

TOUGHEST DUNGEON IN THE WORLD!

BY KEN ST ANDRE

PROOFING EDITION



ABANDON ALL HOPE
YE WHO ENTER HERE

A Solitaire
Adventure For

MONSTERS!

MONSTERS!
TAKE A WALK ON THE WILD SIDE!

Also Playable with Tunnels & Trolls™

TOUGHEST DUNGEON IN THE WORLD!

A SOLITAIRE ADVENTURE FOR



ALSO PLAYABLE
WITH TUNNELS & TROLLSTM

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NOTE: This solitaire adventure is a work in progress and is being distributed to *Monsters! Monsters!* Kickstarter backers in order to allow them to play the solo and search for typographical errors, math errors, inconsistencies or other mistakes that might need to be made before the final version goes to press.

We invite your comments and corrections. Please post them on the Kickstarter update comments section or you can directly email your comments to skcrompton@gmail.com
We will evaluate all comments and incorporate them in to the final version of this solitaire adventure sometime during June 2020.

Thanks for your help!

Steve & Ken

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TOUGHEST INTRO

HOW TO PLAY THIS ADVENTURE - BY KEN ST ANDRE

This adventure is designed for the *Monsters! Monsters!* role-playing system. (You can also use the *Tunnels & Trolls* rules.) In order to play you will need a pencil, paper, and a set of 6-sided dice, and either the M!M! rules or the T&T rules.

Most adventures are designed for the “good guys”, those brave adventurers who invade subterranean lairs in search of loot and thrills. This one, on the contrary, tries to get you to look at things from the “monster’s” point of view. After playing a troll for a while, you will begin to realize that the delvers are the true monsters of the story.

How can Ken St. Andre call this the *Toughest Dungeon in the World*? It may well be that there are other solitaire adventures with more fiendish traps, bigger monsters, more labyrinthine passages. Certainly a solitaire adventure can never replace a good face-to-face encounter with a skilled Judge or Gamemaster. However, Ken would like to point out some of the factors that make this adventure particularly hard to win.

Other solitaire adventures tend to last from 10 to 30 minutes, and you will have either won or died. This one will be that short only if your player character dies quickly. The goal of accumulating 10,000 Gold Pieces worth of treasure will turn this into a carefully calculated campaign game for the player who dares hope to win.

Another difficulty is that your opposition (the delvers and other monsters in the caverns) are designed to get stronger and stronger. (This means some bookkeeping work for you as a player, but the vast numbers of characters you create for combat in this adventure can be recycled as cannon fodder, and other miscellaneous citizens in other T&T

games.) *Arena of Khazan* suggested the opposition get continually tougher, but the challenge was partially alleviated by the random selection of foes. Foe selection is random here, too, but, you can depend on it being worse than the last thing you faced.

I don’t expect you to win. I have tried every devious dodge I can think of to kill you (fairly, of course), like giving your opponents magic while not originally allowing you any. Your opponents may also have enchanted weapons which you are unlikely to duplicate, unless you are smart and strong enough to win their enchantments away from them. Last, but not least, this dungeon is so tough that it contains an ultimate source of evil. If you’re lucky, you’ll never find it.

The *Toughest Dungeon in the World* is designed primarily for trolls; however, you may wish to use other “monsters” in it for variety. Please go right ahead and use anything that is humanoid except for vampires, shadowjacks, and were-beasts. If the text refers to a troll, and you are not using a troll, please mentally substitute whatever kindred name is appropriate.

The rules of play are quickly established. You may use any non-magical humanoid you wish. You may arm and armor them if you wish, though I would prefer that you started anything as large as a troll naked and unarmed except for its natural equipment. Each paragraph that you read may be considered one game turn unless it indicates that it is a longer period of time. Your character must eat at least once every 50 game turns or it will lose its Strength multiplier (on the Character Creation Table in the T&T rules) in Strength and Constitution points. (For example, if you play a troll with a STR multiplier of 3, and you fail to eat something (or someone) for 50 turns, you would lose 3 STR points and 3 CON points—this is a permanent loss and must be recovered in other

ways than simple regeneration.) Once your character falls into starvation mode, it will lose another Strength and Constitution point after each ten paragraphs of play until it manages to eat. Your character must sleep at least once every 200 game turns or it will have its IQ and Luck ratings halved until such time as it does sleep. Characters may only sleep in their own lairs. (To keep track of such things as game turns, I advise you to keep a running account of your adventure on a handy piece of paper thusly: 115, 48, 32 (fight delvers), 40 (return to lair), 98 (eat delvers' bodies), etc.)

It should go without saying that you read only those paragraphs that you are told to read, and that when you are told to randomize from 1 to 6 to pick the next direction that you don't just pick 6 because you know or guess that it will lead you to the most exciting adventure.

Important: Keep track of paragraphs you are on whenever you are asked to go to the *Foes Book* which starts on page 36, as you are likely to have to return to that paragraph after your encounter or spells have been cast.

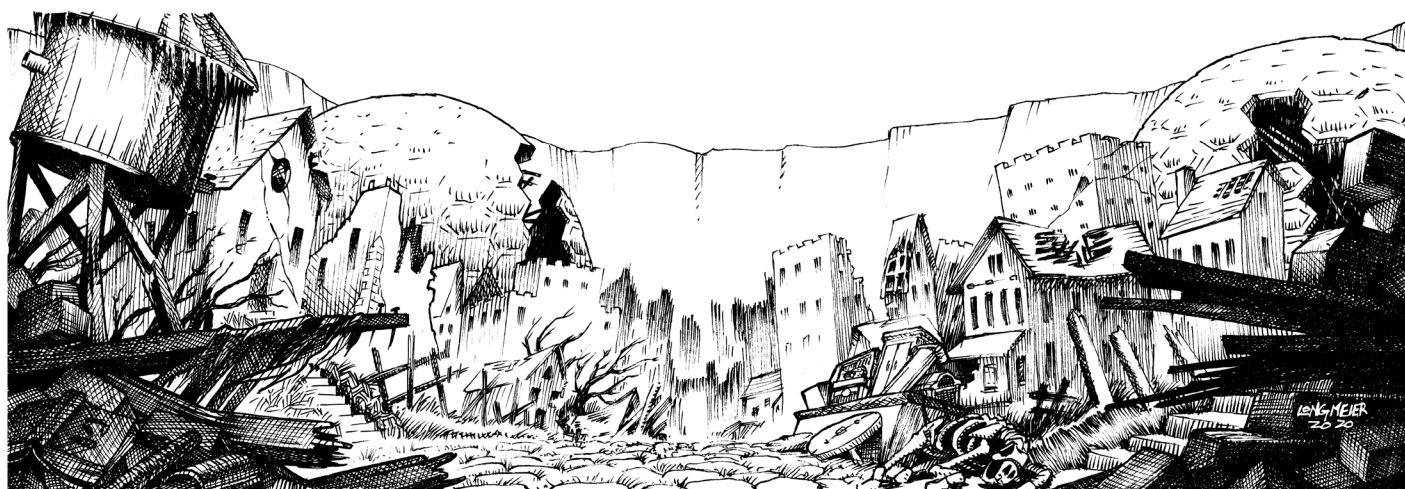
Why 10,000 Gold? When you were a young monster, you met a dragon whom you helped escape from a group of human adventurers. He told you that the key to happiness was to have a pile of 10,000 coins and gems to sit upon and savor, and he gave you 100 coins to start you off. Ever since then you have wanted to have a big pile of your own treasure.

Incidentally, lest you wonder what else a monster can do with 10,000+ Gold Pieces that you are trying to accumulate, survivors can buy quite a nice place in the Officer Corps of the city of Khazan, not to mention living high in that city of monsters.

Now, if you are ready to begin, generate your monster character and go to Paragraph No. **125**. Bad luck to you! May you swim in gore, and feast on the entrails of your enemies!

The Trollgod
Ken St. Andre

Creator of Monsters! Monsters! and Tunnels & Trolls, the best known rpgs you can play solo!



*And of course beyond the caverns awaits
the ruined city of Hael'Ku...*

1 - Roll one dice. If you roll 1, go to **75**; if you rolled 2, go to **194**; if you rolled 3, go to **9**; if you rolled 4, go to **123**, if you rolled 5, go to **17**, if you rolled 6 go to **65**.

2 - You awaken in your own lair without any idea of how you got there. Your strength and Constitution are now double what they were previously, and your Luck is halved. You also have no shadow, but this is something you are not likely to notice in the darkness of the caverns. The Lord of Shadows has taken your soul. You are now unable to feel joy or sorrow. Go to **40**.

3 - Make your first level saving roll on Dexterity (20 - DEX). If you make it, the critter you caught was badly wounded. Go to **80** and continue the Combat. If you missed the saving roll, they all got away. You find yourself out in the caverns, so you may as well wander. Go to **175**.

4 - Take the difference you missed the saving roll by in hits on Constitution as you bruise and maul yourself trying to shatter solid stone. If it kills you, close the book. If you are still alive, go to **83**.

5 - You finally leave the grotto via a different side tunnel. Go to **185**.

6 - "Go to the Chamber of Gold!" cries the Lord of Shadows. You feel a sudden stab of bone-deep pain, blink, and when you open your eyes you find yourself in a vault half-filled with Golden Coins and Bullion of ancient vintage. You have no idea where you are, but obviously you have been transported to a place where great wealth needs only to be picked up. You look around for a way out and see a stairway leading up to a trapdoor in the ceiling. Go to **134**.

7 - The passage you are in leads down and away from the stream. After a short while you begin to notice that this is no natural passage, but a tunnel carved out of living stone. You follow it for about three hours, putting the protected caverns many miles behind you. Then the passage begins to lighten, and finally you emerge into a vale beneath the open sky completely surrounded by impassable cliffs. The place is mostly bare stone, with only a few hardy mountain plants clinging to the thin soil, but filling most of the open space are the ruins of the fabled Dwarven city of Hael'ku! If you wish to explore the ruins, go to **38**. If you'd prefer to turn around and go back, go to **34**.

8 - You may loot the corpse or corpses of weapons and treasure if they have any. Nice of lunch to come right to your door. Go to **40**.

9 - While you are searching, you receive a face full of slime, dislodged by the water and your search. Make a saving roll at your own level on Luck. If you pass, you spit out the slime before swallowing any of it. You stagger back out of the waterfall. Turn to **48**. If you fail the LK saving roll, turn to **87**.

10 - The stairs lead to the surface. Deciding that you have had enough of Hael-ku, you look for the way you came in and head back for the protected caverns. Go to **158**.

11 - The lair is occupied. Note this paragraph. Turn to the *Monster/Cavern Generation Matrix* (on page 42) to see who or what lives there. ** Make your third level saving roll on Luck (30 - LK). If you make it, go to **93**. If you miss it, you immediately find yourself in a fight with the occupants. Go to **46**.



12 - It is too dangerous to continue through the mire ahead of you. You could still turn around and go back safely to the point at which you entered the forest. If you want to do that, go to **147**.

Alternately, you could decide to smash some of the fungus giants to your left and right, and try to use their stalks to make a kind of floating pathway on the deepening mud. If you try this, go to **214**.

13 - The pleasant aroma of decaying meat apprizes you that you are nearing some other creature's lair. You begin to search the walls of the tunnel more carefully, and soon you spot the entrance obscured in the shadows of a large stalagmite. You listen, but are unable to tell whether the lair is occupied or not at present. If you wish to enter the lair, go to **65**. If you wish to bypass it, go to **175**.

14 - You feel you cannot turn back now and push on in a determined manner. You walk for more than six hours and finally emerge from the tunnel in the twilight somewhere deep in the Great Forest. Knowing that you are deep in the territory of your hated enemies, the Elves, you turn and try to re-enter the tunnel, but there is a magical barrier that prevents you from going back in. Roll one die. Then make a Luck saving roll on the level you just rolled. If you miss the saving roll, you are caught by Elves before you can leave the Great Forest. Go to **189**.

If you make the saving roll, Go to **222**.

15 - You charge into their midst but bounce off an intangible barrier of air that completely surrounds them. Looking down, you see a fiery pentagram enclosing their party, and you are unable to cross it. If you wish to leave them inside their protection and go somewhere else, you may lope off into the darkness by going to **84**. If you want to wait for their magic to wear off, you can remain and make horrible faces at them. Go to **182** and wait.

16 - Swimming out of the quicksand might work, but only if you make yourself as light and buoyant as possible. You realize you will have to release your weapons, your treasure, and your food. Reluctantly you let all that go. Then it's a simple question of how heavy your character is. If your character weighs more than 400 pounds, the quicksand pulls you down and you're dead, unless you're a rock troll. Rock trolls don't have to breathe and can go to **132**. If you weigh less than 400 pounds with all your equipment discarded, then you have a chance, to go to **159**.

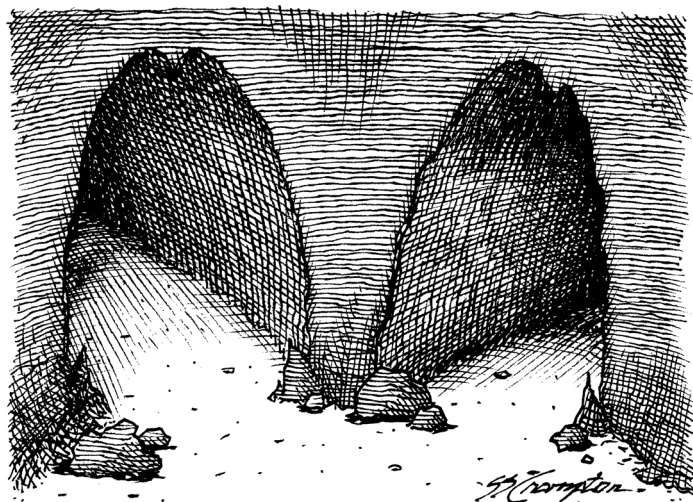
17 - You search thoroughly, but find nothing. Return to **48**.

18 - It appears to be a standoff, but the effort of fighting you has tired them somewhat. Subtract one from the Strength of each delver, and return to **157**.

19 - You smash into the door and try to break it open. It doesn't give, but parts of you do. Roll two dice and take that many hits on Constitution. If that kills you, close the book. If you still live, go to **134**.

20 - Rock trolls don't have to breathe—they don't even have lungs. The spores don't bother you at all. You crush your way through the vegetation and finally approach the moving black wall. You are astonished by what you see. Go to **59**.

21 - As you follow the path deeper into the putrefying forest, you feel as if you are being watched. Make a level 5 saving roll on Luck (40-Lk). If you make it, go to **180**. If you miss the saving roll, you are suddenly attacked by hideous creatures. Note this paragraph. Roll 1D6 on *Fungus Forest Random Monster Table* on page 45 to see what attacks you.**



22 - This tunnel goes up and down, side to side in a series of undulations that are very tiring. Finally it branches into two runnels,. If you want to go left, go to **205**. To go right, go to **29**.

23 - Make a level 3 saving roll on luck. (30 - LK) If you make it, you manage to push through the ants and get into an unused tunnel before they muster an attack—go to **47**. If you miss it, some warrior ants attack you before you can escape—go to **137** and double the number of ants attacking.

24 - Total the IQ, Luck and Charisma of the Wizard who threw the spell. Then total your own Strength and Constitution. If the Wizard's total is greater than yours, you will drop everything you are carrying, turn and flee. Turn to the Delves Magic Matrix at the back of this book. If not, go to **114**.

25 - A swift retreat will get you away from the giant ant, but it will also cause you to blunder off the trail and get lost. You find yourself breaking many of the fungi spore-sacs. You get away from the giant ant, but may have another problem, aside from now being lost. If you are a Rock Troll, go to **20**. If you are any other type of character, go to **155**.



26 - Pushing through one last throng of ants, you emerge into a huge chamber where dozens of warriors line the walls, and hundreds of workers are scurrying about a huge being. You have found the Queen of the Nest (Special award of 1000 adventure points.)

The queen looks like a warrior ant, but her thorax is a huge swollen sac, from the end of which drops a steady stream of reddish ant eggs. As each one falls free, a worker ant picks it up and carries it away down another tunnel. There is a sense of alien greatness in the room. You can't help feeling a sense of awe in the imperial presence. Perhaps that sense of wonder gets through, because suddenly, you hear a strange, sweet voice in your mind. It says, "Stranger, come forward!" If you obey, go to **178**; if you resist, go to **92**.

27 - You continue on your journey. As you move deeper into hive territory, you notice that the walls have begun to glow slightly with an eerie phosphorescent shimmer. It seems that some kind of glowing slime has been smeared on the stony walls in patterns that make no sense at all to you. All that matters is that you can

dimly see what's going on around you. And the main thing is that there are more and more of the giant ants.

There seem to be two types, large black ones like the one you slew, and smaller, lighter ants that are always carrying something in their mandibles. Obviously they are warriors and workers. For several minutes, the ants seem to ignore you, but finally a warrior heads directly toward you, its antenna questing violently in your direction, its mandibles clashing, and formic acid dripping from its jaws. If you wish to attack it, go to **137**; if you wait to see what it will do, go to **207**.

28 - You wisely refrain from drinking the tainted water. There's nothing else to do but turn and retrace your steps. Go to **202**.

29 - The tunnel slopes downward and ends abruptly in a large pool of dark water. From time to time a large bubble of noxious gas rises through the water and bursts at the surface releasing a smell of sulphur. Even though the water might be tainted, you feel a great thirst. Will you take a drink or not? To drink, go to **208**; to not drink, go to **221**.

