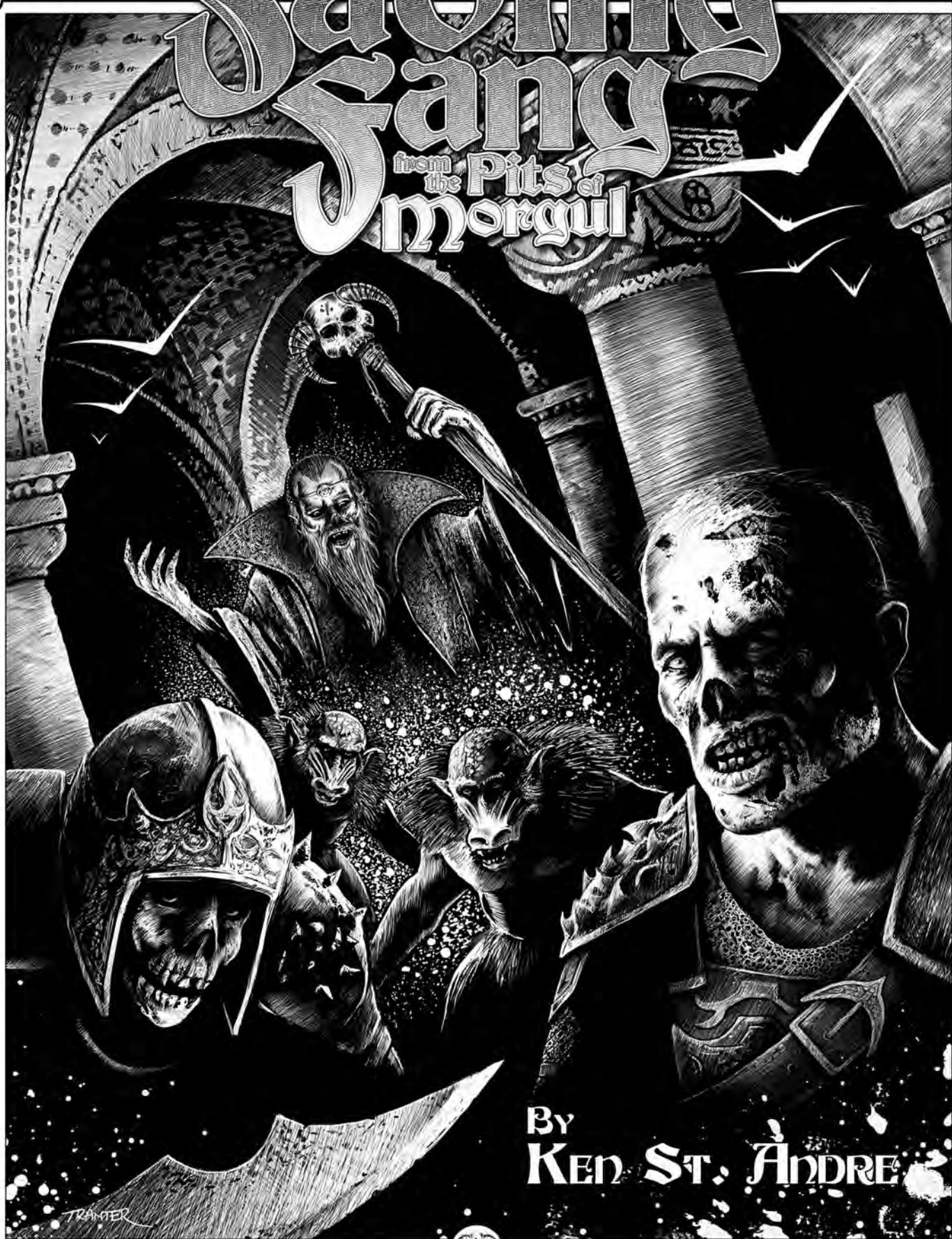


Saving Gang

from the Pits of
Morgul



By
KEN ST. ANDRE



Saving Gang from the Pits of Morgul

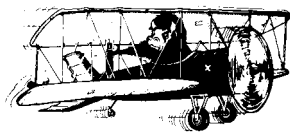
A Solitaire Adventure for 1st Edition Tunnels & Trolls

Written by
KEN ST. ANDRE

Illustrations by
SIMON TRANTER

Cover by
SIMON TRANTER

Layout & Graphics by
STEVE CROMPTON



Published by Flying Buffalo Inc.



