Welcome to *Temple of the Bronze God*. This was supposed to be an entrant in the 2010 *Fighting Fantasy* March Kakhabad competition but I never finished it in time. It is also a sort of prequel to *Shrine of the Salamander*, an adventure that was originally published in *Fighting Fantazine* issue 2. All you need to play are a pencil, an eraser and dice. Simply enter your champion's details on the *Adventure Sheet* and begin your adventure. Good Luck!

**Temple of the Bronze God**

By Andrew Wright

**Inventory**

In this adventure you play an enormous Horntoad – a hideous, warty, toad-like humanoid from the Croaking Caves of Daddu-Yadu. You are a champion of your people, and in addition to great physical strength, you also have small repertoire of magical spells at your disposal. Further details on these are given below. You start the adventure with a Spiked Club as your sole possession. If you drop or lose your Spiked Club you must fight all battles with a -1 penalty to your Attack Strength. Be sure to add any items you find during your adventure to your *Adventure Sheet*. You can only carry a maximum of three items.

**Your Adventurer**

Follow the steps below to create your Horntoad champion:

- **Name**: Choose an appropriately disgusting name for your character, or roll three dice and consult the table below. Enter your character’s name on the *Adventure Sheet*.

<table>
<thead>
<tr>
<th>1st Roll</th>
<th>1st Part</th>
<th>2nd Roll</th>
<th>2nd Part</th>
<th>3rd Roll</th>
<th>3rd Part</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Wart</td>
<td>1 fist</td>
<td></td>
<td>1 Foul</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>Lump</td>
<td>2 maw</td>
<td></td>
<td>2 Grim</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Slime</td>
<td>3 claw</td>
<td>the</td>
<td>3 Turgid</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Belch</td>
<td>4 tooth</td>
<td></td>
<td>4 Bloated</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Stink</td>
<td>5 breath</td>
<td></td>
<td>5 Filthy</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Bile</td>
<td>6 horn</td>
<td></td>
<td>6 Disgusting</td>
<td></td>
</tr>
</tbody>
</table>

*Example*: You roll a 3, a 5, and a 4. Your character’s name is Slimebreath the Bloated.

- **SKILL**: Roll one die. If you roll a 1 or 2, your SKILL is 8. If you roll a 3 or 4, your SKILL is 9. If you roll a 5 or 6, your SKILL is 10. Enter this number in the SKILL box on your *Adventure Sheet*.

- **STAMINA**: Roll one die. If you roll a 1 or 2 your STAMINA score is 8. If you roll a 3 or 4, your STAMINA score is 9. If you roll a 5 or 6, your STAMINA score is 10. Enter this number in the STAMINA box.

- **LUCK**: Roll one die. Add six to this number and enter the total in the LUCK box.

**Adventures Sheet**

<table>
<thead>
<tr>
<th>Name</th>
<th>SKILL</th>
<th>STAMINA</th>
<th>LUCK</th>
<th>Equipment</th>
<th>Spells</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Spiked Club</td>
<td>FOG, MUD, NIF, SUS</td>
</tr>
</tbody>
</table>
Casting Spells
You have four magic spells at your disposal for this adventure. Each spell is marked with a three-letter code and you must learn and practice your spells until you are able to identify a reasonable number of them from their codes. Casting a spell drains your STAMINA and each has a cost, in STAMINA points, for its use.

One of the spells requires the use of an artefact. If you try and cast this spell without possessing the correct artefact, you will be wasting your STAMINA as the spell will not work.

DON'T FORGET! You may not refer to the list of spells once you have started your adventure. Your spells are:

FOG
This spell may only be cast indoors (with no open windows) or underground. Once cast, the room turns pitch black in the eyes of all but the caster – even though torches and candles may still be burning. It renders blind any creatures within the room. Its effects are temporary.

Cost 2 STAMINA points

MUD
As this spell is cast, the caster must sprinkle grains of sand on to the floor as desired (e.g. in front of a creature). The spell takes effect on the sand and the floor, creating a pool of quicksand. Any creature stepping on to this pool of quicksand will slowly be drowned in it.

Cost 1 STAMINA point

NIF
As this spell is cast, the air surrounding the caster becomes filled with a nauseating stench. This smells so awful that it will cause any creature that catches a whiff of it to vomit violently. It will thus weaken any adversary with a sense of smell, except you the caster, because Horntoads are immune to the stink! The effects will be more pronounced in creatures with large noses.

