

AGENT OF DEATH

DELUXE
TUNNELS & TROLLS



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KEN ST ANDRE

DELUXE AGENT OF DEATH

A solitaire adventure for:



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DELUXE AGENT OF DEATH

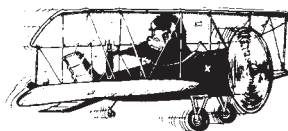
Revised and Expanded in 2015 from the 1982 solitaire adventure
Solo Number 27

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INTRODUCTION

STARTING THE ADVENTURE - Read this before beginning play.

Agent of Death is the longest solitaire adventure I've written for TUNNELS AND TROLLS™ game rules. Agent is designed to be played straight through – experienced as sort of a fantasy gaming novel. But, it is possible to play it as three separate gaming novelettes. This makes its third time in print. I have expanded, edited, and turned it to be compatible with Deluxe Tunnels and Trolls. That means you will need a player character with all 8 attributes. If you are using an old 5th edition character with only 6 attributes, you will need to get 3D6 and add the attributes Wizardry and Speed. Remember, triples add and roll over on character creation. Speed is a combat attribute. Any value greater than 12 will produce X - 12 more combat adds for the character. Some notes and restrictions: AGENT OF DEATH was really written with human character types in mind, but it is ok for you to use other kindred characters if they are: elves, dwarves, hobbs, uruks, trolls, ogres, or goblins. You may use characters with the ability to cast magic, but the opportunity to do so will be severely limited by the text.

The adventure is open to any type of character, but it is really best for Rogues and high level Wizards with lots of *kremm*. You need some magic, but the cost of casting it is very high in this adventure. That's part of the challenge.

The rules for casting magic have changed since Agent was first released. In the old 5th edition rules, Magic used Strength to power it, and if you took your Strength below zero, you died. The Deluxe rules don't work that way. Magic now uses *kremm* — you have as much *kremm* as your Wizardry rating. When you use it, subtract points from that attribute. It will replenish itself at the rate of 1 point per paragraph in the rules. If you reach a

point that indicates the passing of a considerable length of time — one full day or more, you may completely restore your *kremm* attribute.

This adventure was written back in 1982, long before the creation of Talents as a rule. If you play a dT&T character with talents, then go ahead and add the 3 points of the Talent score wherever you think you justify its use. Be sure to specify what Talent is being used, and write it down on your character sheet. For example, a level 4 Rogue could have 8 Talents. If you decide that you want a Persuasion Talent to help on a Charisma saving roll, and you have 7 or less Talents written down on your character sheet, go ahead and give yourself Persuasion. If you already have 8 different Talents, then you don't get it. The Talent rules in dT&T apply.

Because of the length of the adventure and the complexity of some loops, you will find it helpful to keep a running list of the paragraphs that you have read. (i.e. 3,43,126,8, etc.) for that purpose you need pencil and paper, along with as many dice as you can lay your hands on. It would also help to have a copy of the Deluxe edition rules to Tunnels and Trolls™ handy. You could use any other edition, but you may have to improvise a bit to find such things as Random Treasure Generators.

Some of the conventions used in the text may be unfamiliar to you. For example, the number and type of dice you are supposed to roll will be noted thusly: 2D6 (where 2 is the number of dice, D stands for dice and 6 is the number of faces each die has). Saving rolls are handled similarly. L2SR on Luck (25-LK) means Level 2 Saving Roll on your Luck attribute. If you're not certain how saving rolls work, please check the dT&T rules. Remember, no matter how high your attribute rating, the minimum

saving roll needed will always be 4 on 2D6. Special rules apply to saving rolls. The St. Andre house rule states that if you miss a saving roll, you may add your character level number to the total and if that brings you to success, you really made it. The dT&T rules give humans a second chance to make any failed saving roll. A roll of 1, 2 is an automatic failure, and should have catastrophic results.

This is a special for those who are trying this the first time. If your character dies, you may read **paragraph 4** and take the indicated action, even if the book never tells you to go to **paragraph 4**.

VERY IMPORTANT: This is the most difficult solo adventure I have every written. The last third of it is specifically for MEGACHARACTERS. T & T is partly based on superhero comics. Characters can have godlike amounts of power and ability, although most adventures have been written for fairly normal characters. In one place this adventure calls for a thousandth level saving roll. If you don't have a mega character to use in this adventure, the first 2/3rds of this adventure is designed to help you develop one. If you can survive the "EASY" 2/3rds of this adventure. You will at least have a chance at the "HARD" part at the end. Attribute advancement is based on spending adventure points. Wherever you are granted adventure points in the text, you should stop and spend as many of those points as you can to bring your attributes up. If the text gives you 1000 adventure points, spend them before you go to the next paragraph. You may need those higher attributes sooner than you think. To raise an attribute one point requires 10 times that current value in A.P., and once you have used the points they are gone.

(EXAMPLE: Narg the Troll wants to raise his STR from 60 to 61. It will cost him 600 A.P. to do so.) Remember also that adventure points come from saving rolls. If you are told to try a 200th level saving roll on CON, and you roll a 3, 2 = total of 5, then you get 1000 A.P. (5X 200) for the attempt. If you survive the paragraph, you may spend those points to improve attributes. You will need to use

this mechanism to survive when the adventure gets really tough.

That being said, this is the toughest solo adventure ever. If you come to a paragraph that says you are dead, that's it. Close the book. You're done. You failed. No apologies on this one. This is a killer adventure, and I DON'T expect your character to survive. (If you can survive any segment of it, feel free to tell me about it on Facebook, and you shall be congratulated.)

A Note About Creatures in this Adventure

You may be unfamiliar with some of the animals and monsters used in this adventure. A **Rink** is a yaklike creature often used as a pack animal. **Cave-spiders** are simply cave-dwelling spiders the size of a cow — they especially like armored adventurers for meals because the armor seems like an insect's exoskeleton to them, and they love insects as prey. **Ghasts** are 12 foot tall monsters, part kangaroo, part squid, and part shark, dark gray or black in color that haunt deep caverns. **Dire wolves** are like ordinary wolves except three times as large. There are a lot of super-sized animals on Trollworld.

Good luck - you are going to need it!

Ken St. Andre,

November, 2015



P.S. You will find items made of moonsilver. This is the strongest substance known in Trollworld for weapons and armor.

AGENT OF DEATH

Stop for a moment to consider your character level: If your character is level 1 to 3, you should probably start in the city of Khazan at paragraph **293**. If you are higher than level 3, you should start with the Mytholdarr segment beginning at paragraph **44**. If you're in the mood for some dwarvish hospitality on a cold, cold night, then go to **32**. If you are really tough and are ready to try saving the world, go straight to **10**. Be brave! Lerotra'hh expects every delver to do their duty.



1. Delight believes your story and decides that the honor of the dwarves has been blemished. He decides to make it up to you. He presents you with a magical dwarvish pick made of gold and silver with a huge ruby set in the haft. It must be worth 10,000 gold pieces. The ruby glows in the dark so that you'll always have light in darkness and the pickaxe is a magical weapon that doubles all your Strength adds in combat. Go to **19**.

2. Make your L3SR on Luck (30-LK). If you make it go to **221**; if you miss it go to **252**.

3. You find yourself in a passageway going off to your left. Following it, you climb up-

ward more than a mile until the gloom begins to lighten. At first you don't recognize it, but finally you understand that it is moonlight you see. Just when you think you're free, a dark shape rises up from among the boulders at the cave mouth and roars at you to halt. It is a mighty cave troll. If you wish to attack it, go to **53**. If you turn and run go to **103**. If you halt and try to speak to it, go to **164**.

4. You have struggled nobly, but this quest was too tough for you. If this is only the first time you have read this you may try again with a tougher character if you wish (The End); however, if you have read this more than once, and still haven't succeeded, go to **52**.

5. Your only choice now is whether you want to take the offense or the defense against the ice dragon. If you wish to take the offense, go to **253**; if you prefer a defensive move, go to **101**.

6. Mytholdarr is located in an enormous cavern at least 1,000 feet in diameter. The king's palace is in the center, and near it is another large building where the Royal Guard has its barracks. Most of the individual dwellings are domes or towers of some translucent smooth stone that glows with pearly gray radiance. As you stroll about you get a better idea of the life of the Stonaelves who live here. Go to **89**.

7. You walk on in the darkness for a very long time. Roll 1D6 to see if you meet any wanderers. If you roll a 1 or 2 you met something — go to **102** and follow instructions. If you met no one go to **50**.

8. Cyrgon tells you that he needs the skull and heart of a ghastr for a certain spell that he wants to do. Ghastrs can only be found in the Goblin Graveyard which is far distant from Mytholdarr. Cyrgon gives you a map and wishes you luck. Go to **196**.

9. Cyrgon smiles and tells you that you have a warrior's spirit. He takes the proffered weapon, lays it in his lap, and makes several arcane passes over it while chanting in an unknown tongue. Then he hands it back to you, explaining as he does so that it is now an enchanted weapon. It will do four times its regular amount of damage in combat, and the wounds it deals will never heal for anyone save an elvish physician. Go to **193**.



10. Summer of the year 1313 in the royal city of Khazan and the streets are nearly deserted. A layer of dirty gray ice covers everything to a depth of several feet. A freezing rain is drizzling out of the leaden sky. In 1311 the weather was unusually severe. In 1312 summer never came and the winter was twice as bad as the year before. The sea known as the Dragon's Mouth began to freeze over. Many of the citizens died. Many others migrated southwards. The whole continent seemed to be suffering from the chill. Everything north of Tallymark and Frostgate is covered with snow and ice and even the southlands suffer beneath the snow-laden winds. You are in Khazan and have been summoned to see Lerotra'hh. Go to **63**.

11. As you leap forward to attack them, four of them shoot arrows at you. Make 4 L2SRs to avoid being hit. For each saving roll you missed, take 5 dice worth of hits. (You may use armor to absorb hits). If you are not dead you get in among them and can start doing damage — go to **209**. (Note, however, that one of the guards has run away to fetch reinforcements.)

12. Cyrgon graciously accepts your service and calls Captain Blacior of his Royal Guard. You are to be enrolled in the Mytholdarr Guard and given suitable weapons. If you serve with honor and distinction for one year, you will be granted another audience at that time. Go to **193**.

13. Soon you are nice and warm and beginning to feel drowsy. Your host has been helping himself to his own liquor and getting mellow by the moment. Now he invites you to have some drinks with him. If you decide to drink with him, go to **206**. If you'd rather just go to bed, go to **280**.

14. The dragon is asleep. Part of the treasure hoard is only 10 paces from the door. Among the gold coins one thing catches your interest especially. It is a massy gold ring set with a huge opal. (If you are a wizard you can feel good magic on that ring.) You could make a dash for that treasure and maybe get back to the tunnel safely before the dragon awakens. If you dare steal dragon plunder go to **123**. If you decide to wake the dragon up and talk to him, go to **160**. If you'd rather let sleeping dragons lie, go to **183**.

15. You lie there moaning among the bones of previous unfortunates for several hours. If you have the ability to cast a *Poor Baby* spell on yourself, go to **93**. Otherwise, you are too weak and badly hurt to search the corpses for weapons or treasure. You hear voices at last and muster your strength for one great shout. The voices stop — the stone above you pivots and faces look down. If your character is a human, elf, hobb, or dwarf go to **107**. If you are any other kindred, go to **285**.

16. The ice dragon shrugs off the damage and snorts dragonfrost at you once again. To dodge it you must make your L50SR on Dexterity (265-DEX). If you made the saving roll, go to **253**; if you missed it, you are hit with a blast of dragonfrost that does 1D6 times 1000 hits to your Constitution. If this kills you, it is THE END. If you still survive, you can continue the fight by going to **78**.

17. You have a couple of drinks and easily go to sleep. Make a LISR on Luck. (20-LK) If you miss the roll, go to **51**. If you make it, you will wake up safely in the morning. The storm has ended and you can continue on your way. In a few days you will reach Khazan. If you wish to continue the adventure, go to **10**. Otherwise, take 500 adventure points, and it is THE END.

18. The 50 elves each get 2 dice +10 adds in combat (total 100 dice + 500 adds). You must fight for one turn before you can do anything else, such as running or using magic. Fight. If you die it is THE END. If you still live after one combat round, go to **91**.

19. Delight takes you to his quarters and offers you a drink. You tell him Cyrgon's message about magic weakening and ask if he's noticed anything. He replies that it's true — his own magical powers have weakened so much lately that he dares not use them for anything but maintenance. He also mentions that he has received a message from Lerotra'hh, Death Goddess of Khazan, who is seeking champions to cope with this magical threat. He decides that this is important and that he and a few other dwarves will accompany you on your return to Mytholdarr. Go to **287**.

20. After several miles of endless stone tunnels you come to the first warning sign, a crudely painted picture of something unlike anything you have ever seen before. The animal depicted has powerful hind legs and tail designed for leaping and balancing, but its upper body transforms just above chest level into a writhing mass of tentacles atop which is a grotesquely pointed head with huge shark-like jaws. A little further on you come to a shimmering barrier of light. Boldly you walk through it and find yourself in an enormous cavern. The stone underfoot has given way to a sort of soft slimy soil through which huge stalagmites rise like so many alien towers. The incessant drip, drip, drip of water echoes in your hearing. As you get deeper into the cavern you begin to notice strange glowing fungoid growths sprouting from the sickly soil. Then you see a tomb, a large structure of rough-cut limestone. The door to this tomb has been shattered. If you wish to enter and explore it, go to **270**; if you wish to pass into the midst of the other tombs you can now see, go to **219**.

21. The cave proves to be a vast icy grotto. It is even colder inside than outside. After you have entered, make your L100SR on CON. (515-CON). If you make it, go to **80**; if you miss it, go to **112**.



22. You accept a moonsilver-plated doom-flail from the armory. (It is worth 1200 gold pieces, and gets 4 dice in combat. But the number of hits it deals out in combat is the square of the number rolled; example, if you rolled a 10 on four dice you would get 100 hits worth of damage; if you rolled a 20 you would get 400.) The flail is also enchanted so that only you can use it. If you are slain, or if another person tries to fight with this weapon it will vanish and reappear in Cyrgon's armory. After giving you the flail, the King asks if you will undertake a special mission for him. If you say yes, go to **241**. If you say no, you'll have to leave Mytholdarr — go to **143**.

23. The spell costs 10 times the listed *kremm* cost in the rulebook. If you do not have enough *kremm* for it, you will not try to cast it - go back to the paragraph that sent you here and choose another option. Otherwise, the spell will act, but it will bounce back and strike you. "Too bad, darling," coos the Ice Queen. "I'm immune to any petty magic the likes of you can master." If you still live, go to **145**. If your own spell killed you, it is THE END.

24. A dwarf comes up and bargains with you for the food. Roll 1 die. If you rolled a 1, go to **79**; a 2, go to **146**; a 3, go to **202**; a 4, go to **251**; a 5, go to **2**; a 6, go to **41**.

25. The dragon's tail has a *Metamorph Thee* spell on it which converts your body to solid diamond. Diamond is not a living substance and neither are you. THE END.

26. You speed up as you approach the end of the trail, but the dwarf on guard mistakes you for a charging enemy and fires a crossbow quarrel in your direction. The dwarf is a very good shot and the tunnel isn't too wide, so it's going to be hard for him to miss. Make a L4SR on Luck (35-LK). If you make it, the arrow misses. You can hail the guard by going to **62**; if you wish to turn back and run away, go to **84**; if you charge and attack them, go to **152**. If you missed the saving roll, you were hit by a crossbow bolt doing $8D6 + 10$ hits worth of damage. (You may take damage on armor if you have any.) If you are not killed by the shaft, you still have the choices listed above (hail the guard at **62**, run away at **84**, or attack at **152**.) If the arrow destroyed your CON, you are dead. THE END.

27. Roll 1D6. If the number you roll equals the number of the queen you just picked to kiss, go to **88**; if not, go to **212**.

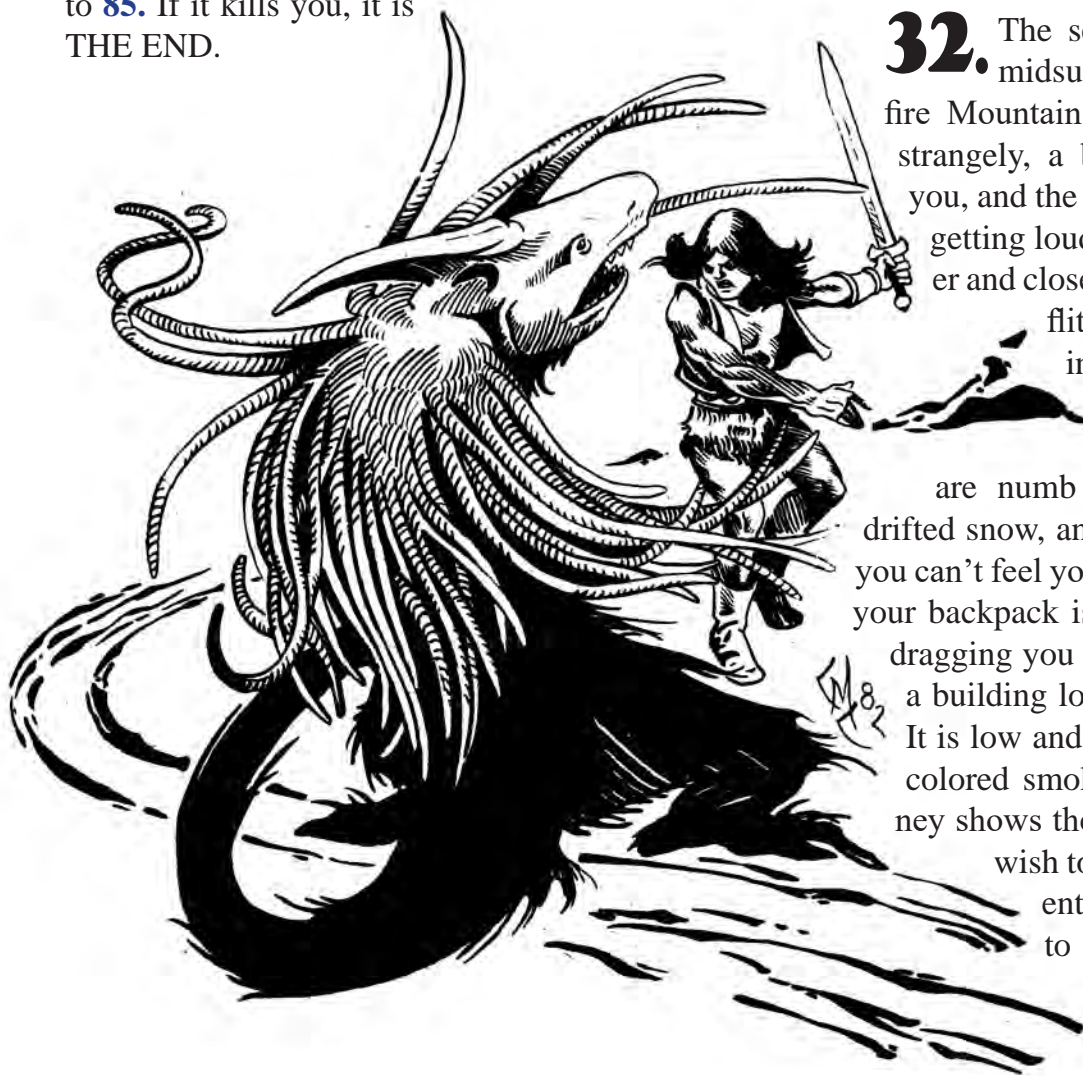
28. Some sixth sense warns you at the last instant and you throw yourself backward as an enormous ghaſt leaps down on you out of the shadows. Although you managed to avoid being ſmashed flat by the enormous kangaroo-like hindlegs of the creature, you didn't evade all of its tentacles and now you find yourſelf being ſquashed to death. (Roll 1D6 and multiply by 100 for the monster rating of the ghaſt.) Fight for your life. You will remain wrapped in its tentacles until you beat its combat total in physical combat one time. This is a fight to the finish. You may use magic if you wiſh, but the coſt of any ſpell in ſtrength is 10 times greater than the liſted coſt, and when you are using magic during a combat round you cannot use physical combat and the ghaſt's attack for that round will alſo take effect on you. If you ſlay the beaſt, go to **85**. If it kills you, it is THE END.

29. You fly up beneath the dragon and hew into it. Do your total damage. If you have done more than 5000 hits worth of damage, go to **218**. If you have done less than 5000, but more than 500, go to **144**; if you have done 500 hits or less, go to **68**.

30. You are knocked down and trampled underfoot by frantic dwarves. Eventually you force your way back to your feet, but it is too late. Go to **94**.

31. Your ſtrength has failed while you are flying. Suddenly, you are no longer able to fly, and you fall. Make your LIOSR on Charisma (65-CHR). If you make it, go to **76**; if you miſs it, you fall to your death. That would be THE END.

32. The ſeaſon is ſuppoſed to be midſummer in the Dragon-fire Mountains north of Khazan. But, ſtrangely, a blizzard whiſtles around you, and the howling of dire wolves is getting louder as the beaſts get bolder and cloſer. Monſtrous gray ſhapes flit through the heavy-falling ſnow at the edge of your viſion. Soon they will attack. Your feet are numb from plodding through drifted ſnow, and your hands are ſo cold you can't feel your fingers. The treasure in your backpack is a cold and heavy lump dragging you down to doom. Suddenly a building looms up out of the ſtorm. It is low and ſtrangely built, but ſoot-colored ſmoke riſing from the chimney ſhows there is a fire inside. If you wiſh to approach it and poſſibly enter, go to **98**. If you wiſh to ignore it and continue your journey, go to **139**.



33. The *Knock-Knock* spell costs you 20 *kremm* points to cast. If this reduces your strength rating to 0 or less, you have burst your heart and died. If you still live, you hear a click and the door opens for you. You will recover 1 strength point for each paragraph you read in which you do not use magic. Go to **99**.

34. The troll bursts into flame before your unbelieving eyes and is quickly incinerated. At the same time you hear a shriek that seems to split open the very heavens. That same scream reverberates through all of Rrr'lff, and it marks the death of Lerotra'hh. With her passing comes the end of all magic. All magical weapons or other items that you have become inoperative. If your attributes are magically enhanced, reduce them to their original values (and if you don't remember those — reroll the characters.) You have failed, and Rrr'lff is about to experience a new ice age. THE END.

35. You throw open the door and stand there boldly for Glaummeringg to see. Make a L5SR on Charisma (40-CHR). If you make it, go to **82**; if you miss, go to **137**.

36. As you made the run for Tharothar the weather and the terrain got worse. Your supplies ran out. The dire wolves began to weaken and die off. Although they were mostly skin and bone, you had to devour them to keep yourself alive. When the 30-day time limit expired, you were still more than a day from the city. With a feeling of horror you feel the Death Kiss begin to take effect. Your very bones feel like they are burning, and a hot sweat bursts from every pore on your body. Make a L100SR on CON. (515-CON). If you make it, go to **55**; if you miss it, go to **100**.