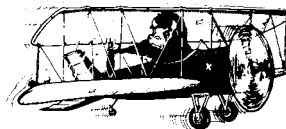
Saving Fang from the Pits of Morgul

Text Copyright © 2013 by Ken St Andre

Book Copyright © 2013 Flying Buffalo Inc. All right reserved.

No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording or computerization, or by any information storage and retrieval system, without permission in writing from the publisher.

Special thanks to Chris Palmer and Mark Evans for proofing.
Additional thanks to Chris Palmer for adding links to the PDF.



Published by Flying Buffalo Inc.
P.O. Box 8467, Scottsdale, AZ 85252
www.flyingbuffalo.com
e-mail: rick@flyingbuffalo.com

Introduction

There has never been a solo written for the first edition of Tunnels and Trolls before. By the time Rick Loomis wrote Buffalo Castle, T & T was already in its second edition, with many changes and “improvements” from the first edition, and with the third edition not far away. For example, I don’t believe we used saving rolls for anything but Luck back at the very beginning.

In keeping with the idea of going back to the beginning, this adventure is for brand new first level characters that should be rolled up fresh. The attributes are: Strength, Intelligence, Luck, Constitution, Dexterity, and Charisma, and should be rolled on 3D6 in that order. Character types you can be are human, elf, and dwarf (fairy, leprechaun, and hobbit were also available, but those three kindreds really don’t fit into this story).

You will need a copy of the first edition rules, primarily for spells, weapons, and armor. You will also need an adequate supply of six-sided dice (just one would do in a pinch, but you’d have to roll it a lot—at least 3D6 are recommended), blank paper and pencil or pen.

You may bring any type of character—warrior, wizard, or rogue—but if you choose a magic-user, you may only cast level one spells. That would be: Detect Magic, Lock Tight, Will-o-Wisp, Knock-knock, Oh-there-it-is, Hidey Hole, Take That You Fiend, Vorpall Blade, Oh-go-away, and Teacher. Why are they listed in that order? Because that’s the order in which I first thought of them. First edition spells are paid for with Strength, and need no minimum IQ or Dex to cast. Furthermore, you may only cast a spell if the solo text offers you the opportunity.