Cost 1 STAMINA point

SUS
This spell may be cast when the caster suspects a trap of some kind. Once cast it will indicate telepathically to the caster whether or not to beware of a trap and, if so, the best protective action. If caught in a trap, this spell may also be used to minimize its effects in certain cases.

Cost 2 STAMINA points
Previously, the Horntoads of Daddu-Yadu led a simple life. Long periods of wallowing in the mud-pits and sinkholes of their subterranean lair, occasionally enlivened by brief and bloody raids on the homes of nearby creatures whenever the larder started getting empty. They worshipped a foul pantheon of slimy demigods and demon princes, and also venerated some of the stranger and weirder beasts that dwelled on the fringes of their territory.

This changed when the Salamander arrived – a creature of fire and chaos – and took on the role of leader of the tribe. Almost immediately, the Horntoads became a ferocious clan of marauders, raiding the lands far and wide. The hulking barges that plied their trade along the Jabaji were early targets, and many were pillaged, burned, and sunk to the muddy river-bottom.

Then the Salamander called the tribe together in a great meeting.

“Fellow amphibians, for too long we have struggled under the yoke of the priests from Daddu-Ley!”

This was true. The priests had enslaved many Horntoads in their Copperstone Mines in the caves on the other side of the Jabaji delta.

“The source of their power is the statue of Verlang, the god of the forge. I propose we raid their temple and steal the idol and its power for ourselves. All in favour, croak your assent!”

The response is deafening, and even louder than the noise created during the Midsummer Spawning.

“There is one problem, my dear Horntoads,” continued the Salamander. “It cannot be a frontal assault. We need one warrior, our greatest warrior, to infiltrate the temple!”

All eyes turn to you. It is true – you are the greatest Horntoad warrior – but this mission stinks of a setup, a house-clearing, a take-down. However, you have no choice. The will of the Salamander, and by extension the tribe, trump any individual’s status and standing. You raise your club in the air and yell your affirmation.

“I will raid those priests of Verlang and steal their idol!” you shout.

“Excellent!” says the Salamander. “Preparations are already underway. Let us be off!”

In the darkness, you board a raft with the Salamander and several of your companions, which are some of the biggest Horntoads. Several punt-toads pole the raft across the channels of the Jabaji delta. While Horntoads can indeed swim in the river, the fact the Jabaji has a resident population of Mutton Fish, Blood Eels and Sewer Snakes means it is no place to tarry. Hence the raft. Soon it makes it to the far side, and disembarking at the bank you come to a dark cave at the base of the cliff.

“We’ve already burrowed a tunnel through the side of the cliff to the main sanctum of the temple,” says the Salamander. “You just need to enter the temple, dodge the priests, who should all be sleeping anyway, and return here with the idol.”

You enter the dank cave, stopping only to pick up a handful of sand for use in casting one of your spells (add it to your Adventure Sheet). Horntoads can see in the dark so you do not require a light source. Soon the tunnel branches in two. You can go left (turn to 9) or right (turn to 4).

How will YOU fare in your raid on the Temple of the Bronze God?

NOW TURN OVER
1
You grab a Jellyworm from the pool. It tries to bite you with its fanged maw, but it is only half-grown. You wrench off its head, and swallow it whole. Delicious! Thinking of the trials ahead, you grab another Jellyworm, decapitate it also, and stick its dying body under your arm for future reference (add it to your Adventure Sheet). At anytime in the future, except during combat, you may eat the Jellyworm. Cross it off your Adventure Sheet and restore 3 points to your STAMINA score if wounded. You can continue down this tunnel (turn to 7), or you can return to the junction and take the right-hand tunnel (turn to 4).

2
You enter the Temple of Verlang, forge-god of the hated priests of Daddu-Ley. Unfortunately, the temple is trapped. One of the tiles you step on is a hidden pressure-plate, and as it clicks downwards under your enormous webbed foot, a barbed harpoon shoots out of a wall, aimed straight at you! Roll two dice and Test your Luck. If you are Unlucky, the harpoon hits you; roll one die and deduct the result from your STAMINA. If you are Lucky, the harpoon misses! If you are still alive, you head carefully towards the altar. Turn to 6.