37. Undaunted, you move on through a frozen hell. On the 20th day you come in sight of Skyfang. The approach to the summit will require you to climb a glacier and then go up a sheer rock face. Most of your supplies are gone by now, and some of the wolves seem to be weakening. For the first time it occurs to you that you could abandon this mission and perhaps survive. There is only the slight matter of the Kiss of Death. If you wish to abandon your quest, go to **104**. If you continue the mission, go to **170**.

38. You test the rock around the alcove and discover a narrow path to safety around the pit trap. Soon you are back in the main part of the tunnel, but you know there is a trap behind you so you must go forward. Go to **167**.

39. Your attack is so sudden that neither you nor the dwarf have time to draw a weapon. Do a regular dT&T combat. You get 1D6+ your combat adds; he gets 1D6 + 30 combat adds. The dwarf has a Constitution of 36. If you kill him in one combat round, go to **70**. If he kills you, it is THE END. If you wound him, but don't kill him, go to **121**; if he wounds you, go to **153**. If you are both unhurt, you will be able to draw weapons for the second combat round. Take your best weapon — the dwarf will grab up an old wood-axe worth 4 dice + 4 adds. (dwarf total now equals 4 dice + 34 adds.) Now it is a fight to the death. If you kill him, go to **70**; if he kills you, it is THE END.

40. If you kissed number 1, go to **88**; if you kissed any other number, go to **212**. If you made the 1000th level saving roll on IQ, then you kissed the right one, go to **88**.

41. The boss of the dwarves offers you a moonsilver dagger (6 dice in combat) with a value of about 1500 gold pieces. You accept his gift and go to **117**.

42. You are not believed. They decide you are a killer, but since they're not completely sure, they don't slay you. They just confiscate all your goods and weapons and put you back in the tunnel going to Mytholdarr with nothing to show for your pains, warning you never to come back. Go to **84**.

43. Grim hands you 3 darts, keeping 3 for himself, and points to the painting on the wall above the bar. "We throw from here," he explains. "Any hit on an elfslut body is worth 10 points, a face counts for 20, a buttock for 30, and a breast for 50. Everything else is a miss. High total wins. Usual stakes are 100 gold pieces per game. Do ya still wanna play?" If you're still keen for this debauched game, go to **237**; if you'd rather see the dancing girls, you can say so and go to **163**. If you'd rather just go to bed, tell him, and go to **280**.

44. You have been separated from the rest of the party of delvers for at least 2 days now, and you don't remember how many tunnels you have walked through, but your food is gone and so is your ability to make a light. (If your character is a rogue or a wizard or a warrior-wizard, the last time you tried to use even a simple *will-o-wisp* spell, the effort nearly killed you — it drained 10 *kremm* points from you instead of one, and now you are afraid to use magic lightly.) You are groping your way along a wall in darkness when it suddenly bends off to the right. (This is a chance to meet a wandering monster. Roll 1D6. If a 1 or 2 comes up, you met something. Go to **102** and follow instructions.) If you met no one here, go to **156**.

45. The elves you are currently fighting keep after you only long enough for all the reinforcements to come up. Then they drop out to take a breather, leaving you to fight 50 fresh Stonaelves armed with javelins and knives. Go to **18**.

46. You begin to climb the cliff by sinking your fingers right into the rock. It crumbles around you, but you pull yourself upward. This is all extremely tiring. Make your L40SR on Strength (215-STR). If you make it, go to **118**; if you miss it, you eventually lose your grip and fall — go to **72**.

47. You are taken to the king's harem and the seven eligible princesses are lined up before you. Using the chart on page 21 of the dT&T rules, you can now roll up an Elven female to be your bride. You gain 500 adventure points for marrying into royalty. You spend several happy months in Mytholdarr, but then one day Cyrgon summons you and sends you on a special mission to the dwarves. Of late, his magic seems to be failing, and he wants to ask them if they are noticing the same effect. Go to **241**.

48. Nothing worth mentioning happens. After a long time you hear the chinki-chinki of dwarvish pickaxes chipping stone and ahead of you is the flickering of torchlight. Finally you come to an iron lattice that completely blocks the tunnel. Behind it are a couple of dwarves armed with crossbows. They greet you in the Common Tongue and begin working a windlass to crank the portcullis up into the ceiling. You lead your rink through and find yourself in an enormous cavern, feebly lit by a few torches. Go to **24**.

49. The niche is not only a short dead-end, but the ice dragon can smell you hiding in it. When he comes opposite it, he puts his mouth up to the crack and exhales. A blast of dragonfrost envelops you doing 1D6 times 1000 hits directly to your Constitution. If this kills you outright, go to **4**; if you still live you can come forth and fight the monster, go to **5**.

50. Make a L2SR on Luck (25-LK). If you make it, go to **235**; if you miss, go to **162**.

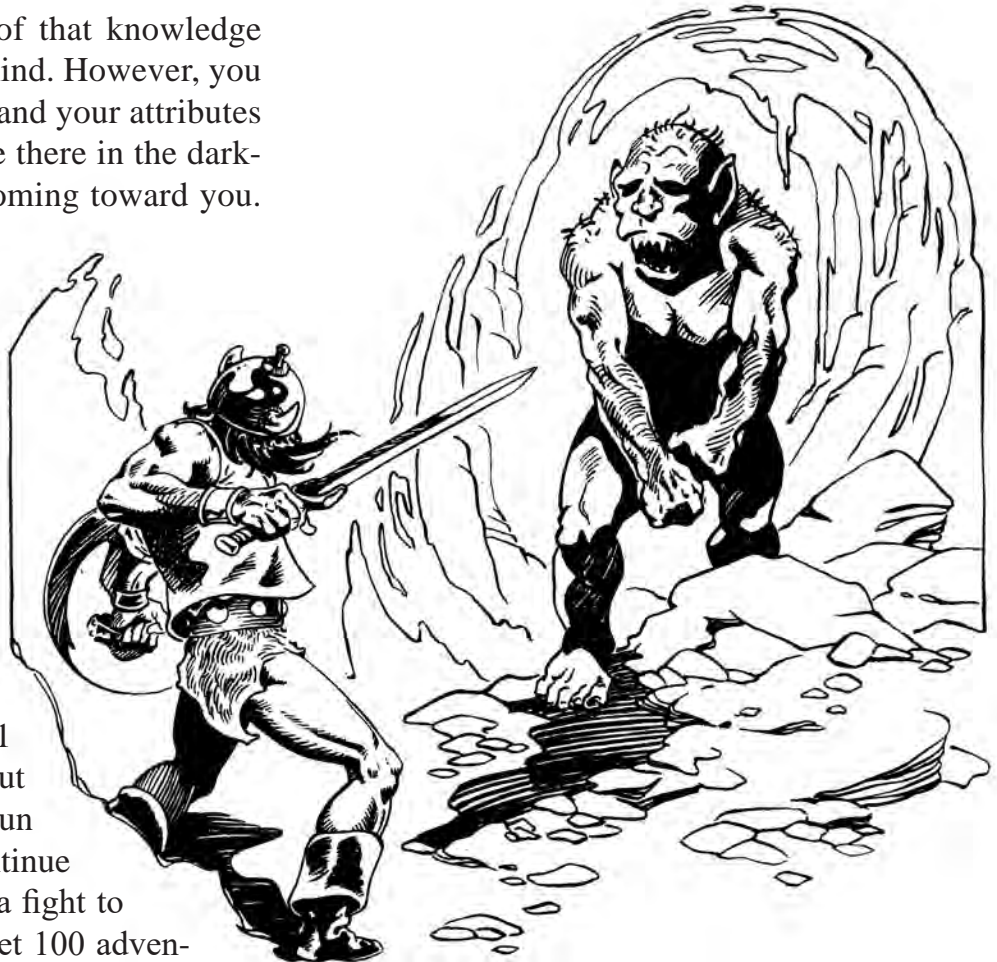
51. During the night someone came in and stole your backpack. When you wake up in the morning you can't find it anywhere. Your weapons and the weapons that were lying around the Inn here and there are also gone. Although you search, you are unable to locate anyone or anything worth finding. Finally you leave. The storm has ended, and the wolves have departed. A few days later you will reach the north gate of Khazan. Take 300 adventure points for the outing and go to **125**.

52. You awaken lying on cold stone in total darkness. You have neither clothes nor weapons, and you don't remember who you are or how you got there. In point of fact, part of the enchantment Lerotra'hh laid on you with her kiss was a spell to warp time and space and save you if you died prematurely. Since you now exist at a time prior to your encounter with Lerotra'hh and death on Skyfang, all of that knowledge has been wiped from your mind. However, you are now completely healed, and your attributes are fully restored. As you lie there in the darkness, you hear something coming toward you. Go to **102**.

53. The troll has a monster rating of 100 (11 dice + 50 adds) and will fight to the finish. If your weapon is not magical there is a 50% chance that it will break when striking the troll's stony hide. If your weapon breaks you must fight for one turn with bare hands (1 die + adds) before getting out your second weapon. If you run out of weapons you must continue to fight barehanded. This is a fight to the finish. If you win, you get 100 adven-

ture points and go to **155**. If you lose, the troll gets all your treasure and an unexpected snack. THE END.

54. Before entering the secret door, you turn suddenly and stun the dwarf with the side of your weapon. You may kill him if you wish. Then you force your way through the small portal. Inside you find a small room with a treasure chest in it. The treasure chest is too heavy to move — it must be full of massy gold. You are absolutely as cautious as you can be, but when you open the chest a cloud of poisoned gas is released into the room. Make your L5SR on Constitution (40-CON). If you make the saving roll, go to **180**; if you missed it, you are overcome and slain by the poison gas, falling and dying by the chest full of gold and moonsilver. THE END.



55. You feel as if your body is about to explode into pure energy. Suddenly you burp and a blast of fire scorches everything in front of you, including the last two dire wolves who are pulling the sleigh. After that you have a mild case of heartburn for the rest of the day. A day later you stagger into Tharothar and join the last caravan heading south. Lerotra'hh's death kiss has fizzled, and she is doomed unless another champion can save her. You get 1000 adventure points for your journey, but a month later your attributes will all drop by a factor of 100 (Divide each attribute by 100). None will go lower than 3, however. **THE END.**

56. You turned back without challenging the guards. Roll 2 dice (doubles add and roll over) and take that many experience points for your caution. Go to **3.**

57. "That's not an attack!" cry the six ice princesses as one of them begins to glow. Risking all on the spell telling the truth, you run up and try to kiss the glowing image on the lips. Make your L5SR on IQ (40-IQ). If you make it, go to **88**; if you missed it, go to **116.**

58. King Cyrgon accepts the coins you offer and throws them into the treasure bin behind his throne. If you gave him less than 100 gold pieces he motions for you to approach and kiss his slipper. You do so and feel a magical thrill go through you. Roll 1 die and add that number to your lowest attribute. If you offered between 100 and 200 gold pieces, the King allows you to kiss his royal ring. You feel the magic and your lowest attribute doubles. If you offered more than 200 gold pieces the King stands up and embraces you like a brother. Add 6 points to each of your attributes. Go to **113.**

59. You walk through the ice-lined cave and come to the Cavern of the Dragon. The dragon is not here now. Go to **176.**



60. Suddenly the snow and rock and ice are crumbling underfoot and you find yourself falling-into a deep crevasse that has opened up beneath you. If you are able to cast a Fly Me spell and wish to do so, go to **222.** Otherwise go to **72.**

61. He takes your treasure and lets you by him to the exit. Disheartened, you trudge out into the snow and continue your journey. Go to **125.**

62. You stop a good distance from the doorway and yell a greeting, telling whoever is on guard that you are not a troll, that you've come from the Stonaelves, and you would like permission to enter and visit them. The dwarf on guard duty summons King Delight, who tells you to come forward. When you meet Delight, make your L4SR on Charisma (35 - CHR). If you make it, go to **262.** If you miss it, you have committed a gross error in dwarven social etiquette. Go to **148.**

63. You are meeting with the Death Goddess in her Bower of Skulls. Total up your attributes. If they total less than 300, go to **242**. If they are greater, keep reading.

The Death Goddess is speaking. "As you know, this cold is only half of our problem. Something seems to be leeching the magic out of our world.

No high level spell (that means 10th level or above) is operative and all low level spells cost 10 times their normal amount in strength to cast them. Most magical items have become non-functional. Recently we won a brief reprieve when one focus of my enemy's power was destroyed along with her agent, Grim the dwarf."

The woman before you is a hag who looks every second of her seven plus centuries of life. Two years ago she was perhaps the most exotically beautiful woman in the world. Now her voice cracks with the mere strain of speaking.

"I have fought this enchantment," she says. "I expended more than one quarter of my personal divine power to stabilize magically enhanced attributes. I used another one quarter to protect the potency of magical weapons. And I have been searching for the cause of our misfortunes. I know who is behind this attack on me and the peoples of Rrr'lff, and I need a champion to go and slay her for me. Will you take the job?" She waits for your answer... If your answer is yes, go to **108**; if it is no, go to **157**.

64. You make a break for it. The dragon sees you and sends a wall of flame in your direction. Make a L3SR on Luck (30-LK). If you make it, go to **165**. If you miss it, you go up in a puff of smoke and the dragon retains her treasure and yours also. THE END.

65. The painting is clearly an insult to all elves. Make your L3SR on Intelligence (30-IQ). If you missed the saving roll, you will lose your temper and attack this dwarf — go to **39**. If you made it, you kept your composure. Return to **282**, and resume reading with the second paragraph.



66. Each dwarf female gets 2 dice + 20 adds in combat. They have Constitutions of 18 each. If you kill all three of them, you will get 100 adventure points. Exploring below the trapdoor, you find their harem. There are no more dwarves. You find assorted jewels and other treasures worth 3000 gold pieces. In the morning, you collect all your loot and continue your journey. Go to **125**.

67. An argument ensues as you try to talk him down from the outrageous price of 100 gold pieces. Make your L2SR on Charisma (25-CHR), unless you are an elf (Elves need a L4SR on Charisma (35-CHR). If you make the roll, you'll talk him into giving you food and drink included in the 100 gold pieces. If you miss the saving roll, you find yourself paying 200 gold pieces for the evening's hospitality. At any rate, you pay him. Go to **135**.

68. Your weapon shatters on impact with the dragon and you are momentarily stunned. Everything goes black and you fall — go to **76**.

69. You dodge aside just in time as fire bursts through the eyeholes you were using. The dragon is awake. If you decide to speak to him, go to **160**; if you decide to withdraw, go to **183**. If you decide to attack the dragon with weapons, go to **141**. If you decide to attack it with magic, write down your spell and go to **106**.

70. The dwarf is dead. His jewel-encrusted eye patch is worth at least 500 gold pieces, but he has nothing else of value on his person. If you wish to search the inn, go to **122**. If you decide to sleep by the fire without doing any searching, go to **17**. You get 50 adventure points for killing him.

71. If you have done more than 10,000 hits of damage total, the dragon is slain and plummets to a crash on the rocks below. Otherwise, it is so badly wounded that it will not continue to fight, but will flee away to the north. You fly on up to the entrance to the cave. (In either case you get the 10,000 adventure points for besting the dragon.) Go to **21**.

72. You crash down several hundred feet to the icy rocks below. Roll 1D6 and multiply by 1000. Take that many hits in damage off your CON. If you still live, go to **124**. Otherwise, go to **4**.

73. The corpse has the following loot about it: 47 gold pieces, 7 silver pieces, and 9 copper pieces, all kept in a silk pouch. It has a steel cap worth 2 hits of armor protection, and a shield worth 4 hits. For weapons there are a sax (worth 2 dice + 5) and a hasta (worth 4 dice). If you are not frightened by the body and wish to explore the secret passage behind him, go to **286**. If you decide not to enter the passage, you may close the door and go on to **162**.

(Put a star by this paragraph. That indicates the body has already been looted and there will be nothing of value for anyone who discovers it again later on).

74. You have overloaded your neutral circuitry trying to solve the dragon's riddle. This does permanent damage to your brain. Reduce your IQ rating by 50%, and leave it stuck there. Neither magic nor level bonuses will ever be able to improve your IQ rating again, but the quest must go on. (Your IQ may still deteriorate, however.) Go to **250**.

75. Cyrgon gives you the spear Singlekill. (If held onto, it is merely a 4 dice spear, but if thrown while you yell the word Singlekill, it will always strike its mark and regardless of armor, it will penetrate and do one more hit than the character has in Constitution or monster rating. Only a *Protective Pentagram* spell will stop it, and if it hits a *Protective Pentagram* it will be shattered and ruined. Remember the spear must be thrown and will kill only one opponent at a time; then you must recover it if you wish to use it again.) After giving you the spear, the King asks if you will undertake a special mission for him. If you say yes, go to **241**. If you refuse the mission, you'll have to leave Mytholdarr — go to **143**.

76. As you fall you lose consciousness. When you awaken you are lying on a soft bed of furs in the middle of a rose garden. The air is warm and sweet with the smell of flowers. The sky is a brilliant blue and soft breezes caress your invigorated limbs. A beautiful golden-haired woman in a pure-white robe is bending above you. A diamond of unearthly size and radiance burns within a silver tiara on her fair brow and she is smiling at you. "My love," she says, "I saw your danger and could not let you die. I have plucked you from that frozen hell to live in eternal joy with me in this land of Summer. You are safe from that demoness Lerotra'hh, safe here with me." If you are content to accept this rescue, go to **149**. If you thank her, but insist on continuing your quest to reach the Queen of Ice, go to **197**.

77. Hindall the Healer explains to you that it is customary to offer a gift to King Cyrgon when presented for the first time: treasure, weapons, or even just your allegiance and service if you have nothing else to offer. Write down what you intend to offer the king and go to **211**.

78. It occurs to you that nothing you can do is powerful enough to stop the ice dragon, except possibly the Kiss of Death that Lerotra'hh gave you. If you use the Kiss of Death against the dragon, go to **128**. If you save it and continue the fight by other means, go to **253**.

79. You sold the food for 100 weight units of pure gold. Go to **117**.

80. You make your way deeper into the mountain. At last you come to a cavern where gold and other treasures lay heaped in great mounds upon the floor. Go to **176**.

81. You dash down the corridor hotly pursued by the angry Stonaelves. Make your L3SR on Intelligence (30-1Q). If you make it, go to **277**; if you miss it go to **217**.

82. "I grant you safe passage," grumbles Glaummingg, "so long as you steal naught. Come forth and roll the cubes of fate!"

It is uncomfortably hot near the huge beast, but you can stand it. Glaummingg clears a space on the cavern floor and tells you to show your wares. You spread out all your valuables and the dragon matches them, then offers you the huge ebony cubes, each about a foot square. With difficulty you give them a good throw. (Roll 2 dice) The fire-drake easily gathers the cubes in her huge claws and throws them down. (Roll 2 dice and add 3 – the dice belong to the dragon and favor it.) Compare your total to the dragon's. High total wins. If you win, go to **111**; if you lose, go to **165**. In case of tie, roll again.

83. You may either land and climb up the rock face, or you may continue to fly toward the cave mouth dimly visible high above. If you wish to land and climb up, go to **151**; if you keep flying, go to **120**.

84. If you are wounded when you start back you will need to make 3 L3SRs on Constitution. (30-current CON). If you miss the saving roll, subtract the number you missed by from current CON. If your CON is reduced to zero or less, you died before getting back to Mytholdarr. THE END.

If you didn't die, when you get back to Mytholdarr, King Cyrgon is waiting for your report and for whatever treasure you managed to get for the food. When he hears that you have failed in your mission, he becomes very angry and banishes you to exile. If you have been wounded, the Stonaelves give you 3 days to recover. (3 CON points return.) Then they give you a little food and a glowstone and escort you to the exit. Go to **143**.

85. You carve out the skull and heart of the ghast and return to Mytholdarr. After you present your trophies to Cyrgon, he rewards you by marrying you to one of his seven beautiful daughters. Go to **47**.

86. You have contracted pneumonia. Your lungs are filling with fluid and the fluid is freezing in them, doing additional damage. Roll 4D6 and multiply by 10. Take that many hits directly off CON. If you still live, you have the option of trying to heal yourself with a Healing Feeling spell, or just enduring. If you choose to heal yourself, go to **136**; if not, go to **203**.

87. The dragon becomes aware of your lurking presence. The great scaly head searches until it locates your small door in the wall of the cavern. "GO AWAY!" it bellows, sending a shimmering wall of flame right at you. Make a L3SR on Speed (30-SP) If you make the saving roll, go to **69**; if you miss it go to **243**.

88. A supernatural fire spreads from your lips and the Ice Queen begins to burn. The five other women in the room begin to shriek in unbearable agony. As you watch in horror, all 6 of them melt away into water and then even that evaporates into a cloud of steam. The air has suddenly become very warm in this cavern. You have saved Lerotra'hh and the Empire of Khazan. Go to **138**.

89. Some of the Stonaelves are craftsmen working in metals and leather and stone. Some seem to be farmers and hunters. There is a pool, apparently full of fish with a stream leading through it and there are whole sections of the cavern given over to the growth of mushrooms, lichen and some strange little bushes. It is a peaceful community and seems to be rich. As you look it over for the next few days you make several friends. Assured that you can always return, if you wish, you finally decide to continue your explorations under the mountain, so you ask one of your new friends how to get out of Mytholdarr. You learn that there are 3 ways out: (1) the way you came in, (2) a magic room in the Palace, and (3) another tunnel leading to the Mines of Delight. If you wish to leave by the way you came in, go to **143**; if you would prefer to try the magic room, go to **198**; if you would like to see the Mines of Delight, go to **244**.

90. You may choose from any spell from the first five levels in the dT&T rules. Write down the spell of your choice and go to **255**.

91. If you still live, your character must be very powerful. If you have managed to score any hits on the elves go to **127**. If they have scored hits on you and reduced your Constitution to 10 or less, go to **200**. If you are only lightly wounded and would like to continue to fight, go to **246**.

92. The spells you can use on attack are:
 (1) *Take that you fiend!* — go to **194**;
 (2) *Blasting Power* — go to **272**;
 (3) *Freeze Please* — go to **216**; or
 (4) *Oh-go-away* — go to **142**. Pick one.