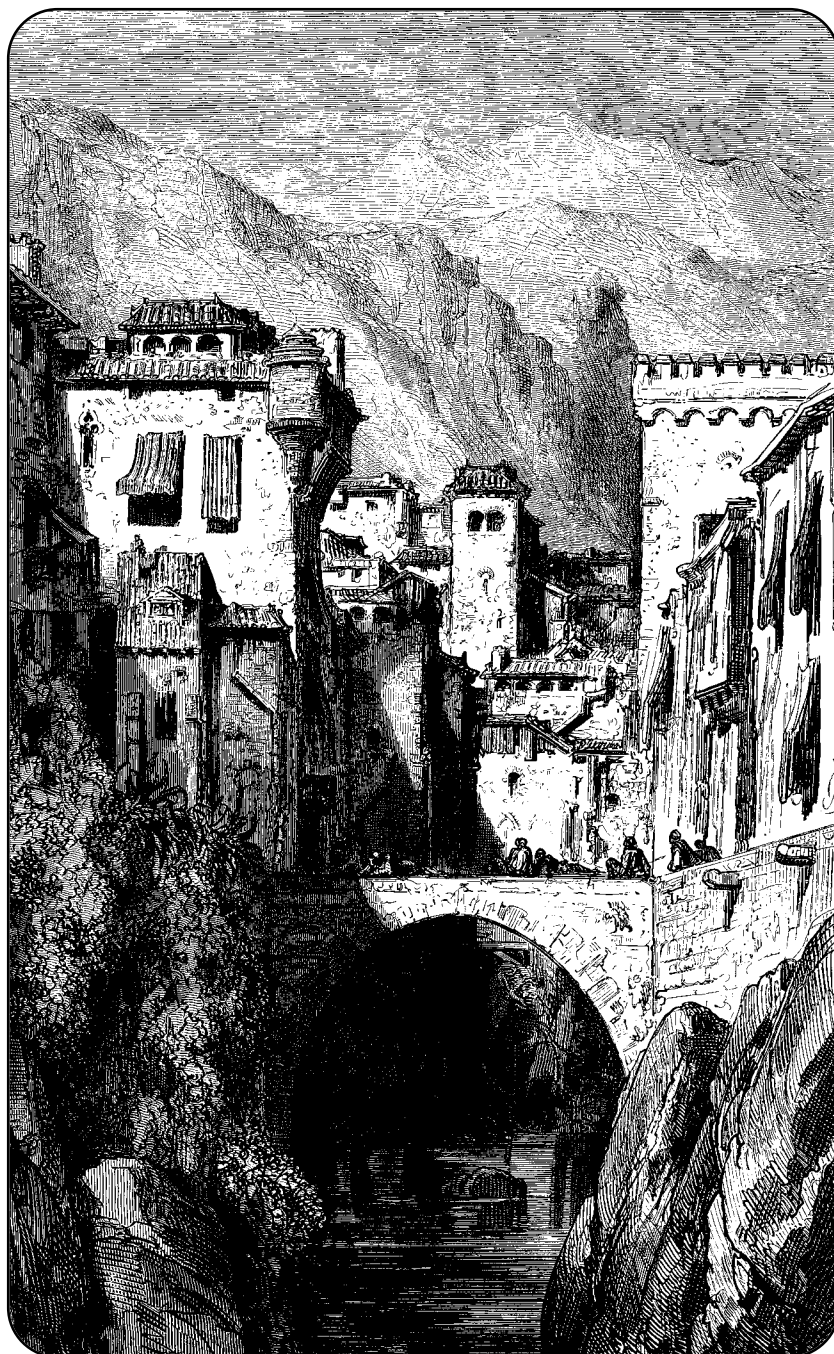
Combat uses the monster rating system. Your foes will have a monster rating number that tells how many dice they get, and how many combat adds, and how many hits it takes to kill them. As the monster rating goes down, the foes will get weaker. You recalculate their combat strength at the end of each combat turn. For example, you are fighting a bandit with a monster rating of 24. He would get 3D6 and 12 combat adds. Let us say you do very well and inflict 6 points of damage on him in the first round of combat. On the second round, he would have a monster rating of 18, which is worth 2D6 + 9 adds in combat. And so forth . . .

So go ahead and roll up your first edition character. Choose your kindred, and if it isn’t human, use the Peters-McAllister chart on page 20 to adjust the attributes. Calculate your combat adds. Strength, Luck, and Dexterity greater than 12 give you positive adds, less than 9 give you negative adds. Go ahead and choose any weapons and armor you wish from the weapons and armor tables. If your character is a wizard, you know the first level spells on page 22. If you are a rogue, you know one of them—your choice. Do not roll for gold or feel constrained in your purchase of armor or weapons by lack of it. As a special benefit, the Game Master rules that you start with enough gold to buy whatever basic equipment your character can handle, and that you have enough left over after your first day of shopping in the big city to party a bit at The Ruptured Troll Tavern down by the river side.

Ken St. Andre - July 2013

Prolog...

You came to Khosht, the first sizeable city you've ever seen in your young life, to begin your career as an adventurer. You bought weapons and armor and a basic pack of delving equipment: flint and steel, 3 torches, 20 feet of light rope, 3 days provisions, and a canteen. You have a hooded cloak to protect your head and back, and stout boots to protect your feet. You have a pack to carry things. You are ready for adventure. During the day you met a beautiful young woman with a mane of fiery red hair who calls herself Cherry. Now that the sun has gone down she has shown you her favorite tavern—a place called The Ruptured Troll. It is a noisy, busy place, full of humans and nonhumans, all talking, laughing, drinking, and gaming. The proprietor is an actual river troll, a big green creature with a snaggle-toothed grin, and a huge scar that crosses his big fat stomach from side to side. Such a wound would have killed a human, but trolls regenerate. When you are ready to begin, go to **10**.