The tunnel you are following opens up into a sunken chamber full of mud and slime that comes up to your bloated belly. There is an opening on the far side that surely leads to the Jabaji riverbank. Before you can get there however, a monstrous thing erupts from the depths of the muck! It is a vast blubbery creature with a great trough for a mouth, and two tube-like horns on the top of its head that continually blow out sulphurous steam. It reaches for you with a flabby paw…

You face a hideous SLIME EATER! You can cast a spell:

<table>
<thead>
<tr>
<th></th>
<th>NIF</th>
<th>MUD</th>
<th>FOG</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>16</td>
<td>23</td>
<td>20</td>
</tr>
</tbody>
</table>

Or fight!

**SLIME EATER**

<table>
<thead>
<tr>
<th></th>
<th>Skill</th>
<th>STAMINA</th>
</tr>
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<tbody>
<tr>
<td>7</td>
<td></td>
<td>11</td>
</tr>
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</table>

If you kill the Slime Eater, you leave its lair quickly as there may be others of its kind lurking in the corners of the cave. Turn to 10.

4
The tunnel you are following continues to snake downwards into the damp oozing clay of the riverbank. Suddenly there is an explosion of mud from the side of the passage, and an enormous armoured insectoid creature, with a spiked carapace and pincer-like claws, clammers out from where it was hiding and attacks you!

You face a BADDU-BEETLE. You can cast a spell:

<table>
<thead>
<tr>
<th></th>
<th>NIF</th>
<th>MUD</th>
<th>SUS</th>
</tr>
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<tbody>
<tr>
<td>22</td>
<td></td>
<td>15</td>
<td>19</td>
</tr>
</tbody>
</table>

Or fight!

**BADDU-BEETLE**

<table>
<thead>
<tr>
<th></th>
<th>Skill</th>
<th>STAMINA</th>
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<tbody>
<tr>
<td>7</td>
<td></td>
<td>9</td>
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</table>

Fight the battle as normal, except that every time you wound the beetle, it will respond by angrily spitting virulent acid at you. Roll one die and consult the following table to see whether this acid spit hits you:

<table>
<thead>
<tr>
<th>Roll</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Hits you in the face. Lose 3 STAMINA points and 1 LUCK point.</td>
</tr>
<tr>
<td>2</td>
<td>Hits your weapon arm. Lose 2 STAMINA points and 1 SKILL point.</td>
</tr>
<tr>
<td>3</td>
<td>Hits your other arm. Lose 2 STAMINA points.</td>
</tr>
<tr>
<td>4</td>
<td>Hits your leg. Lose 1 STAMINA point.</td>
</tr>
</tbody>
</table>
5-6 Misses.

If you slay the Baddu-Beetle, you continue down the tunnel. Turn to 7.

5 You kill the second Grannit with a single blow and start eating one of them. Tasty (if a little too crunchy)! You may restore 3 STAMINA points if wounded. You keep the other Grannit for later, sticking it under your arm for future reference (add it to your Adventure Sheet if you have less than three items already), or you can eat it now. At anytime in the future, except during combat, you may eat the Grannit. Cross it off your Adventure Sheet and restore 3 points to your STAMINA score if wounded. You return to the junction and take the left-hand tunnel (turn to 3).

6 The altar of Verlang lies upon on a marble-tiled dais, and is made of bronze and embossed with arcane runes. Upon it, illuminated by a glowing lamp suspended from the ceiling is the plain and simple, yet utterly sacred Idol of Verlang, a bearded, helmed smith with a hammer and an anvil. You can approach the altar (turn to 11), or perhaps you wish to cast a spell:

<table>
<thead>
<tr>
<th>MUD</th>
<th>FOG</th>
<th>SUS</th>
</tr>
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<tbody>
<tr>
<td>17</td>
<td>14</td>
<td>21</td>
</tr>
</tbody>
</table>

7 The tunnel you are following connects with another, which is also heading back the way you came. Ignoring this, you press on further and come to a place where the tunnel breaches the walls of the Temple of Verlang’s inner sanctum. The walls inside this shrine are adorned with copper plates and the floor is covered in a mosaic of red and gold tiles. A colonnade of black basalt pillars leads deeper into the temple. Torches line the walls, sputtering weak flames. You can venture into the inner sanctum (turn to 2), or perhaps you wish to cast a spell:

<table>
<thead>
<tr>
<th>FOG</th>
<th>SUS</th>
<th>NIF</th>
</tr>
</thead>
<tbody>
<tr>
<td>24</td>
<td>13</td>
<td>18</td>
</tr>
</tbody>
</table>

8 There is an unlit passage at the back of the altar room, and you can tell it leads to the surface because of the faint breeze blowing out from it. Not wishing to backtrack through the trap-laden temple, you enter the passage, hoping that it is some sort of escape route. It is a rough, rock-hewn tunnel, more natural cave than mine working or temple corridor. After a while, it splits going left (turn to 3), or right (turn to 12).