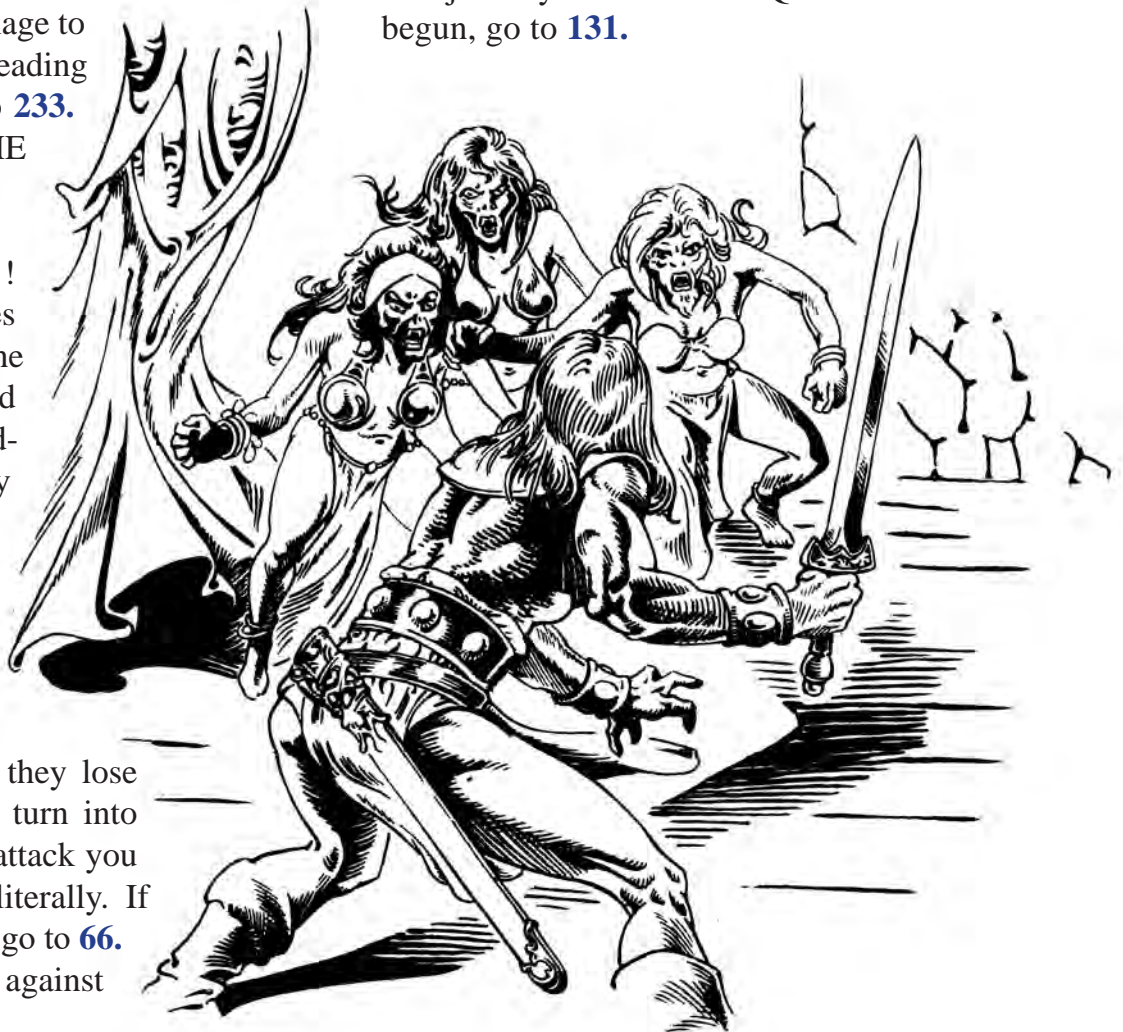
93. Each point of healing costs 20 points of Strength. If you do at least one point of healing and also manage to get your CON rating up over one half its original value, you will be healthy enough to try and get out of the trap. Go to **130** and start reading with the second sentence. If you don't satisfy these requirements, return to **15** and keep reading.

94. You are still in the Mines of Delight when the whole ceiling caves in. A large chunk of stone smashes into you (doing 1000 hits of damage). If you are still alive, you will manage to crawl into the tunnel leading to Mytholdarr — go to **233**. If it killed you, it is THE END.

95. BONGGG!!! As the echoes of the gong die away, the trapdoor pops open and out hop 3 dwarven maidens clad only in filmy veils, golden bells, and silly smiles. There are 2 dark haired and one blonde and only the blonde has a beard. Seeing you with a weapon in your hand, they lose their foolish grins and turn into shrieking furies. They attack you with teeth and nails, literally. If you wish to fight them, go to **66**. If you have something against

killing dwarven women, they will drive you out of the inn and back into the storm. Once out in the blizzard, you will find yourself unable to re-enter the tavern. Go to **139**.

96. There are 12 great dire wolves, each 8 feet high at the shoulder, harnessed to a monstrous sleigh that is heavily laden with supplies. They are being restrained by 4 great-trolls. Atop the canvas on the sleigh is a 50 foot long bullwhip. You are already dressed for the journey in the warmest clothing you could get — ready to start the journey. You shake out the whip, signal to the trolls who open the east gates of the palace and crack the whip in the frozen air above the lupine heads. With a howl, they begin to run, dragging the sleigh along at a good pace, but you are already up on the runners. The journey on to the Ice Queen's cavern has begun, go to **131**.



97. After a short talk and a meal you must continue your quest and leave your new friends. Go to **102 choice #8**.

98. As you approach the door you see that this place is an inn. A dilapidated wooden sign with the paint mostly gone is flapping in the wind. It shows a dwarf with an axe in hand and his tongue sticking out. If you have the ability to detect magic, go to **179**. Decide whether you wish to enter this place or take your chances with the wolves. If you knock on the door, go to **214**; if you bypass it, go to **139**.

99. The secret door pivots open allowing you to enter a passageway that slants steeply upward and twists off to the left. If you choose not to enter it, go to **7**. If you go in the door pivots shut behind you. You climb up in the dark for five minutes and suddenly come to another stone doorway. A dragon's head is carved into the stone on this side and the eyes are hollow, allowing you to look through into the room beyond which is brightly lit by a flickering reddish glow. If you wish to look through, go to **267**; if you decide to go back you will be able to retrace your steps — go to **183**.

100. The *Kiss of Death* takes effect. Your bones and blood burst into flame and you are consumed by a supernatural fire that was meant to destroy the Ice Queen. Even characters immune to flame and fire will be slain by this blaze. You have failed your mission and shown cowardice. Better luck with your next character! THE END.

101. The ice dragon sees you waiting for it and suddenly blasts you with a mighty breath of dragonfrost. The damage to your Constitution is 1D6 times 1000 hits. If this kills you, go to **4**; if you still live, you will be able to strike back. Go to **253**.

102. The tunnels under the mountains may seem empty, but they have many inhabitants, not all of them intelligent or humanoid. Because it is a very dangerous world, even the native monsters often go around in packs for their own protection. When you have an encounter roll 1D6 and consult the appropriate paragraph number below. If the things you meet are of the same kindred as your character, they will be friendly; otherwise they will be hostile and attack at once. If they are friendly, (same kindred) read **234**.

Option #1. Again roll 1D6. You have met that many goblins, small green, pot-bellied humanoids armed with javelins and flint daggers. Each one has a monster rating of 18 (2 dice + 9 adds.) If you conquer them there is a chance that they will have treasure with them. Roll 1D6. On 1 to 3, you get 1 roll on the Random Treasure Generator on page **219** of the dT&T rules. On 4-6 they have no loot. If you slay them all, go to **102 option #7**. If they kill you, it's THE END.

Option #2. You have met a rock troll. Again roll 1D6 and multiply by 50 to determine its monster rating. It has no weapons, but needs nothing more than its own rock-hard talons. If you slay it, go to **102 Option #7**. If it kills you, it's THE END.

Option #3. Again roll 1D6. You have met that many dwarves. Each one is about 4 to 5 feet tall, ancient-looking, bearded and pale from never seeing sunlight. They are armed with axes, picks and daggers. To simplify combat, assume that each has a monster rating of 40 (5 dice + 20 adds), but no armor. Each dwarf will always have treasure. Roll once on the Random Treasure Generator on page 219 in the dT&T rules for each dwarf slain. If you destroy them all, go to **102 Option #7**. If they kill you, it's THE END.

Option #4. Again roll 1D6. You have met that many Stonaelves. (They are friendly only to elves and characters on a mission for King

102 contd. next page

102. CONTD. Cyrgon.) To simplify combat assume that each one has a monster rating of 24 (3,dice + 12 adds). They are armed with short silver swords and wear light armor that will take 6 hits for each of them in combat. There is a slight chance that the Stonaelves will be carrying one or more jewels or jeweled items. For each Stonaelf slain make your L3SR on Luck (30-LK). If you make it roll on the Jewel Generator of the Random Treasure Generator in the dT&T rules. If you slay more than 2 of their party, the rest will flee, even if you are badly wounded. If you beat the Stonaelves go to **102 Option #7**. If they kill you, it is THE END.

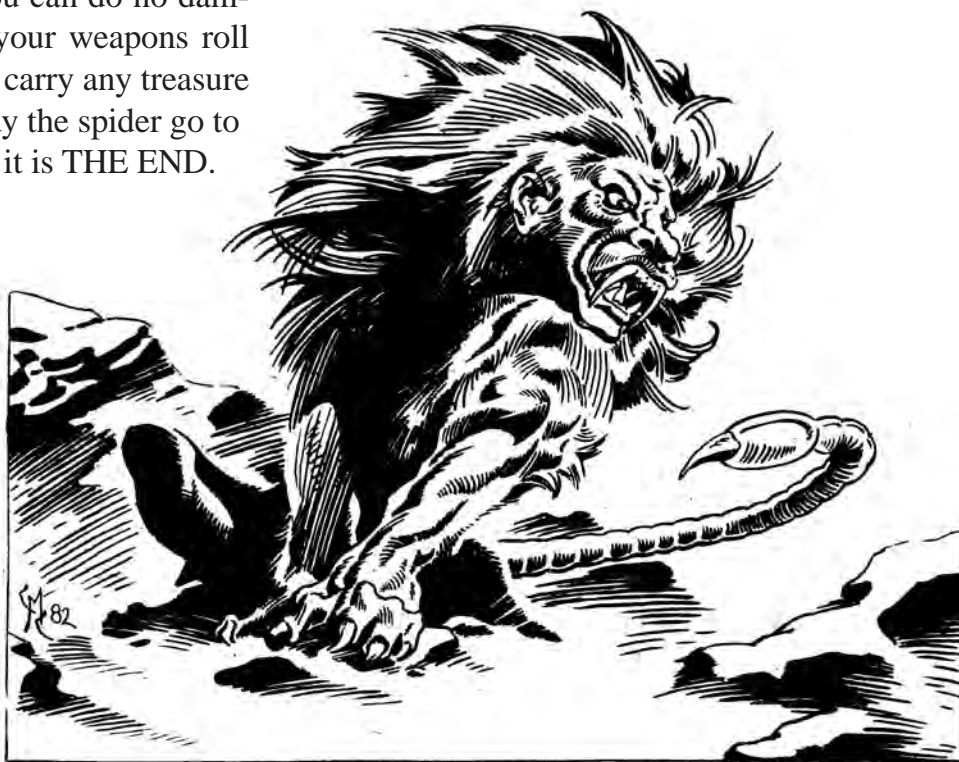
Option #5. You have met a giant cavespider with a monster rating of 200. In addition to being over 6 feet tall, cavespiders are hairy, ugly, bloodthirsty and poisonous, with mandibles that could crunch through solid oak. They are also very fast. In order to hit the cavespider, you must make your LI SR on Speed each combat round. If you make it, you do normal dT&T combat against the spider (21 dice + 100 adds). If you miss the saving roll you can do no damage, but can only apportion your weapons roll to defense. Cavespiders never carry any treasure delvers would want. If you slay the spider go to **102 Option #7**. If it kills you, it is THE END.

Option #6. You have been ambushed by an albino mantichore. It has the body of a lion, the stinger of a scorpion and the head and face of a 4-tusked ogre, not to mention 4 sets of grisly claws on its feet. It also has a monster rating of 500 (51 dice + 250 adds). It is very fast — you will never be able to outrun it. It also has a limited immunity to

magic nothing below 6th level will have any effect on it. Manticores never carry treasure either, but the sting may be used as a 15 dice weapon if taken from the body. However, it will last for only 3 combats before decomposing. If you destroy the mantichore, go to **102 Option #7**. If it kills you, it is THE END.

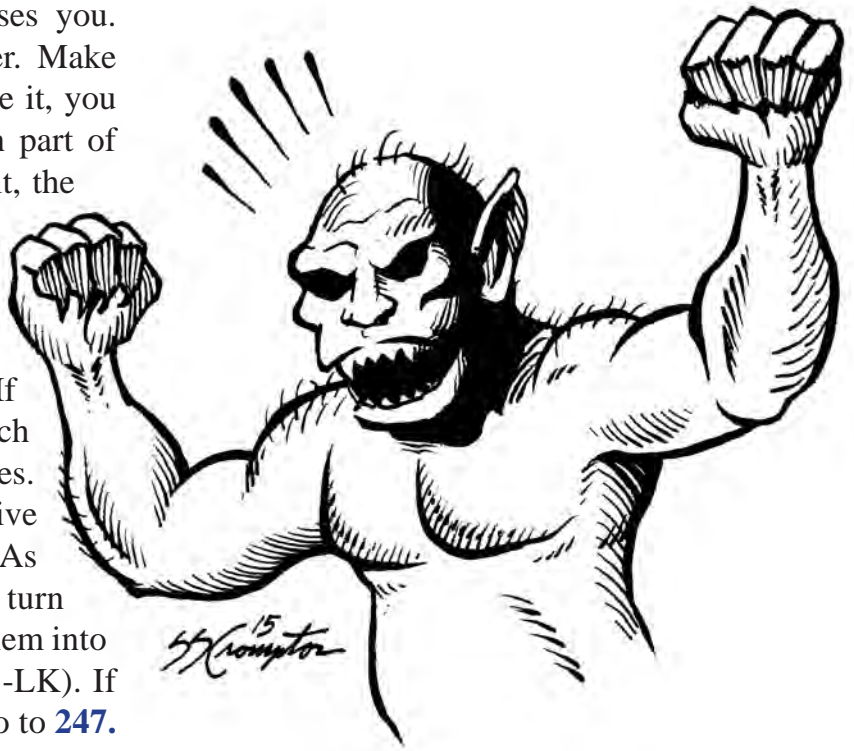
Option #7. You have slain all foes. You are entitled to their combined monster ratings in adventure points and may take all level bonuses this would give you at this time instead of waiting for the end of the adventure. Go to **102 Option #8** to get back into the adventure.

Option #8. If you were sent to 102 from: 7 go to **50**; 44 go to **156**; 52 go to **156**; 173 go to **3**; 223 go to **290**; 231 go to **3**; 273 go to **48**; (I told you to write down the sequence of paragraphs. If you have been doing that, you know what is the proper continuation for this paragraph. If you haven't, but you were on your way back to the Stonaelves, go to **290**; otherwise go to **3**, and start keeping track.)



103. You run and the troll chases you. He isn't very fast, however. Make a L2SR on Speed (20-SP). If you make it, you elude him and get back into the main part of the tunnels — go to **162**. If you miss it, the troll catches you and you are suddenly fighting for your life — go to **53**.

104. You are less than 10 days journey from Tharothar. If you push the wolves hard, you may reach that city before the 30 day limit expires. At least you would have the chance to give the Kiss of Death to someone else there. As you see it, it is your only chance. You turn the wolves to the southeast and whip them into a run. Make your L10SR on Luck (65-LK). If you miss it, go to **36**; if you make it, go to **247**.



105. You dodge swiftly from one piece of cover to another, moving through corners and shadows, using every stalagmite until at last you are close enough to strike. Then you drive your weapon into the saurian's scaled underbody. If you have done 5000 hits or more of damage, go to **218**; if you have done less than 5000 but more than 500, go to **144**; if you have done less than 500 hits, go to **68**.

106. Fire-drakes are immune to magic below their own level. Glaummingg is 15th level as dragons go. Furthermore, the spell costs you 10 times its normal spell-cost to cast. If you don't have enough *kremm*, the spell will fizzle, leaving you unconscious, and you will become her lunch. If you had enough *kremm*, the spell still fails to harm the dragon, but you have a chance to turn and run for it by going to **64**.

107. The people who rescue you are Stonaelves. They are friendly to your kindred. Since you are hurt they carry you back to their village. Go to **134**.

108. Lerotra'hh continues to speak while handing you an amulet in the shape of a black skull. "My enemy is the Ice Queen who lives in a cave near the top of Mount Skyfang in the Dragon-fires Range northeast of here. Keep this amulet and it will lead you to her." She beckons you nearer and suddenly kisses you on the lips. At her touch, your body goes cold, almost frozen — you can barely feel your skin and fingertips and your face is completely numb. "That was the Kiss of Death!" she hisses. "Give it to the Ice Queen within 30 days and she will be destroyed. If you fail, you will perish. Now go! (You just became the Agent of Death.) Your sled is packed with food and furs and the wolves await." Go to **96**.

109. One of them breaks and runs back into the lighted city yelling for help. Go to **11**.

110. Make your L100 SR on Luck (515-LK). If you miss it, go to **166**; if you make it, go to **210**.

111. “Try again, mortal?” the dragon asks courteously. “There’s plenty more where that came from.” You have doubled the value of your treasure. If you wish to keep gambling, repeat the dice rolling process (You get 2 dice, dragon gets 2 dice + 3. If you wish to take your winnings and depart, the golden fire-drake will reluctantly permit it — go to **183**. If you ever lose, the dragon claims all your wealth and laughs hugely. Go to **165**.

112. This overwhelming cold is too much for you. Your very blood freezes solid inside your body, doing fatal damage to your brain and other vital organs. Go to **4**.

113. Cyrgon gives you the choice of leaving the city, or remaining to explore it for a while. If you wish to leave, you are taken into a small room in which there is a glowing plate, made of silver, in the floor. Stepping on it, you vanish — go to **283**. If you stay in the city, go to **6**.

114. The elf-king takes you into his personal armory and asks you to select either a sword, a spear, or a flail. If you take the sword, go to **269**; if you take the spear, go to **75**; if you take the flail, go to **22**. If you would prefer not to take any of these weapons, but ask for armor instead, go to **249**.

115. If the dragon has taken more than 10,000 hits of damage, it is dead. If it has taken between 5,000 and 10,000 hits, it will suddenly begin to shine with a dazzling, eye-hurting radiance. When the glow vanishes, the dragon is also gone. In either case, you get 10,000 adventure points for conquering the dragon. Go to **176**.

116. Suddenly, the glow vanishes and your vision blacks out. The effect

lasts for but an instant. When your vision clears, the six thrones are empty. Then six beautiful forms shimmer back into visibility. They looked like sisters before, but now, their faces have changed and they appear to be identical. Their mocking voices chime out in unison, “Very clever, darling, but I won’t let you try that again.” Now you must trust solely to luck to find the Ice Queen. By the burning feeling in your body, you can tell that time is running out. Go to **27**.

117. With all this treasure in hand, it just occurred to you that you don’t have to go back to Mytholdarr with it. There is another exit from the Mines of Delight. If you decide to steal the Stonaelves payment for the food, go to **150**. If you decide to take the treasure back to Cyrgon in Mytholdarr, go to **223**.

118. Finally you pull yourself over the last lip of rock into the cave. You lie there gasping for a few moments and then enter the semi-darkness. The walls are lined with ice, as is the floor and ceiling and all seem to glow with a light of their own. At any rate, you have no difficulty in seeing. As you walk along you begin to hear a noise like a great wind rushing through the caves. But you walk on, coming at last to a vast cavern, Go to **147**.

119. Anyone who reads this paragraph must either win the adventure on this trip, or play all future adventures purely randomly, because this paragraph answers the riddle. The answer is 93583555. (Each number is a digit. Number the letters of the alphabet from 1 to 26 and reduce numbers larger than 9 to a single digit by adding the two digits for letters K through Z together; example N = 14 = 5. If you have gotten this number correct, go to **133**. If you missed 93583555, you were unable to solve the riddle and must continue the quest. Go to **250**.

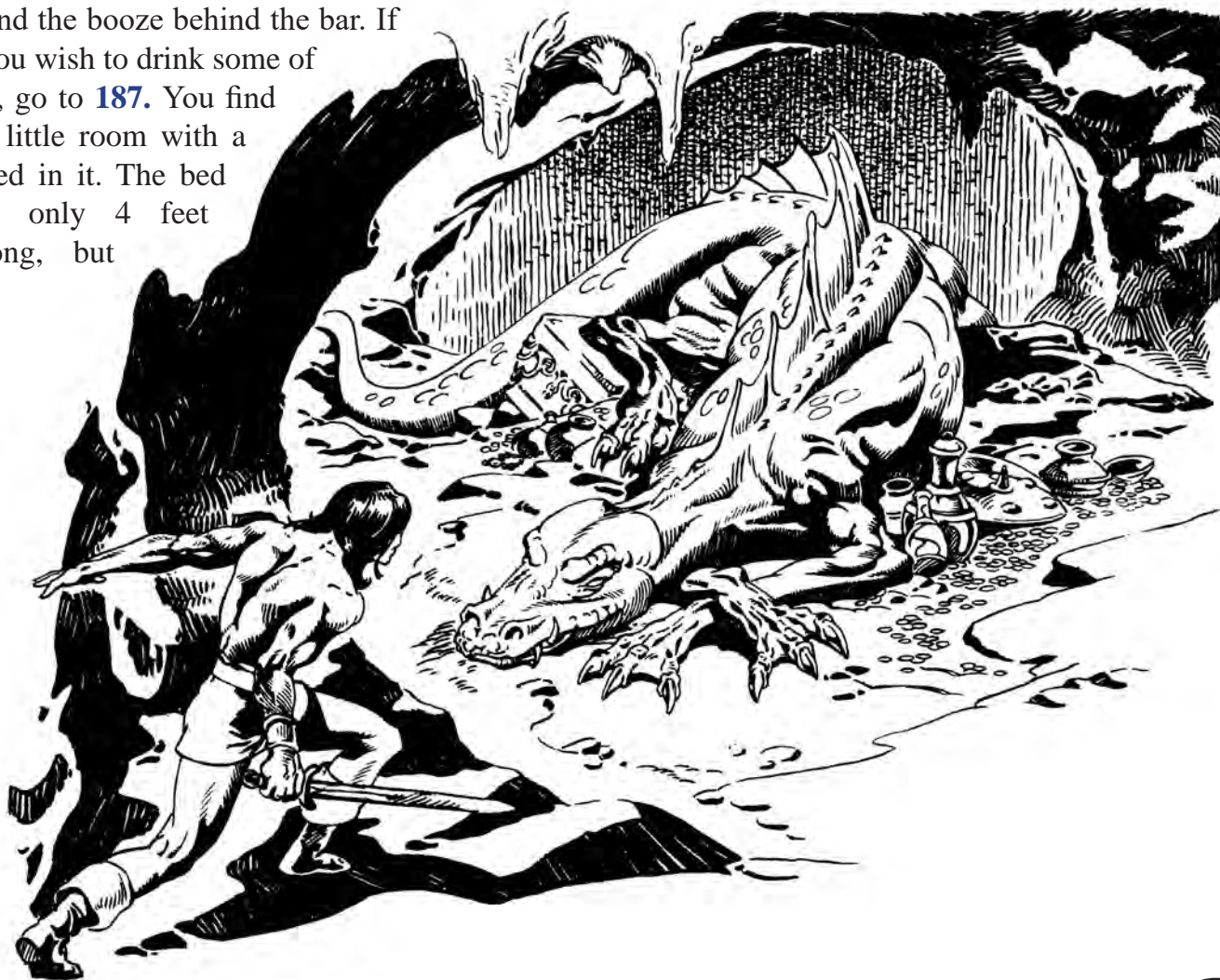
120. As you shoot upward, you see something greenish-white emerge from the cave far above you. It also seems to be flying. As you approach, you realize that it is an enormous ice dragon, at that moment, it shoots a blast of its icy cold breath at you — breath so cold that the subzero air around you feels like boiling water by comparison. Make a L30SR on Dexterity (165-DEX). If you miss it, go to **154**; if you make it, go to **220**.