1 “I’m with you, Cherry!” “Good man,” she smiles. “Let’s go!” She makes for the door. Clearly, she thinks she knows where she is going. “I WILL COME TOO!” bellows Slather the Troll. “YOU MIGHT NEED MY HELP!” He takes off his bartender’s apron and throws it to a tavern wench. “Take care of the place. I should be back by dawn.” His voice has gone back down to its normal rumble volume. He grabs a huge spiked club that rests beside the front door.

“Who is Fang?” you ask as you get outside. The red moon is nearly in mid-heaven, the dark moon hangs just above the high city walls to the west.

“Just an old friend,” answers Cherry. “He gave me a place to stay when I was a kid and first came to Khosht. He taught me knife-fighting.”

Slather comes out of the tavern. “Let’s take the bridge,” he says. Go to **9**.

2 You grope your way forward in the darkness, and you don’t notice the pit trap in front of you. As you put your foot down, the rock crumbles beneath your foot, and you find yourself pitching forward into empty space. You can’t help shouting in alarm as you start to fall. Make a level 2 saving roll on Luck (25 - LK). If you make it, go to **40**, if you fail, go to **39**.

3 You finish off your foe and look around to see Cherry slicing open the throat of her enemy with one jambiya while the other is buried up to its hilt in the creature’s chest. It goes down. She flashes you a smile, and you both turn to see if the troll needs help. One of his three foes lies in a broken heap beside the gully wall. The other two are clinging to his oversized body and wailing away on him with their clubs. You and Cherry move to help him, taking his foes from the rear, and in a few moments all of the ghouls are dead. (You gain 36 adventure points from this fight, plus whatever you gained if you cast magic.)

Slather has taken several bruises and a couple of cuts from the combat, but now that he is no longer fighting, the wounds quickly heal. Trolls regenerate. You look around to see if there are any other foes coming, but it’s all clear. The ghouls that attacked you don’t have much worth taking, but you may have one of their cudgels if you wish. It is heavy enough to be a 4D6 weapon, and requires a STR of 15 to wield.

If you would like to search their bodies more carefully, go to **19**. If you simply resume your journey, go to **8**.

4 Slather gives you a wink to show that everything is going according to plan. The ghouls lock you and Cherry into the chain. Then they leave and the troll goes out with them, leaving you all alone, locked in the room with the other prisoners.

“Fang, are you all right?” asks Cherry.

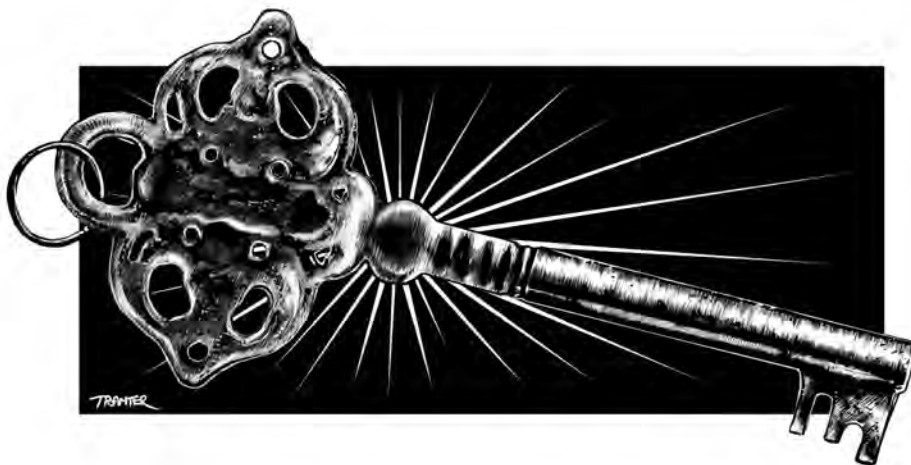
“I am hurt, but it isn’t fatal, Little Fruit Girl. I am sorry to see you here. We are all going to be turned into zombies.”

Cherry blushes. “He always used to call me Little Fruit Girl when I was a kid, because, you know, a cherry is a little fruit.” She turns back to Fang. “We are not going to be zombies. I came to rescue you. The first thing to do is get out of these chains.”

If you have a key, now might be a good time to try it by going to **49**. If you don’t have a key, but you know a Knock Knock spell, go to **41**. If you can’t do either of these things, then go to **29**.