30 - Roll one die. If you rolled odd, go to **110**. If you rolled even, they see you first and attack on sight. Note this paragraph number. If there are any foes who know magic, turn to the *Delver Magic Matrix* on page 44.** If not, go to **157**.

31 - While you are sleeping you regain any Strength you may have lost in your previous adventure. If you are sleeping directly after eating and were at full Strength already, you may add 1 to your Strength. When you wake up, go to **40** and choose another option.

32 - If you have been attacked by monsters, go to **46**. If you have been attacked by delvers with a Wizard or Rogue who knows magic in the group, turn to the *Delver Magic Matrix* on page 44.** If the delvers have no magical talent, go to **157**.

33 - As you explore an ancient corridor in a Dwarven palace, you suddenly feel the stone beneath you giving way and find yourself falling through the air. Make a 5th level saving roll on Constitution (40 - CON). If you missed it, go to **118**; if you made it, go to **90**.

34 - WHAT??? You choose to turn your back on the fabled ruins of Hael'ku before you even explore them? The Trollgod is displeased. Subtract 1 permanently from your CHR. Now go to **38** and explore the ruins.

35 - Even Trolls need rest, especially after a long patrol through the caverns. While you are sleeping, make your first level saving roll (20-LK). If you make it, go to **31**; if you miss it, go to **116**.

36 - Roll one die. If you rolled an even number, you were attacked by delvers. Note this paragraph and turn to the *Cavern Delver Generation Chart* on page 40. If you rolled an odd number, you were attacked by one or more monsters. Turn to the *Monster/Cavern Generation Matrix* on page 42.** If you were attacked by the delvers, check on whether there are any Wizards or Rogues who know Magic in the party. If there are, turn to the *Delver Magic Matrix* on page 44. If not, go to **157**. If you were attacked by monsters, you find yourself in a tooth and nail fight. Go to **46**.

37 - The path leads down for a long, long time. Finally, far below the roots of the mountains it comes to the shores of an enormous lake of black water. If you wish to wade into the lake, go to **41**. If you'd like to take a drink from it, go to **153**. If you'd like to just walk along the shore, go to **164**. If you decide to turn around and go straight back up, go to **43**.

38 - You are wandering through the ancient ruins of Hael'ku. Your path is more or less random, dictated largely by the pathways large enough to allow one of your size and bulk to move around. Roll one die to determine the results of your search.

If you rolled a 1, go to **126**; a 2, go to **33**;
a 3, go to **130**; a 4, go to **63**;
a 5, go to **191**; a 6, go to **146**.
If you wish to leave the ruins, go to **158**.

39 - The water is both deep and fast flowing. You turn end over end, eventually losing consciousness in the dark cold waters. When you awaken, you have been washed up on the shores of the stream in a dark tunnel. Reduce your Constitution by 1/3 from the blunt trauma and cold. Roll one die.
If you roll a 1, go to **96**; a 2, go to **37**;
a 3, go to **72**; a 4, go to **154**;
a 5, go to **117**, a 6, go to **7**.

40 - You are in your lair. The first thing you should try to do is add any new treasure you have bought back to what you already have. (The first time you read this, make a card to record your treasure on, then as you add various items to it, keep a running total of the value.) If your treasure total equals or exceeds 10,000 Gold Pieces, go to **144**. If you have brought back food that you wish to eat, go to **98**. If you have no food, but wish to sleep, go to **35**. If you are ready to go out adventuring into the tunnels, go to **156**.

41 - You find the lake icy cold but shallow. There seem to be many fish in it, judging from the motion you feel around your legs. As you wade along, an island looms up out of the darkness before you. When you climb up on it, you feel the presence of another being. Before you is an incredibly ancient shrine built of gigantic blocks of basalt leaning crazily together. Crouched beneath the lintel is a figure of solid darkness, blackness so deep that it seems to glow. A deep and ancient voice echoes in your mind, speaking one sinister word: "Welcome". If you wish to attack it, go to **148**. If you'd rather run away, go to **61**. If you answer it, go to **150**.

42 - Not far from where you met the giant ant, you find a lichen-covered wall of stone, and a good-sized tunnel leading into the darkness. Since you have fought the ant, you are covered with its pheromones, and if you enter the tunnel, you will find yourself able to pass among them without being attacked. If you enter the ant's tunnel, go to **154**. Alternatively, you may go back the way you came and eventually reach **117**, go to the left and reach the deepest part of the cavern—go to **201**. Go right and soon reach an important place—go to **154**.

43 - You follow the tunnel for some time, squeezing through gaps and climbing over mounds. Eventually you drop down a small but steep ledge into a stream. Somewhere you must have taken a wrong turn, because you're not sure where you have returned.

In fact, you're not certain which stream this is, but right now you only have two choices - go upstream or down stream. If you want to go up-stream, go to **48**; if you want to go downstream, go to **173**.

44 - Rock trolls don't have to breathe—they don't even have lungs. The spores don't bother you at all. You crush your way through the vegetation and finally approach the moving black wall. You are astonished by what you see. Go to **206**.

45 - You realize that sinking here isn't going to kill you. It might immobilize you for a while, but it won't stop a rock troll. Go to **132**.

46 - You find yourself in fang and claw combat with your monstrous foe or foes. Do regular T&T Combat for one Combat Turn. If you are slain, close the book. If you kill your foe, you may plunder it and go to **119** with the body. If you kill it in its lair instead of a tunnel, go to **145**. If you wound it without killing it, roll two dice—once for it and once for you. Doubles add and roll over. If it has the high total, it breaks a way and escapes, leaving you empty-handed. If it left you in its lair, go to **145**. If you are in the tunnels, go to **175**. If it wounded you, roll two dice once for it and once for you. If you have the high total, you escape by running. If it has the high total, you must stay and fight. Go to the top of the paragraph and read through it again. If you ran away, you will head for home, go to **119**.

47 - The tunnel twists and turns, but leads slowly upwards. The number of warriors and workers increases. The rock of the tunnel walls turns to gray slate. Roll 1D6 to see how many 10 minute turns you spend in this tunnel before your next encounter. At the end of that time, a large warrior ant approaches to investigate you. Make a level 2 saving roll on Luck (25-Lk). If you make the saving roll, the ant passes you by—go to **205**. If you fail, the saving roll, the ant will not like your smell—go to **137**.

48 - You stand at a magnificent cascading waterfall which is fed by many streams. It is a true wonder of the subterranean world. A passage on the right leads upward, while a tunnel on the left leads down. If you would like to go up, go to **96**. If you would like to go down, go to **37**. If you want to search behind the waterfall, go to **55**. (Note: there is no Paragraph 49 - it was stolen!)

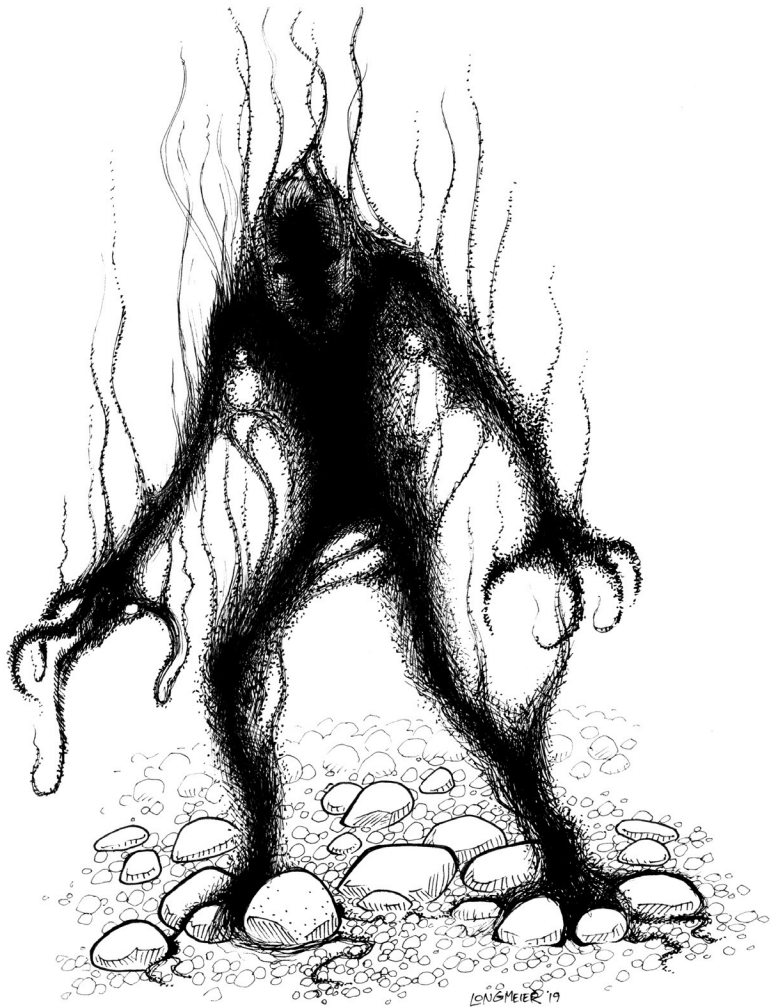
50 - The delvers do not panic and meet you squarely with everything they have. If there are any Wizards or Rogues who know magic in the party, turn to the *Delver Magic Matrix* on page 44.** If not, go to **157**.

51 - "You have chosen Immortality. Become like me!" cries the Lord of Shadows in a great voice that echoes only in your mind. On the instant, your flesh begins to disintegrate, flaking off in great patches and falling into the lake. When it is all gone, your skeleton remains erect for a few moments then shatters, leaving in its place a grey outline. You have now been transmuted into an immortal shadow being, and now there are two of them in the lake beneath the mountains. In time you find your own island to haunt, over the eons you may gain strange wisdom beyond our ability to describe here. Your quest for treasure is over. Close this book.

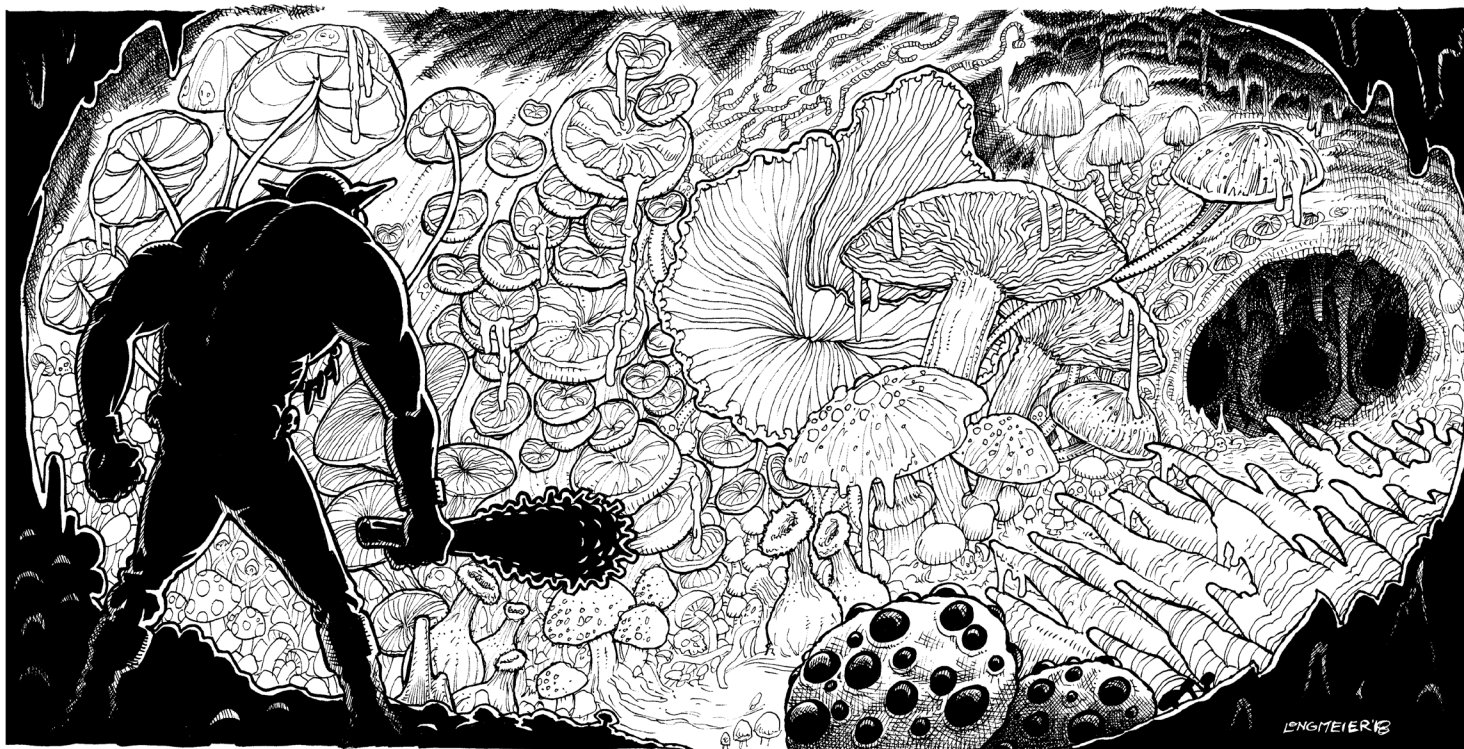
52 - You are trapped in your lair and fighting for your life. On the first Combat turn, there is no time for you to pick up a weapon. If you kill your foe or foes, go to **8**; if it (they) kills you close the book. If you wound your foe or foes without killing them (it), they will attempt to run away. If you decide to let them leave, go to **121**. If you decide to give chase, go to **3**. If you are wounded, or if no one was injured on the first Combat round, you will be able to pick up a weapon if you have one available before the second Combat round. Go to **128** and continue the Combat.

53 - Total the Wizard's Strength, IQ, and Charisma and compare it to your Strength and Constitution. If the Wizard's total is higher, roll one die, and you go to sleep for that many game turns. Go to **73**. If your total is higher, the spell has no effect. Go to **157**.

54 - After a while your rest is interrupted by the arrival of one or more worker ants. They seem surprised to find you in the chamber, and come up to sniff you with their antennae. Make a level 1 saving roll on Luck (20 - LK). If you make the saving roll, the ants recoil in some confusion, and you take the opportunity to slip out of the chamber and rejoin the throngs outside—go to **68**. If you miss the saving roll, the workers sense something wrong, and attack you—go to **141**.



55 - Your search reveals a pile of stones. They look deliberately placed. If you wish to search beneath the stones, go to **88**. If you wish to continue searching behind the waterfall, go to **1**. If you wish to abandon your search, go to **48**.



56 - The fungus forest is one of the strangest places you've ever seen. All the plants glow with an eerie phosphorescent shimmer—light green, pale yellow, gray, mauve. The cave floor is thick with decaying matter, so thick that it is difficult to walk, and you get a thick gooey mud all over your legs. There is fungus growing on fungus, lichen on the walls, strange parasitical things hanging from the underside of mushrooms and toadstools. Near the entrance the toadstools are low and gray, but deeper into the cavern they grow taller and taller, until the largest that can be seen in the distance rise above your head like forest patriarchs. The tunnel splits into three paths: left, right, and center. To go left, go to **112**; to go right, go to **171**; to go up the middle, go to **21**.

57 - If you are a Dwarf you feel the blessing of the ancients for your respectful act, add Id6 to your Charisma. Examining the rest of the room, you find a secret door behind the King's throne. If you want to try and open it, go to **172**. If you decide to leave the city, go to **158**.

58 - When you break the stalks and heads of the fungi around you, they release clouds of millions of spores into the hot humid air. If you happen to be a rock troll, this will not bother you in the slightest, go on to **20**. If you are a creature that breathes, you are in trouble—go to **155**.

59 - The black wall is a living flood of snails, slugs, and worms, moving down from the darkness above and vanishing into the mulch below your feet. There are millions of them. You realize that this could be a food source for you. Do you wish to try eating some of these gastropods. If so, go to **184**. If you don't want a snack, you can go left to **95**, right to **201**, or back to **162**.

60 - What a magnificent slaughter! You loot all of their bodies of treasure, and may have any weapons you wish that they were carrying. Multiply the number of delvers in the party by 100 and give yourself that many extra adventure points. Then, with their treasure tucked in a sack and fresh meat under each arm, you head back to your lair. Go to **119**.

61 - With the bitter taste of fear in your mouth, you turn and plunge back into the lake. It seems that a large hollow laughter echoes behind you, and you feel a chill as of magic striking your body. Roll one die and subtract that number from each of your attributes.

You reach the shore and find yourself not far from the tunnel by which you entered this cavern. Still terrorized, you plunge into it. Go to **43**.

62 - If you are an Hrogr, Hurokk breaks into a frightening grin. He has tusks like a saber-tooth tiger. "Welcome to my home, you unlucky creature!" he cries, then rushes in to give you an Ogrish hug. To make a long story short, the two of you get along just fine.

Hurokk will show you a safe path to the Wall of Food and the way to the Hive. He teaches you which mushrooms are good to eat, and which are poisonous. After what seems like a long time—several sleep periods in this timeless place, you decide to leave Hurokk. Alas, the tunnels leading into the Hive are not large enough for Hrogrs to enter them, but you can go there to kill ants. If you would like to try killing a giant ant to get its meat, you may go to **209** and try your luck. Oddly enough, Hurokk won't help you kill giant ants. He's allergic to ant venom, and fears for his life if he has to fight them. If you wish to depart, you may return to the black-wall by going to **59**, or re-enter the dark tunnels of the caverns, go to **119**.

