 6 rolled, take one wound level of damage. If this kills you, go to 40F. Otherwise, you splash your way out to the bank. There is a doorway, with a startled looking monster stan, getin front of it. After four years guarding this door, it is surprised to see someone come crashing through the roof. The shock does not last long, as it attacks. Roll a wandering monster from the back of the book, and fight to the death. You do not have time

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**44A** The glyphs glow with magickal energy, and you find yourself transported to a new room. The scroll disintegrates. Go to 9H.

**44B** Everyone looks a little tired. Especially Old Nick. To suggest that you call it a night, go to 45E. To play one more hand, for all the marblesg (44A)TjaH.

**44C**

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45A

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**46A**

All those years in linguistics class with the mad phoenix sages on the outside of Vindstadt finally pay off.

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**47 47**The ruby is magickal. When you touch it, it melts into your hand. Roll a d6 for each of your primary s

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**48A**

You reach the door of the demented gremlin, and knock using the large dragon head clapper. A huge troll answers the door, and accepts the scroll. It tips you a silver piece, and slams the door shut in your face. Nothing to do but wander down the corridor to 26J.

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**49A** Another dead diseased rat. About the thousandth you have seen in this hell hole of a keep. Go back to 32A.

**49B** Roll a d6. On 1-3 go to 50E. On 4-5 go to 2J. On 6 go to 4D.

**49C** You climb into the sphere and sit on the crystal control chair. Before you are a bewildering array of crystal levers, dials, and buttons. You twist, spin, and yank until something interesting happens. Attempt a level 1 saving roll on intelligence to make some sense out of the controls. If you miss the roll, go to 2K. If you make the roll, roll a 1d6. On 1 go to 50F. On 2-3 go to 12F. On 4-6 go to 4E.

**49D**

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**50A** You walk towards the open doorway on the far wall, and bump into something in the dark. To ignore the object and keep going, leave to 27G. To go back and see what it is, go to 2F.

**50B**