5 Once outside the tavern, you see Cherry and Slather moving at a brisk trot along the river docks toward the north. They seem to be headed for the great Hunga B’zoon Bridge. “Wait for me!” you bellow, trotting in their direction. Cherry looks back over her shoulder, sees you, and slows to a stop. She makes hurry up gestures, and a few seconds later you catch up with them. Go to **9**.

6 One of the ghouls is carrying a heavy iron key about the size of your middle finger tied into the gritty black ruff of fur that covers its waist and genitals. You take it and put it into a pocket or pouch. There is nothing else worth taking. Go to **8**.



7 It is a wild melee, and there are a lot of bad guys. Now that you are in close combat you will no longer be able to cast any spells—there simply isn't time enough to concentrate. To see what you are fighting, roll 2D6 and check this table.

<u>Dice Roll</u>	<u>Enemy</u>	<u>Monster Rating</u>	<u>Dice + Adds</u>
2	2 ghouls	16 each	4D6 + 16
3-7	1 ghoul	16	2D6 + 8
8-9	1 zombie soldier	24	3D6 + 12
10-11	1 living skeleton	32	4D6 + 16
12	Morgul himself	50	Go to 56

This is crunch time. Cherry, Slather, and the other prisoners are all fighting for their lives. Actually, some of the prisoners are trying to duck, dodge, and run away, but they might as well be fighting as they occupy the attention of some of Morgul's minions. Your life, and perhaps the success of the entire mission, depends on how well you do in this fight. Do standard T & T combat with your foe.

If you win your fight, take adventure points equal to the monster rating of your foe, and roll again for another adversary. Make one mark beside this paragraph. If you have three marks, you will find yourself facing Morgul himself—go to **56**. If you lose badly and your CON is reduced to zero, then you are dead, and may close the book. If you find yourself losing and think you may be killed soon, you may try to escape by going to **42**.

8 Slather puts a massive fist to his tusk-filled mouth and hisses "Silence now." He leads the way on through some spiny brown bushes and halts beside a large boulder. In the hillside ahead is a large opening with firelight streaming out of it. That is the front entrance to the Pits of Morgul.

"How will we get inside?" Cherry asks.

"Morgul is building an army. I'm a troll. I will just walk up and say I want to join. Every army needs trolls." He grins ferociously. "That probably won't work for you two, but once I get inside I can eliminate the guards and then you can come in."

"Or we could try the old prisoner routine," you suggest. Looking at the troll you say, "You could just walk up to the entrance carrying us as if we're unconscious or dead. We know the ghouls are gathering prisoners for some reason. We might make a good offering." Go to **8B**.

8B Cherry looks thoughtful. “If they believe that story,” she mutters, “they might take us straight to where Fang and any other prisoners are being kept. I like that plan. Let’s do it!”

Cherry’s vote carries the matter. You quickly plan your approach. If you have any weapons larger than a dagger, Slather takes them and stuffs them into the belt around his middle—trolls don’t really have a waist. “Try to look unconscious,” he growls. He picks you up like a bag of meal and stuffs you into his left armpit. That’s an experience you could have done without, but you repress your gagging and try your best to look dead. Cherry goes into the right armpit. Your bodies rest on his forearms, and in his right hand he carries his humongous club.

Stepping out of the shadow of the boulder he shouts, “Gharkka nuurqq, Morgul!” He is speaking Grawkk, a common pidgin dialect used by many different nonhuman. monster kindreds—originally an Ogre dialect, but now corrupted with many orcish, goblin, and meat-troll words. The translation would be something like “Prisoner gifts (for) Morgul.”

[Cherry speaks Grawkk. If your Intelligence is 13 or higher, you may also know enough of the monster tongue to get by. Further communications will be written in English, but you understand that almost everything said to and by the enemy from here on is in Grawkk, not Common. If your INT is less than 13, Cherry will translate quickly for you as long as you are near her.]

Seven ghouls lope out of the cavern and surround Slather. They carry clubs, but they are not attacking. The biggest one jabbars at him, asking who he is and what he wants. Slather tells him that he is a troll named Slogger, and that he wants to join Morgul’s army, and that he has brought gifts for the wizard, living gifts for the slave army. This is unusual, but not impossible. The ghouls decide to send Slather in where someone higher up can decide what to do with him. He picks four of this troop to lead the troll to see Morgul. You enter the cavern. Go to **8C**.