63 - With excellent logic, you ignore most of the buildings in the city and go to the largest and finest of them. This building proves to be the palace of the Dwarven King, but most of its sumptuous furnishings have perished ages ago. However, you force your way inward and come, at last, to the ancient throne room, where you find something that makes your whole quest worth the effort. On a raised dais is a massive throne of solid mithril (much too heavy for even you to lift and car-

ry off, and too hard to chip or otherwise dismember). Seated in it is the corpse of the last Dwarven King of Hael-ku. An aura of powerful magic overhangs the whole area. Only the Dwarves bones remain, his royal Crown, and his royal Weapon - a Great Axe with a shaft of steel and a double blade of shining mithril. Horrible, violent, and evil vibrations emanate from the ancient weapon. If you prefer to ignore them and seize it, go to **100**. If you ignore the Axe but take the Crown, go to **142**. If you'd prefer to let the old fellow rest in peace and not take anything, go to **57**.

64 - The tunnel takes you forward for several hours, and shows no signs of either life or use. If you go on, you face a real danger of starvation (add 40 to your turn count). Do you wish to continue? If so, go to **14**. If you'd prefer to turn back to the protected caverns of Hael, go to **43**.

65 - Make your first level saving roll on Luck (20-LK). If you make it, go to **145**. If you miss it, go to **11**.

66 - This viscous fluid is actually an elixir for rock trolls. Roll 1D6 and add that number to your Constitution rating. If you return to this paragraph later in the game, the elixir will have no further effect. After taking a drink, you turn around and exit the pool area. Go to **202**.

67 - The tunnel slopes steadily downward. After a while, you begin to notice small alcoves sealed off from the rest of the tunnel with a kind of papery barrier. There are many worker ants by these sealed rooms—some seem to be extruding some sort of paste from their jaws which they spread on the barriers with their forelegs. If you would like to investigate one of the rooms, one with no worker ants near it, go to **139**. If you decide to keep walking, make a level 4 saving roll on Luck (35 - LK). If you make it, go to **188**. If you miss it, go to **26**.



69 - Make a 10th level saving roll on Charisma (65 - CHR). If you pass this saving roll your touch has ended the curse on the weapon. You may now take the Mithril Axe. As a weapon the Mithril Axe does 12D6 + 28 combat damage and is considered enchanted for the purposes of determining what creatures can be hit with it. Any Dwarf wielding the Mithril Axe needs only STR 4 and DEX 3 to use it in combat. Other races using the Mithril Axe require STR 40 and DEX 30 to wield the weapon in combat. Due to the quality of the workmanship and the mithril used in its construction, the Mithril Axe is worth 1000 times the normal price of an Axe, but would be considered priceless to most Dwarves.

If you failed the saving roll, you are attacked by 2d6 Dwarven Wraiths. Each Dwarven Wraith has a Monster Rating of 100, and they attack you all together.

At the end of every round of combat, make a saving roll on Constitution at a level equal to the number of remaining Dwarven Wraiths. If you fail the saving roll, subtract that amount from your Strength because of the bitter freezing touch of the Wraiths. You may use the Mithril Axe in the combat. If you have survived, you may return to **63** and continue looting.

70 - The only thing that matters here is whether or not you are an Hrogr. If you are an Hrogr, go to **62**; if not go to **133** and fight for your life.

68 - As you stride through the darkness you begin to notice a glimmer of torchlight reflecting around the corners and on the walls ahead. This tells you that a party of delvers is in the tunnel ahead of you and they may be coming your way. Looking around, you see no convenient place to hide yourself. If you wish to continue cautiously in the direction you were going, go to **30**. If you wish to howl out your war-cry and charge, go to **187**. If you wish to stay where you are and wait, go to **177**. If you wish to turn and run away, go to **84**.

71 - You have found and claimed a two room lair deep within the caverns near a vast grotto and an underground stream. You will sleep and eat in the outer room and keep your treasure in the inner one. Note: While the caverns aren't entirely lightless, they are pitch black as far as any mere human eyes are concerned. Goblins, Uraks, Trolls, Balrukhs, and such beings however can see quite well over short distances. Go to **40**.

72 - The lightless passage twists and snakes its way ever deeper into the mountain. Roll one die.

If you roll a 1, go to **175**; a 2, go to **185**; a 3, go to **96**; a 4, go to **13**; a 5, go to **78**, a 6, go to **94**.

73 - Make your third level saving roll on Luck (30 - LK). If you missed the saving roll, the delvers killed you in your sleep - close the book. If you made the saving roll, they spared you for some strange reason, only taking any treasure or weapons you were carrying away with them. When you awaken, you find yourself alone, and must begin to wander again. Go to **175**.

74 - You fail to open the door and a section of the cliff falls upon you. Roll 12d6 to see how many hits you took when you were buried by the falling stone. If this kills you, close the book. If you still live, you may drag your badly broken body and exit Hael'ku, go to **158**.

75 - You found a small cave behind the waterfall. As you enter, you sense an aura of magic about this place. There are some ancient Human bones thrown in a corner, and the sense of magic is greatest there. Roll for one magical jewelled item on the *Random Treasure Generator*, page 46.** Then roll one die to see which attribute it doubles: 1 = Strength, 2 = IQ, 3 = Luck, 4 = Constitution, 5 = Dexterity, 6 = Charisma. (If this is your second or third, etc. time in this magic cave there are only bones here, but no jewels or magic.) Once you're done, return to **48**.

76 - The Crown would have made you rich, but instead you took the Axe. Go to **100** and see what happens next...

77 - The path seems to dwindle ahead of you until finally there is no room for you to walk, but in the distance above the slanting stems of gigantic mushrooms, you see what looks like a black wall. Oddly enough, the wall seems to be moving vertically. If you wish to continue toward the black wall, you will have to break your way through the fungi that block your path—go to **58**. If you wish to go back, you will find that it isn't so simple—go to **171**.

78 - As you shamble along the passage, you suddenly find yourself under attack. To learn who or what is attacking you, go to **36**.

79 - Make a second level saving roll on Dexterity (25 - DX). If you make it you dive into the water, turn to **129**. If you fail, go to **143**.

80 - You caught the critter. It will not be able to escape again. If you kill it, you may loot it and then go to **119**. If it kills you, close the book.



81 - As you walk on through the forest, you turn a corner and suddenly meet a gigantic black ant. It is about five feet high and it's six legs are half again as thick as they should be. The multi-faceted eyes lock on you, and it begins to clack its mandibles while advancing menacingly. If you wish to fight it, to **209**. If you turn and run away, go to **25**.

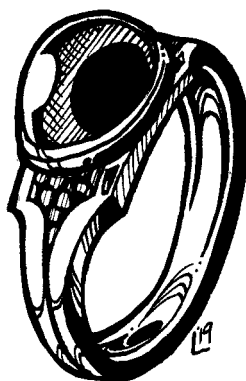
82 - This tunnel is very long and very twisty. In places you must crawl or slither to get through it. In others you must climb up nearly sheer walls of stone, and in others you must make your way down slimy, muddy slopes. In fact, the tunnel soon takes you out of the hive, and then leads you on for days through deserted caverns. You must travel down this tunnel for 8 days, and you must eat at least once to keep your strength up. If skipping a few meals is going to be too tough for you, you can turn back to the caverns, go to **149**. Otherwise, get ready for 8 days with no food. On the first day that you have no food, make a level 1 saving roll on both Strength and Constitution. If you miss either saving roll, subtract the number you missed by from the attribute as you weaken. On the second day with no food, make a level two saving roll on Strength and Constitution. If you miss the saving roll, subtract the number you missed by and continue. And so forth, increasing the difficulty of the saving roll by one level for each subsequent day without food. If either Strength or Constitution fall to zero or less, you die. If you make it through all 8 days, then go to **103**.

83 - In order to free yourself from this trap, you must shatter the very stone around you by raw power. Make your 10th level saving roll on Strength (65 - STR). If you make it, go to **197**. If you miss it, go to **4**.

84 - You are easily able to avoid the delvers in the darkness. Soon there is no trace of their light to worry you. Go to **72**.

85 - Something (whatever you generated back at Paragraph 116) caught you in your sleep and gets one free attack before you awaken. If it is a party of delvers, the Warrior and Rogues will attack you with their weapons first. You may subtract five from their Hit total when figuring how much damage they did. If this kills you, close

the book. If you are still alive, and there are Wizards or Rogues who know magic in the party, turn to the *Delver Magic Matrix* on page 44.** If it is a party of delvers without magical capabilities, the combat will be purely physical - go to **157**. If you were attacked by monsters you must live through their first round before you can fight back. If they kill you, close the book. If you still live, go to **46** fight the monsters.



86 - The ring is magical. If you wear it, you will add 1 to your Luck every time you are asked to make a saving roll and subtract 1 from your Constitution. And no matter if you are a Dwarf or a Troll, the ring will fit on one of your fingers (it's magic). Go to **47**.

87 - You swallow some of the slime! Roll one die. If you roll 1-5, then the slime is beneficial to your metabolism, you may add +2 to your Constitution. This counts as a meal. With a full belly, you pass back out from under the waterfall, turn to **48**. If you roll a 6, the slime has a drastic effect. Turn to **169**.

88 - You find nothing underneath the stones. Perhaps this is someone's idea of a joke? You leave the waterfall in disgust. If you would like to go up, go to **96**. If you would like to go down, go to **37**.

89 - Make your fourth level saving roll on Constitution (35 - CON). If you make it, the smog has no effect on you - go to **157**. If you missed it, cut your Constitution in half, and their Wizards get another chance to attack you. Now turn to the *Delver Magic Matrix* on page 44 for more magic combat.**

90 - Though the drop is more than 50 feet you land miraculously unhurt, rolling to absorb most of the impact with well honed muscles, skill and a small amount of luck. You find yourself in a rubble-strewn corridor, almost too small for you to get through. At one end is a stairway leading up. At the other end is a closed door. If you head for the stairs, go to **10**. If you head for the door, go to **199**.

91 - The delvers all vanish, although you can see a dim glow from their lights in the area where they used to be. If you wish to continue to attack them, go to **157** and halve all your combat rolls. If you decide not to fight the invisible, you can turn and run. Go to **84**.

92 - Forty ant warriors with a monster rating of 100 each rush forward to attack you, but only four can reach you at a time. For each ant that falls another takes its place. If you can slay 20 of them, you will be able to break free, and rush back out into the passages away from the queen's chamber. You battle your way out of the chamber, run blindly from a horde of pursuers, turn into whichever passages are least busy, and guess what, you escape. Go to **47**.

93 - The occupant or occupants of the lair is (are) asleep. You may have one free attack on it (them) before it (they) can wake up and fight you. If one free combat turn is enough to kill all your foes, you do so and then go to **145**. If any of the foes are alive after your surprise attack, go to **46**.

94 - Roll one die. If the number you rolled is odd, go to **110**. If the number you rolled is even, you ran into one or more monsters. Note this paragraph. Turn to the *Monster/Cavern Gen. Matrix* (page 42) to see what you have met.** Go to **46**.

95 - Suddenly you are attacked by two wandering monsters. Roll twice on the *Fungus Forest Monster Table* on page 45** and fight to the death. If you kill them, continue onwards to **147** where you may leave the forest if you wish or go to **59** to investigate another path.

96 - The passage twists and turns for a while and finally ends in a vast open grotto. There are very few rock formations in this huge chamber, but here and there great walls of limestone break it up into something of a maze. You move out into it and begin to wander as the spirit moves you. Roll one die. If you roll a 1, go to **183**; a 2, go to **124**; a 3, go to **185**; a 4, go to **5**; a 5, go to **110**, a 6, go to **119**.

97 - The armband is magical. If you wear it you can see in the dark. The armband is worth 200 gold. Treat all darkness paragraphs as if there was light to see by. Go to **47**.

98 - Ah! Food! Whether a munchy Elf or a tough old Dwarf, it is indeed the stuff of life. If you have taken any wounds, roll one die and add that to your Constitution. If you are not wounded, just add one to your Constitution. You eat up every bit. Return to **40** and choose another option.

99 - The floor beneath you just turned to mush and you splash in neck deep. Check the Wizard's current Strength. If it is 9 or greater, go to **170**. If it is less than 9, the Fighters get one free attack on you before you can get out of the muck and defend yourself. If this kills you, close the book; otherwise go to **157**.

100 - The Mithril Axe was cursed by the owner to slay anyone who touches it except Dwarves. If you are a Dwarf turn to **69**. If you are not a dwarf, the merest touch of the Mithril Axe is fatal. You are dead. Suddenly the skeleton of Gorah-Kor the Old Dwarven King, who was actually a liche and not just an old skeleton, stands up, takes back his axe and seems to laugh silently.

101 - You approach the door without any Gold on your person. It opens easily and you walk out. Sighing that so much wealth must remain inaccessible, you ponder the transitory nature of worldly possessions. As you begin to make your way upward, these thoughts quickly flee from your mind and you begin to refocus on your quest for treasure. Eventually you find yourself in a narrow passageway. Go to **33**.

102 - Your IQ has been temporarily reduced to 3. This leaves you able to defend yourself, but too dumb to object when they turn tail and slip out the back way. In about half an hour, you recover, but they are long gone. You resume your wandering. Go to **175**.

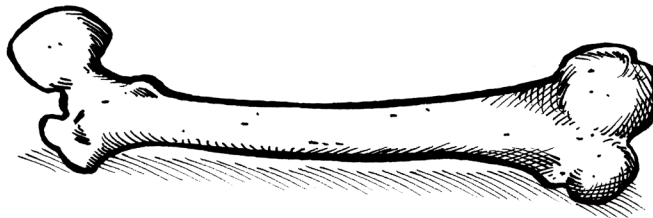
103 - As you stagger on through the darkness, a strange delusion begins to form in your brain. You believe you are seeing blueness. Onwards you trudge. Larger grows the patch of blue. Then you feel a bit of breeze on your face. Finally you climb up one last slope to find an opening on the mountainside barely large enough for you to scrape through. Pulling yourself through the opening, you find yourself under the open sky. You have escaped from the Toughest Dungeon in the World. You get a special award of ten thousand experience points, and you can always relate your adventures in bars and taverns for a free meal and drinks. THE END.

104 - This is a very dangerous and narrow ledge, and there is not much to hold onto on the hot cavern wall. But something tells you that your fortune lies down that mysterious tunnel so close but so far away. Make 5 first level saving rolls on Dexterity (20 - DEX). If you miss any of them, the ledge crumbles under your feet and you plummet to your doom in the fiery lava below. If you make all five, you come safely to the other entrance. Go to **149**.

105 - The queen welcomes your addition to the hive, and promises to make you her consort, but you must stay in the chamber. Suddenly there are worker ants bringing you a constant supply of ant jelly, which you must eat. When you eventually fall asleep, the workers carry away everything that is not part of your body. The queen talks to you in her mind whenever you are awake. Days go by, then weeks, then months, and slowly you change into something more and more like an ant. You grow a hard exo-skeleton, and antennae sprout from your forehead. You increase in size until you are nearly as big as the queen. You become

a hybrid monster, thinking more and more ant thoughts. In time, you become the most powerful warrior in the tribe, with a monster rating of 500. Now go to **210**

106 - This is the equivalent of royal jelly for ants—only warriors and queens are allowed to eat this stuff. When a worker ant eats much of it, it grows bigger, stronger, and fiercer. If you have eaten the ant jelly, roll 2D6. That number of paragraphs later, your character will gain one attribute point on each of any 3 attributes of your choice. Since you ate some of it, and thus gained a favorable aroma, the uprushing ants will not attack you. Go to **47**.



107 - After killing Grokk the Troll, you may search his body and his nest for treasure. The only thing of value that Grokk owns is his thighbone club—a weapon worth 15D6 in combat and requiring a strength of 45 to wield. Make a third level Luck saving roll (30 - LK). If you make it, roll once on the *Random Treasure Generator* on page 46 ** to see what treasure he had hidden in his nest. When you leave Grokk's nest, you will become disoriented in the forest, and are attacked by wandering monsters. Go to **95**.

108 - Note this paragraph number. Go to the *Cavern Delver Generation Chart* on page 40** to see what has wandered into your ambush. Now that you know what you're up against, you have the option of attacking or not. If it is monsters, and you wish to attack, go to **46**. If it is delvers, and you wish to attack, they will not have time to launch a spell at you. If you decide not to attack at all, go to **115**.

109 - "You shall have great power!" cries the Lord of Shadows in a voiceless voice. It drifts over and immerses you, penetrating into your very flesh and bone. You feel as if fire and ice were coursing simultaneously through your veins. Roll one die for each of your attributes. Multiply each attribute by that number. "A part of me is now a part of you," explains the Shadow creature. Whatever you kill shall forfeit its spirit-essence to me, and when you die, you become mine also. I need you here no longer. Begone!" With those words, you blink and find yourself back in your own lair. Go to **40**.

110 - Suddenly you spot a small party of delvers. They are not yet aware you exist. Note this paragraph number and turn to the *Cavern Delver Generation Chart* on page 40.** If you wish to attack the delvers, go to **177**. If you would rather avoid them, go to **84**.

111 - The door opens. You find yourself in a room that once held wooden chests full of Silver Coins. The wood has rotted away, but the Silver, badly tarnished though it is, remains. There are untold thousands of coins here. If you wish, you may carry off 1/2 your weight allowance as booty. You'd like to take more, but it's a long trip back to your lair, and you don't have much to carry them in. If you take the coins, head for the exit as speedily as possible. Go to **158**. If you don't take the coins, you have the chance to consider taking the King's treasures. If you decide to take the Axe, go to **100**. If you decide to take the Crown, go to **142**. If you decide to take them both, go to **76**. If you ignore them and leave, go to **158**.