121. He breaks free and begs for mercy, saying that if you'll spare him, he'll give you some gold and free hospitality in the inn. If you take him up on the offer, go to **169**. If you keep trying to kill him, go to **225**.

122. You find the stew in the pot. If you wish to eat some, go to **175**. You find the booze behind the bar. If you wish to drink some of it, go to **187**. You find a little room with a bed in it. The bed is only 4 feet long, but

is obviously massively built. If you wish to collapse on it and go to sleep, go to **230**. You find a kitchen with all sorts of provisions and cutlery. There is nothing of interest there. You also find a gong near a trapdoor at the end of a short hall. If you decide to ring it, go to **95**. If you wish to ignore all these options and go back to the common room to sleep before the fire, go to **17**.

123. You take off everything that would slow you down, then you ease the door open slowly. It makes a slight creaking noise, but the dragon doesn't seem to awaken. With a treasure sack in hand you tiptoe into the cavern, moving stealthily but quickly toward the treasure. Make your L5SR on Dexterity (40-DEX). If you make it go to **232**; if you miss it go to **265**.



124. You climb safely to the beginning of the sheer rock face. In fact, it is worse than sheer - it overhangs above you. Your ice hatchet will not cut footholds in the rock. The pitons you brought are so brittle with the cold that they shatter when you try to drive them into the stone. The only way to climb this cliff is to dig your fingers into the granite itself and pull yourself up hand over hand. If you wish to try it, go to **46**. If you have the ability to fly and wish to do that, go to **201**. If you're ready to give up and die, go to **199**.

125. You have escaped from all foes. You may withdraw from the adventure at this point with 1D6 times 100 additional adventure points, or you can go on to the city of Khazan where you might decide to visit Hela's House of Dark Delights by going to paragraph **300**. If you feel you are ready to meet the final challenge and choose to complete the adventure, go to **10**.

126. The door opens and a skeleton falls out at your feet. It is a human skeleton and it is clad in moldy rags and fragments of armor. It is barefoot, but there are scraps of gnawed leather on the floor and it is obvious that the fellow was a delver who was trapped in this passage and starved to death. If you wish to loot the body, go to **73**. If you decide to ignore the body and go on down the passage, go to **162**.

127. In her Bower of Skulls, a haggard Death Goddess watches your combat with the elves in a magic mirror. This may be the champion I need, Lerotra'hh mutters. Drawing upon the remains of her fading power, she summons you. To the amazement of the elves you vanish. You are also quite amazed to find yourself in the Palace of the Death Goddess in Khazan when only moments before you had been fighting for your life. Go to **10**.

128. In order to get close enough to actually kiss the dragon, you must be either incredibly skillful or lucky. If you want to count on your skill, make a L100SR on Dexterity (515-DEX). If you want to count on your Luck, make a L200SR on Luck (1015-LK). Pick one or the other. If you missed your saving roll, you failed to get close enough — go to **5**. If you made it, go to **184**.

129. The king is very pleased with the gem - he has a weakness for jewels. He offers you your choice of boons. You can either marry one of his daughters — he has 7 of them, or accept an enchanted weapon from his personal armory, or receive an attribute bonus. If you accept matrimony, go to **47**; if you ask for an enchanted weapon go to **114**; if you want the attribute bonus, go to **158**.

130. Although you are badly bruised from the fall (subtract 1 from CON) you are not seriously hurt. As long as you are down there you decide to check the corpses for anything worth taking. You find 4D100 worth of gold pieces, 1D6 worth of pearls worth 80 g.p. each and a silver ring worth 2 gold pieces for workmanship. (If you are a wizard you will sense something magical about this ring, but will be unable to tell what it is. The ring has no obvious effect when worn. Save it.) There is also a bronze urukish scimitar (worth 3 dice + 4 adds — requiring a strength of 10 to use) and a magical sax which gets triple its ordinary 2 dice + 5 adds in combat). The sides of the pit are rough enough to enable you to climb back out. You reach the surface with your new loot and are ready to continue your adventure. (*Place a star by this paragraph* to indicate that the pit has already been looted and there is no treasure in it for others to find. However, if anyone carrying weapons or treasures falls into this pit and dies here, be sure to come back to this paragraph and adjust the treasure while removing the star.) Go to **271**.

131. The journey gets tougher as you move to the northeast. By the time you have reached the foothills of the Dragonfires Range, the temperature is 60 degrees below zero. The frozen air, even though it passes through three masks before you breathe it, rasps your lungs like a sword of fire each time you draw a breath. Nothing lives in this cold except you and your wolves, and now let's see if you are hardy enough for it. Make a L10SR on Constitution (65-CON). If you miss the roll, go to **86**; if you make it go to **37**.

132. After a long walk you see light ahead and realize that you have reached the land of the dwarves. Make your L1SR on Intelligence (20-IQ). If you make it go to **62**; if you miss it, go to **26**.

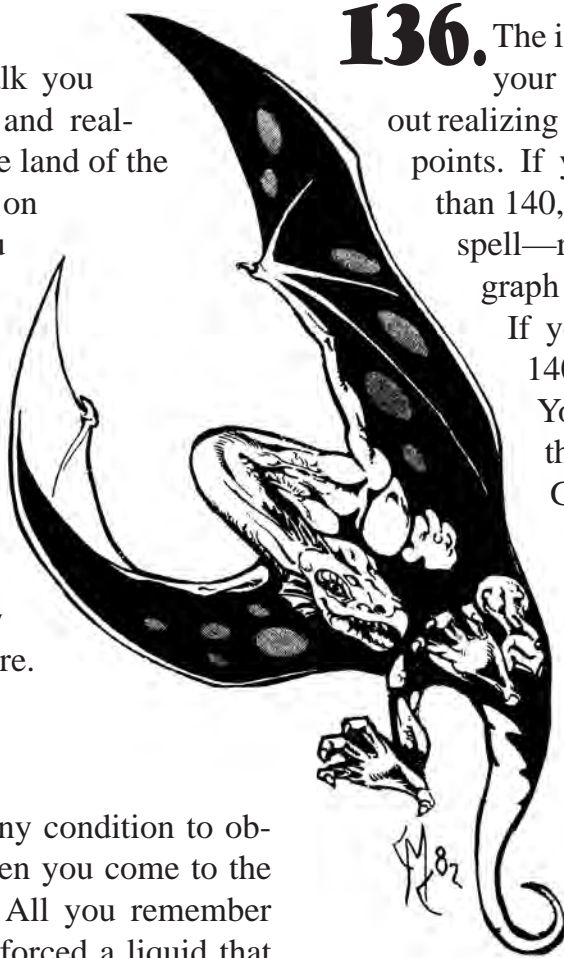
133. The next part of the riddle won't occur to you until you see the Ice Queen in person. Now read paragraph **250**, but do not follow any of the instructions there. After you have read **250**, go to **192**.

134. You are not in any condition to observe clearly when you come to the hidden city of Mytholdarr. All you remember afterwards is that someone forced a liquid that burned like fire down your throat. When you come to, you find that your wounds are completely healed and indeed you are healthier than you ever were. Restore your Con. to normal, then roll 1 die and add that number to both Strength and Constitution. Go to **191**.

135. He takes the money. "Sit down, stranger. I am Grim Gristle, but you can call me Grim. Do you want some stew? How about some booze? Tell me about yourself. What have you got in that backpack? Been dungeon delving, eh?" On and on he chatters in a voice like gravel scraping on glass. If you order some stew, go to **174**; if you just want some booze, go to **206**; if you refuse them both and ask to see your room, go to **280**. If you just want to stand in front of the fire and get warm, go to **13**.

136. The intense cold may have numbed your mind. You cast the spell without realizing that it will cost you 140 *kremm* points. If your Wizardry is not greater than 140, you will be unable to cast the spell—return to the previous paragraph and make a different choice. If your Wizardry is greater than 140, reduce it by that amount. You are healed (i.e. you get all the lost CON points back). Go to **37**.

137. "GAAAR- RGGGHHH!" roars Grlaummingg. "You look like a thief to me!" The dragon emits a huge bellow of flame. Make your L12SR on Speed (75-SP). If you make it, you will be able to dodge the blast and run for your life by going to **183**. If you miss it, you are engulfed and become a crispy critter. THE END.



138. As you stand there in awed wonder at your accomplishment, the warming air begins to shimmer before you and a portal forms in mid-air. Through it steps the Death Goddess herself—nor is she the haggard old crone you left behind in Khazan nearly a month before. With the demise of the Ice Queen she has been restored to all her glory, and is once again one of the most beautiful women in the world. “Well done, my hero! For this deed you shall always be my champion!”

Your character is awarded 500,000 adventure points and you may take all the attribute increases that gives you (if you live long enough—bwa ha ha ha!). This character is now too big and tough for any of the other solitaire adventures, so you may as well retire him/her, unless and until you can get into some real life game where the fate of the world is at stake. In that case, the Agent of Death can return.

139. The tavern is quickly hidden from sight by the increased fury of the storm. As you stagger on down the mountain, you lose track of time. Consciousness fades into a stupor of taking one step and then the next. Eventually you stagger and fall. At that moment the wolves attack. (Roll 1D6 and add 1 to determine how many there are. Each dire wolf has a monster rating of 80 (9 dice + 40 adds). Do regular dT&T combat to the death, but subtract 10 points from your combat total each combat round for the effects of frostbite and exhaustion. If you would rather use magic instead of weapons, write down the first spell you intend to cast and go to **195**. If you kill all the wolves, or have driven them off by magic, go to **256**. If they kill you, remember that you could have been warm and safe (maybe) in that inn you passed.

THE END.

140. Still fighting, you hear screams and curses in Elvish and see 50 reinforcements running up rapidly to help those you are attacking. If you wish to stay and fight them all, go to **45**; if you’d like to disengage and run away, go to **81**.

141. When the dragon sees you charging toward her with weapon in hand, she laughs, almost choking on her flame. This gives you enough time to get close and do your weapon damage. If you did 2,000 hits or more of damage, go to **224**. If you did less than that, Glaummingg will catch you in a blast of dragonfire. This converts you into a short-lived torch and gains the dragon all your treasure and an unexpected snack.

THE END.

142. The *Oh-Go-Away* spell costs you 50 *kremm* points. If you do not have that much *kremm* to spare, you will not be able to cast the spell—return to the previous paragraph and make another choice. If you threw that spell successfully, total your Intelligence, Luck, and Charisma. If that total is over 10,000 the dragon fled from you in abject fear—if you are not already in the cavern you soon will be able to get there. Go to **59**. Otherwise, the dragon opens its enormous maw and ingests you on the spot. There is no living through that. Someone else will have to save Lerotra’hh and Khazan.

THE END.

143. The Stonaelves set you on your way, guide you past the trap in the tunnel and wish you well. You’re off on your own again. You walk for a long way, but somehow the tunnel doesn’t seem to be quite the same as you remember it. You must have taken a wrong turning somewhere. Go to **173**.

144. The ice dragon is badly hurt, but its tail whips around to strike at you. Make your L20SR on Luck (115-LK). If you make the saving roll, you can attack the dragon again. Go to **29** and make another attack. If you miss the saving roll, you will be hit by the enchanted tail—go to **25**.

145. “My magic is not limited,” she says as you run toward her. One of the six queens gestures imperiously and you lose consciousness. When next you awaken, you will be an ice dragon with a monster rating equal to the sum of your attributes. You are absolutely loyal to the Ice Queen. This is the end of your character unless you manage to play another character through this solitaire and destroy the Ice Queen. In that case, your dragon character is free to return to the outside world. (As a dragon, you have a blast of dragonfrost requiring a L20SR on Dexterity to dodge and doing 1D6 times 500 hits of damage.) THE END.

146. You traded the food and the rink for 8 emeralds worth 80 gold pieces each. Go to **117**.

147. “Foolish mortal,” cries a voice deeper than thunder. “To reach the Ice Queen, you must first pass me, the ice dragon!” Out of the huge pile of gold and diamonds in the center of the cavern rises a mighty dragon whose scales glint with pale greenish-white luminance. It breathes a great gust of dragonfrost at you. Make a L40SR on Luck (215-LK). If you miss it, go to **154**. If you made the roll, the dragon missed you and you can move to the attack. Go to **208**. If you would rather run and try to elude the dragon, go to **289**.

148. Delight grows angry with you. He whistles for help and attacks you. Five more dwarves come up to help their boss. You will have one combat turn with Delight alone before his hench dwarves can come up to assist him. Delight fights with a magical pick-axe (9 dice) and he gets 44 adds in combat. You may fight with whatever you have (including death spells if you have the strength to cast them at 10 times their normal cost). Do the combat and go to **186**.

149. Indeed you are safe here with the Goddess of White Fire. The Kiss of Death has been negated and the only penalty is that you cannot ever return to the world with Rrr’lff and Khazan in it. You are no longer the Agent of Death. Lerotra’hh and Khazan will die, but perhaps it all for the best. THE END.

150. The dwarves don’t care if you swipe the treasure — that’s Cyrgon’s problem. They show you to the front gate and send you on your way. Of course, you are still deep under the mountain, but they assure you that if you just stay in this tunnel, you’ll reach the surface in a few hours. Go to **173**.

151. You come to a landing at the base of the cliff. You try to choose the best place to make the ascent, but they are all difficult to the point of impossibility. Go to **124**.

152. Luckily the portcullis was up when you charged, and the dwarves on duty didn’t have time to lower it before you were among them. There prove to be 3 dwarves on duty. Treat each as if it had a monster rating of 30 (4 dice + 15 adds) and fight one combat round. Then go to **268**.

153. He jumps clear and runs through a curtained doorway. You look around, noting that you are in a large common room with a low table, a roaring fire with a black cauldron in it, a bar well stocked with potables and an obscene painting of some naked elf maidens on a wall. If you wish to follow him through the doorway, go to **213**. If you run back out into the storm, go to **139**. If you just wait to see what happens next, go to **278**.

154. You are caught in a blast of dragon-breath. It is almost as cold as absolute zero. Roll 1D6 and multiply by 1000. Take that many hits directly off CON. If this kills you, go to **4**; if you still live go to **253**.

155. The tunnel is long and narrow. At places you have to crawl, but you finally emerge on the mountainside in the open air. Take 300 adventure points for getting out from under the mountain alive. The door was also magical — it doubled your lowest attribute, but you won't discover that till later. If you wish to end the adventure, you can assume that you get back to civilization safely. If you wish to play on, go to **32**.

156. Make your L2SR on Luck (25-LK). If you made it go to **171**; if you missed it, go to **7**.

157. She moans with disappointment. "Traitor!" she screeches. "I need your life!" She clutches her bony fingers as if she were squeezing a sponge and your heart rips itself out of your chest to land in her grasping hand. Your death is almost instantaneous — there is only a second or two for horror. For a moment her eyes seem brighter, her skin less wrinkled. "Find another champion," she orders the balrukh at the door, "and throw this carrion to the wolves!" THE END.

158. Cyrgon takes both of your hands in his and cries out, "Grow!" To your amazement you begin to expand, developing a mighty chest and a lean, hard stomach. You grow one foot taller and 50 pounds heavier. Double your strength and increase your constitution by half. Then go to **113**.

159. Guess what! The ice dragon is immune to freeze spells. It is already colder than anything you can throw at it. Make your L50SR on Luck (265-LK). If you make it, go to **92** and try something else. If you missed it, the dragon catches you in its talons and rips you in half (doing approximately 1000 more hits of damage than you have Constitution). You are dead and no doubt about it. Lerotra'hh needs a new Champion. THE END.

160. "Oh Great Dragon!" you call out. The saurian comes instantly to full alertness. "Who dares to summon Glaum-meringg?" it roars and the cavern fills with flame. "Is it a thief?"

You are instantly aware that it is not good to be a thief. "No thief, but a gambler," you answer. "I would wager my treasure against a portion of yours in a game of skill or chance." At the word treasure you can see the dragon's tiny ears perk up. Like most dragons Glaummeringg is always searching for more treasure.

"Show yourself, gambler," rumbles the reptile. "If I like your looks we shall cast the cubes of fate together." One huge claw reaches into the piled treasure and comes forth with two huge ebony dice with the spots picked out in rubies.

If you dare throw open the door and stand there for the dragon to see you, go to **35**. If you fear to do so, you can make some remark and go to **243**.

161. To force your way in among the milling dwarves, you must make your L4SR on Strength (35-STR). If you make it, go to **231**; if you miss it, go to **30**.

162. You continue walking in the gloom for a quarter of a mile. Make your L3SR on Luck (30-LK). If you make it, go to **207**; if you miss it, go to **288**.

163. The mad dwarf staggers through the curtain and soon you hear him pounding on a gong. As the brazen echoes die away you hear a new sound, high dwarvish voices singing “la la la” and the tinkling of bells. Through the curtain sashay 3 female dwarves wearing nothing but some filmy veils, a few strategically placed golden bells, and broad, gap-toothed smiles. There’s a blonde and two dark maidens. Only one of them has a beard. In the next hour you are treated to a display of exotic dwarven dancing such as few have

ever known. These little cuties may haunt your dreams for many a night to come. After a long while of this, you slip into a trance and don’t really notice when they vanish. Your host gets up and grabs you by the shoulder. “Time for bed, my friend.” he laughs. Seeing the dancing girls is worth 300 adventure points. Now Grim drags you toward the curtain. As you walk you begin to come back to your senses. Go to **280**.

164. If you are anything other than a human, hobb, elf or dwarf, the troll will parley with you — go to **190**. If you are one of those four kindreds that are known enemies of trolls it attacks you furiously — go to **53**.



165. Glaummingg is pleased. “You may leave safely, mortal,” the dragon offers, “or you can stay for dinner.” If you wish to leave, you can slip out of the cavern and go to **183**. If you stay for dinner go to **248**.

166. There are well over one billion gold pieces worth of treasure lying scattered about, but you find nothing of compelling magical interest. You go on to meet the Ice Queen. Go to **250**.

167. You continue down the path for several hundred feet until gradually a glow begins to lighten the darkness ahead of you. At the end of the tunnel is a bright doorway and standing in front of it are 5 thin, manlike figures. They call out to you in Laavik (Elvish) to halt. If you speak Laavik and wish to parley with these guards, go to **281**. If you don’t speak Laavik you will either have to turn back or attack them and they don’t give you long to make up your mind. If you wish to turn back go to **56**. If you wish to attack them, ready your weapon and go to **11**.

168. Roll 1D6 and multiply by 100 to determine the monster rating of the ghaſt. You get one free attack before it wakes up. You may use magic if you wish, but the cost of the spell is 10 times its original *kremm* cost in the rules. If that is more Wizardry than you have, juſt fight it. If you have ſlain the ghaſt outright, you can go to **85**. After the firſt combat round, the ghaſt will fight back by wrapping you in its tentacles and attempting to crush you. This will cut your combat adds in half. This is a fight to the finiſh. If

you kill the creature, go to **85**; if it kills you, it is THE END.

169. The dwarf leads you out of the common room and down a hallway. At the end of it, he lifts a torch out of a torch holder and a ſmall ſecret door ſwings open. “It’s in there!” he ſnarls. The doorway is barely 3 feet by 2 feet — a tight fit even for your hoſt. If you wiſh to enter firſt, go to **54**; if you tell him to go in and bring the treasure back out, go to **228**.

170. Halfway up the glacier the terrain gets too rough for the ſled to continue. You give the wolves what’s left of their food and then turn them looſe. It is unlikely that you’ll need their ſervices again. Then with a pack containing three days rations you continue the climb. At times you are ſpreadeagled on a ſheer icy face as you carve your path upward with your ice-hatchet. At other times you are ſlogging through ſnow that comes up to your armpits. If you have the ability to fly, the thought occurs to you that it could be the beſt and faſteſt way up, even if the wizardry coſt is enormous. If you wiſh to quit ſlogging and ſtart flying, go to **222**. If you can’t fly or don’t want to, go to **274**.

171. You have diſcovered a ſecret door on the left hand ſide of the tunnel. If you wiſh to open it, make a L2SR on Dexterity (25-DEX). If you make it, go to **99**; otherwiſe you failed to open it. If you wiſh to uſe a *Knock-Knock* ſpell on it, go to **33**. If you don’t manage to get the door open, go to **7**.



172. You have enough presence of mind to examine the bed closely before getting into it. When you study the footboard you find there is a razor sharp blade hidden inside it. Anyone who draped their legs over the edge would suffer a sudden amputation. The room is a trap. If this makes you mad enough to go out and attack your host, you will find him in the common room. He's not happy to see you coming. Go to **225**. If you decide to just sleep on the floor, you can do so. In the morning you can grab your things and prepare to leave. Go to **276**.

173. As you walk through the darkness, muttering and cursing under your breath, you round a corner and actually bump into a wanderer coming the other way. Go to **102** and follow instructions.

174. The stew is black and lumpy and has a foul smell. Nevertheless, you gag some down. It tastes a lot like anthracite. Make a L4SR on Constitution (35-CON). If you miss the saving roll, you become sick and lose 3 Constitution and 3 *kremm* points for the duration of this adventure. If you make the saving roll, the stuff is actually nourishing to you. Add 2D6 Strength and 3D6 Constitution points to your attributes, permanently. Your host brings over a small cask of ale and two pewter mugs and slaps them down on the table. "Hey, you wanna get drunk?" he asks. If you want to get drunk with him, go to **182**; if you just want to go up to bed now, go to **280**.

175. The stew tastes awful. Make your L4SR on Constitution (35-CON). If you miss it, you will become ill and lose 3 Strength and 3 Constitution points for the rest of this adventure (or until you reach Khazan). If you make the saving roll, the muck is actually good for you. Add 2D6 Strength and 3D6 Constitution points to your attributes permanently. Go to **122** and make another choice.

176. The ice dragon's cave is overflowing with many sorts of treasure. If you would like to search around in it for anything interesting, go to **110**. If you wish to continue your mission, go to **250**.