8C The inside of the cavern is well lighted with three bonfires, several torches, and even a few oil lamps. With all that fire, it is very warm, and you begin to sweat.

There are several passages leading away from the main entrance, but only one is large enough for a troll of Slather's size to follow. Two ghouls lead and two follow.

"Put prisoners where?" asks Slather.

"Slave cave," grunts a ghoul. He comes to a guarded doorway. "Throw prisoners in there!"

Slather puts you and Cherry down roughly but without injuring you. "Take them," he growls. Inside the room are four human men and two boys all chained together by collars that go around their necks with four empty collars at one end of the chain. Make a level one saving roll (20 - LK). If you make it, go to **34**; if you fail, go to **16**.

9 Slather takes the lead, moving out at a brisk walk. Since he is three times the size of a human being, you and Cherry have to almost run to stay up with him. The troll leads you to the bridge that crosses the Khosht River. It is guarded by members of the City Watch, but when they see a troll bearing down on them attempting to leave the city, they step to the side and gesture their permission. If you were trying to enter at this time of night, it would be a different story,

"How will the ghouls get across the river?" you ask. "Surely the guards would not let them cross freely, and certainly not with prisoners."

"They will cross at the ford half a league upstream," Cherry answers, "but we will cross here because it is easier, faster, and we don't have to get wet."

"Do we know where these Pits are?" you ask.

"I have been there before," rumbles Slather. He points off to the northeast where you can see a range of low hills on the horizon. "Now, less talk and more speed if we hope to save Fang from becoming a member of the Undead Legion of Morgul." He lengthens his strike. You and Cherry now have to run in earnest to keep up with him.

The land beside the river is all farming country, but once you pass beyond the strip of farmland, you cross a dike of igneous stone, and the land begins to slope downward into an arid plain. The farther from the river, the poorer the soil becomes, and the more desolate the landscape. Moving briskly, you cover a good five leagues before midnight when the land begins to slope upward again toward the hills.

"Look!" says Cherry, and she points off to the right. The figures in the distance are only shadows, and they seem more like apes than men, but there are at least ten figures heading steadily toward the hills. "We are gaining on them," says Slather. "Can you two small ones run any faster?" Go to **9B**.

9B But you have been running for an hour already, and you are tiring. When you wheeze out a negative answer, Slather just shakes his massive head in disgust. He breaks into a run that quickly leaves the two of you behind. You do your best but you can't keep up.

When you do catch up with him you find him at the entrance to a cave that simply isn't large enough for him to get inside. He is cursing in Khargish (a troll language). There is a dead ghoull at his feet, and Slather's weapon, a big, spiked club, is smeared with black ichor. "I almost caught them," he growls. "They are not more than five minutes ahead of you. I saw Fang. He is still alive. If you enter now you might catch them."

"What about you?" asks Cherry.

"There is a larger entrance on the far side of the hill. I will go in that way and try to find you on the inside. You two can enter here and try to take them by surprise, or stick with me, but we will lose time if you do."

Cherry looks at you. "Call it," she says. "I don't want to get you killed."

If you and Cherry enter the Pits here, go to **13**; if you decide to stick with Slather and enter on the other side of the hill, go to **17**. If you think you ought to give up and turn back, go to **21**.

10 The night is well advanced but not yet midnight. Both moons (Sharane the red and Sar the dark) are in the sky, and spirits are generally high. Although it is high summer, there is a fire going in the fireplace, and a big iron kettle full of stew hanging on an iron spit in the middle of it. Cherry has just finished her third cup of wine, and is smiling at everyone who looks at her. She is a beautiful young human woman, tall and full-figured with a mane of bushy red hair bursting from her scalp and hanging down well past her shoulders. She is wearing a kind of short green skirt that leaves her legs bare from mid-thigh to ankle, and a single long piece of cloth of almost the same color wraps around her full breasts and is tied at the side, exposing some lovely cleavage. She wears brown leather sandals that lace up to mid-calf, and she wears a leather belt that has scabbards for two jambiya daggers. Her skin is pleasantly tanned and almost golden in texture.