112 - As you follow the path deeper into the putrefying forest, you feel as if you are being watched. Make a level 3 saving roll on Luck (30-Lk). If you make it, go to **77**. If you miss the saving roll, you are suddenly attacked by hideous creatures. Note this paragraph. Roll 1D6 on *Fungus Forest Random Monster Table* (page 45) to see what attacks you.**

113 - You breathe in millions of the noxious spores. They make your eyes water, your nose itch, and your throat burn. They get into your lungs, and before long, they begin to grow there. You have contracted a hideous disease: lung rot. Roll 2D6 and take that many hits on CON. Within the next hour the disease will spread. You will need to make a 5th level saving roll on CON once every 4 paragraphs for the rest of the game, or until your CON returns to normal. If you make the saving roll, add the number you made it by to your CON—your body is fighting off the infection. If you miss the saving roll, subtract the number you missed by from CON—your body is succumbing to the infection. If you get your CON back up to its pre-infection level, then you will have fought off the infection, and you will live. If your CON is reduced to zero, then you die in misery. In either case, you will manage to fight your way through the forest to the black wall—go to **206**.





116 - While you are sleeping, your lair is located by an enemy. It (or they) decide to attack you in the hope of winning your treasure. Go to the *Cavern Delver Generation Chart* on page 40** to see what is attacking you. Now make your first level saving roll again (20-LK). If you make it, go to **161**; if you miss it, go to **85**.

117 - As you make your way down the tunnel, you begin to notice a faint green light coming from the walls. Stopping to check, you find a phosphorescent lichen growing on the stone. The farther down the tunnel you go, the more lichen there is. Underfoot, the stone turns to a thin mud which gets thicker and wetter as you advance. The walls widen and the tunnel gradually opens into a large cavern full of the most fantastic growths, all glowing with a sickly green light. You can hear a kind of low buzzing coming from the room ahead, mixed in with a low irregular clicking noise that you've never heard before. You have reached an entrance to the legendary fungus forest. If you enter it, go to **56**; if you decide to turn around, you can turn around and go back into the darkness, go to **48**.

114 - You resist the spell. This one has made you mad. Your only target is the Wizard or Rogue who just enchanted you. Do regular T&T Combat with the Wizard or Rogue, but your opponent cannot use any spell other than *Take That You Fiend* at their highest possible level. The other delvers in the party get to make their Combat rolls and apply that directly to your Constitution. If the Wizard or Rogue can't muster a *TTYF* (for lack of WIZ) then they will fight with their dagger and personal adds. If you kill the spell caster and survive, go to **157** to continue the combat. If you die in the attempt, close the book.

118 - You fell more than 50 feet, landing hard and awkwardly and breaking both legs. Reduce your Constitution and Dexterity by 3/4. Until your legs heal, you will move at 3/4 speed, meaning enemies can outrun you at will, and that you can no longer escape from opponents by outrunning them. You find yourself in a rubble-strewn corridor, almost too small for you to get through. At one end is a stairway leading up. At the other end is a closed door. If you head for the stairs, go to **10**. If you head for the door, go to **199**.

115 - Count the number of things or beings currently passing through your ambush, and then make a saving roll on Luck at the same level (i.e. one creature = 1st level (20 - LK); two creatures = 2nd level (25 - LK), etc.). If you made the saving roll, they did not notice you in your hiding place. Go back to **198**. If you missed the saving roll, one or more of them detected you, and they will attack. Go to **32**.

119 - You come to a very familiar passage, it leads directly back to your lair. Exhausted by your long hike through the caves, you head back to your resting place, and soon reach it. Ducking around your front portal stalactite, you are finally home. Go to **40**.



120 - Suddenly the Wizard changes before your eyes into the form of a hideous Balrukh with a flaming whip in its hands. Make your saving roll on Intelligence (20 - IQ). If you miss the saving roll, you become frightened of the new monster before you, turn tail, and run away. Go to **84**. If you made the saving roll, you realize that the Balrukh is only a mirage, a trick, and you continue your attack. Go to **157**.

121 - Unwilling to pursue, you decide to resume your interrupted nap. Take 50 Adventure Points for driving off the intruders, go back to sleep and then go to **31**.

122 - The Elves do not even pause to admire your bravery before shooting you dead with arrows and spellfire. Close the book, your adventure ends here.

123 - While you are searching, you step on a slippery rock. Make a saving roll at your own level on Dexterity. If you pass, you maintain your balance. If you failed the DX saving roll, you lose your balance and fall into the stream. Turn to **39**. If you abandon your search, go to **48**. If you continue searching, go to **1**.

124 - In your wandering you have come across a fresh, uneaten corpse. Note this paragraph number and turn to the *Cavern Delver Generation Chart* on page 40** to see what it is, but remember it's already dead, so don't worry about attributes.** It will have whatever treasure or weapons it would have normally had. You may try to loot the corpse if there is anything there to loot. Keep track of anything you find. If you would like to take the corpse back to your lair and feast, go to **119**. If you wish to ignore it and keep exploring, go to **175**.

125 - A few hundred leagues south of Tharothar where the northern fringes of the Great Forest meet the foothills of the Khargish Mountains lie the protected caverns of Hael. (No player character higher than 10th level may enter these caves.) Legend has it that there was once a Dwarven city named Hael'ku in those caves, but that during the Wizards War, the Dwarves abandoned it, leaving an immense treasure behind. In reality, most of the treasure in the Caverns of Hael has been bought into it by delvers over the centuries. Certainly, much more has been brought in than has ever been taken out. Although the caverns are known to be inhabited by Uraks and Goblins, the chief menaces within them are the Trolls. Now go to **125B**.



125B - Nevertheless, many are the parties of Elves, Men and Dwarves that venture within, searching for the lost city or hoping to find the fabled treasures of the Trolls.

If you have not already done so, create your monster character now. If it is something less than a Troll or Balrukh, you may arm it with weapons and armor that would be appropriate for such a creature. If you wish to create a Troll or Balrukh, use the chart in *Creating Monster Characters* (page 39). ** Trollish skin is mottled grey and black, and your finger and toenails make quite respectable claws. Trollish skin is so tough that it will take the first five Hits of Damage on any combat turn just as armor would. In combat, your young Troll would get 3 dice + its personal adds. Whether you are a Troll or not, your objective is to compile 10,000 Gold Pieces worth of treasure. The adventure is not over until you are either slain or have won 10,000 Gold Pieces worth of treasure. (You may count captured artefacts, but not ordinary weapons and armor.) If you find the secret exit, however, you will be permitted to leave whether you have amassed enough treasure or not. Go to **71**.

126 - Although you search diligently for three hours, you locate nothing but barren rock and empty buildings. Time has reduced the possessions of the Dwarves to dust. Finding nothing you go to **158**.

127 - "If you refuse my boons, then I shall have no power over you. Be-gone, lest I kill you!" threatens the Shadow-thing. At these words you feel a great hostility. If you wish to attack it, go to **148**. If you decide to leave, make a

CHR saving roll at your own level. If you pass, go to **179**. If you fail go to **61**.

128 - Do regular T&T Combat. If you kill your foe, go to **8**; if it kills you, close the book. If you wound your foe or foes without killing them, they will attempt to run away. If you decide to let them go, proceed to **121**. If you decide to give chase, go to **3**.

129 - The water hole is deeper than you expected. You dive deeply and avoid the Elven archers, but an underwater current drags you deeper than you would have liked. Go to **39**.

130 - For four hours you search and find nothing. Finally, about to give up, you force yourself into a room that is too small for you and discover a heap of powdery Dwarvish bones. It is evident that at least 100 of the small little fellows died here long ages ago.

Among their bones is one fabulous Dwarvish weapon, made of mithril and inlaid with seven gems. To discover what it is, go to the weapons section of the *Random Treasure Generator* on page 46 **and generate a weapon and its seven gems.

There are spells on this weapon, but nothing that you can use or recognize, and their lore has been long forgotten. To you it just treasure, but it makes the whole trip worthwhile. Go to **158**.

131 - As you walk the ants seem to get more and more interested in you, coming closer and closer until they are bumping into you. You sense a rising hostility among them. To turn and run, go to **23**; to push on through the throng, go to **26**.

132 - You sink to the bottom of the quicksand. It is quite deep. It is very difficult to move, but very, very slowly, you force your way through the muck. In places where it seems a bit thinner, you can dig. After a long time, you manage to dig yourself free. You come up through the ground in a new part of the forest, and cleaning yourself off a bit, you begin to walk at random, totally lost. Go to **206**.

133 - This is Grokk the Crazy Rock Troll. (If you have already slain Grokk once, you will find that he is now a Troll Ghost—harmless but ugly. You need not fight him, and there is no treasure here to be won.) You'd be insane too if you were trapped inside a Fungus Forest for years. His skin is gray stone, and he's, almost twenty-five feet tall, and bone ugly. He has a club made from the thighbone of a flesh troll. Grokk fights to the death and has a monster rating of 300 (31D6 + 150). If you are a small sized creature, you may attempt to use you size against Grokk's bulk and turn to **163**. If you kill Grokk, go to **107**. If not, then you're dead.

134 - You are in a room with a vast quantity of Gold and only one way out. Whenever you approach the exit door with any kind of Gold on your body, it refuses to open for you. Make your third level saving throw on Intelligence (30 - IQ). If you make it, go to **101**. If you miss it, go to **19**.

135 - You managed to rope something, and now you are trying to pull your way out of the quicksand. This is a difficult undertaking, requiring both Strength and Luck. You must make three level two saving rolls on Strength (25 - STR) and 3 level 3 saving rolls on Luck (30 - LK). Try alternately first Strength and then Luck.



If you miss a Strength saving roll, you can try again after you make a Luck saving roll. If you miss a Luck saving roll, the toadstool you roped is not strong enough to bear your weight, and it breaks and you fall back into the quicksand without a chance to get out of it. Go to **196**. (Note that you have lost your rope.) If you make all the saving rolls, you can pull yourself out of the quicksand. You're filthy and uncomfortable, and find yourself still in a dilemma. Go to **214**.



136 - You have slain a giant ant, and its internal juices have spattered you in the process. Sticky and nasty as they are, this is a good thing. You now smell like a giant ant, and until the pheromones wear off, none of the other giant ants will attack you. Incidentally, each giant ant will provide 1D6 + 6 meals for you if you take the time to dig out the meat. You are near the entrance to a hive of gigantic black ants. If you wish to continue forward into the hive, go to **27**. If you'd like to turn back, to **212**.

137 - You are in combat with a giant warrior ant or perhaps more than one. Put a dot by this paragraph each time you are sent here. Count the dots. That is how many ants with a monster rating of 100 each that you must fight. There is no escaping this battle. If you win, go to **167**. If you lose, you're dead—food for the giant ants of the toughest dungeon in the world.

138 - You hear piping voices calling out in dismay and see many eyes. Then you are attacked by the same number of

Goblins as spears just fell. Note this paragraph. Go to the *Dungeon Monster Matrix*, (page 39)** and create as many Goblins as you need for this fight. Each Goblin is armed with another spear (2 + 4), and this will be a fight to the death. If they kill you, close the book. If you kill all of them, go to **60**. (Note, you are able to retrace your steps from the lake to the upper world without difficulty.) If you kill half of them or more, the rest will run away. You may loot the dead. Somewhat tired and weakened by your battle, you grab a corpse for later consumption, and return to the upper caverns. Go to **43**.

139 - The barrier is stronger than it looks. Make a level 2 saving roll on STR to break through it. If you make the roll, the sealing substance cracks open, and a thick red fluid oozes out. Nearby worker ants rush toward you. Some start eating the thick fluid while others start repairing the barrier. You have time to scoop up some of this stuff if you choose. If you take some and eat it, go to **106**. If you ignore it, go to **68**. If you fail the saving roll, you find yourself suddenly attacked by one or more worker ants—go to **141**.

140 - Grokk realizes what you are doing and puts an end to your plans by striking you with his thighbone. Return to **133**, but Grokk gets one free round of combat where you may not count your combat adds towards the total.

141 - You are in combat with a giant worker ant or perhaps more than one. Put a dot by this paragraph each time you are sent here. Count the dots. That is how many ants with a monster rating of 75 each ($8D6 + 37$) that you must fight. There is no escaping this battle. If you win, go to **167**. If you lose, you're dead—food for the giant ants of the toughest dungeon in the world.

142 - The Crown is a circlet of true gold (worth 100 times the value of Gold) weighing 20 weight units and set with 10 very large gems. *Random Treasure Generator* on page 46** to see what they are. Well pleased with this booty, you depart the palace and head back for inhabited parts of the caverns. Go to **158**.

143 - The Elves are too quick and shoot you dead with their bows and magic. Close the book.

144 - Congratulations! You are a very wealthy and successful Monster. It is time for you to go out into the wider world, perhaps to fight in the *Arena of Khazan*, or to adventure in the *City of Terrors*, or just to set up business somewhere. You are awarded 1000 adventure points. In addition you may multiply your Strength and Constitution by 2 for having achieved your full growth. Good luck in the wide world! THE END!

145 - The lair is empty. You may plunder it at will. Roll 1d6. Now roll that number of times on the *Random Treasure Generator* on page 46 to see what you have found. You quickly grab up everything you can carry, and head back for your own lair. Go to **119**.

146 - In your search of the city, you entered the King's palace, and made your way down to its deepest levels.

It seems that some ancient Dwarven spirit is guiding you, so surely do you walk into the deepest dungeon, locate the secret trapdoor concealed within and descend into a vault filled with Golden Coins and Bullion. All the wealth you have ever desired is in this room. All you have to do is carry it away. But when you try to carry off some Gold, you discover that the door you have entered by is now closed and will not open. You are trapped! Go to **134**.

147 - You manage to retrace your steps to a spot near where you came in. There is a dimly glowing tunnel leading into darkness. If you leave the forest, go to **181**. If you decide to try a different path through the fungus forest, return to **59** and choose another option.

148 - Undaunted by the supernatural horror of the situation you leap upon the shadow, but it proves unsubstantial. It billows and swells around your thrashing form, and then like an evil smoke it begins to pour down your throat. It tastes and feels like bitter ink, and it chokes you. Gasping now for air, ripping and tearing at your own throat, you totter around the island, careening off the stones, and finally plunging into the lake where you lose consciousness. Go to **2**.



149 - The tunnel leads away from the lava pit, and then splits into two passages—one leading steeply up and one leading steeply down. If you go up, go to **205**. If you go down, go to **82**.

150 - “Greetings from the upper world!” you reply. Roll one die and add that number to your Luck and Charisma for sheer courage, “Who do I have the honour to address?” Quite a conversation then develops and you learn that this creature calls itself the Lord of Shadows, that it is really an immaterial force, and that it must stay in the vicinity of the magic lake from which it draws its power. It knows many strange sorceries unhinted at in the lorebooks of the upper world, and for your courtesy in speaking to it and telling it of the upper world, it will reward you with one of three wishes. The three rewards it offers are: 1) Immortality; 2) a vast increase in your Physical Powers; 3) or as much Wealth as you desire. If you desire the first gift, go to **51**; if you want the second one, go to **109**; if you want the third, go to **6**. If you are willing to forego all three, go to **127**.

151 - Pulling out your rope, you fashion a loop and then throw it toward a stout looking toadstool a few paces back along the trail. Make a Level 3 saving roll on Dexterity (30-DEX). If you make it, the loop settles around the desired target and you go to **135**. If you miss, you sink deeper into the muck, and will have to make a Level 4 saving roll on Dexterity to catch your target. If you miss this one, you sink in over your head, and that’s all for you, unless you’re a rock troll or similar non-breathing character. Rock Trolls go to **132**. Dead people close the book.

152 - The lead ball is a missile weapon requiring a strength of 20 and a Dexterity of 20 to use. If you have both attributes, the ball will automatically hit when thrown at a distance of feet equal to your strength rating,

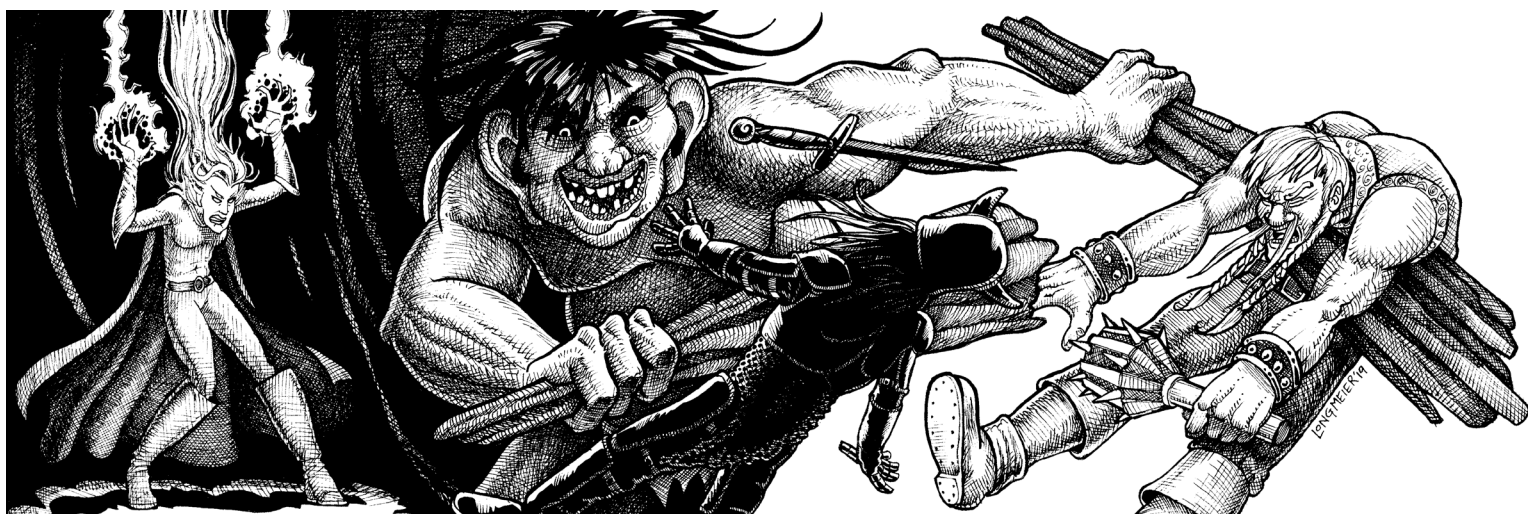
and it will do as many dice of damage as you have strength points when you throw it. Each time you use the lead ball, roll 1D6 and subtract that number from your strength permanently. Go to **47**.