177. You are fighting 4 opponents to the death. Grim gets 4 dice + 34 adds. Each of his companions gets 2 dice + 25 adds for a total of 10 dice + 109 adds. They will not give up unless you kill them all. (Incidentally, the dwarvish maidens each have 10 points worth of armor protection). If you find yourself losing, you can buy your life by throwing down your treasure and running for the door. They will stop to pick it up, and you can get away. You make your escape — go to **125**. If you fight and beat them all, go to **226**. If you lose, they will carve you up. That would be THE END of you.



178. The buildings of Mytholdarr glow with a pearly light as you walk among them. The inhabitants of the city are strange-looking elves. Their arms are unnaturally long, dangling to their knees and bulging with muscles, but their bodies are short and pale. There are few women to be seen, but they more nearly approximate the elven ideal of beauty, being tall, perfectly proportioned and blonde. The guards warn you that they are about to present you to King Cyrgon, and that it is only courteous to present him with a gift when first introduced. Write down what you intend to give the king and go to **211**.

179. Your psychic senses note something strange about this building — it seems to be in the center of a magical dead area — a place where no magic will function. You already knew that magic had grown ten times more difficult to perform (in terms of *kremm* cost) than normal, but in this small area it is as if magic were millions of times more difficult.

(Note: this means any magical weapons, artifacts, or armor that you have on your body will serve only as ordinary items of that type. Any spells you may attempt to cast within the inn will have no effect. Attributes that are enhanced because you are wearing some magical item will revert to their original (lower) value. Attributes that have been permanently raised to a higher value by magic in the past will not be affected, however.) Go back to the second paragraph of **98** and keep reading.

180. Your body feels as if it has been pierced with 1000 red-hot knives. Staggering like a drunk, you fall back to the entrance and get out of this deathtrap. Reduce your Constitution, Strength and Dexterity permanently by half for the effects of the poison gas — luckily you didn't breathe much of it, or you would have surely died. If you have already slain the dwarf, you will still need to search the inn — go to **122**. If you didn't kill the dwarf when you had the chance, you will find that he is gone when you get back out of the room. Badly hurt, you stagger back to the common room and get a nasty surprise. Go to **276**.

181. You managed to duck out and elude the despicable dwarves, but you find yourself back in the tunnel leading to Mytholdarr. Go to **223**.

182. Before long you are feeling no pain, singing old dwarven drinking songs and pounding boisterously on the table. He leers at you and says, "Ha, I got a surprise for ya. I got dancing girls in this place. Let me go call 'em." He staggers to his feet and out of the room. Go to **163**.

183. You come down through the twisting tunnel until you finally reach an apparent dead end. To find the opening, you must make your L3SR on Intelligence (30-IQ). Each time you miss, the saving roll represents an hour in which you failed to get the door open. Subtract 1 strength point for each saving roll missed. (If you lose all Strength points before opening the door, you die there. THE END — go to **4**.) If you wish to turn around and go back the way you came, go to **102**. If you wish to use a *Knock-Knock* spell to get the door open, go to **275**. If a door opens you will find a tunnel running off to the left and right: right turn go to **167**. left turn go to **7**.

184. As you deliver the kiss, a wave of heat like a supernova surges through you. The dragon has a very surprised look on its lizardish face and then it melts away like an ice cube in a furnace. You also feel as if you are burning up. Reduce your Constitution permanently by 90% for the effects of the backlash. You realize that you now have no weapon against the Ice Queen. It would be suicide to go on with the mission now, so you leave Skyfang and start for Tharothar. On the journey, you are overcome by the cold and lose consciousness. You think you are dying. Go to **4**.

185. The runes say simply, "Starlight lies beyond this door." If you wish to open the door and explore in that direction, go to **155**; if you stay put and search around the edge of the pit, go to **38**.

186. If you have killed the dwarven chief, go to **254**. If both of you still live after 1 combat round, go to **227**. If Delight has slain you, it is THE END but go to **4**.

187. The booze is none too good. You drink just enough to quench your thirst. Fortunately it has no other effect on you. Go back to **122** and make another choice.

188. When you emerge from the tomb, you have the choice of continuing your search for ghosts or of departing. If you keep searching, go to **219**. If you wish to leave, go to **264**.

189. You fall out into the open air and drop almost 1000 feet before you can fully cast the spell. The spell will cost you 70 *kremm* points every time you reach a new paragraph. If at any time before you land you find you do not have the necessary strength to keep the spell in force, go to **72**. Above you the dragon shoots out of the cavern and looks all around for its prey. Then it spots you and dives to the attack. Go to **220**.

190. To make a long conversation short, the troll says he'll look the other way and let you out if you'll share your treasure with him. He only wants 1 /4 of your loot. If you pay him off, go to **155**; if you won't pay, he attacks you — go to **53**.

191. An ancient elf is sitting by your bed when you awaken. His face is framed in a long white beard and his skin has the color of cream. He explains that you are among the Stonaelves of Mytholdarr Under the Mountain, and tells you that King Cyrgon would like to see you. Thank him for curing you and go to **77**.



192. The riddle mentioned a total. If you think you know the total of 93583555, go to **258**. If you would like to make a saving roll for it, make your L400 SR on IQ (2015-IQ). If you make it, go to **258**; if you miss it, go to **250** and continue the adventure.

193. After you are dismissed from The Presence, you are offered employment with the Royal Guard. If you wish to accept, go to **239**. Or, you will be allowed to leave Mytholdarr if you so desire. If you choose this option, you are shown into a small room with a glowing silver plate in the floor. As you step on this plate you instantly vanish — go to **283**. Or, you can stay and explore the Stonaelven city. If you choose this option, go to **6**.

194. The highest level *TTYF* spell that you are allowed to cast is third level. That will cost you 180 *kremm* points. A second level *TTYF* would cost 120 and a first level spell requires 60. Choose one that you can afford to cast and go to **236**. If you do not have enough *kremm* left for any of these three, you would not have tried to cast it. Return to the paragraph that sent you here and make another choice.

195. For some mysterious reason the cost of casting magic is ten times its normal value. For example, a *TTYF* spell cast at the first level without the aid of a magical staff would require 60 *kremm* points. Look up the cost of the spell you have thrown and if it is greater than your Wizardry attribute, you simply cannot cast it—do something else.

Spells can be subdivided into several general areas: **Combat spells**, **Defense spells**, **Transportation spells**, **Healing spells**, **Transformations**, **Knowledge spells**, and **others**. You, the player, should know what category your spell falls into. Let's examine them all.

Combat spells include all those that do direct damage to a foe, and all that improve the fighting power of your weapons. The dire wolves have a monster rating of 80. For each combat turn that you do at least 80 hits worth of magical damage, you will slay at least one wolf and keep the others off you. You may continue casting such spells as long as your strength holds out, or until the wolves are all slain. If you manage to kill them all in this fashion, go to **256**. If you choose to enchant a weapon, you now have an enchanted weapon for the duration of the enchantment. Go to **139** and fight normally. You may renew the enchantments on your weapon if you have the strength, during combat.

Defense spells are ultimately useless. For example: an *Oh-Go-Away* might cause one wolf to flee if you exceed its monster rating of 80, but the others would get one free attack on you. A *Protective Pentagram* would stop them cold for as long as it lasts, but the wolves will gladly wait and while they are waiting another 1D6 of them will come up. If you have improved the defensive value of armor, then you can take more damage in combat, but you are still in combat. Go to **139** and fight normally.

Transportation spells could be used to escape the attack. However, unless you teleport, the dire wolves will attempt to follow you. To totally elude them, make a L3SR on Luck (30-LK). If you make either you got away — go to **125**. If you missed the saving roll, the wolves will be able to follow you and will catch up again when the spell wears off. If you no longer have the strength to cast spells, you will have to fight. Go to **139**.

Healing spells are completely worthless in this situation. Wolves can tear you apart far faster than you can heal yourself. You are killed and eaten. THE END.

If you choose to **Transform** one of the attacking wolves into something else, it might create a diversion that would allow you to escape. Roll 1D6 to determine the level of the saving roll on Luck needed to escape. If you make the required saving roll, go to **125**; if you missed it or used a spell to transform yourself, you will still have to fight. Go to **139**.

Knowledge spells are worthless in this situation. The wolves kill and eat you. THE END.

Most **other spells** are useless in this situation. The only one that might work is the summoning of a demon. If you summon a demon to help you fight, then you should probably stay and help it fight the beasts. If you and your fiend kill them all, go to **256**. If you are slain, the demon will revert to its own plane of existence (Hits taken by you and the demon must be distributed equally). If none of these options seems to apply to your situation, then you find yourself in hand to paw combat. Go back to **139** and fight it out physically.

196. You leave Mytholdarr by the back exit that would lead you to the Mines of Delight. You have been given a glowstone to provide a little light in the tunnel. The map indicates that if you go left you will be on your way to the Goblin Graveyard; if you go straight, you'll be heading for the dwarven mines; and if you turn right, you'll soon exit from the tunnels altogether. It is time to reconsider whether you actually want to risk your life for Cyrgon. If you go ghastr-hunting, go to **20**; if you head for the land of the dwarves, go to **132**; if you wish to exit, go to **173**.

197. Sadly the Goddess of White Fire leads you to a door hidden by roses in the garden wall. She opens it and beyond you see a dark cavern. In it are 6 thrones carved of ice and on each sits a beautiful woman with skin and hair more pale than creamy milk or shining ice. As you step into the cavern, the Goddess of White Fire closes the door behind you and when you look back, there is no longer a door into Summer. Go to **250**.

198. Arriving at the palace you are met by Thrandwil, the king's advisor. He asks how he can help and you tell him you'd like to use the magic room. He agrees and leads you into the depths of the palace. Finally you arrive at a small room which has a silver plate set into the floor. Thrandwil tells you to walk onto the plate, which you do. There is a flash and a bang and you go to **283**.

199. As you sit there waiting to die, someone is watching you. Suddenly the ground begins to tremble and the air is filled with a noise like thunder. Far above you an avalanche has started and it is now roaring down toward you. Just as the avalanche is about to engulf you, the rock below

you cracks open and you find yourself falling. Make your L20SR on Charisma (115-CHR). If you make it, go to **76**; if you miss it, go to **4** as a dead man.

200. You have been sufficiently weakened so that the Stonaelves can capture you. They admire your fighting prowess and so don't kill you out of hand, but they tie you well and take you to see their king. King Cyrgon quizzes you for news of the world above the mountain. He also takes all your treasure as well as any magical items you may have with you. Then they treat you to an elven feast of fried fish in mushroom sauce and tell you that you must leave Mytholdarr. You may give yourself 500 adventure points for having reached Mytholdarr and leaving it again alive. Go to **143**.



201. Remember that the cost of flying is 70 points of *kremm* per paragraph. Please read paragraph **222** and then go immediately to **120**.

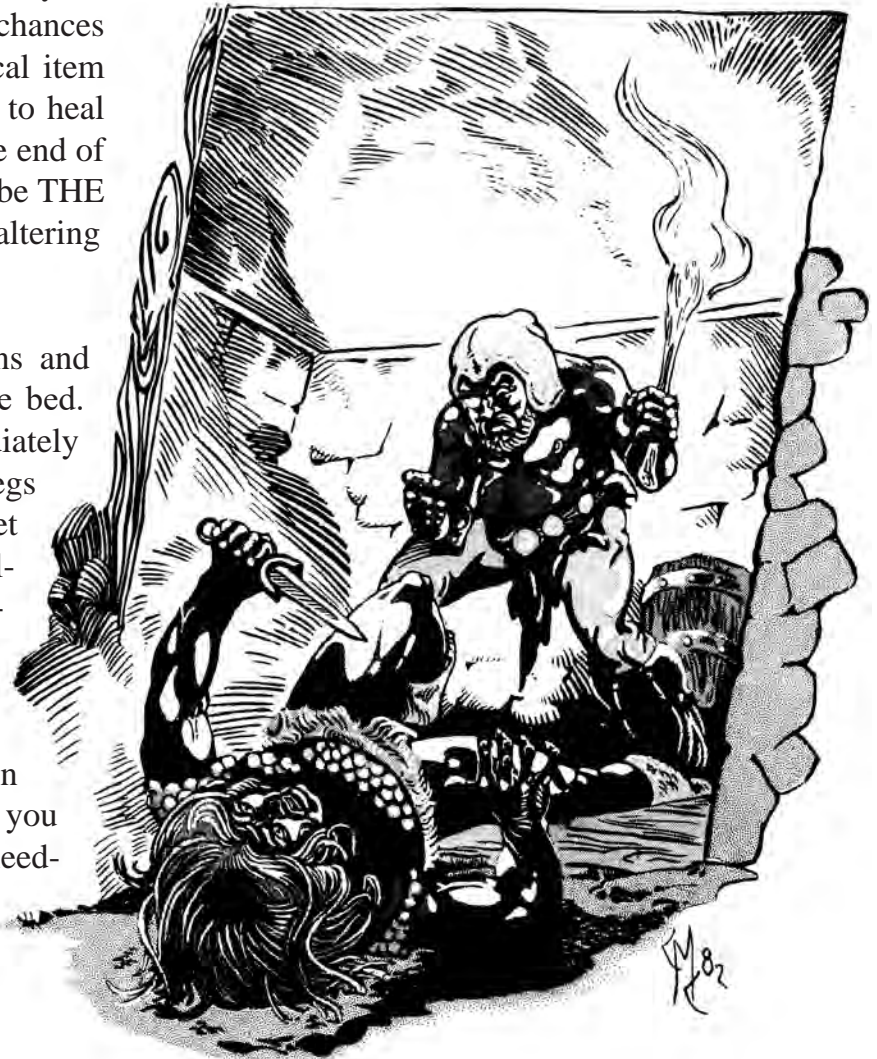
202. You are introduced to the head dwarf, Delight himself. He tells you there is no shortage of food right now and he's not interested. If you wish to argue with him go to **148**. If you tell him that's ok, but you have a private message for him from Cyrgon, go to **19**. If you decide to just turn around and go back to Mytholdarr, go to **84**.

203. The illness will get worse until you either complete the mission or perish. Each time you come to a new paragraph, roll 5D6 and subtract that number from your CON rating. There will be no further chances to use a Healing Feeling and no magical item that your character may own will avail to heal you now. If you die before you reach the end of the adventure, stop reading — that will be THE END. Gritting your teeth, you urge the faltering wolves onward. Go to **37**.

204. You lay aside your weapons and armor and flop down on the bed. If you are less than 4 feet tall, go immediately to **240**. Otherwise, when you let your legs dangle over the foot of the bed, you get a horrible surprise. A razor sharp guillotine blade shoots up out of the footboard and goes through your legs like a knife through soft cheese, inflicting 30 hits worth of damage immediately. If you're still alive, make a L1SR on what's left of your Constitution to see if you are able to apply tourniquets before bleeding to death. (20-CON). If you make the saving roll, go to **238**. If you miss it, you will bleed to death. THE END.

205. Make your L50SR on Luck (265-LK). If you make it, go to **263**; if you miss it, go to **49**.

206. Grim brings you the booze of your choice and charges another 5 gold pieces. It is real rotgut stuff, but after a couple of mugs full, it begins to taste better. Grim has been sopping it up like a sponge, too. Now he focuses his one good eye squarely on your bellybutton (unless you're also a dwarf, in which case he locks eyes with you), and asks if you want to play darts, see the dancing girls or go to bed. If you want to play darts, go to **43**; if you want to see the dancing girls, go to **163**; if you're ready to get some sleep go to **280**.



207. A pit trap opened beneath you as you were walking, but as you felt the stone pivot you quickly hurled yourself off to the side and fell into a small side passage that was hidden in the gloom. You find yourself in a shallow cave (only half your normal height) with a small secret door behind you. Looking closely you make out some runes in a language which is not the Common Tongue. If you can read Laavik (Elvish), go to **185**; if not, go to **38**.

208. You must choose whether you are going to use weapons or magic. If you choose weapons, go to **105**; if you choose magic, go to **92**.

209. You get one free combat turn before the elven guards can fall back on their secondary weapons. Do your damage. They have Constitutions of 15 each and no armor. You must do at least 60 hits worth of damage to kill them all. If you have slain them all, go to **279**; if any still live, go to **140**.

210. You find a large diamond-studded bronze plate. The diamonds spell out a message in dwarvish runes in the tongue of the Dragons. If Dragon is one of your languages, go to **266**; otherwise, it is beautiful but meaningless to you — go to **250**.

211. King Cyrgon is a frail, ancient-looking elf with luminous eyes and wrinkled skin. Nevertheless, there is an aura of tremendous magical potency about him. He sits regally upon a huge throne of massy gold. Precious jewels, rubies and emeralds, are set into the metal of the throne. The King looks at the gift you have offered. If it is a weapon, go to **9**; if it is money, go to **58**; if it is a jewel or jewels, go to **129**. If you have nothing at all to offer but your service, go to **12**.

212. The beautiful woman you have just kissed melts away to a puddle of water, but one of the other women is laughing spitefully. You realize that you have kissed the wrong one and that your mission has failed. You feel hot — blazing hot. Looking down, you realize that you are burning with supernatural fire. The last thing you hear is the triumphant laughter of the Ice Queen. Now she is certain to win in her struggle with Lerotra'hh. But, you are dead. THE END.

213. As you go through the door, you take a tremendous blow. The dwarf has stopped on the other side, snatched up an axe and chopped at you as you came through the curtain. Roll 4 dice and add 34 for the number of hits that you took. If that kills you, it is THE END. If you can still fight, you reel back into the common room and the mad dwarf follows you, swinging his axe viciously. Go to **225** and fight the indicated combat to the death.

214. The front door of the inn is barely five feet in height and is built of heavy oak. It now slams open and before you stands a gnarled figure of a dwarf. His face is mostly hidden by a mass of curly gray beard. One beady red eye peers out of a jungle of dirty gray hair tumbling down from his pointed head over his sloping brows — the other is covered by a jewel-encrusted eyepatch. His arms hang down nearly to the floor and bulge with muscles. There seems to be some sort of hump between his shoulders. "Come in or hit the road!" he bellows in the Common Tongue. "It's cold out here and I think I hear wolves." If you enter, go to **282**; if you hit the road, go to **139**; if you decide to attack him spontaneously, go to **39**.

215. The tunnel is several miles long and quite dark. It twists and turns both to the left and right and seems to work its way ever deeper under the mountain. Your rink begins to get nervous. Make your L1SR on Luck (20-LK). If you make it, go to **48**; if you miss it, go to **273**.

216. A *Freeze Please* spell will cost you 80 *kremm* points. If you do not have enough *kremm* for it, you would not have tried to cast it — return to the previous paragraph and make another choice. If you do throw the spell successfully, go to **159**.

217. Suddenly, the floor opens beneath you and you find yourself falling into a pit.. Because of your reckless speed there is no way to avoid falling. You fall 20 feet into a number of broken bones below. Make your L3SR on Constitution (30-CON) If you miss it, take double the number of hits you missed by, as your arms (and possibly your neck) break on impact. If you made the saving roll, you must have bones of rubber — nothing broke. Go to **130**. If you missed the roll and are still alive, go to **15**. If you're dead, it's THE END.

218. As you wound the dragon, a great burst of blood drenches you. The pain is indescribable, but it seems to last only for a moment. Then you began to feel an ec-

stasy that you have never felt before. Multiply both Strength and Constitution by 10 and double your Luck. You have also gained the power to speak and understand the Draconic language. Go to **71**.

219. As you walk among the goblin tombs you notice that several of them have been broken into, but some retain their main doorway intact. Now you also begin to hear a kind of high-pitched hooting. Make your L2SR on Luck (25-LK). If you make it, go to **284**; if you miss it, go to **28**.

220. With a roll and a dive that would shame a plummeting hawk you dodge the dragon-breath, in the meantime getting out your weapon. Then you come at it like an arrow, from beneath. Do your maximum damage with your weapon unless you would rather use magic. If you use a weapon, go to **29** if you use magic, go to **92**.

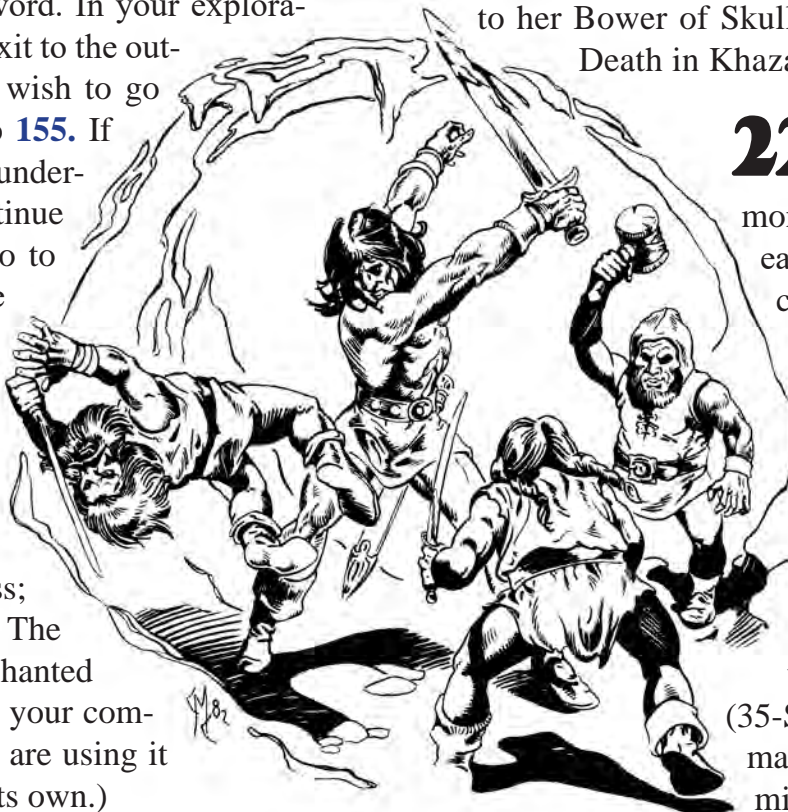
221. Out of the corner of your eye you see a dwarf swinging at your back with his pickaxe. You dive to one side and he misses you, but kills the rink. You yank out your weapon, only to see that 3 dwarves are all ready to attack you. Treat each dwarf as if he had a monster rating of 30 and do the combat for all 4 of you. Then go to **268**.



222. The strength cost of flying is 70 *kremm* points per paragraph. Deduct 70 Wizardry points now and another 70 each time you begin to read a new paragraph while you are still in the air. If you come to a paragraph beginning, while still flying, and do not have the 70 *kremm* points, don't read that paragraph, but instead, go to **31**. Meanwhile, you are shooting up away from the glacier and approaching the sheer rock face that is the final barrier between you and the Ice Queen's Cavern high atop Skyfang. Go to **83**.

223. You start back up the long winding trail to Mytholdarr. Make your L3SR on Luck (30-LK). If you missed it, you meet a wanderer in the tunnels. Go to **102** and follow instructions. If you made the saving roll, the trip was uneventful. You arrive safely go to **290**.