9 The tunnel you are following continues to snake downwards into the damp oozing clay of the riverbank. You pass by a large cluster of glistening JELLYWORMS, writhing in a pool of stagnant water. Do you want to eat the Jellyworms (turn to 1), continue advancing down the tunnel (turn to 7), or go back to the junction and take the right-hand tunnel (turn to 4)?

10 You have slain the SLIME EATER! Quickly, you wade through the muck past its fallen carcass, through the short tunnel on the other side of the cave and out onto the starlit banks of the Jabaji River. Further down the bank to the right you see the barge carrying the Salamander and the other Horntoads. You race down the muddy riverside towards the barge, with the Idol of Verlang gripped tightly in your paw. You have completed your mission! Turn to 25.

11 As you step towards the altar, the floor gives way beneath you and sends you tumbling into a shallow pit lined with steel spikes. Roll two dice and Test your Luck. If you are Unlucky, you are impaled on a spike; roll one die and deduct the result from your STAMINA. If you are Lucky, you are just cut by the spikes; deduct 2 STAMINA points. If you are still alive, you clamber out of the pit, climb up on to the dais, and take the Idol of Verlang from the altar. Add it to your Adventure Sheet but remember you can only carry a maximum of three items. If you are already carrying three items you will need to
discard something before you take the Idol. You have completed your mission! Now you just need to
leave the temple with haste before the priests of Daddu-Ley are alerted to your presence. Turn to 8.

12

The tunnel you are following soon opens up into a dead-end cavern, full of boulders, stalactites and
stalagmites. Something bites you on the foot! Deduct 1 STAMINA point. Looking down, you see you
have been bitten by a GRANNIT – a strange cave-dwelling creature that looks like a rock and scuttles
about the place on six insect-like legs. You pull it off, turn it upside down and eviscerate its soft
underbelly with your clawed paws while it squeals in pain. Another Grannit scuttles past on the floor
nearby. Do you want to eat the Grannits (turn to 5), or go back to the junction and take the left-hand
tunnel (turn to 3)?

13

Deduct 2 STAMINA points. You cast your spell and receive a mental image that several of the tiles on
the floor are trapped! Gingerly, you step around them and head deeper into the temple. Turn to 6.

14

Deduct 2 STAMINA points. You cast your spell and even though you can see, everything else is pitch
black, including the altar, which you hope will deactivate any traps. As you step towards the altar
however, the floor gives way beneath you and sends you tumbling into a shallow pit lined with steel
spikes. Roll two dice and Test your Luck. If you are Unlucky, you are impaled on a spike; roll one die and
deduct the result from your STAMINA. If you are Lucky, you are just cut by the spikes; deduct 2
STAMINA points. If you are still alive, you clamber out of the pit, climb up on to the dais, and take the
Idol of Verlang from the altar. Add it to your Adventure Sheet but remember you can only carry a
maximum of three items. If you are already carrying three items you will need to discard something
before you take the Idol. You have completed your mission! Now you just need to leave the temple
with all haste before the priests of Daddu-Ley are alerted to your presence. Turn to 8.

15

Deduct 1 STAMINA point. Do you have any sand with you? If not, return to 4 and choose again. If you
have some sand, you cast your spell and sprinkle the grains of sand on the floor of the tunnel.
Instantly they transform the surface into a pool of bubbling quicksand. The Badddu-Beetle tries to cross
it, but its great armoured bulk weighs it down and it sinks into the mire leaving no trace. You have
vanquished the beast! You continue down the tunnel. Turn to 7.

16

Deduct 1 STAMINA point. You cast your spell and the air in the cavern becomes filled with an even
more nauseating stench than it already has. The Slime Eater however is unaffected – it is attracted to
bad smells, not repelled by them! The monster swipes at you with a paw. Lose 2 STAMINA points.
Return to 3 and chose another spell or fight the creature.