153 - The water is so cold it makes your teeth hurt. A magic thrill runs through your body. Roll one die and add that number to each of your attributes. Now if you want to wade into the lake, go to **41**. If you’d prefer to follow the shore, go to **164**.

154 - As you round a corner, a strange creature attacks you. All you hear is a loud clacking as of rocks smashing together, or perhaps bone on bone. If you are moving around blindly in the dark when this happens, go to **218**; if you are able to see in the darkness, or you have some light, go to **204**.

155 - You breathe in millions of the noxious spores. They make your eyes water, your nose itch, and your throat burn. They get into your lungs, and before long, they begin to grow there. You have contracted a hideous disease: lung rot. Roll 2D6 and take that many hits on CON. Within the next hour the disease will spread. You will need to make a 5th level saving roll on CON once every 4 paragraphs for the rest of the game, or until your CON returns to normal.

If you make the saving roll, add the number you made it by to your CON—your body is fighting off the infection. If you miss the saving roll, subtract the number you missed by from CON—your body is succumbing to the infection. If you get your CON back up to its pre-infection level, then you will have fought off the infection, and you will live. If your CON is reduced to zero, then you die in misery. In either case, you will manage to fight your way through the forest to the black wall—go to **59**.



156 - You emerge from behind the huge stalactite that conceals the entrance to your lair and find yourself in a sloping tunnel. Cold water drizzles down the stalactites and drips on the stalagmites, slowly building huge limestone pillars. Side tunnels branch out in all directions from where you stand. The passageways are impossible to navigate with any sense of direction so you choose one at random and begin to walk. Roll one die. If you roll a 1, go to **175**; a 2, go to **185**; a 3, go to **96**; a 4, go to **13**; a 5, go to **78**, a 6, go to **68**.

157 - You are in physical combat with the delvers. Make their weapons rolls and get a total. Then make your own combat roll and get a total. If your total was larger than theirs, they take the hits (shared out equally among the delvers). If their total is larger than yours, you take the difference in hits. If you are a Rock Troll, you may subtract 5 from the total. If they have slain you close the book. If they have wounded you, go to **176**. If neither side has taken any damage, go to **18**. If you have wounded some of them, but not slain any and they have magical characters, note this paragraph and turn to the *Delver Magic Matrix* on page 44.** If you have slain any of their party, go to **168**. If you have slain all of the party, go to **60**.

158 - As you leave Hael-ku, your hunger is a knot of agony in your stomach, and you have seen nothing to eat here. You enter the passage and begin the long walk back

to the protected caverns. On the way, however, you discover a side tunnel that you missed on the way in. If you wish to take it, go to **72**. If you stay on the main path, you eventually reach the stream again. When you reach it, you may either walk upstream by going to **173**, or take another side tunnel by going to **175**.

159 - You must make three level 3 saving rolls on Strength (30 - STR) and two level 2 saving rolls on Dexterity (25 - DEX) without missing any of them. If you make all the saving rolls, you get through the quicksand safely—go to **206**. If you miss any of them, the quicksand pulls you down, and you die. If you are drowning in the quicksand and you are a Rock Troll, go to **132**.

160 - You are able to open the secret door. It discloses a tunnel carved into the mountain. If you wish to follow it, go to **64**. If you decide not to investigate, you may continue your search of the city by going to **126**.

161 - Something just woke you up. It may have been the scrape of claws or steel on stone, or incautious voices, or perhaps just deep breathing. When you foe or foes enter your lair, it or they find you ready. Note this paragraph. If it is a party of delvers with one or more Wizards or Rogues who know magic in it, go immediately to the *Delver Magic Matrix* on page 44.** If it is a party of delvers without magical capabilities, the combat will be purely physical - go to **157**. If it is a monster, go to **52**.

162 - On your way back to the exit, you are attacked by a wandering monster. Roll once on the *Forest Monster Table* (page 45) and fight to the death. If you kill it, continue on to **147**.

163 - Your only chance to use your size against Grokk is perform the Malvachi Maneuver. You must first set the Troll up for the Malvachi Manoeuvre so you can have your opening. If you attempt to insult the Troll, turn to **211**. If you attempt some fancy footwork, go to **215**. Or you can abandon the idea and return to **133** and fight the Troll normally.

164 - Roll two dice (doubles add and roll over). That is the number of flint-headed spears that just fell around you. Make a first level saving roll (20 - LK) for each spear, and if you miss any of the saving rolls, take the number you missed by in hits. If this kills you, close the book. If not, go to **138**.

165 - You splash upstream for a while, but very little happens except that a fish tries to bite you and breaks a tooth. Some of the rocks you step on are slippery. Make a first level saving roll on Dexterity (20 - DX). If you fail, you slip and fall into the water, go to **39**. If you pass, you continue wading upstream. After nearly an hour of walking, the stream ends in a waterfall. Go to **48**.

166 - The nature of the fungi along your path get stranger and stranger. They are almost all a sickly green in color—glowing, and with insectoid creatures moving on them—insects as big as your fist, munching and munching until a gnawing noise fills your eardrums. You begin to wonder what you are getting into. Make a level one saving roll on Intelligence (20 - IQ). If you make it, you recognize the insects as aphids, but huger than aphids you have ever seen before. You may choose to turn back at this point by going to **21**, or continue on into the unknown by going to **81**.

167 - After a fierce battle you have slain your foes. You may take a few minutes to recover, and to butcher up some meat for later. Each carcass provides 1D6 + 5 meals. Once again you have been bathed in ant pheromones, and now have a certain level of immunity. However, you find yourself deep within the hive with no idea which way to go. Roll 1D6. On 1, go to **47**; on 2, go to **205**; on 3, go to **68**; on 4, go to **188**; on 5, go to **22**; on 6, go to **131**.

168 - Wailing in fear they break and run. Make a level one IQ (20 - IQ) saving roll for each delver. Any delver that fails will not be able to escape you and you can kill them as they flee. You can't follow them all, so you let the others go. You can loot any delver bodies of any treasure they may have, and you may have the abandoned weapons if you want them. Then, carrying any bodies along for supper, you return to your lair. Go to **119**.

169 - The slime has changed your body! Your body metamorphoses into a slimy jelly-like substance. You maintain control over your body much as it was before this change, but there are several important differences. You are now immune to piercing and cold damage. You take no damage from slings, arrows, and thrown weapons. However you take twice normal damage against fire and electricity attacks. You are immune to slimes and acids, but look like you are constantly sweating due to your jelly form. You now also prefer a dark damp environment. In a daze from the transformation, you stagger down a long tunnel. Go to **117**.



170 - The Wizard changes the muck back to stone and you are trapped. If the Wizard is alone, he will run off and leave you. If you are left alone and alive in stone up to your neck, go to **83**. If there are others in the party with the Wizard, they will probably kill you right where you are.—no escape. But wait, there is one way out of this trap. Make a 10th level saving roll on Luck (65-LK) If you make it, go to **220**. If you miss it, they batter your head to a pulp. (If you are a Rock Troll, you will eventually regenerate, but it could be centuries before a new troll emerges from this spot.) Close the book.

171 - As you follow the path deeper into the putrefying forest, you feel as if you are being watched. Make a level 4 saving roll on Luck (35-Lk). If you make it, go to **166**. If you miss the saving roll, you are suddenly attacked by hideous creatures. Note this paragraph. Roll 1D6 on *Fungus Forest Random Monster Table* on page 45** to see what attacks you.

172 - Make your first level saving throw on Intelligence (20 - IQ). If you make it, go to **111**; if you miss it, go to **193**.

173 - You splash downstream for nearly two hours, passing many side passages. Eventually the stream disappears into a hole in the floor, forcing you to go back and pick one of the passages at random. Roll one die. If you roll a 1, go to **96**; a 2, go to **37**; a 3, go to **72**; a 4, go to **110**; a 5, go to **154**, a 6, go to **7**. Alternatively, you can dive into the hole. If you do this, go to **39**.

174 - Roll 1D6. Make that level saving roll on Constitution. If you make the saving roll, you simply vomit up the slimy muck and realize you can't drink this stuff. Go to **202**. If you miss the saving roll, subtract whatever you missed it by from your CON. If that kills you, alas! If you still live, wipe off your vomitus lips and exit at **202**.

175 - After wandering for a while, you come to a side tunnel that goes off into the darkness. This looks like a good place to set up an ambush - there's a ledge overlooking the trail that you could hide on. If you decide to place yourself in ambush and wait for a victim to appear, go to **198**. If you decide to walk on down the side trail, go to **72**.

176 - Those guys are tougher than they look. For a second you have the opportunity to break away and run. If you wish to take it, you break loose and go to **84**. If you would rather hang in and keep fighting, go to **157** for the next combat round.



177 - Roll one die. If you rolled an even number, the light fades away and the delvers vanish into the darkness, completely unaware of your presence. Go to **175**. If you rolled an odd number, the delvers are coming in your direction. They spot you first and decide to attack. Note this paragraph number. Turn to the *Cavern Delver Generation Chart* on page 40** to see what the delvers are. ** If there are any Wizards or Rogues in the delver party who know Magic, go straight to the Delver Magic Matrix. If not, their fighters fall upon you - go to **183**.

178 - Slowly you make your way to within ten feet of the great queen. At that point, four warrior ants block your passage and do not allow you to come any closer. Then begins one of the strangest conversations of your life, as the queen asks you what you are and whence you come. She marvels at what you are, and your strange story, but in the end decides that one as strange as you cannot be left free to roam about the nest. She offers you choices three: join her nest, leave the hive, or die. If you choose to join, go to **105**. If you wish to leave, go to **219**. If you wish to die, go to **92**.

179 - Your combination of bravado and independence has enabled you to escape unharmed from the Lord of Shadow. You gain 1,000 adventure points and may add 5 to both your Charisma and Luck. Go to **43**.

180 - The mushroom and fungi get thicker and taller fast as you move directly into the forest. Soon they are as thick around as you are, and even taller. The path winds and twists insanely among the thallophyte giants, getting muddier and harder to follow as you continue. Make a level one saving roll on Intelligence. (20 - IQ). If you make it, you realize that this path is becoming impassible—go to **12**. If you miss the saving roll, you follow the path just a little too far, go to **196**.

181 - The maze of tunnels you find yourself in is extremely difficult to navigate. At various stages you have to swim, jump, crawl and climb along. Roll one dice to determine where you emerge. If you roll 1, go to **72**; if you rolled 2, go to **96**; if you rolled 3, go to **119**; if you rolled 4, go to **154**, if you rolled 5, go to **156**, if you rolled 6, go to **1**.

182 - The Wizard recovers 3 Strength points while you wait for the protective pentagram to fail. But the delvers know they will have to come out fighting. The

Wizard readies their next spell, as you prepare to leap upon them and wreak havoc. Turn to the *Delver Magic Matrix* on page 44**. If you defeat them, go to **84**.

183 - You continue to meander around the great grotto. As you walk, you come to the long dead skeleton of a Dwarf. There is nothing of interest to you there but an ancient battleaxe (6D6 + 3). It's a bit small for you, but better than fighting with your bare hands, so you may take it if you wish. (If this is not your first time at this paragraph, the battleaxe is not here.) A short time later, you find yourself at the entrance to a tunnel that looks familiar - go to **119**.

184 - Fearlessly, you reach out and grab a juicy looking slug. Throwing your head back, you toss it in your mouth and let it slide down your throat. It has an interesting (another synonym for disgusting) flavor. Make a level two saving roll on Luck (25 - LK). If you make it, the slug was good for you. You may gather enough here to make 5 full meals. Then choose a direction to travel onward. To go left go to **95**; to go right, go to **201**, to go back, go to **162**. If you missed the saving roll, the slug was poisonous and made you sick. Hurl up the contents of your stomach and lose 1D6 CON points. Then, unless that kills you, choose a direction above.

185 - Your path turns steeply downwards and after a short time you reach a shallow stream. The path ends, but the stream is not deep enough to keep you from wading it. If you would like to continue upstream, go to **165**. If you would like to wade downstream, go to **173**. If you would prefer to retrace your steps away from the stream, go to **175**.

186 - You take advantage of the Troll's position and your size and perfectly execute the Malvachi Maneuver to slay the Troll in one strike. Turn to **107**.

187 - Count the number of delvers in the group you are charging. This is the level of CHR saving roll you must now make. If you make the saving roll, turn to **168**. If you fail, go to **50**.

188 - The tunnel twists back and forth, up and down. Once in a while a small dead-end room opens on the left or right. Some of these rooms have the empty husks of dead worker ants inside them—nothing useful. One could enter one of these rooms and rest for 1D6 turns before being interrupted by the arrival of a worker ant. If you need to rest, or to have a meal in peace, this would be a good place to do it. If you wish to rest, go to **54**. To continue down the tunnel, go to **22**.

189 - The Elves now have you surrounded and you must act quickly before you are shot down by their bows. If you would like to take cover in the trees, go to **143**. If you want to run to water, go to **79**. If you want to attack the Elves, go to **122**.

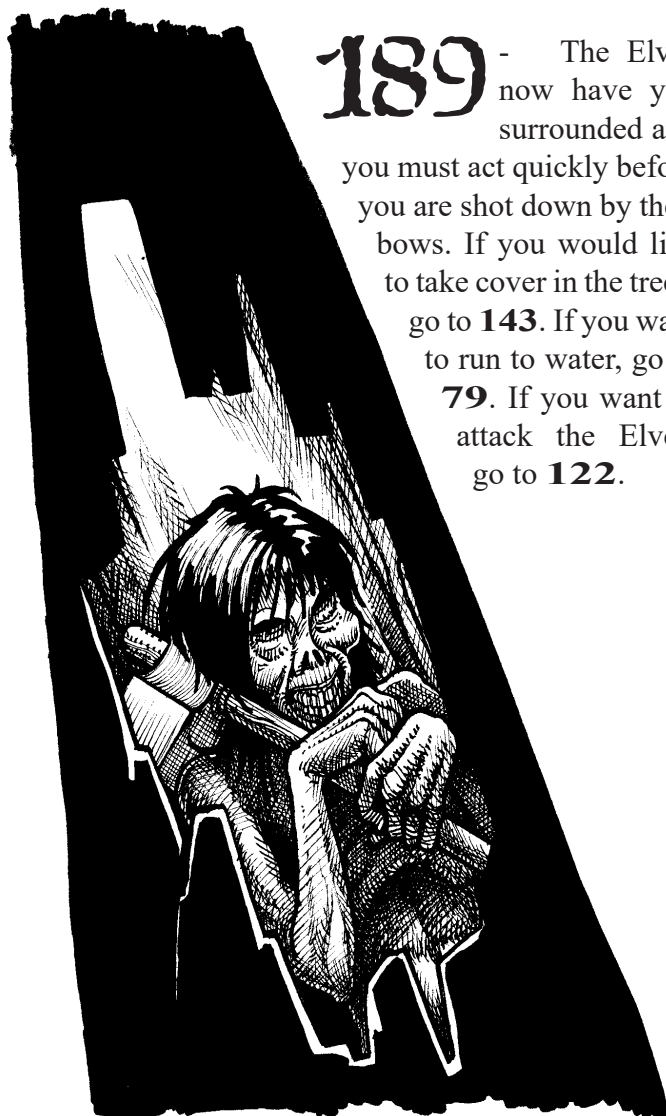
190 - This delver died not long ago in a fight. His weapons are broken, and one leg has been ripped off and carried away, but you may still roll for one Jewelled item on the *Random Treasure Generator* on page 46** (if it is a weapon it is broken, but still valuable). You may pick up the treasure, and the body if you wish. If you take the body along, go to **119**. If you leave the body alone, go to **175**.

191 - A quick search of the city yields nothing, so you decide to try the cliffs. At one point you find what you think may be a secret door. Make your second level saving roll on Luck (25 - LK). If you make it, go to **160**. If you miss it, go to **74**.

192 - The heat rises steadily as you approach, and the air begins to smell ever more strongly of sulphur. Forcing your way onward, you turn one last corner and halt at the edge of a cliff. Forty feet below you is a sluggish river of molten lava bubbling away. Poisonous fumes rise off it. The heat is like a furnace. If you are a rock troll, it really doesn't bother you. If you are anything else, roll 1D6 and subtract that directly from your Constitution. There seems to be a narrow path edging off to the right, and about 50 feet away there is another tunnel opening. If you wish to turn back, go to **202**. If you'd like to try to make your way along the ledge to the other tunnel, go to **104**.