224. You have slain Glaummingg. There is more treasure here than you can count. In the long run you take a sack of 20 large jewels and 100 gold pieces, along with a very fine sword. In your explorations you find the exit to the outside world. If you wish to go out this way, go to **155**. If you wish to stay underground and continue your adventures, go to **183**. (To figure the value of the jewels roll 20 times on the Random Jewel Generator on page 219 in the dT&T rules. Each gem is in the huge class; none are magical. The sword is an enchanted weapon. It doubles your combat adds when you are using it and gets 6 dice of its own.)



225. He snatches up an axe that is leaning against a wall. The weapon is worth 4 dice + 4 adds making a total of 4 dice + 34 adds for the dwarf. You also manage to get the weapon of your choice out. Do regular dT&T combat until one of you is dead. If you kill him, go to **70**. If he kills you, it is THE END.

226. Beating them all together is worth 300 adventure joints. With all the time you need, you give the tavern another thorough search and find 3500 gold pieces worth of easily portable treasure, including Grim's eyepatch which is worth 500 by itself. When you are done, you put the place to the torch. Take 1500 adventure points. In Khazan, Lerotra'hh feels a weakening in the power of her enemy, the Ice Queen. Searching in a mirror of divination, she sees you setting the torch to the Mad dwarf Inn and realizes that you have inadvertently destroyed one of the champions of the Ice Queen. She decides to summon you as her champion. Putting forth most of her remaining magical might, she instantly teleports you to her Bower of Skulls inside the Palace of Death in Khazan. Go to **63**.

227. Now five more dwarves with monster ratings of 30 each join the fight. If you couldn't kill Delight in one turn, you will never be able to stand against 6 dwarves. You decide to run for it, but it isn't easy to get away. Make your L4SR on either Speed or Dexterity, whichever is higher (35-SPD or DEX). If you make it, go to **181**; if you miss it, go to **229**.

228. The dwarf crawls inside. Suddenly the trapdoor closes behind him, cutting you off from him. A few seconds later you hear his hollow laughter booming through the wall. You search all around, but nothing you can do will open the trapdoor again. In disgust you go back to the common room. Much to your amazement, the mad dwarf is waiting for you there. And is he mad! There's an axe in his hand and murder in his eye. Before your unbelieving eyes he magically transforms into a dwarf made entirely of living ice. In this form, he gets 4 dice + 68 combat adds. Do regular dT&T combat to the finish. If you slay him, you will find yourself apparently alone in the inn. You will then have time to look around — go to **122**. If he kills you, it will be for the greater glory of the Ice Queen and the ultimate destruction of Lerotra'hh.
THE END.

229. Sorry, guy. They killed you. THE end.

230. Make your L3SR on Luck(30-LK). If you make it, you fall on the bed in such a way that no part of you hangs over the foot of the bed — go to **240**. If you miss the saving roll, go to **204**.

231. You keep your feet and get out of the Mines of Delight just in time. Behind you the whole ceiling comes down with a terrible crash, killing several dozen dwarves who didn't escape in time. You consider it the better part of valor to get away from your dwarvish companions at the first opportunity, so when an unmarked tunnel comes up you slip into it. Soon you are lost again in the many tunnels under the mountain. You walk for miles and then you meet a wanderer. Go to **102** and follow instructions.

232. You reach the treasure, grab the ring and scoop some gold and jewels into your sack. The dragon's eyes open. "I smell a thief!" it roars. Fortunately, its head was not turned in your direction. If you wish to run for it, go to **64**. If you decide to fight with weapons, go to **141**; if you wish to cast a spell, write it down and go to **106**.

233. Some time later, you are found by a group of Stonaelves who came to investigate the disturbance in the rock. They felt the collapse of Delight's Cavern miles away in Mytholdarr. They pick you up and take you back to their city. When King Cyrgon learns that you have slain Delight and destroyed his allies, the dwarves, he becomes furious. But, in honor, he cannot slay you since he sent you on the mission himself. Instead, he exiles you from Mytholdarr. The Stonaelves give you whatever treasures you may have won along with a glowstone that lets you have light in darkness. They let you rest for 3 days; then they show you the way out. (You get 3 CON points back.). Go to **143**.

234. This creature or creatures, because it (they) are the same kindred as your character, is friendly to you. You may ask for news if you wish, including knowledge of the way out from under the mountain. However, they will not give you any treasure or join you on your quest. If you decide to ask the way out, they will tell you and you will soon find yourself out of the tunnels — go to **283**. If you wish to attack these people anyway, you will not find them unwary. Go back to the correct paragraph in **102** (Options # **1** thru **6**) and fight through the combat. If you do not wish to leave or fight, go to **97**.

235. You have accidentally discovered a secret door on the right side of the tunnel. If you wish to try and open it, make your L2SR on Dexterity (25-DEX). (If you wish to use a Knock-Knock spell, remember it will cost you 20 *kremm* points. If you make it, go to **126**. If you miss it, or if you decide to just go on down the corridor, go to **162**.

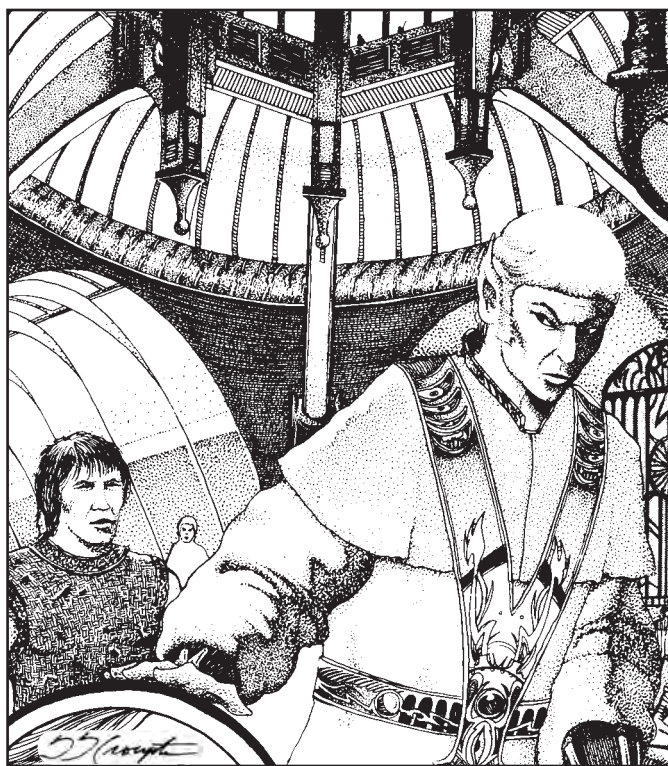
236. A magical bolt of purple energy flashes between you and the ice dragon. It is plain that you have hurt it. If you have done more than 5,000 hits of damage, go to **71**. If you have done less than 5,000, but more than 500, go to **144**. If you have done 500 hits or less, go to **16**.

237. Roll 2 dice (doubles add and roll over) and add it to your Dexterity. Do the same for Grim who has a Dexterity of **17**. The high total wins the game. You may quit at any time, but Grim won't put up with losing more than 3 games in a row. If he loses, the dwarf will pay you with an ill grace from a secret cabinet in the bar. When the games are over, he tells you it's time for bed and leads you out of the common room. Go to **280**.

238. In the morning Grim comes in and finds you still alive, but in no condition to fight. He's amazed and impressed. He offers you a choice of evils. You can have a quick death, or he can have you healed and made into a dwarf. If you choose death, it's THE END. If you choose dwarfhood, he and his 3 concubines take you down through the trapdoor, through many miles of tunnels and finally give you into the keeping of a great dwarven wizard, telling him of your valiant refusal to die. The wizard puts you to sleep and works great spells over you. When you awaken you feel much better. Double your current Strength and Constitution ratings. Reduce your height and Charisma by

half. The wizard and Grim confiscate all your treasure as payment for their services, but ultimately they release you back into the upper world. You are not far from the north gate of Khazan. If you wish to terminate this adventure, you get 1,000 adventure points and it is THE END. If you wish to continue playing, take the 1,000 adventure points and go to **10**.

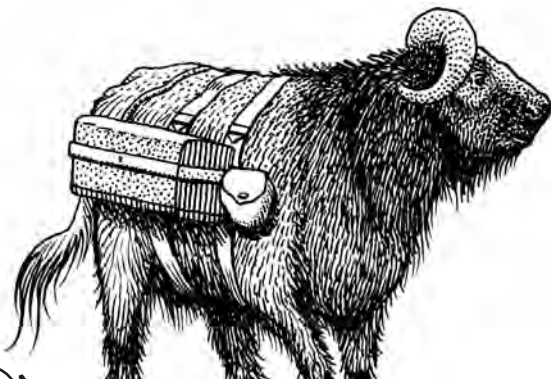
239. The life of a Royal Guardsman of Mytholdarr is not entirely uneventful but we have no time to chronicle all your adventures for a year. Make 6 L2SRs on your Luck (25-LK). If you missed any one of them, you were slain on duty while some foe was trying to break into Mytholdarr. If you made all 6 of them, you may give yourself 3,000 adventure points, take your attribute increases and get ready for another audience with the king. Once again, you are asked to give him a gift. Write down what you intend to offer (you may assume that you've won by this time up to 500 gold pieces, a couple of diamonds worth 100 gold pieces each and any non-magical weapons of your choice and go to **211**.



240. You get a good night's rest, never noticing anything wrong and after a hearty breakfast you are ready to depart. Since you paid for everything in advance, you don't have to pay now. During the night, the storm has ended. In a couple of days you will leave the mountains behind and reach Khazan. Go to [125](#).

241. The Stonaelves are not the only kindred who dwell under the mountain. There are also uruks, trolls, goblins, dwarves and a dragon. The Stonaelves have friendly relations with the dwarves and occasionally trade with them. Cyrgon has noticed that his magic is losing its potency. (You had already noticed that it was 10 times more difficult to cast a spell than formerly — if you have the ability to do magic.) Cyrgon has an important mission for you. He wants you to go see Delight, king of the dwarves and learn if their magic is also failing. But to keep the mission a secret, Cyrgon is going to make it look like an ordinary trading mission. The Stonaelves prepare certain rare delicacies, from cavern fish and mushrooms, which they trade with the dwarves for jewels and raw gold.

The king provides you with a rink for a pack animal, tells you to bargain as well as you can and find out what he needs to know. He then takes you off to a far corner of the cavern where 8 elves guard a stone door. They open it for you and disclose a dark tunnel, but now you have an elven belt buckle, that glows in the dark, providing light for you. You promise to return soon and start out. Go to [215](#).



242. Lerotra'hh looks at you critically. "You'll never make it," she mutters, "but I'll help you." She strikes a small bronze gong and as the echoes die away an uruk maiden appears with a large golden cup full of some scummy black fluid. "Drink this!"

Lerotra'hh commands and you do it. "It is concentrated essence from the Pool of Greatness." You can feel the magical liquid changing the very structure and nature of your body. (Multiply your Strength, Dexterity and Charisma by 30.) In a few minutes the transformation is complete. Your body now bulges with muscles in places where you didn't even used to have places. The air itself has become supercharged with your new animal magnetism. "You are probably still too weak," groans Lerotra'hh, but it's all I can do in my current weakened condition." Go to [63](#) and begin reading with the second paragraph.

243. Dragonfire came through the eye-holes you were using and hit you right in the face, doing 200 hits worth of damage. This will blind you instantly and kill you in less than a day if you are not already dead. THE END.

244. As long as you're going to the Mines of Delight, they ask you to take some food to the dwarves who live and work there. In no time you are outfitted with a rink who bears more than 50 pounds of gobbling berries. (No, they are not goblin berries. Those are small, green, and bitter, though very nutritious. These are medium-sized, light blue, and are so delicious that you can't avoid gobbling them up if you find any.) They take you to a door, located in a far corner of the cavern. Eight elves are guarding it. They pass you through and wish you luck. Go to [215](#).

245. You quickly skin the carcasses and cut out their hearts to eat on the trail. The pelts keep you warm and the wolf hearts give you strength. A few days later you stagger out of the mountains intact and arrive at the north gate of Khazan. If you wish to quit playing, you now get 500 adventure points plus whatever treasure is in your pack or 2,000 gold pieces, whichever is greater. If you wish to continue the adventure, you will be met by soldiers of Khazan, who will fill you in on the situation while escorting you to see Lerotra'hh in her Palace of Death. Go to **10**.

246. Yes, you would like to continue the fight — give yourself 500 adventure points for pugnacity. But king Cyrgon has come up invisibly and now he casts a Rockabye spell on you. Since he is a 16th level wizard, the spell takes effect and you are soon snoring. This enables the Stonaelves to capture you. Go to **200**.

247. Your luck holds. The weather improves marginally as you move to the south and on the last day of the grace period you enter the frozen streets of Tharothar. The city seems deserted, but you head for the Governor's Palace. Surely someone is still living there and at this time you would kiss anyone to rid yourself of the Kiss of Death. It feels as if your bones are on fire. Sure enough, a mountain troll is guarding the palace gate. You cry out that you have come from Lerotra'hh and stagger up to the troll, surprising it by giving it an enormous kiss on the lips, go to **34**.

248. Glaummingg eats you. What did you expect? THE END.

249. The armor offered to you is a special suit of magic trolls' skin. (It will take 75 hits in combat for you and it is worn like a second skin. It also gives you the ability to

understand Kharghish (the language of trolls), though not to speak it, if you don't already know the language). However, this armor is offensive to the elves of the city because it makes you look like one of their hated enemies, the trolls. Cyrgon asks you to perform a special mission for him or else leave. If you agree to the mission, go to **8**; if you wish to leave, go to **143**.



250. You step into the Hall of the Ice Queen. Six beautiful women sit there in glory, all with hair and skin as pale as new snow. When they speak it is with one voice. "Come foolish mortal," they say. "I believe you have a kiss for me. I await it eagerly." You can only step up and kiss one of them. If you choose to do so, write down a number between 1 and 6 and go to **27**. If you'd rather attack all 6 with your weapons, go to **145**. If you want to make a magical attack, go to **90**.

251. The dwarves were so hungry that they were about ready to eat each other. Roll 1D6. You get that number of diamonds worth 500 gold pieces each. Go to **117**.

252. You don't even see the pickaxe that comes down through your skull, punching through any armor you may be wearing as if it were tissue paper, killing you instantly. Later, when King Cyrgon asks about you, the dwarves will claim you never arrived. Since people often disappear on the trip to the Mines of Delight, the king will believe them and they'll get away with murder. THE END.

253. Now you can move to the attack. If you wish to attack the dragon with a weapon, go to **29**; if you want to use magic, go to **92**.

254. There is a rumble in the earth itself. The dwarves begin to howl with their fear. You notice that they are scooping up whatever treasure they can get their hands on and running for a tunnel marked exit in the dwarvish runes. If you wish to join them in trying to crowd out of the room, go to **161**. If you would rather just wait around to see what is going to happen, go to **94**.

255. If you chose any spell except Second Sight, go to **23**. If you took Second Sight, go to **57**.

256. You get 80 adventure points for each dire wolf that you slew. Make your L2SR on Intelligence (25-IQ). If you make the roll, go to **245**. If you missed the roll, you will keep staggering on your way. Try to make a L10SR on Constitution (65-CON). If you make the roll, you are so tough that you can walk to safety. You get 500 additional adventure points and for treasure, you have either 2,000 gold

pieces or whatever you brought with you from under the mountain, whichever is greater. Go to **125**. If you missed the saving roll, you finally died of exposure and were eaten by wild beasts. THE END.

257. As you stand panting over your victims, several dwarves run up and leap on you. Overwhelmed by sheer force of numbers, you are quickly captured. They take you before their leader, an ancient but mighty-looking dwarf named Delight. These are his mines. You tell your story of the attack. Make your L3SR on Charisma (30-CHR). If you make it, go to **1**; if you miss it, go to **42**.

258. The true total is 43 or 7. Either is correct. However, there are only 6 images of the Ice Queen. This number tells you which one to kiss. If you are ready to kiss one of them, write down the number (from 1 to 6) of the one you kiss and go to **40**. If you want another saving roll to be certain, make your L1000SR on IQ (5015-IQ). If you make it, go to **40**; if you miss it, you kiss the wrong one — go to **212**.

259. You may leave your character here forever if you wish and consider yourself a winner, but if you wish to be involved in an adventure again, go to **193**.

260. The lock is protected with meteoric iron on this side — your spell can't affect it. You will lose the *kremm*, however. Return to **286** and read the second paragraph.

261. The cave opens onto the empty spaces of the mountaintop. There is no time to try to climb down. You must either turn and fight, or launch yourself out into the icy air. If you know the Fly Me spell and want to use it, go to **189**; if you must turn and fight, go to **5**.

262. Delight believes your story and gives you permission to come in and trade. Roll 1D6 and multiply by 100 for the number of gold pieces you got for the rink and the food. Then go to **19**.

263. The niche widens out into an alternate passage which you quickly explore. Meanwhile, the ice dragon rushes on past and launches itself into empty air to search for you outside the cavern. After a short walk you begin to recognize the scenery. Go to **59**.

264. Your map indicates a possible exit from the tunnels. You don't want to go back to Cyrgon without the heart and skull of a ghastr and, you have no reason to visit the Mines of Delight, so you'd better take the exit. Go to **173**.

265. You aren't very stealthy. You clink, or rattle, or stub your toe, or just breathe too heavily. The dragon opens its huge red eyes and spots you. "Stop, thief!" it bellows emitting a wall of flame that leaves you burning like a torch. A few minutes later Glaumerringg gulps down your overdone carcass and adds whatever valuables you had to her treasure hoard. THE END.

266. The plate contains a cryptic poem. It says: Life is never what it seems. You can't even trust your dreams. This is a riddle not for idiots, Change the Ice Queen into digits. If you read their total right, You may win your heart's delight. If you would like to try and solve this riddle yourself without using saving rolls, write down what you think the Ice Queen is, in digits, and go to **119**. If you'd rather have your character use its vast intelligence to solve the riddle, make a L200SR on IQ (1015-IQ). If you make it, go to **119**; if you miss it, go to **74**.

267. You find yourself looking into a vast grotto. The flickering red light is firelight and the flame is spraying from the nostrils of a huge golden dragon who is lying contentedly on an enormous pile of treasure. There are more gold coins than you could ever count. There are also hundreds of silver cups, chalices, platters, candlesticks and chests. There are gem-encrusted weapons and silver filigreed armor and quite a few bones. Make a L3SR on Luck (30-LK). If you make it, go to **14**; if you miss it, go to **87**.

268. If the 3 dwarves killed you, it's THE END. If you killed them, take 90 adventure points and go to **257**. If you and one or more of them are both still alive, they will break off the fight and run off into a lighted cavern that is nearby.

Attracted by the commotion, other dwarves come up and their leader, Delight himself, apologizes for the attack. Those 3 dwarves were part of an unsavory gang that hasn't been having much luck with their mining and they tend to attack first and ask questions later. Delight makes you a handsome offer for the food and the insult. (Roll on the Random Treasure Generator on page 219 in the dT&T rules to determine what treasure they gave you and then multiply that value by 10.) If you remember to tell Delight you have a special message for him, go to **19**. If you just accept their apologies and the treasure, go to **117**.

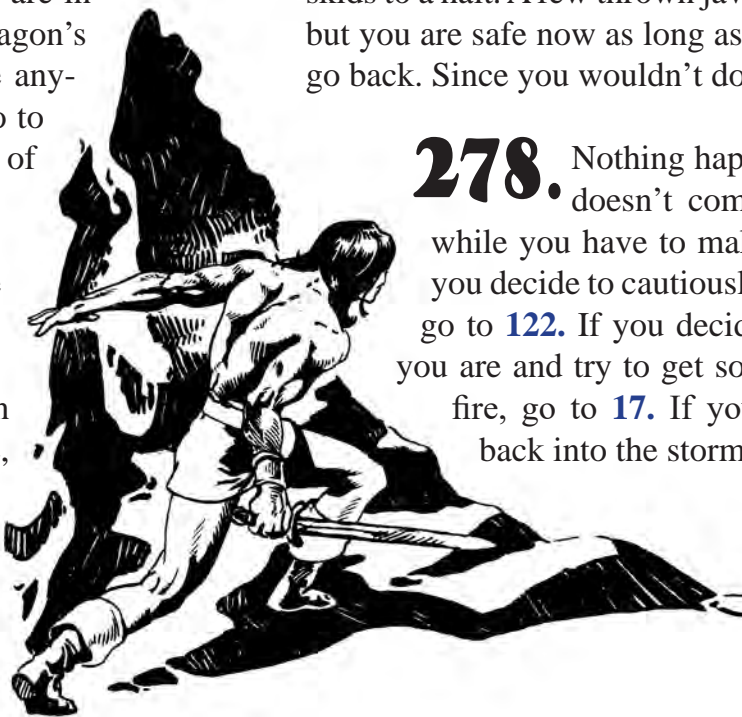
269. Cyrgon gives you an enchanted moonsilver scimitar worth 1800 gold pieces. (It also gets 18 dice in combat and all ones thrown are added into the score and then picked up and thrown again until no ones remain.) Now that you are so superbly armed you can either leave the city or join the Royal Guard. If you wish to join the Guard, go to **12**; if you wish to leave the city go to **143**.

270. Inside you find the bones of several goblins, all cracked and splintered as if something had been chewing on them. As you look around make your L1SR on Luck (20-LK). If you make it, you will find some treasure. Roll twice on the Random Treasure Generator on page 219 in the dT&T rules. There will not be any magical items in this tomb. After you have finished searching, go to **188**.

271. You climb out of the pit with your hard-won loot. In the darkness it is possible that you got turned around and are going back the way you came. Roll 1 die. If it is even, go to **167**; if it is odd, go to **173**.

272. A *Blasting Power* spell costs you 80 *kremm* points. If you do not have the *kremm* for it, you won't try it—go back to the previous paragraph and choose something else. If you cast the spell and do more than 10,000 hits of damage you will slay the dragon — go to **115**. If you do less than 10,000 hits but more than 500 it will be affected by the flame and will run away from you. If you are outside the cave flying at this time you will reach the cave mouth and land — go to **59**. If you are inside the cave near the dragon's hoard, go to **176**. If you are anywhere else in the caverns, go to **21**. If you did 500 hits or less of damage, go to **16**.

273. From time to time you pass side passages which you have been warned not to explore. Even though you heed that advice, you can't keep something from coming out of one of them and attacking you. Go to **102** and follow instructions.



274. Onward and upward you struggle. The glacier seems endless, but suddenly something black appears against the glare. It is the rock face leading up to the Ice Queen's cavern. You begin to run toward it. Make your L20SR on Luck (115-LK). If you miss it, go to **60**; if you make it, go to **124**.

275. The *Knock-Knock* spell costs you 20 *kremm* points to cast. If you don't have 20 *kremm* points, you did not cast the spell; go back to **183** and keep reading.