17

Deduct 1 STAMINA point. Do you have any sand with you? If not, return to 6 and choose again. If you
have some sand, you cast your spell and sprinkle the grains of sand on the floor around the dais,
hoping to make it sink and deactivate any traps. Instead the floor collapses in a slurry mush, sending
you sliding into a shallow pit lined with steel spikes. Roll two dice and Test your Luck. If you are
Unlucky, you are impaled on a spike; roll one die and deduct the result from your STAMINA. If you are
Lucky, you are just cut by the spikes; deduct 2 STAMINA points. If you are still alive, you clamber out of
the muddy pit, climb up on to the dais, and take the Idol of Verlang from the altar. Add it to your
Adventure Sheet but remember you can only carry a maximum of three items. If you are already
carrying three items you will need to discard something before you take the Idol. You have completed
your mission! Now you just need to leave the temple with all haste before the priests of Daddu-Ley
are alerted to your presence. Turn to 8.

18

Deduct 1 STAMINA point. You cast your spell and the air in the temple becomes filled with a nauseating
stench. This reacts with some gas that is already present here underground, creating a billowing
yellow mist that fills up this part of the sanctum. You become disorientated, and stumble across the
chamber. One of the tiles you step on is a hidden pressure-plate, and as it clicks downwards under
your enormous webbed foot, a barbed harpoon shoots out of a wall, imbedding itself painfully in your
slimy torso. Roll one die and deduct the result from your STAMINA. If you are still alive, you head carefully into the temple. Turn to 6.

19
Deduct 2 STAMINA points. You cast your spell but nothing happens. There is no trap here, only a gigantic beetle that wants to eat you! The Baddu-Beetle swipes at you with a claw. Lose 2 STAMINA points. Return to 4 and chose another spell or fight the creature.

Deduct 2 STAMINA points. You cast your spell and everything in the cavern goes black, though you can still see about you. The Slime Eater howls in surprise, it is not used to fighting in complete darkness. Return to 3 and fight the creature though note you can reduce its SKILL score by 2 points as you can see reasonably well, but it cannot.

Deduct 2 STAMINA points. You cast your spell and receive a mental image that there is a pit trap immediately before the altar. Cautiously you step around it and take the Idol of Verlang. Add it to your Adventure Sheet but remember you can only carry a maximum of three items. If you are already carrying three items you will need to discard something before you take the Idol. You have completed your mission! Now you just need to leave the temple with all haste before the priests of Daddu-Ley are alerted to your presence. Turn to 8.

Deduct 1 STAMINA point. You cast your spell and the air in the tunnel becomes filled with a nauseating stench. The giant insect is disorientated by the foul smell; reduce its SKILL score by 2 points. Return to 4 to fight the creature!

Deduct 1 STAMINA point. Do you have any sand with you? If not, return to 3 and choose again. If you have some sand, you cast your spell and sprinkle the grains of sand on the slime that covers the floor of the cave. Unfortunately, as the floor is not solid, the spell does not work properly. In any case, the Slime Eater has spent its entire lifetime wallowing in filth, and splashes across the surface to strike you with a flaccid paw. Deduct 2 STAMINA points and return to 3 to fight the creature!

Deduct 2 STAMINA points. You cast your spell and everything in the temple goes black, though you can still see about you. You enter the Temple of Verlang, forge-god of the hated priests of Daddu-Ley. Unfortunately, the temple is trapped. One of the tiles you step on is a hidden pressure-plate, and as it clicks downwards under your enormous webbed foot, a barbed harpoon shoots out of a wall, imbedding itself painfully in your slimy torso. Roll one die and deduct the result from your STAMINA. If you are still alive, you head carefully into the temple. Turn to 6.

To your surprise, the barge has already pushed off into the waters of the Jabaji delta. “Quick, brother-spawn!” shouts the Salamander, standing at the rear of the barge. “Throw us the Idol!”
“Wait for me!” you shout, wading through the shallows of the river towards them.
“No time, brother!” yells the Salamander. “The priests are coming!”
You turn your head to see that he is right. Flickering torchlight can be seen getting brighter at the mouth of the tunnel that leads to the Temple to Verlang. Shaking your head in frustration your hurl the Idol at the barge, where the Salamander catches it gracefully in its two glistening hands. It turns to look at you.
“Thank you brother-spawn, and farewell!” it shouts. “You have done a brave thing today.” It turns around and instructs the Horntoads to punt the boat faster across the Jabaji.
You curse yourself and your stupidity but there is nothing you can do but swim after it. Facing the angry Priests of Verlang is not an option! You strike out, swimming frantically after the barge as it moves across the deeper waters of the Jabaji.
Unfortunately, a gigantic Mutton Fish sleeping on the muddy river bottom has been awakened by the disturbances. It rises up to the surface and swallows you in one gulp. You have succeeded your mission in the Temple of the Bronze God but died here in the river. THE END.