193 - You are unable to get the door open. You still have the chance to take the Dwarf King's treasures. If you decide to take the Axe, go to **100**. If you decide to take the Crown, go to **142**. If you decide to take them both, go to **76**. If you ignore them and leave, go to **158**.

194 - You have found a hidden tunnel. If you wish to follow this tunnel, turn to **117**. If you wish to return to the other side of the waterfall, go to **48**.



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195 - Roll one die. If you rolled an even number, the light fades away and the delvers vanish into the darkness, completely unaware of your presence. Go to **175**. If you rolled an odd number, the delvers are coming in your direction. They spot you first and decide to attack. Note this paragraph number. Turn to the *Cavern Delver Generation Chart* on page 40** to see who the delvers are. If there are any Wizards or Rogues in the delver party who know Magic, turn to the *Delver Magic Matrixon* page 44.** If not, their fighters fall upon you - go to **157**.

196 - One step ago it was really hard to pull your foot out of the mud of the path. This step, it is impossible—you just can't do it. In fact, you realize that you are in quicksand, and sinking rapidly. If you have rope and wish to try to use it to get out of the mud, go to **151**. If you'd like to throw yourself flat and try to swim your way out of the muck, go to **16**. If you are a rock troll, go to **45**.

197 - The stone shatters! Wearily you drag yourself out of the trap that was almost your doom. Reduce your Strength temporarily by half. It will return to normal when you get back to your lair and sleep. You stagger away from the ill-omened spot. Go to **175**.

198 - You place yourself in ambush and wait patiently. For each hour that you wait, roll one die. If a 6 is thrown, go to **108**; otherwise throw again. If four hours go by without anyone falling into your ambush lose one point of Strength for lack of food. If you wish to remain in ambush for another four hours, go back to the top of the paragraph and read through it again. If you are ready to move on, go to **72**.

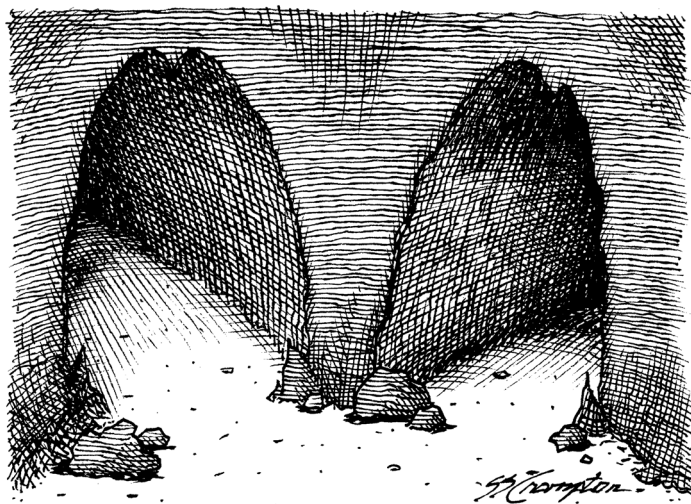
199 - The door opens and you find yourself in another corridor at right angles to the first. Painfully you follow where it leads, soon finding yourself lost in a labyrinth of passages. Go to **181**.

200 - Make your 5th level saving roll on either Luck or IQ (40 - LK or IQ). If you make it, the spell has no effect. Go to **157**. If you missed it, you have been blasted into utter idiocy, too dumb to even defend yourself or run away - too dumb to walk and breathe at the same time. They kill you. Close the book, your journey ends here.

201 - Suddenly you are attacked by two wandering monsters. Roll twice on the *Fungus Forest Monster Table*, on page 45** and fight to the death. If you kill them, continue onwards to **206**.

202 - The tunnel quickly takes you back to a more populous part of the hive. Go to **47**.

203 - Some of these treasures are magical in nature and will activate whether you know about the magic or not. If you get treasure number 3, the ring, go to **86**. If you get treasure 4, go to **97**. If you get treasure 5, you will find the dice are loaded and always roll sixes. If you get treasure number 6, go to **152**. If you take the warhammer, it is a magical weapon that doubles your combat adds when you use it and gets 5D6 for its striking power. Go to **47**.

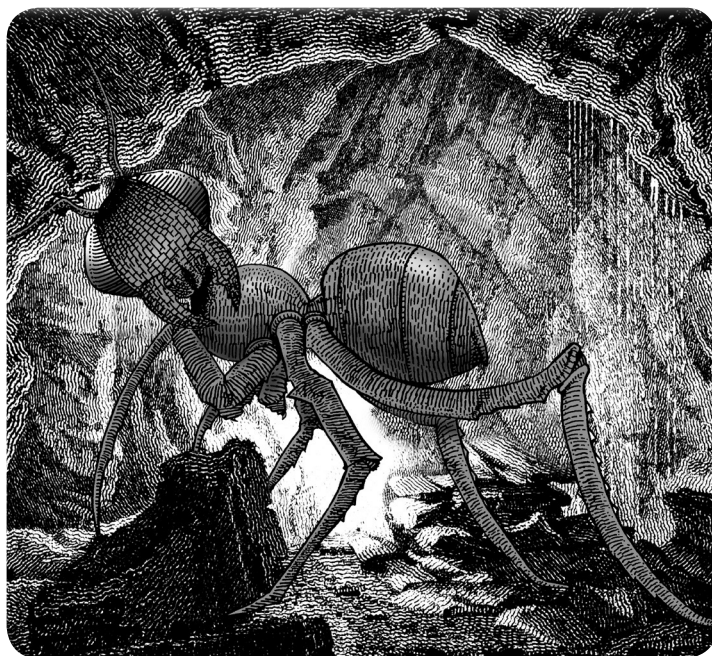


204 - You see that your opponent is a gigantic ant about the size of a wolf. It has formidable black chitin that covers its body and serves as 10 points worth of armor. But, it has weak spots at the joints of its legs, and the narrow waist between upper and lower thorax. This giant ant has a monster rating of 100 (11D6 + 50). You must fight to the death. If you win, go to **136**. If you lose, your pieces will be going into the food larders of the hive.

205 - The tunnel passes into a section of volcanic rock, and the air begins to heat up. The number of ants begins to diminish in the passages. Gradually, the glowing trails of slime painted on the walls fade away, but you can still see. Somewhere up ahead there is an intense source of fiery red light that gleams and reflects from the shiny walls. Abruptly the tunnel branches in many different directions. If you wish to continue toward the bright volcanic light, go to **192**. If you decide to take another path, roll 1D6. On 1, go to **68**; on 2, go to **188**; on 3 go to **22**; on 4, go to **131**; on 5, go to **27**; on 6, you see a strange little crevice in the wall and decide to investigate it—go to **216**.

206 - Eventually, the land becomes firmer beneath you, and the fungi get more like trees. Ahead of you, you see something that looks like a giant nest. As you move to investigate it, something steps out of the forest behind you and growls in a deep and menacing tone. Looking back you see an enormous Hrogr, armed with a huge thigh bone of something. If you try to speak to it, go to **70**. If you attack, go to **133**. If you try to run away, go to **217**.

207 - The pheromones that disguise you are growing weaker. This warrior simply wants to smell you up close—your scent confuses him. Make a level one saving roll on Luck. (20 - LK). If you make the saving roll, the ant is satisfied and goes on about its business. Go to **47**. If you miss the saving roll, the warrior ant recoils from you, and then rushes in to attack. If there are other warrior ants nearby, they also rush to attack. Go to **137**.



208 - The water tastes incredibly foul and thick. If you are a rock troll, go to **67**. If not, go to **174**.

209 - The giant ant has a monster rating of 100 (11D6 + 50) and its chitinous exoskeleton gives it armor worth 8 points in combat. It attacks with furiously clashing mandibles and waving forelegs that pack all the impact of a hard-swung quarterstaff. The ant is relentless and fearless. You must either kill it or die. If you win the fight, go to **42**. If not, you're dead, close the book.

210 - Then one day, years after you decided to join the hive, the queen tells you she is dying. A new queen has been prepared and will soon take over. It is time for you to leave. Her warriors take you to a secret exit and clear away a wall of stone, and there before you is the outside world. You emerge into a world that has grown strange to you. You are a strange hybrid of whatever kindred you started as and giant ant. You have strength of 250 and constitution of 250, but your other attributes remain what they were at the time of your change. Thirty years have passed in the outside world. Go forth to greatness! THE END

211 - Make a third level saving roll on Charisma (30 - CHR). If you succeed, you have enraged the Troll. Grokk charges into combat carelessly. Turn to **186**. If you fail, go to **140**.

212 - You turn around and quickly put some distance between you and the nest of giant black ants. You pass a few tunnels, enter one, and suddenly find yourself at a nexus of many tunnels. Go to **181**.

There is no 213 in the book - someone stole it too!

214 - Breaking the fungi and getting off the trail does seem to alleviate the problem of the mud and slime, but it causes another problem. If you are a Rock Troll, go to **44**. If you are not a Rock Troll, go to **113**.

215 - Make a fifth level saving roll on Dexterity (40 - DX). If you succeed you have gotten the Troll out of position and can perform the Malvachi Maneuver, turn to **186**. If you fail, go to **140**.

216 - Inside the crevice, you find the body of a long-dead adventurer. Nothing but his broken bones and battered weapons remain. One thing looks worth having, a heavy warhammer that glows slightly. There is also a pouch of treasure. Roll 1D6 to see what it contains.

1. 3D6 silver pieces (doubles add and roll over)
2. 3D6 gold pieces (doubles add and roll over)
3. one massive gold ring set with a ruby
4. a bronze armband with a strange rune carved on it.
5. a pair of ivory dice.
6. a heavy ball of lead the size of a chicken's egg, but perfectly spherical.

If you take a treasure and/or the warhammer, go to **203**. If not, leave this mouldering corpse, and go to **47**.

217 - Run Away! Hurokk knows better than to chase anyone who's crazy enough to run inside the Fungus Forest. You escape, but in the process, you meet other unfriendly creatures. Go to **95**.

218 - You are fighting a large, fierce monster in total darkness. It is large, strong, armored, and its bite seems to cut like a knife. The monster has a monster rating of 200 (21d6 + 100) and has effective armor that takes 10 points of damage. Fight to the death. If you win, go to **136**. If you lose, your pieces will be going into the food larders of the hive.



219 - The queen tells a squad of warriors to guide you and guard you to an exit. They take you through many tunnels until they reach a certain point. Then they block the passage by which you came and wave their forelegs at you in a most menacing fashion,. Obviously they are telling you to go on by yourself. Go to **181**.

220 - As they batter your head to pieces, you mercifully pass out. Sometime later you open your eyes and find yourself lying in your lair. You are alive!

Whew! It was all a bad dream. It seemed so real. That last meal must have been tainted in some way. (Side effect—no matter how many paragraphs it has been, you have actually just eaten and need to start the count afresh.) Go to **40**.

221 - You decide not to drink the waters. Now go on to **28**.

222 - You have escaped the Great Forest. You have survived the Toughest Dungeon in the World! Give yourself an extra 1000 Adventure Points for your escape. You are now free to pursue your destiny. Good luck and happy hunting. **THE END**.



TOUGHEST DUNGEON FOES BOOK

USEABLE WITH OTHER SOLOS AS WELL
BY KEN ST ANDRE



INTRODUCTION

Part of the difficulty of playing through *Toughest Dungeon* is keeping track of what foes you are supposed to be fighting. This booklet is designed to simplify that task. When you are told to go to a paragraph in FB (Foes Book) simply put the main booklet down with a bookmark to remember what paragraph you're on, and go to the indicated paragraph in this booklet. Do the combat. Follow any other instructions, and then return to the main booklet and finish reading the paragraph that sent you here and follow the instructions there.

Note: Many of the charts in this booklet can be used with other solos or even face-to-face play as a way to generate random encounters for *Monsters! Monsters!* or *T&T*. We'll add suggestions on alternate ways to use these charts, so they can be multi-purpose tools to add more options to however you plan to play.

COMBAT PARAGRAPHS

Read this first: Put a check beside each paragraph in this section of the book each time you read it. The number of checks indicates the number of foes you must face during the combat. Use these when sent here by the Toughest Dungeon paragraphs.

How to use this for other purposes: *There are six combat paragraphs, so you could roll a six-sided die and create a random encounter either for yourself in some other solo, or when running a face to face game as a GM.*

Adventure points: Each of the encounters listed below is worth adventure points equal to the combined monster ratings of all foes defeated. Running away counts as defeated. Don't forget that each saving roll attempted is also worth adventure points.

1. You have been attacked by one or more **giant cave spiders**. Each spider is about the size of a wolf. Their fur and body are both deep black in color and the only bright thing about them are their glowing red eyes. The smallest cave spider has a monster rating of 30 (4D6+15). Each time you fight a cave spider or meet another one, increase its monster rating by 1D6. They always drop on their prey from above, and usually achieve surprise. Make a L1SR on IQ to see if the spider caught you unawares. If you fail the saving roll, the spider gets one free attack where armor is your only defense. If you make the saving roll, you are ready for the spider when it leaps. Cave spiders are venomous—harmless to rock trolls, but effective against all creatures of flesh and blood. For each 1 that the cave spider rolls during its attack, reduce your DEX by 1 point and reduce your combat adds by 1 point, regardless of who won the combat total. This is a permanent loss, and can only be repaired by spending adventure points to increase the attribute again. Spiders will fight to the finish. Even when you know you will finish your foe(s) on the next roll of the dice, make it anyway to see if the spider gets in one more poison bite. The poison attack is in addition to normal spite damage on sixes.

Spiders carry no treasure. If you slay one or more of them, you may have a meal of spiderflesh and reset your hunger counter to 50.

Return to the paragraph in the main book that sent you here.

2. You have been attacked by one or more **gakks**. A gakk is a large furry creature that always attacks with surprise on its side. The gakk's head is mostly mouth, a large toothy circle at the top of its body. They live in darkness, hunt by scent, and have no need for eyes or ears. They do not roar or shriek—they simply gurgle. The gakk always gets 1 free unopposed attack on its target. Start the first gakk with a monster rating of 26. Each time a gakk is killed roll 2D6 and add that number to the monster rating of the dead one to determine the monster rating of the next one. Gakks are solitary beasts that never attack in packs, but they also never quit growing, so each one you meet will be larger and meaner than the previous one. Gakks never give up and will fight to the finish.

Gakks carry no treasure. If you slay one or more of them, you may have a meal of gakkflesh and reset your hunger counter to 50.

Return to the paragraph in the main book that sent you here.



COMBAT PARAGRAPHS CONTD.

3. You have been attacked by a **Ghast**, a large monster with the body of a kangaroo, the head of a shark, and a mane of prehensile tentacles. It also has formidable claws on both fore and hind legs. Their fur, teeth, and skulls are highly prized by subterranean kindreds such as dwarves, goblins, and dark elves. Each ghast tooth is the equivalent of a small knife (2D6) and may be used as one if necessary. These creatures have large eyes that are well-suited for seeing in the dark, and also have a keen sense of hearing. The first ghast you meet will have a monster rating of 100 (11D6 + 50). Each additional one will increase its monster rating by 2D6. Ghosts never give up and will fight to the finish.

For each 4 check marks by this paragraph, increase the number of ghosts by one. They will travel in family packs if a male and female ghost are lucky enough to meet each other.

Ghosts carry no treasure, but their teeth will serve as daggers worth 2D6 and their tentacles can be woven into a flexible whip worth 4D6 in combat. Goblins often have ghost-tooth daggers and whips. If you slay one or more of them, you may have a ghostly meal and reset your hunger counter to 50.

Return to the paragraph in the main book that sent you here.

4. You have been attacked by a **Stingaree**, an albino manticore that hunts by scent. Monster rating 150 (16D6 + 75). Head of an Hrogr and body of a lion complete with claws and teeth to match, but the tail sting of a giant scorpion. Each time a stingaree is slain, increase its monster rating by 10 points.

Stingarees carry no treasure, but the sting is a poisonous 15D6 weapon, that will only last for 3 fights before degrading to uselessness. In addition their fangs are as big and hard as large daggers and may be used as such to do 2D+4 points of damage. If you slay one or more of them, you may have a meal of manticore meat and reset your hunger counter to 50.

Return to the paragraph in the main book that sent you here.

5. You have been attacked by one or more **Troggs** (as many as there are check marks by this paragraph). Troggs are half man, half ape, brutish cave dwellers with a monster rating of 20. Each time a trogg is slain, increase the number met next time by one. Note that 2 troggs do not equal a monster with a rating of 40 and just 5D6—they are 2 monsters with ratings of 20 each and 3D6 + 10 each who work together.

Troggs often travel in packs and carry torches. They may have treasure in the form of weapons, clothing, armor, or jewels. Coins are of no use to them. If you slay one or more troggs, make a L3SR on Luck to see if it has a treasure object. If it does, roll for it on the Random Treasure Generator table. Troggs are intelligent and will run away if they lose 2 combat turns in succession. Let them go. Their flesh is poisonous anyway.

Return to the paragraph in the main book that sent you here.