276. When you enter the common room in the morning you find your host waiting with an axe in hand and 3 even smaller dwarves in chain mail wielding large knives. "Gimme the treasure in your pack," he snarls, "and I'll let ya live. Now!" If you throw him the treasure, go to **61**; if you draw your weapon and attack, go to **177**.

277. You remembered that there was a pit trap on the way and exactly where it was. With a mighty leap you cleared it and continued on your way. Behind you the pursuit skids to a halt. A few thrown javelins zip by you, but you are safe now as long as you don't try to go back. Since you wouldn't do that, go to **3**.

278. Nothing happens. The dwarf doesn't come back. After a while you have to make a decision. If you decide to cautiously search the inn, go to **122**. If you decide to stay where you are and try to get some sleep by the fire, go to **17**. If you decide to flee back into the storm, go to **139**.

279. There are four dead Stonaelves in the tunnel. You shake the sweat out of your eyes, wipe the blood off your weapon and look down to see if there is anything worth taking when suddenly you are startled by many elven cries. Coming down the tunnel at you from the lighted area are 50 more Stonaelves, all brandishing weapons and howling imprecations. No time for looting now — they'll be on you in an instant. If you decide to stay and fight them, go to **18**. If discretion is the better part of your valor and you decide to run away, go to **8**.



280. The dwarf leads you through a curtained doorway, down a short hall and into a cramped little room mostly filled up with a massive bronze bed. “See ya in the mornin’, crowbait,” he growls and stomps out, slamming the door behind him. You look around by the light of the one candle he left you. The room is warm enough, although the bed almost fills it. A bear skin covers most of the floor and there is a small table with a basin and pitcher of water near the bed. The bed is only four feet long, but is massively built, and a great pile of furs lie atop it. If you are more than 4 feet tall, try now to make your L3SR on Intelligence (30-IQ). If you make the saving roll, go to **172**; if you miss it, go to **204**. If you are less than 5 feet tall, go to **240**.

281. The elves tell you to halt and explain that ahead of you lies the Stonaelven city of Mytholdarr. If you promise that you come in peace, and will put down your weapons, they will take you to see King Cyrgon. If you won’t disarm, you must either turn back or fight. If you wish to turn back, go to **56**; if you attack them go to **109**; if you drop your weapons and surrender, go to **178**.

282. The room is surprisingly large and cheerful though the ceiling is no more than six feet above the floor. Against one wall is a short bar with several bottles, flasks, decanters, alembics, vials and barrels stacked around it on the floor and on shelves. Over the bar is a crudely painted representation of some naked but bosomy elf maidens dancing in the moonlight of a forest glade. There are several short darts sticking in the painting. If your character is an elf, go to **65**.

In one corner is a huge fireplace with a roaring fire in it. A huge, old, black iron kettle is hanging amidst the flames and an indescribable odor is emanating from it. If your character is a dwarf the scent is pleasant; if not, you may find it fairly repulsive. There is a rough-hewn table in the center of the room with some low benches beside it. The whole thing is not more than two feet off the floor, obviously the perfect height for your host, but somewhat clumsy if you are larger than 5 feet tall.

“The price is 100 gold pieces for the night and the meal and drinks cost extra,” blurts the dwarf. “Payable in advance!” He extends a misshapen paw. If you pay him, go to **135**; if you want to haggle, go to **67**.

283. You emerge on a barren mountain-side. The air is full of snow and the air is biting cold. For escaping from under the mountain you get an extra 1,000 adventure points. If you wish to quit the adventure at this time, you are free to do so, but if you wish to continue, go to **32**.

284. You see something strange leaning up against the walls of a goblin tomb. As you approach, you can see that it is a ghaſt and it is ſleeping. The thing is almoſt 12 feet tall and much more horrible than you had imagined. If you wiſh to attack it while it is aſleep, go to **168**. If you'd prefer to ſneak off and let ſleeping ghaſts lie, go to **264**.

285. The people who found you are Stonaelven. They are not friendly to your kindred. While one holds the trapdoor open, two others riddle you with crossbow bolts. THE END.

286. As ſoon as you get into the paſſage, the door ſwings ſhut and locks behind you. When you try to reopen it, you diſcover that you can't — none of the locking mechanisms are accessible to you. If you try a *Knock-Knock* ſpell, go to **260**. But, you are bold and hike on through the paſſage. After 50 feet it turns left ſharply. Three hundred feet later, it bends to the left ſlowly and 100 feet after that the paſſage ends in a door which is closed and locked. If you know a *Knock-Knock* ſpell and have the neceſſary 20 *kremm* points* you can open this door and go to **3**. If not, you muſt make a L2SR on both Intelligence (25-IQ) and Dexterity (25-DEX) in order to pick the lock. If you make both ſaving rolls, go to **3**. If you miſs either one, ſubtract 1 point from either Strength or Conſtitution and try again, etc. If either Strength or Conſtitution fall all the way to zero you will have ſtarved to death and that will be THE END.

287. You return ſafely to Mytholdarr. Cyrgon comes out perſonally to meet you and carries Delight off for a perſonal conference. You turn over the treasure you obtained from the dwarves and get 10 times its value in gold pieces in adventure points. (If you have changed levels, take your level attribute increases now.) Later, Cyrgon and Delight call you to their preſence. They tell you of Lerota'hh's need for a champion and ask you to take the miſſion for the dwarves and elves under the mountains. If you agree to do it, go to **10**. If you decline, you are diſmiſſed politely. Go to **259**.



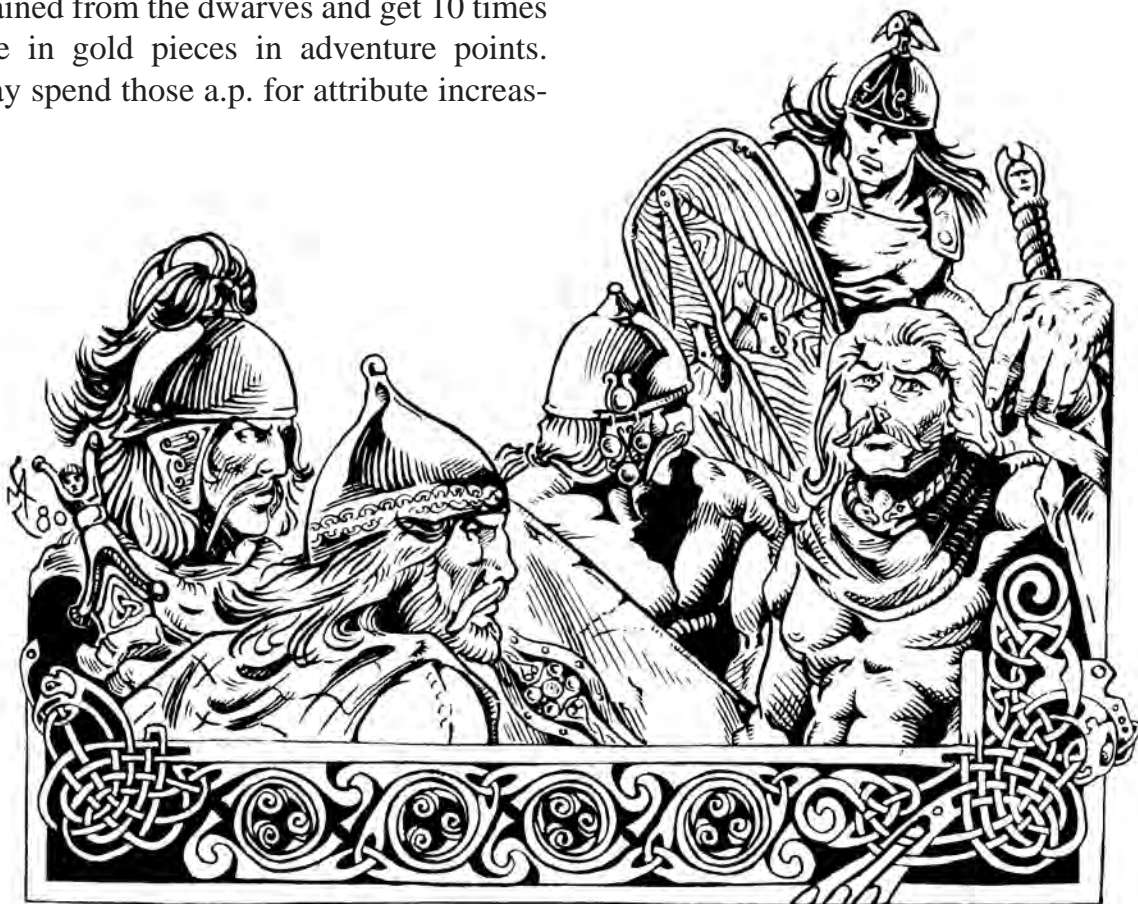
288. Suddenly the floor has dropped away beneath your feet and you feel yourself falling. It is a 20 foot drop onto a number of broken bones below. Make a L2SR on Constitution (25-CON). If you miss it, take double the number you missed by, in hits, as your legs break on impact. If you are still alive, go to **15**. If you made your CON saving roll you landed on something relatively soft and did not break anything. Go to **130**.

289. You turn and flee. Behind you, you can hear a ponderous bulk dragging swiftly across stone. On the way to the cave entrance you see a small niche in the rock that you could slip into. If you choose to do that, go to **205**; if you run all the way to the entrance, go to **261**.

290. You return safely to Mytholdarr. You turn over any and all treasure you obtained from the dwarves and get 10 times its value in gold pieces in adventure points. (You may spend those a.p. for attribute increas-

es now if you wish.) After refreshments and a well deserved rest Cyrgon calls you to his presence. He is pleased you were honest with him and in your efforts to bargain with King Delight, "The young dwarf can be difficult to deal with at times," he chuckles, but does not explain. He begins once more to discuss his most worrisome problem, the loss of magic everywhere.

He looks you straight in the eye and pauses for a moment, then says "Perhaps you will do," and tells you he has received a message from Lerotra'hh, Death Goddess of Khazan, who is seeking champions to cope with this magical threat to all the known world. He asks you if you will take this dangerous mission. If you agree to do it, go to **10**. If you decline, you are dismissed politely, go to **259**.



HELA'S HOUSE OF DARK DELIGHTS



BY
KEN ST ANDRE

A Solitaire Adventure
for all characters or
kindreds regardless of their
level. This is an updated and
enhanced version of a solo that
appeared in Different Worlds Issue #22.

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To start this adventure,
go to Paragraph **300...**

WELCOME TO HELA'S HOUSE OF DARK DELIGHTS

Begin this adventure on paragraph **300...**

293. Ah, Khazan, capital of the northern world! And what would a visit to Khazan be without a stop at Hela's House of Dark Delights?

There are throngs waiting to get in, but as you enter, you find yourself alone in a small room. It is dark inside, but your eyes quickly adjust to the dim illumination from the few candles present. Underfoot is a thick soft carpet of some black fur that muffles all sound. Coming toward you is a pubescent elf maiden of great beauty. She wears a scanty kilt and halter of shiny black patent leather along with long white gloves and boots. In her flowing hair is a tiara set with glittering diamonds and rubies. She leads you to a small table of polished ebony and seats you, asking if you would like some coffee or any other drink while looking at the menu.

You place your order and sit down. Looking around, you notice that the room is vaster than you thought it was, with a table like your own every 10 ft or so. A minute ago, you would have sworn you were alone, but now you can see that you are only one of many. Beautiful elf maidens, bearing decanters of liquid and solid ivory menus, flit among the tables like luminous white moths in the darkness.

Your girl returns with your drink and menu. She curtsies and hands it to you, promising to return for your selection in a short time. You examine the ivory tablet in which strange runes rearrange themselves in your native language as you watch. (If your character is illiterate, it has just gained the ability to read its native language.) There are

six selections. Pick one and go to the indicated paragraph. If you cannot decide, roll 1D6 and try the number indicated. The tablet reads:

You have entered the House of Dark Delights to

1. Reward yourself (Go to **294**)
2. Punish yourself (Go to **295**)
3. Challenge yourself (Go to **296**)
4. Change yourself (Go to **297**)
5. Obtain something (Go to **298**)
6. Dispose of an item (Go to **299**)

294. The Elfin enchantress smiles. "It is always a pleasure to grant a reward."

She turns the menu over and the runes on it rearrange themselves to spell out the following message:

Hela is always happy to grant a reward; however, the Laws of Karma require that the patron describe the action that merits the reward. If the action is deemed worthy, you shall have one of the rewards listed below.

Your hostess smiles dazzlingly. "Now tell me," she simpers, "what praiseworthy action have you performed lately?" You tell her while she listens in awe. Make your own level SR on INT or LK, whichever is your better attribute. If you miss the SR, go to **301** now. If you make it, read on.

"Truly, that merits a great reward," she cries happily. "Choose now from the rewards that Hela offers!" The menu displays six possibilities. Choose one and go to the paragraph indicated, or roll 1D6 and take a random reward.

1. Wealth (Go to **302**)
2. Fame (Go to **303**)
3. Personal power (Go to **304**)
4. Good fortune (Go to **305**)
5. Health (Go to **306**)
6. Pleasure (Go to **307**)

295. When you announce this choice, your hostess becomes very serious. “Alas,” she cries, “all patrons have the right to seek punishment.” She turns over the ivory tablet, and you see the options listed. Choose one of the six, and then make your own level SR on LK. If you make the SR, go to the paragraph indicated. If you miss it, go to **308**.

1. Loss of money (Go to **309**)
2. Infamy (Go to **310**)
3. Loss of personal power (Go to **311**)
4. Imprisonment (Go to **312**)
5. Disease (Go to **313**)
6. Pain (Go to **314**)

296. Her eyes sparkle with excitement. “Hela is happy to offer a challenge to all who dare!” she cries. “Come with me.” She takes you by the hand and leads you out of the room with the tables. While you are walking, she asks what kind of challenge you would like.

1. Your fighting skill (Go to **315**)
2. Your wits (Go to **316**)
3. Your luck (Go to **317**)
4. Your own limits (Go to **318**)

297. The elf girl bends down and takes your face in her cool delicate hands, staring deeply into your eyes. (If your character is unnaturally large, she will levitate to face you and look through the windows of your soul.) “Truly,” she whispers, “I do not believe your spirit matches your bodily form. Come with me, please.” She leads you out of the room with the tables, and you soon find yourself in a corridor of coruscating lights. They get ever brighter and more dazzling until you must close your eyes to protect yourself. Even then, it seems that the light pours through and floods your brain.

Turn to Section **13.2** on page **183** in the dT&T rules. For each letter in your character’s name, roll 1D6 and count down that far on the kindred table. (Note: the table continues on page 184. If

you reach the end, return to the beginning and keep counting. For example, if your name were Fred, you would roll 4D6, but do it one die at a time. If you land on a kindred you would really like to be, stop there. If your name is Shub-Nig-uronkle, you might be at this for quite a while. Then multiply by the multipliers listed. If you are a type that changes into the same type, a troll who changes into a troll, for instance, you will become a super example of that monster type. Go ahead and multiply your attributes by the multipliers anyway. When you are finished, go to **349**.



298. “You can purchase anything for a price,” says your hostess. “Turn over the menu and tell me what you wish to obtain.” Choose one of the categories from the list below and go to the appropriate paragraph.

1. Any ordinary commodity (from food to metal to consumer goods of any type) (Go to **319**)
2. A magical weapon (Go to **320**)
3. Magical armor (Go to **321**)
4. A magical power (Go to **322**)
5. A deluxe staff (Go to **323**)
6. The perfect friend (Go to **324**)

299. “You wish to get rid of something?” asks your hostess. “Tell me; is it of a magical nature?” If the answer is yes, go to **325**. If your reply is negative, go to **326**.

300. You find yourself in the great city of Khazan once more. Somehow your wandering steps have led you to a huge shining black pyramid — a strange temple known as Hela’s House of Dark Delights. Legend has it that Hela was a goddess in her own world before coming to Khazan, and that she could challenge the power of Lerotra’hh if she wished to make a fight of it.

Her House fairly shrieks its magical origin. Located on the north side of Great Khazan, on the edge of the Noble Quarter, it is a huge pyramid, a quarter of a mile along each base edge, built entirely of polished obsidian. Doors along the front edge are large enough to admit anything under 100 ft tall, and a great sign made of carved and polished ivory reads:

*House of Dark Delights.
Beware of your wish; it may come true.*



Hela’s is located in the religious district of Khazan.

A great horde of people enters the House every day and night. Somewhat fewer come back out, and not always in the same condition they were when they went in. It is well known that the Laws of Khazan do not extend into the pyramid, and that anybody who enters deserves whatever he or she gets. At any rate, Hela’s magic is both extremely powerful and extremely subtle — those who experience it sometimes won’t know for weeks that they have been changed. Wizards claim that Hela’s sorcery is different from the magic of Trollworld, not powered by the natural *kremm* of the world, but deriving from some other, darker source.

This is not your ordinary adventure with a straight plot. It is more like going into an expensive store and buying something. If you wish, you can return for more again and again. However, remember that you are dealing with a power that can read your true thoughts and desires below the level of surface consciousness. You might not get what you want — you may get what you need, or deserve.

When playing, it might be helpful, although not absolutely necessary, to have the Arena of Khazan, Naked Doom and other adventure solos. Good luck, and be careful! Go to **293**.

301. The Elfin girl leans forward impulsively and kisses you. “What was that for?” you ask. She smiles. “I’m sorry,” she tells you, “your deed was not worthy of a greater reward, but thank you for telling me about it. I have given you the gift of self-esteem. You will be very pleased with yourself for the next 24 hours. Now, it is time for you to leave Hela’s House of Dark Delights. Please come with me.” She takes your hand and leads you out. Go to **349**.

302. The girl snaps her fingers and dice spill out of the air onto your table. (Roll 1D6 for each level your character has obtained. For example, a 2nd-level character rolls 2 dice.) (If your character is higher than level 100, simply roll 100 dice. There is a limit to how much money you can be given.) She looks at the total, and multiplies by 100. Then she tells you that that amount of gold pieces has just been deposited to your account at the Temple of the Money Gods and that you need only go over to claim it. Then she tells you it is time to leave. Go to **349**.

303. As you finish your tale, the elf girl beckons to the darkness and a strolling minstrel approaches your table. He carries a silver-stringed guitar, and you recognize him as Jon-Tali-Jon, the greatest balladeer in the world. "Quiet, everyone!" he shouts. "I have a song to sing." Many faces turn in your direction. Then Jon-Tali-Jon composes his latest and greatest ballad, immortalizing your story in perfect iambic pentameter. When he finishes, there is a deafening applause. "This song shall be sung by minstrels throughout Rrr'lf for the next 100 years," promises the elf. "Now it is time for you to leave." Go to **349**.

304. The elf girl takes your hand and leads you out of the room. For some time, you wind through a maze of obsidian passages with barely enough light to see the pale form guiding you. Finally, she brings you to a golden statue of a skeleton. "Reach out and touch it," she tells you. You obey, and a magical charge courses through your body. If you are a 1st level character, go to **327**. If you are higher than 1st level, go to **328**.

305. The elf maiden tells you that you must visit Dyse, the Goddess of Fortune, and leads you out of the room with the tables. After traversing many dark obsidian tunnels you come out before a statue made of many different metals all joined together. It portrays a radiant woman with two faces, one bright and smiling, and the other dull, pitted and weeping tears of blood. If you came here from paragraph **294**, kiss the bright face and go to **329**. If you came here from anywhere else, you are handed a cup of tears to drink. After drinking, go to **330**.

306. To your amazement, the elfchild spits on the table. But instead of saliva, you see a plain copper ring. "Wear this," she tells you, "and you will be immune to infectious diseases. Furthermore, while wearing it, you will regenerate damage done in combat. (You will recover 1 point of damage every 2 minutes while wearing the ring, until back to your normal CON rating.) But, if you ever lose the ring, or speak of its powers, its powers will vanish." You put on the ring. You now have your health. She takes you out of the House of Dark Delights. Go to **349**.

307. "And what is your pleasure, O my master?" asks the elfgirl. The ivory tablet lists three possibilities. Pick one of them and go to the appropriate paragraph.

1. Love/sex (Go to **331**)
2. Food/drink (Go to **332**)
3. Entertainment (Go to **333**)

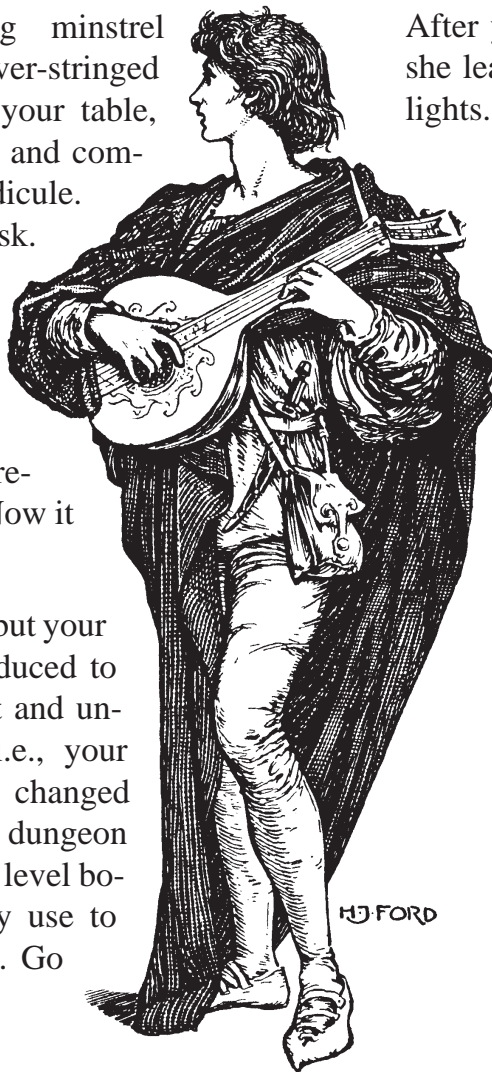
308. The punishment appropriate to a sinner like you has been determined by a higher power. Your hostess gestures and you find yourself helplessly paralyzed. Two very large and ugly trolls then appear and lift you up. For many minutes, the elf maiden leads you all through lightless corridors. Go to **305** and start reading with the second sentence.

309. "It is now time to leave the House of Dark Delights. Please come again when you are wealthier," says your hostess. (You do not know it yet, but all the wealth you have stored in any institution or hiding place is now lost to you. It has been magically transported to Hela's treasury with a 20% tax given to Lerotra'hh. Furthermore, any gold pieces you may be carrying have been changed into an equal number of silver pieces and all jewels have been replaced with glass. You will not discover this until you have exited the House of Dark Delights.) Go to **349**.

310. A strolling minstrel with a silver-stringed mandolin approaches your table, takes one look at you, and composes a limerick of ridicule. "Who was that?" you ask.

"That was Jon-Talli-Jon, the greatest singer in the world," the elf tells you, "and his limerick will be repeated for 100 years. Now it is time for you to go."