6. You have been found by a **ShadowFear**. You probably won't even notice its attack. A ShadowFear is a ghostlike creature of shadow that has no tangible form—it roams the caverns consuming the life energy of the physical beings that it meets. It cannot be touched, but it can be resisted by great willpower. The first time the player meets a ShadowFear, they must make a L1SR on IQ. Each other time the player meets one, increase the saving roll number by 1. If a player fails the saving roll, they lose whatever they failed by on both IQ and CON. If either value falls to zero, the player dies. Unlike the other monsters, a ShadowFear cannot be eaten as food to strengthen the player. It can only be driven off by resisting its fear attack.

Return to the paragraph in the main book that sent you here. (Be sure to keep track of those whenever you are sent here, so you know where to go back to).



MONSTER CREATION

If you are an experienced M!M! or T&T player you might want to skip this section—just roll up your characters and their adversaries as you normally would under the M!M! or deluxe T&T rules. If you don't have that much experience with it, you might wish to refresh your knowledge of T&T character generation by reading the rest of this section.

Monsters! Monsters! and Tunnels and Trolls characters are described in terms of their attributes. Those attributes are: Strength (STR), Constitution (CON), Intelligence (IQ), Dexterity (DEX), Luck (LK) and Speed (SPD). Wizardry (WIZ) and Charisma (CHR). To determine the beginning numbers for these eight attributes, take three ordinary six-sided dice and roll them. Write that number down in pencil beside each attribute as you roll it. If you roll triples at any time, you get to roll again. Thus, a roll of 4, 4, 4 is 12 plus whatever the next number you roll. The odds of rolling triples like that is 1 in 36, so it won't happen very often, but every once in a while you could get a truly outstanding attribute number.

Players are encouraged to use some of the larger monsters as player characters in *Toughest Dungeon*. To turn an ordinary human character (as described above) into a monster character, you will multiply some of the attributes by a special number — called the multiplier. For example: beginning trolls multiply their STR and CON by 3, and their CHR by 4. The Strength multiplier is 3; the Charisma multiplier is 4.

DUNGEON MONSTER MATRIX

The table below shows a short list of the multipliers for ten different monsters that you might use or meet in *Toughest Dungeon*. If an attribute is not mentioned, then the multiplier is 1.

| Monster | Multipliers | |
|---------------------|--|--|
| Troll | STR×3, CON × 3, CHR × 4. | (No weapons) |
| Goblin | STR × 3/4, CON × 3/4, DEX × 3/2, CHR X V2 | (Stone-tipped spear (2D6)) |
| Hrogr | STR × 2, CON × 2, CHR × 3/2 | (Bone club (4D6)) |
| Uruk | STR × 4/3, CON × 4/3, LK × 2/3 | (Scimitar (3D6 + 4)) |
| Balrukh | STR × 10, CON × 7, IQ × 2, DEX X 2, CHR X 5 | (Bullwhip (6D6)) |
| Werewolf | STR × 5/2, CON × 3, IQ X V2, DEX × V2, LK × 2/3, CHR × 4 | (No weapons) |
| Skeleton Man | LK × 3/4, CHR × 5/3 | (Mace 3D6) |
| Vampire | STR × 5/2, IQ × 3/2, LK × 3/2 | (No weapons) |
| Dwarf | STR × 2, CON × 2 | (Battleaxe 4D6 + 4) |
| Dark Elf | IQ × 3/2, LK × 3/2, DEX × 3/2, CHR × 2. | (Poison dagger 2D6 + 2 <i>poison does additional 1D6 of damage each combat turn at end of round if damage was inflicted.</i>) |

Note: The experienced player, with time and imagination, may arm and armor his player characters and adversaries as much or as little as he desires. This table is to help you get started quickly. Monsters without weapons get their Strength multiplier in dice as their basic weapon roll. A troll would get 3D6, a Balrukh would get 10D6, and Uruk would get 1D6 multiplied by 4/3, etc. Once monsters pick up a weapon, then they get the weapon rating instead of their Strength rating. All this can easily be used with face-to-face play .



CAVERN DELVER GENERATION CHART

If you already know that your foe is to be a delver or delvers, go immediately to Paragraph **1** below. If you do not know whether you are facing delvers or other monsters, roll one die. If you rolled an odd number, your foe is a monster. Ignore everything below and go immediately to the Monster Generation Matrix on page 42. If you rolled an even number, your foe is one or more delvers. Read on.

1. To determine the number of delvers you must face roll one die (range = 1-6). For each delver so indicated, go through all the numbered steps below.

2. Roll one die. 1, 2, or 3 yields a Human; 4 or 5 yields an Elf; 6 yields a Dwarf.

3. Rule of Perversity: Delvers keep getting tougher forever. Below are prototypes for a Human, Elf and Dwarf. The first delver you create will have attributes identical to the prototype. Each time you create another delver of that type, roll one 10-sided die and add that number to the delver's lowest attribute (in case of 2 or more attributes tied for low, add it to the first one). This revised listing becomes the new prototype. (Example: The Human prototype has attributes of STR: 13, IQ: 10, LK: 7, CON: 15, DEX: 10, CHR 9. The first Human delver you create will have those attributes. The second Human delver you create will have a roll of 1D6 added to their low attribute (LK: 7) to bring it up to 13. The third Human delver created will have a roll of 1D6 added to their first low attribute (IQ: 10) to raise it to 12; etc. And the same goes for Elves and Dwarves.)

4. Make a card for each delver as you get their attributes determined. Roll one 6-sided die to determine their sex: 1-4 - Male; 5-6 = Female. Roll one die to determine the delver's class: 1-3 = Warrior; 4-5 = Rogue; 6 = Wizard. There will not be any Warrior-Wizards.

5. If the delver is a Wizard, they will be armed with a Staff Ordinaire and a Sax (2 + 5). If the delver is a Rogue or Warrior, go to the Weapon Matrix immediately to choose their weapons.

6. Determine whether the delver has any armor. Roll 1D6. 1 = No ARMOR at all; 2 = Buckler and Steel Cap (4 hits); 3 = Complete Suit of Leather ARMOR (6 hits); 4 = Complete Suit of Scale ARMOR (8 hits); 5 = Complete Suit of Mail (11 hits); 6 = Complete Suit of Plate ARMOR (14 hits). Remember these values are doubled for Warriors.

7. If the character is a Rogue, roll 1D6. On a roll of 5 or 6, that Rogue knows some Magic and will be able to cast spells in combat.

8. If the delver is slain Roll 1D6 to determine whether the delver is carrying any treasure. A roll of 6 means the delver DID have treasure. If they had treasure, roll for it on the Random Treasure Generator on page 39. Example: Your character-monster kills the delver in combat, and then you roll one die getting 6. That delver has treasure for the monster, so go to page 39 and follow the treasure generator instructions. But if you rolled a 1-5, there is no treasure to be found on the delver, other than the weapons they carried.

9. Repeat steps 1-8 as many times as you must in order to create the whole group of delvers.

Note: No two delvers created by this method will ever be identical. Ken recommends that you continue toughening the delvers from the first time you play in this dungeon to the last, instead of starting over from the original prototype with each new monster. When Trolls get too weak to go up against these delvers, you may wish to move up to Living Statues, Balrukh, Shoggoxes, or maybe even Dragons (assume the Dragon is a shapeshifter and takes the Troll-like form without losing any of its attributes). When it gets too tough for Dragons, perhaps you had better start over. Return now to the Paragraph that sent you here and read on from the point of the **.



WEAPON MATRIX

Warriors and Rogues may choose one or two weapons from the following chart. The choice is random to represent the individuality of the characters involved. Although it is likely that delvers would each have two weapons or more, you may elect to take only one in order to speed up character generation. Roll four six-sided dice and consult the table below.

| Die Roll +Adds | Weapon | SN | DN | Dice |
|-------------------|---------------|----|----|------|
| 4 | Great Sword | 21 | 18 | 6 |
| 5 | Scythe | 11 | 7 | 4+2 |
| 6 | Halberd | 16 | 12 | 6 |
| 7 | Falchion | 12 | 13 | 4+4 |
| 8 | Scimitar | 10 | 11 | 4 |
| 9 | Broadsword | 15 | 10 | 3+4 |
| 10 | Spear | 8 | 8 | 3+1 |
| 11 | Broadaxe | 17 | 8 | 4+3 |
| 12 | Mace | 17 | 3 | 5+2 |
| 13 | Poniard | 1 | 4 | 2 |
| 14 | Double-Bladed | | | |
| | Great Axe | 21 | 10 | 6+3 |
| 15 | Bec-De-Corbin | 18 | 10 | 6 |
| 16 | Pickaxe | 15 | 10 | 3 |
| 17 | Heavy Flail | 20 | 15 | 4+4 |
| 18 | Mitre | 8 | 3 | 3 |
| 19 | Pilum | 12 | 8 | 5 |
| 20 | Poleaxe | 14 | 13 | 5 |
| 21 | Crossbow | 15 | 10 | 5 |
| 22 | Sling | 3 | 5 | 2 |
| 23 | Katar | 2 | 8 | 2+4 |
| 24 | Great Club | 20 | 12 | 5+1 |



If a delver does not have sufficient Strength and Dexterity to wield the weapon that this table selects for him or her, you may: 1) Check T&T rules for the usable weapon of your choice; 2) Read down the table until a usable weapon is found; 3) Randomize again (and again if necessary) until a usable weapon is found.

If a delver has attributes that are double or more what is required to wield a weapon, you may enchant that weapon for the delver. Roll one 6-sided die. On a roll of 1, the weapon will absorb defensively the same number of hits that it deals out. On a roll of 2-6, you may always multiply the weapon's Combat roll by that number.

Example: Jake the Human Warrior has a Katar for his weapon. His Strength is 13 and his Dexterity is 17 which means his weapon is magical. Rolling one die, we get 6. Multiply his weapon roll by 6 each combat turn before adding his personal adds. No delver may have more than one magical weapon.

Delvers will not use poison on their weapons. You'll find them tough enough without it. Delvers' weapons will be assumed to be ready for use at all times.

If your delver is properly armed, go back to Part 6 of Enemy Generation Matrix and continue the process of creation.



MONSTER/CAVERN GENERATION MATRIX

The number of different kinds of monsters that hunt the protected caverns is very limited, as the environment does not encourage diversity. Roll 2D6 and check the list below:

| No. | Monster | Instructions |
|-----------|-----------------------------|--|
| 2 | Hive Mutant | Roll again if you are in the Caverns and not in the Hive. |
| 3 | Delver Wraiths (1-6) | Go on to Armament Instructions below (Start with a Monster Rating of 35 each and add 5 each time you encounter another group of Delver Wraiths.) |
| 4 | Liche | (Start with a Monster Rating of 100 and add 10 each time you meet another Liche.) |
| 5 | Great Troll | Go on to Armament Instructions below. |
| 6 | Goblins | (2-12) Go on to Armament Instructions below. |
| 7 | Cave Lizards | (Attack as a pack. Roll 15D6 for Monster Rating. What you kill, you can eat as a meal.) |
| 8 | Uruks (1-6) | Go on to Armament Instructions below. |
| 9 | Hrogr | Go on to Armament Instructions below. |
| 10 | Giant Ants | Roll again if you are in the Caverns and not in the Hive (Start a single Giant Ant with a Monster Rating of 100. Each time you encounter Giant Ants, there will be one more Giant Ant than you fought last time.) |
| 11 | Giant Ant-Spider | Roll again if you are in the Caverns and not in the Hive (Start with a Monster Rating of 150. Add 15 to the Monster Rating each time you encounter a Giant Spider. See Combat Instructions below.) |
| 12 | Flying Giant Ants | Roll again if you are in the Caverns and not in the Hive (Start a single Giant Flying Ant with a Monster Rating of 150. Each time you encounter Giant Ants, there will be one more Giant Ant than you fought last time.) |

COMBAT INSTRUCTIONS

Hive Mutant: The Hive Mutant is a cross-breed of a monster race and Giant Ants that has been exiled from the Hive. Fight normal combat with the Hive Mutant.

Delver Wraiths: Count the number of Delver Wraiths. Every round of combat that you are fighting the Delver Wraiths, make a saving roll at that level on Constitution. If you fail, subtract that amount from your Strength and add it to the MR of the Delver Wraiths.

Liche: Every round of combat that you are fighting the Liche, make a level four saving roll on Constitution (35 - CN). If you fail, subtract that amount from your Strength and add it to the MR of the Liche.

Great Troll: Fight normal combat with the Great Troll.

Goblins: Fight normal combat with the Goblins.

Cave Lizards: Fight normal combat with the Cave Lizards.

Uruks: Fight normal combat with the Uruks.

Hrogr: Fight normal combat with the Hrogr.

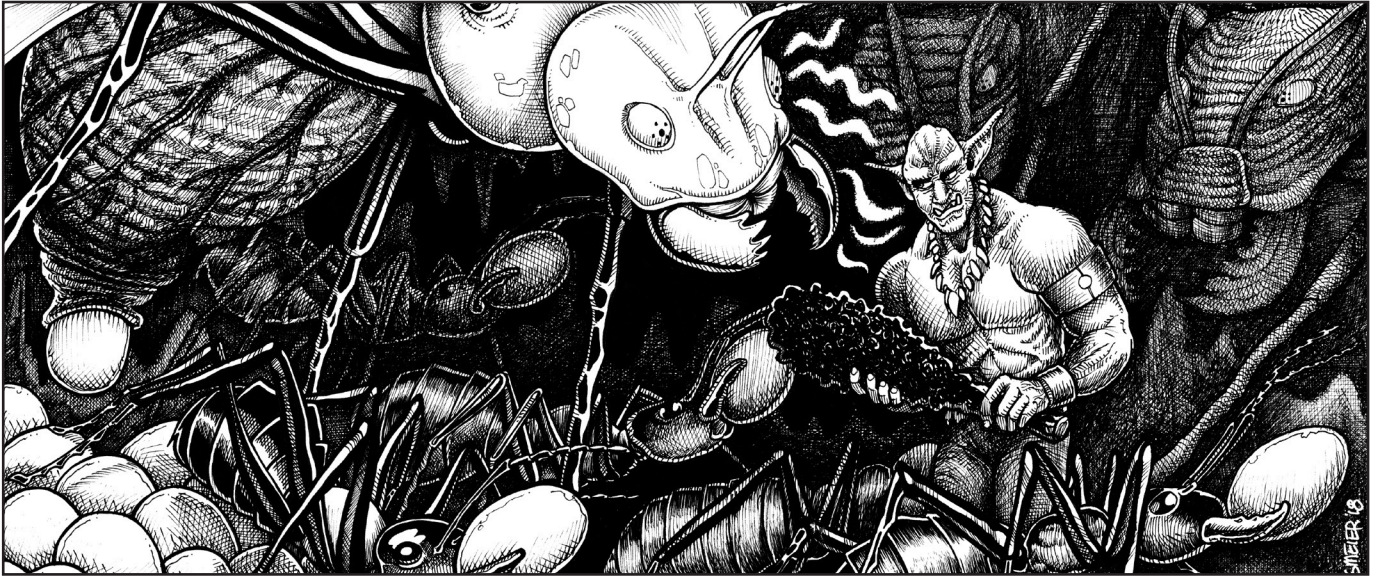
Giant Ants: Giant Ants have a hard chitinous exoskeleton which gives them 8 points of armour in combat. When they fight they fill their air with a sickly smelling substance that attracts more ants. To fight more than one Giant Ant, add the total of their Monster Ratings and fight normal combat against the combined total. If you can make a saving roll on Dexterity at the level of the number of ants, you can evade the Giant Ants.

Giant Ant Spiders: Giant Ant Spiders look almost exactly like Giant Ants but they have 8 legs instead of 6, as they mimic their prey. Unless you make a level five saving roll on Dexterity (40 - DX) at the beginning of the encounter, you are caught in its web and fight at 1/2 combat adds.

Giant Flying Ants: When they fight, Giant Flying Ants fill the air with a sickly smelling substance that attracts more flying ants. To fight more than one Giant Flying Ant, add the total of their Monster Ratings and fight normal combat against the combined total. Giant Flying Ants cannot be evaded. Now return to the spot marked ** in the paragraph that sent you here and read on.



ARMAMENT INSTRUCTIONS



1. Monsters with attributes will always get tougher as more of them are created. Roll two dice and add that number to the lowest attribute when creating the second, third, fourth, etc, monster of any given type. “Prototype” means that this is the basic character you meet the first time then you add 1D6 to the prototype characters stats as you run into them each time you meet them.

2. Goblin Prototype: STR: 13; IQ: 5; LK: 10; CON: 8; DEX: 8; CHR: 8; WIZ 17. Goblins have no ARMOR. Each is armed with a Flint Knife (2+1) and a Flint-headed Spear (2 + 4). Where possible they throw the Spear first, before closing with the Knife. Roll a treasure spread for each Goblin of 1D6-1.

3. Uruk Prototype: STR: 13; IQ: 10; LK: 11; CON: 13; DEX: 8; CHR: 9; WIZ 14.
Uruks are always armed with an Urkish Scimitar (3 + 4). Roll one die. If you roll a 6, the Uruk also has a Light Bow and 10 Arrows (3 dice). If you roll a 1, the Uruk also has a Spear (3 + 1). Roll a die. If you roll a 6, the Uruk has a complete Suit of Mail (11 Hits). On a 4 or 5, the Uruk has a Suit of Leather ARMOR (6 Hits). 1-3 means no ARMOR at all. Roll one die to find out the treasure range for each Uruk.

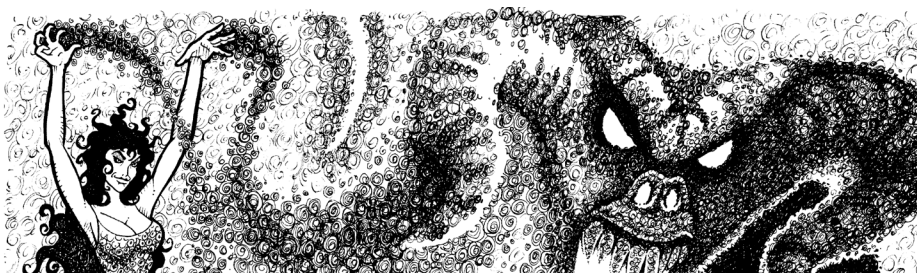
4. Hrogr Prototype: STR: 22; IQ: 10; LK: 16; CON: 18; DEX: 12; CHR: 20; WIZ: 7.
Hrogrs are always armed with Spiked Clubs worth 4 dice in combat. Roll one die to find the treasure range of each Hrogr. If treasure is found on an Hrogr, double the amount given in the random Treasure Generator, except for jewels, which gives you one extra roll on the Treasure Generator (not just the Jewel Generator).

5. Troll Prototype: STR: 91; IQ: 6; LK: 8; CON: 42; DEX: 8; CHR: 12; WIZ 14.
Great Trolls are always unarmed. They get 7 dice + adds in combat, and their skin is hard enough to take the first five hits as if it was ARMOR. Roll 1d6 for the Troll’s treasure range. If a Troll is slain and is found to have treasure, you may roll three times on the random Treasure Generator.

6. Hive Mutant: STR: 250; IQ: 6; LK: 8; CON: 250; DEX: 8; CHR: 12
Hive Mutants are always unarmed. They get 8 dice + adds in combat, and their skin is hard enough to take the first twenty hits as if it was ARMOR. Roll 2d6 for the Hive Mutant’s treasure range. If a Hive Mutant is slain and is found to have treasure, you may roll five times on the random Treasure Generator.



DELVER MAGIC MATRIX



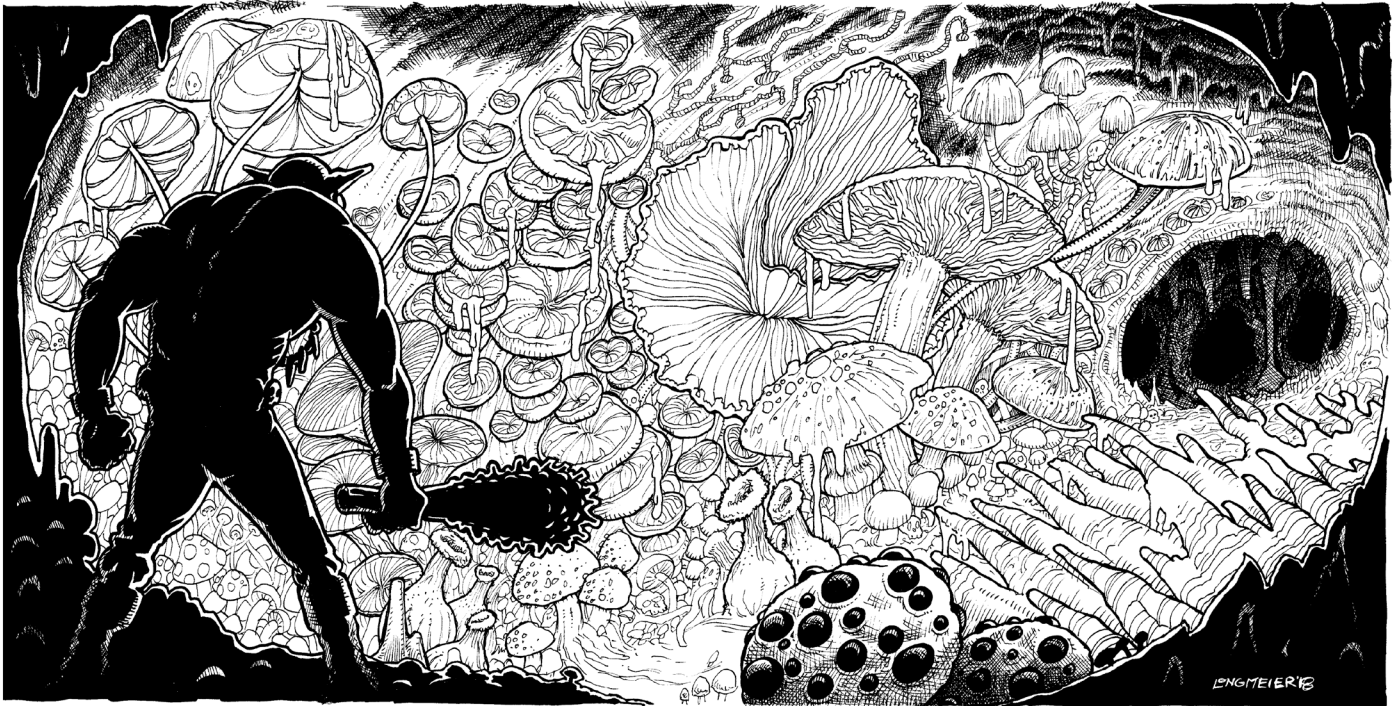
In combat, magic always takes effect first. For each magical member of the delver party, roll 3d6 and consult the chart below to determine what spell they will attempt to cast. If you randomize a spell the delver is not high enough level to cast, then for this round that delver will fight hand to hand this round. Wizards and Rogues will always cast the spell at their own level or at the maximum level possible allowing for caster attributes. (Depending on if you are playing *M!M!*, *T&T 5th Edition* or *dT&T*.)

| No. | Spell | Regular Deluxe | | Effect of Spell |
|-----------|----------------------------|----------------|--------|---|
| | | Staff | Staff | |
| 3 | <i>Breaker Breaker</i> | 30 | 22 | Destroys any weapon other than your own talons. |
| 4 | <i>Protective Pentagon</i> | 12 | 8 | Go to 15 . |
| 5 | <i>Smog</i> | 11 | 7 | Go to 89 . |
| 6 | <i>Slush-Yuck</i> | 15 | 12 | Go to 99 . |
| 7 | <i>Whammy</i> | 10 | 8 | Triples the dice + adds of the most powerful non-magical weapon in the delver party. |
| 8 | <i>Blasting Power</i> | 8 | 5 | Does 3 dice plus Caster's personal adds worth of Damage to your Constitution. |
| 9 | <i>Vorpal Blade</i> | 5 | 4 | Enchants a delver's Sword (the one that gets the most dice + adds) for double damage. If no Swords are present, it enchants the largest Dagger. If no Daggers are present, the spell is wasted. |
| 10 | <i>Take That You Fiend</i> | 6/lvl. | 5/lvl. | Does as many Hits of Damage as Caster has IQ Points. |
| 11 | <i>Oh Go Away</i> | 5 | 4 | Go to 24 . |
| 12 | <i>Mirage</i> | 8 | 6 | Go to 120 . |
| 13 | <i>Glue You</i> | 1 | 1 | Slows you by half. Allows delvers 2 combat turns for each one you get. |
| 14 | <i>Hidey Hole</i> | 10 | 8 | Go to 91 . |
| 15 | <i>Rock-a-Bye</i> | 11 | 8 | Go to 53 . |
| 16 | <i>Dum Dum</i> | 8 | 4 | Reduces your IQ to 3. Go to 102 . |
| 17 | <i>Freeze Please</i> | 8 | 5 | Does 3 dice plus Caster's personal adds worth of Damage to your Constitution, minus 5 for your tough skin. |
| 18 | <i>Mind Pox</i> | 5 | 3 | Go to 200 . |

- A} If a spell was called for that the Caster did not have sufficient Strength and IQ and DEX, then the Caster fumbles the spell and loses their chance. Go to either the next Caster or directly to the combat in 37.
- B} If one of the above spells killed you outright, close the book.
- C} If all the spells have been cast and you're still able to fight, go to 157 for the physical part of the combat.



FUNGUS FOREST WANDERING MONSTER TABLE



There is not a lot of variety to the animal life in the Fungus Forest, but what there is can be quite dangerous. If you have been sent to this table, you must fight one or more monsters to the death. None of them have any treasure. Roll 1D6 to see what you must fight.

| Die Roll | Wandering Monster | Monster Rating | Number Encountered |
|-------------|------------------------|-------------------|-----------------------|
| 1 | Giant Yellow Cockroach | 44 | 1-6 |
| 2 | Giant Vampire Moths | 77 | 1-10 |
| 3 | Giant Bloodworm | 120 | 1-2 |
| 4 | Fungus Fairies* | 10 | 12-40 |
| 5 | Giant Ants | 100 | 1-3 |
| 6 | Giant Mosquitos | 20 | 1-100 |

* Both fungus fairies and giant mosquitoes fly and are very hard to hit. In order to count physical damage against them, the delver must make a Level 3 dexterity saving roll, or a Level 5 Luck saving roll. Both fairies and mosquitoes have venom weapons—fairies have poisoned darts in blowguns, and mosquitoes sting. The effect is similar. For each 10 points of damage taken from these foes, roll 1D6 of additional poison damage. Both fairies and mosquitoes can be driven away by an open flame. However, torches are very hard to light in the extremely humid atmosphere of the Fungus Forest. Unless the character already was carrying a lighted one when the attack begins, it will require a full combat turn without being able to fight back in order to get a torch lighted, and another combat turn of continued attack before the winged menaces flee.





TREASURE GENERATOR

As a GM, there are occasions when you may not want to write down what every monster (or human) in every room is guarding in the way of treasure; also, numerous older solitaire dungeons suggest the use of the *Treasure Generator* in some of the dungeon rooms. Magic treasures have been stricken from this Generator — GMs should create their own magic items to suit a particular purpose, not merely read them off a chart. This Generator will create mostly coins, a few gems or weapons/items as monsters leave magic items alone.

Finer treasures should be created by the GM personally. To work the Generator, you'll need up to three dice (3D6.) Roll two dice first: **What You Find:** If you roll **2**, there is a **jewel** (or possibly a jeweled item, see below). If you roll **3 — 11**, its **coins**. A roll of **12** means **coins and a jewel**.

COINS

If you find coins, roll 3 dice to find out how many there are. Multiply the total of the 3 dice by 10 to get the number of coins there. Roll one die to see what metal the coins are made of.

1 = copper coins 2,3,4 = silver coins
5,6 = gold coins

JEWEL SIZES

If you have rolled and discovered a jewel, roll 1 die to determine what size it is, or if it is a jeweled item. The symbol \times is a multiplication symbol; base values of gems (in G.P.) are given with the gem names:

1 = **Small:** $5 \times$ base value.
2 = **Average:** $10 \times$ base value.
3 = **Large:** $20 \times$ base value.
4 = **Larger:** $50 \times$ base value.
5 = **Huge:** $100 \times$ base value.
6 = **Jeweled item** (see jeweled weapon list)

If you roll a jeweled item, roll once more on the **Size** list (if you get another '6', disregard it and roll again): if small, there will be 5 gems; if average, 4 gems; if large, 3 gems; if larger, 2 gems; if huge, only 1 gem.

TYPE OF GEMS

Now roll 3 dice to see what type of gem was found. the total of the 3D6 reveals the gem type.

| Die Roll | Gem Name | Base Value | Die Roll | Gem Name | Base Value |
|----------|------------|------------|----------|------------|------------|
| 3 | Sapphire | 15 gp | 11 | Fire-opal | 6 gp |
| 4 | Jade | 13 gp | 12 | Aquamarine | 8 gp |
| 5 | Serpentine | 12 gp | 13 | Jade | 9 gp |
| 6 | Aquamarine | 11 gp | 14 | Serpentine | 10 gp |
| 7 | Fire-opal | 10 gp | 15 | Pearl | 11 gp |
| 8 | Opal | 9 gp | 16 | Ruby | 13 gp |
| 9 | Ivory | 6 gp | 17 | Sapphire | 15 gp |
| 10 | Amethyst | 5 gp | 18 | Diamond | 17 gp |

JEWELLED ITEMS

If you rolled a jeweled item, Roll 1 die to find out what the jeweled item is:

| | |
|--------------|---------------|
| 1 = Necklace | 2 = Head-gear |
| 3 = Bracelet | 4 = Ring |
| 5 = Belt | 6 = Weapon |

JEWELLED WEAPONS

Weapons will always be made of some kind of metal. If the weapon is found on a dead body, have it be made of bronze or iron. If the weapon is found in a chest or near a noble, make it be silver. If the weapon is near a King or a deity it might be hardened Gold. Having generated a weapon, now roll 1 die to find out what type of weapon it is.

WEAPON TYPE

| | |
|-------------|-----------------------|
| 1 = Dagger | 4 = Hafted Weapon |
| 2 = Sword | 5 = Spear |
| 3 = Polearm | 6 = Projectile Weapon |

To determine which weapon it is in that class, roll 3 dice. Chose the weapon closest to that number in 'ST-required' — if 2 or more weapons fit this designation, chose the heaviest. As always, use your common sense, and as GM do what is best to make the adventure fun and engaging.



NAME: _____ KINDRED: _____

LEVEL: _____ GENDER: _____ HEIGHT: _____ WGHT: _____

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES

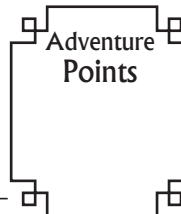
Strength, Constitution, Dexterity, Speed, Luck, Intelligence, Wizardry & Charisma.

STR: _____ CON: _____ DEX: _____ SPD: _____

LK: _____ IQ: _____ WIZ: _____ CHA: _____

Personal Combat Adds: _____
You get one combat add for every point that each of
these attributes is over 12: STR, LK, DEX, & SPD.

SPECIAL ITEMS/CHAOS FACTOR: _____



CHARACTER SHEET

WEAPONS & ARMOR:

SPELLS & POWERS:

NAME: _____ KINDRED: _____

LEVEL: _____ GENDER: _____ HEIGHT: _____ WGHT: _____

AGE: _____ HAIR: _____ MONEY: _____

PRIME ATTRIBUTES

Strength, Constitution, Dexterity, Speed, Luck, Intelligence, Wizardry & Charisma.

STR: _____ CON: _____ DEX: _____ SPD: _____

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CHARACTER SHEET

WEAPONS & ARMOR:

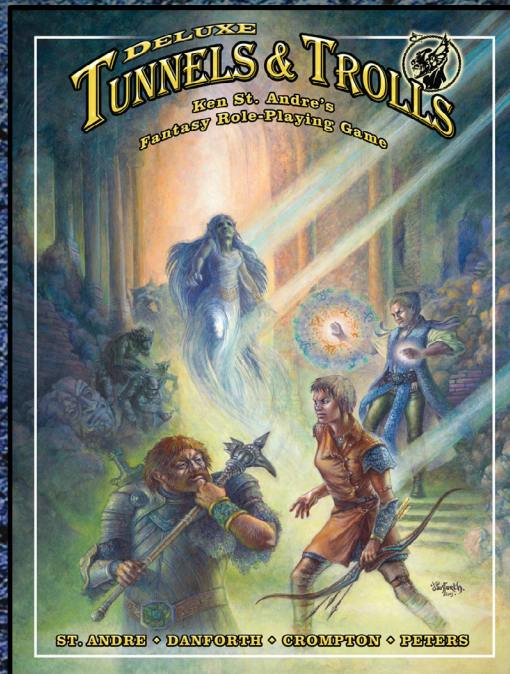
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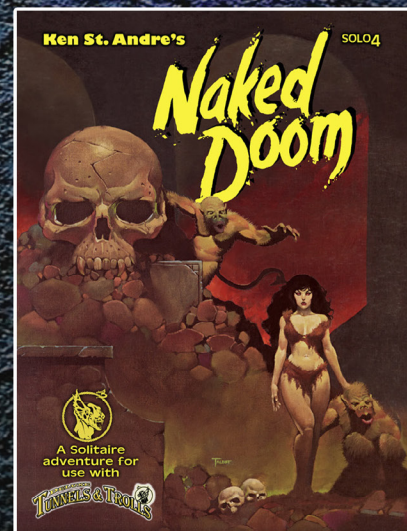
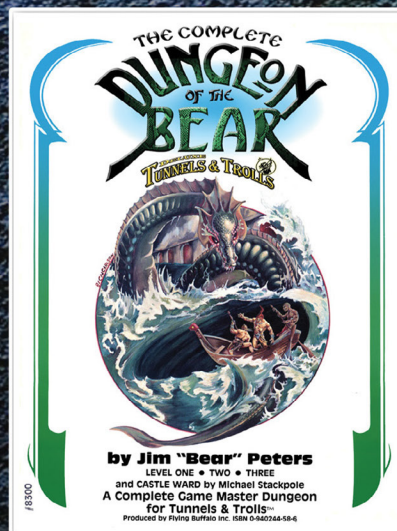
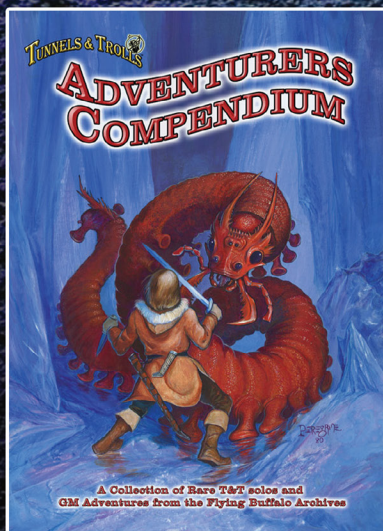


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