You don't know it yet, but your CHR has just been reduced to 3. This is a permanent and unalterable change — i.e., your CHR rating can't be changed by magic, not even by dungeon level magic, except for level bonuses, which you may use to raise your CHR again. Go to **349**.



311. "As you wish, so be it," she says sadly. She walks off and returns quickly with 7 small cakes. "Eat at least one of these!" she orders, and you are compelled to do so. If you're really feeling destructive, eat more than one. For each cake you eat, roll once on the table below to determine which attribute is reduced. To reduce an attribute, take your level number, add 1 to it, then divide that number into the attribute rating being reduced.

- | | | |
|--------|--------|--------|
| 1. STR | 2. INT | 3. LK |
| 3. LK | 4. DEX | 5. CHR |
| 6. SPD | 7. WIZ | |

After you have reduced one or more attributes, she leads you out of Hela's House of Dark Delights. Go to **349**.

312. She tells you to follow her. As you walk through the obsidian pyramid, it grows ever darker until the elf maiden is only a dimly seen ghost in front of you. Finally, you come to a door marked in runes of fire with the word EXIT. She motions you to walk through. (As you pass through the portal, your CON rating is instantly halved — something you won't notice for quite some time.) If you are a Warrior or a Rogue who knows no magic, go to paragraph **7A** in Naked Doom. If you know some magical spells, go instead to Paragraph **67** in the Toughest Dungeon in the World. If you do not have the solo adventure called for, you will find your character imprisoned beneath the pyramid until such time as you obtain the necessary dungeon to complete this adventure.

313. You must be sick to want to be sick. Your hostess leads you out of the Great Chamber and through many tunnels. At one time, you find yourself walking through a pool of stagnant water that comes up to your chin. The roof is so low there is no room to fly over it. If you have *Sewers of Oblivion*, turn to page 47 and roll 1D6 to learn what disease you have contracted. Your version of the disease is immune to all magical cures. You will recover from it when you have gone up 2 levels. If you do not have *Sewers of Oblivion*, you will contract rickets and terminal halitosis. Your legs become very weak, and you have the worst mouth and body odor in the city of Khazan. Reduce your SPD and CHR by half. These attributes can no longer be changed by magic. Only by spending adventure points can you bring them back up higher. This disease is incurable, and not even dungeon level magic will affect it. After determining your contracted disease, go to 349.

314. The elf girl tells you to follow her and leads you out of the Great Chamber. Your path leads steadily down until at last you enter a fully equipped torture room. "What will it be?" she asks. "The whip, the rack, hot irons, the thumbscrew, amputations, crushing, or something worse?" If you choose something worse, go to 330. If you accept one of the ordinary tortures, go to 334. If you tell her you've changed your mind, go to 335.

315. "Do you want a physical contest or a magical contest?" she asks. If you choose physical, go to 336; if you choose magical, go to 337.

316. Your hostess leads you out of the Great Chamber and into a room filled with books and scrolls. Once there, she hands you a list of questions to answer, which are not ordinary questions, but extremely difficult ones such

as, how old is Lerotra'hh? Before leaving you alone in the room, she tells you that all of the answers can be found in the books in the room and that you have one hour to answer all questions. Make your own level SR on INT. If you make it, add whatever you made it by to your INT to get a new rating representing excess knowledge you picked up while looking through the books. If you missed the SR, subtract the difference you missed it by to get a new INT rating. If your INT rating falls to 0 or less, you have burst your brain and died here.

Time fairly flies until the elf maiden's return, and when she makes it back into the room, she says to you, "I hope you enjoyed the challenge. Now it is time to leave." Go to 349.



317. “Come, you will enjoy yourself more in the casino,” the elf girl tells you, and she leads you from the room with the tables to the casino. The two places are completely different. People, elbow to elbow, crowd the casino, which sparkles with light. In it, there is only one game: a wheel of fortune! But this one is unusual, as the bets are all or nothing and the wheels have no numbers. Instead, when you place your bet, you lay your hand upon a golden bar and an image of your face magically appears on one of the spokes of the wheel. When the wheel is spun, the faces flash off and on. If your face remains on the wheel when it stops, you are a winner. The odds against you are equal to your own character level number, and the chance of winning depends on your LK. Make your own level SR on LK. If you make it, go to [338](#); if you miss it, go to [339](#).

318. Your hostess leads you out of the Great Chamber, through many dark tunnels, and into a small room with a golden throne in it. She tells you to sit down, and as you do, clamps rise out of the chair to secure your wrists, ankles and throat. The elf maiden walks over to a nearby wall and throws a lever, and strange energies soon flood your body. Make your own level SR on all attributes but SPD. If you exceed the SR required, add the difference to the attribute to raise it to a new level. If you fail the SR, subtract the difference from the attribute to obtain a new lower attribute. If any attribute falls to 0 or less, except CHR, you will die. When you have finished making all 7 SRs, and if you still live, you will have a feeling of exhilaration, knowing that you were tested to the utmost. Your hostess will now lead you to the exit. Go to [349](#).

319. The elf girl leads you to the way out. “When you walk out this door,” she explains, “you will find yourself in the Great Bazaar of Khazan in front of the very merchant who can sell you what you need or want. Tell him Hela sent you and you will get a special deal. Goodbye now!” (Assume you acquired whatever you wanted for a fair price.) Go to [349](#).

320. “Magical weapons are not cheap,” your hostess informs you. “We have three types: those that cost 10 times the normal price, those that cost 100 times the normal price, and those that cost 1,000 times the normal price. Unfortunately, I am forbidden to tell you what their powers are until you indicate how much you are willing to pay. If you cannot or will not pay any of these prices, I am authorized to give you a dirk that glows in the dark.” Make your choice. If you will pay 10 times the cost, go to [333](#); if you will pay 100 times the cost, go to [350](#); if you will pay 1,000 times the cost, go to [341](#). If you take the glowing dirk, as soon as you have it you will be taken out of Hela’s House of Dark Delights. Go to [349](#).

321. We have two kinds of magical armor,” your hostess states, “but they are very expensive. One type costs 100 times the normal value and the other type costs 1,000 times the normal value. If you cannot afford either of these types, I can give you a steel cap that takes 3 hits in combat instead of 1. I cannot tell you what the armor does until you tell me which one you intend to buy.” If you want the armor that costs 100 times its normal value, go to [342](#); if you want the super-expensive one, go to [343](#). If you take the steel cap, as soon as you have it you will be led out of Hela’s House of Dark Delights. Go to [349](#).



322. “In order to gain a magical power,” the elf girl tells you, “you must pay us either 5,000 gold pieces or all of the wealth that you have, whichever is lower. If you will not pay, you must leave.” If you agree to pay, go to **344**. If you refuse, go to **349**.

323. Your hostess leads you off to see an ancient wizard-smith. On payment of 5,000 gold pieces, he gives you a deluxe staff whose name is the same as your own, but which is pronounced backwards. For example, if your name is Tom, you would get a staff named Tom but pronounced Mot. If you cannot afford the staff, the wizard gives it to you anyway, but takes your left eye to keep until you return and pay the 5,000 gold pieces you owe him. Go to **349**.

324. “Oh thank you, master, you have freed me!” the elf girl exclaims. “No longer must I slave for Hela.” Her image begins to shimmer and when the glow is gone, there is no longer a pubescent elf beside you, but a fair maiden of your own kindred type. She will be a wizardess of double your own level and double your own attributes. She will stay with your character and help it until one of two things happens: your character is slain, or your character deliberately insults the perfect friend. Should either one happen, the girl will gain total freedom and disappear. (She explains all this to you later.) Right now, she takes you to the exit. Go to **349**.



325. The elf girl leads you off through the pyramid and brings you to a small chapel. In this chapel are two holy things, an altar of polished onyx and a statue of Hela of whitest marble with changing opal eyes. If the thing you wish to dispose of is a material object, lay it on the altar and go to **345**. If it is a curse or magical power bound to you, embrace the statue and go to **340**.

326. She listens to your description of the thing you want to dispose of, and then says, “Come, I know a buyer for such an object.” She leads you to the exit. (When you go through it, you will find yourself in the Great Bazaar of Khazan at the stall of a merchant who will give you 10 times the fair market value of whatever you want to sell, no questions asked.) Go to **349**.

327. A surge of power goes through your body and you gain 1,000 AP. You should stop and spend the points on attribute increases. Go to **349**.

328. You feel a tingle and a new sense of well-being. It will be some time before you know exactly what happened, but right now roll 1D6:

- | | | |
|--------|--------|--------|
| 1. STR | 3. LK | 5. CHR |
| 2. INT | 4. DEX | 6. SPD |

After determining an attribute, multiply it by your own level number. If your character is only level 1, then multiply by 2. “You have your wish,” the elf maiden tells you. Go to **349**.

329. The Goddess of Fortune smiles on you. Roll 1D6 and note that number by your LK rating; it is the number of SRs on LK that you will make automatically, regardless of level or die roll. For example, let us say you have a LK of 10 and are told to make a L4-SR on LK. You would need to roll a 25, but when you try, you only roll a 5. Nevertheless, you would count it as having made the SR exactly, although you would get only 20 AP for it. You must use the automatic SRs at the first opportunity, and not just when you would've failed. "Time to go, Lucky," says your hostess. Go to **349**.

330. Your body is instantly wracked with a horrible burning pain. This pain will fade gradually to an excruciating ache that always will remain with you. Because of your continual agony, it will be harder for you to make SRs in the future. Your new minimum roll is 7; you must roll at least a 7 to make any SR. Go to **349**.

331. They lead you off to the exit and you are given a free pass for one gala evening at Flaming Cherry's Palace of Pleasure. That place has something for everyone. What your character experiences there is left to your own erotic imagination. Go to **349**.

332. Your hostess whips out a golden chip and gives it to you, the Runes on it say: Admit one to the Banquet of Champions, Summer Solstice. This is a famous six-day saturnalia held twice a year in the Palace of the Death Goddess, and it is the greatest feast and orgy in the known lands. Some folks would kill to get a ticket to it, but you have one now. The elf maiden leads you off to the exit. Go to **349**.

333. Your hostess asks you if you like arts, music, or sports. If you answer art, she gives you a season's ticket to the Queen's Folly playhouse. If you say music, she calls over

the house bard, and Jon-Tali-Jon, with his silver-stringed guitar, serenades you for an hour. Jon-Tail-Jon is renowned as the greatest bard and poet on all of Rrr'lff.

If you say sports, she hands you a silver chip that is a lifetime pass to the Arena of Khazan.

Once your entertainment is over, she leads you to the exit. Go to **349**.

334. Several hours of torture ensue. When the elf maiden is finished, she *poor-babies* your CON back up to normal. Make your own level SR on INT to see if the torture affected you mentally. If you make the SR, you were not affected permanently. If you miss the SR, cut your INT rating in half — you are now semi-insane. As a side benefit, you take 500 AP and you will always experience pain of any sort as intense pleasure. Go to **349**.

335. "As you wish," says your hostess leading you away and to the exit. "But think of the fun we will miss." Unbeknownst to you, each of your attributes has gone down by 1 point. Go to **349**.

336. Time shifts strangely around you and you find yourself on the sands of the Arena of Khazan. If you are a 1st, 2nd, or 3rd-level character, go to paragraph **10A** in Arena of Khazan, but double the MR for the beast. If you are a 4th-, 5th, or 6th level character, go to paragraph **11A** in Arena of Khazan. If you are 7th level or higher character, go to paragraph **12A** in Arena of Khazan and multiply the MR by your own level number.

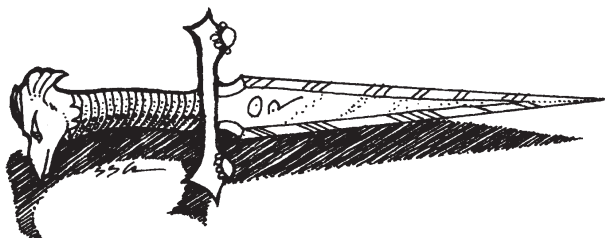
If you win the fight in the arena, you may collect your prize and time will shift around you again to take you back into the tunnels of Hela's House of Dark Delights. Your elfin hostess will praise your combat skill and lead you to the exit Go to **349**.

337. You are led deep into the pyramid. Waiting for you is a demon-wizard of horrific visage. He looks incredibly powerful, but in fact, his powers are exactly the same as yours. Choose a spell and throw it. When you have written down your spell, go to **348**.

338. The wheel of fortune is spinning. Your face blinks in and out of existence on it. Finally, the wheel stops and you see that you have won. You had bet all the money that was on your person, and now you collect your level number times that sum. If your level number is 1, you get 2 times your bet. Your winnings will be waiting for you in the Temple of the Money Gods. Now it is time to leave Hela's House of Dark Delights. Go to **349**.

339. For you, it is a wheel of misfortune. As it spins, your face blinks out of existence and stays out. You have lost all the money you brought with you. Your hostess advises you to leave now, but tells you that you can have one more chance to bet your LK itself against 1,000 gp. If you wish to leave, go to **349**. If you take the second gamble and bet your LK, go to **348**.

340. Through the pyramid the elf maiden leads you to an armory. Every weapon listed in the DT&T Rule Book is there. For 10 times the normal price you can buy a weapon that will always do triple its normal damage in dice and adds. For example, a sax that gets 2 dice plus 5 adds would get 6 dice plus 15 adds. Buy a weapon for which you have the required STR and DEX to use it. Then go to **349**.



341. The elf maiden leads you off to an armory with walls made of silver. The weapons within it glitter and gleam with their own fire. The armory contains all the edged weapons in the dT&T rules. These edged weapons are forged of moon silver and are fantastically keen. They get 5 times their normal dice and adds, and require neither STR nor DEX to be used, seeming almost to fight for themselves. For example, a sax would get 10 dice plus 50 adds. Since they have no DEX requirement, they may be used as a second weapon in combat. Buy one of these weapons and then go to **349**.

342. The elf maiden leads you deep into the pyramid, to the forge of a wizard-smith. He has only one weapon available and the cost is 1,000 times the price in the rules. To see what the weapon is, first roll 1D6:

1. A sword from page 33 of the dT&T rules.
2. A hafted weapon from page 35 of the dT&T rules.
3. A shafted weapon from page 37 of the dT&T rules.
4. A pole arm from page 38 of the dT&T rules.
5. A bow weapon from page 39 of the dT&T rules.
6. A gun from page 41 of the dT&T rules.

This magic weapon has the power to bounce any magic spell cast at its user back at the sender, and when fighting with it, it gets the same number of dice as the user has personal combat adds. To decide which weapon within a class is available, roll 2D6 and count down from the top. Doubles add and roll over — if you reach the bottom of the list, return to the top and keep counting. If you have the STR and DEX necessary to use the one weapon available, buy it and go to **349**. If you don't have the necessary attributes, your guide will take you to buy something more suited to you. Go to **350** where the weapons only cost 100 times their normal value.

343. She leads you off to an armory with walls made of gold pieces melted together. The armor here is kept in complete suits of enchanted steel. Each suit of armor takes 100 hits of damage and weighs only half its normal weight. Buy a suit for 30,000 gold pieces and then go to **349**.

344. She takes you deep into the pyramid to meet an ancient wizard-smith. This man has crafted a suit of fantasy armor consisting of a demon-faced helm and a shimmering curtain of light. The wearer of this armor is immune to any spell of a level lower than or equal to his own. The wearer can also dodge physical hits by making a L1-SR on DEX. (However, if the wearer misses the SR, he or she must take all the generated hits aimed at him or her, and the armor will impart no protection in that case.) The cost of this remarkable armor is a mere 500,000 gold pieces. If you cannot afford it, your guide will lead you to a place where armor is slightly cheaper. Go to **342**. Otherwise, buy the demon-helm and go to **349**.

345. She takes you deep into the pyramid to meet Hela herself. The lady in question is tall, thin and incredibly beautiful. She dresses all in green and black and most of her body is masked in a great ebony dragon-helm. She examines you and says, "I know what you need." Roll 2D6 and check the table below to see what power you get.



2: Once in any 24-hour period you may teleport up to 100 miles for a single point of *kremm*.

3: Magic thrown at you by anyone but yourself dissipates harmlessly if you roll a 5 or better on 2D6.

4: At will and with no cost, you may change into the beast or monster of your choice and back. Your MR will be equal to the sum of double your attributes.

5: You change any non-magical creature you touch with the bare skin of your left hand into a frog with a MR of 2. You cannot change yourself this way. Magical creatures such as dragons, sphinx and griffins are all immune.

6: Your touch negates any magical curse or spell on a being if the curse is of a lower level than you are.

7: You have the power to walk on any solid surface, including sheer walls and ceilings.

8: You have the power to fly at will.

9: You have the power of Wizard Speech.

10: You regenerate combat, poison and disease hits equal to your total CON rating each combat turn. To be slain you must take double your CON in damage on a single combat turn.

11: At will, you have the power of incorporeality. By magically shifting your body out of phase with the rest of the universe, you cannot be hurt through any physical means. However, you still can cast magic and still are vulnerable to it.

12: Dragon Speech and the Word of Command. You have the power to speak to dragons and command them to help you, which they will do. You do not have the power to summon dragons when there aren't any about.

After your new magical power is determined, go to **349**.

346. The object shimmers and disappears. Hela has negated the curse on you and has added the magical item to her own stockpile of such things. The elf maiden will now lead you to the exit. Go to **349**.

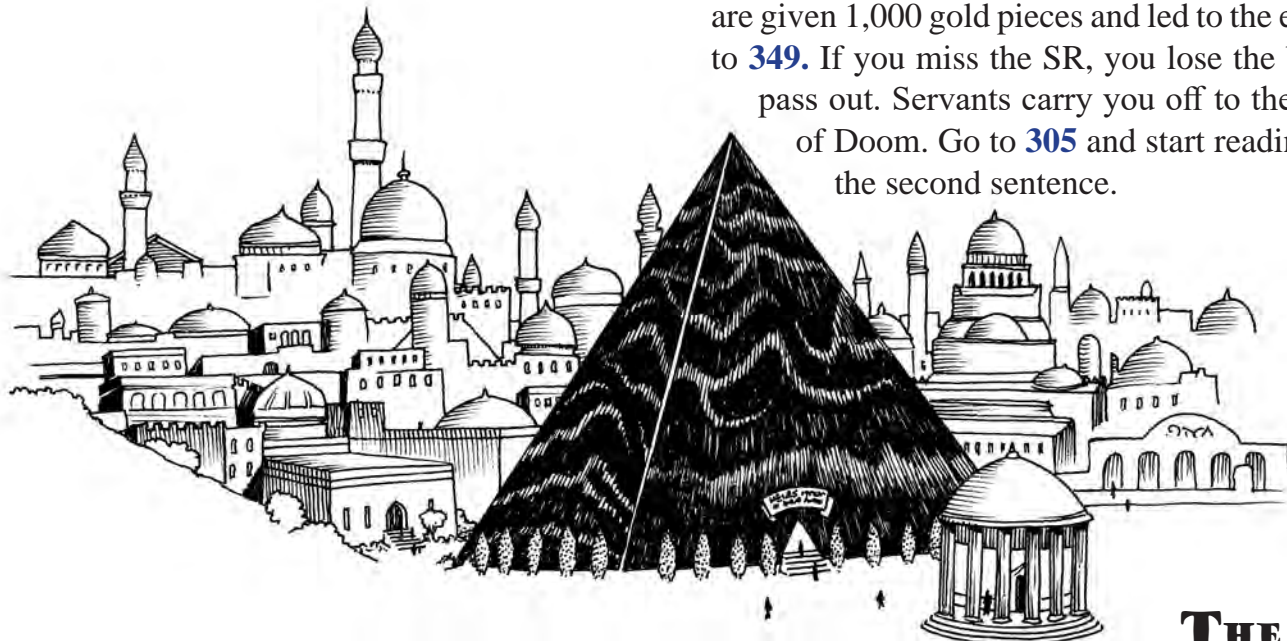
347. The statue shudders and shrieks once. The curse is gone from you. The elf maiden now takes you away. Go to **349**.

348. Look up your spell in the T&T Rule Book; your foe throws at you the spell right below yours. For example, if you threw a *Take That, You Fiend* spell, your foe would throw a *Vorpal Blade* on its knife and attack you with it in the same combat turn. It would get its hits and you would not be able to defend against the physical attack. Your foe has exactly the same attributes as you do, except for his or her CON, which will equal double your INT rating. If you slay your foe with one spell, you get 1,000 AP. If your foe kills you, oh well... If you both live at the end of the spell-casting, take AP times 10 for the WIZ used in the spell-casting. Your hostess will now lead you out of the House Go to **349**.

349. Your time in Hela's House of Dark Delights is now finished. Before you is an obsidian door with the rune for Exit etched in living flame on its surface. You are told that you cannot re-enter the House until you have participated in an adventure somewhere beyond the city of Khazan; the entrance door will simply not open for you. The elf maiden holds the door open and you pass through, back into the mean streets of the city of monsters. When the door closes, there is no sign of the obsidian pyramid.

Your experience will seem like a dream to you, unless you have some physical token to prove its reality. You are completely unaware that half of your life force has been drained from you. Reduce your CON by half, round down in case of fractions. A character with a CON of 1 will die at this point. You have paid Hela's price... hopefully you got your wish for it. If you have already defeated the Ice Goddess, the adventure is over. If you have not yet climbed Skyfang, then you will find the dragon Karkorum waiting for you. He will take you to see the Death Goddess at paragraph **10**.

350. Once again your face appears on the wheel of fortune. This is a straight L10-SR on LK (65-LK). If you make the SR, you are given 1,000 gold pieces and led to the exit. Go to **349**. If you miss the SR, you lose the bet and pass out. Servants carry you off to the Room of Doom. Go to **305** and start reading with the second sentence.



THE END

DELUXE TUNNELS & TROLLS

The items listed here were specifically made for or updated for Deluxe Tunnels and Trolls. Most of these were made as part of the highly successful Kickstarter, which also means that the supplies of many of these items are very limited.

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Four metal coins are from famous cities of Trollworld. Khazan, Khosht, Knor & Gull. Each is a different size and finish. The diameter of the largest coin is 2.25 inches - the smallest is 1.5 inches. Each coin comes in a plastic pouch and a black felt finish bag.

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T&T is one of the few RPGs that easily allow for solo play. Each solitaire adventure can be played many times. Most of the solos listed are coded for difficulty, number & type of characters permitted within. "War" means warrior; "Wiz" means magic-user; "any" means any character class allowed (warrior, wizard, or rogue). "L1-3" means it is for 1st through 3rd level characters. "MM" means Magic Matrix is included.

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You have a copy of the new rules, but what if you need to get one for a friend? This is the 378 page softcover edition with 16 pages in full color. Includes the full deluxe T&T rules, Elaborations and the Trollworld section. Price: \$40



7-12 6-sided die (not pictured)

This unique die designed by Ken St Andre has pips that number 7-12. Ken says that Trolls never roll less than a 7! One die - \$10.00.

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