"I want more wine," she tells you, "and something a little shweeter and better than that lasht cup of vinegar would be ap-prish-she-ated." She has a little trouble with the long word, and you know the alcohol is getting to her. You show her your money pouch, which is down to 3 silver pieces and 2 coppers. It might be enough to buy one more drink. When she sees that you are almost out of money, she arches one carroty eyebrow and says "I guessh I should do shumthing about that." Before you know what she is doing, she climbs onto her chair and then on top of the sturdy table before you. Putting her fingers to her lips, she emits a piercing whistle that cuts through the crowd noise and turns all heads in her direction. "Who wants to shee me dansh?" she yells. Go to **10B**.

10B “Do it! Do it!” yells some of the rowdy clientele. Flagons bang on tabletops and catcalls fill the air.

“I needs shum drinking money,” she blurts, and half a dozen silver coins are launched in her direction from generous patrons. “Shing green-eyed lady!” she demands. It’s a well-known drinking song, and when the troll starts humming the melody, the rest of the tavern takes it up.

Before long the whole crowded tavern is thumping on tables and singing “Green-eyed lady” and Cherry is dancing on the table top. She moves like a flame with her arms stretching up to the ceiling and feet sliding from side to side, and her free smiles and bubbling laughter lighten many a heart. Everyone has caught the beat now and is singing:

*Green, green, green her eyes
Green the grass between—*

The door slams open and a man lurches into the tavern. He is bleeding freely from half a dozen wounds. “Help me!” he bellows with his last strength, and then slumps into the arms of the nearest man.

Cherry stops her dance, leaps from the tabletop, and pushes her way to the wounded man. “Rufus, what’s wrong? Who did this to you?”

“Ghouls!” Rufus gasps. “They took Fang. They will sacrifice him in the pits.”

“Is there a healer in the bar?” bellows the troll.

“No, they won’t!” Cherry declares. “I will save him!” She looks at you then, and she doesn’t seem to be drunk at all. There is a challenge in her jade-green eyes. You have spent more than half a day with her, and she helped you buy your equipment at a good discount. “Are you with me?” she asks.

This is your first test as an adventurer. Are you ready to follow her into the night to an unknown fate, or do you listen to that little voice of caution that says it’s stupid to risk your life for some stranger in the power of monsters? If you answer “Yes, I’m with you,” go to **1**. If there is any other answer, go to **20**.

11 These ghouls are not the toughest creatures in Morgul's army, and so they have relatively easy and safe jobs as guards inside the dungeon. They are baboon-shaped creatures that normally walk on all fours, but can rear up and stand on their hind legs sometimes. Their skin is pale blue, scaly, and hairless except for patches of heavy black fur around their shoulders and groin areas. They are armed with tree branches that serve as cudgels. They have monster ratings of 16 each (2D6 + 8). They have catlike red eyes with vertical pupils that gleam in the firelight of the single torch opposite the door where you saw the first guard. They gibber as they rush to attack you—a kind of barking chorus of oohs and ah-ah-ahs.

Before the battle begins you may cast one spell if you know any.

"If you can handle one, I should be able to beat the other two," says Cherry, just before whirling into battle. Fight! If you have a TTYF spell ready, cast it now, and reduce your foe's monster rating by your INT value. If you have vorpal blade on your sword or knife, it will get double its dice roll for the first combat round only.

For purposes of this combat, Cherry is exactly equal in fighting ability to two ghouls. Her combat will be a draw. You have to win your fight. If you beat your opponent, then you will be able to help Cherry with hers, and the two of you will be victorious. If you are slain or defeated, or if you run away, then 3 ghouls will be able to overwhelm her. Fight!

If at any time you are losing, and you think you will be killed, you will get one chance to break free and run for your life. If you decide to do that, go now to **90**. If you fight valiantly but get killed, close the book. If you beat your foe and help Cherry beat hers go to **18**.



12 You charge Morgul from behind, counting on the noise of the battle to cover your approach. He raises his staff to blast Slather again, but at the last second something warns him, and he turns to see you coming madly at him. Is it fear that flickers across his bony countenance or triumph? He pulls the staff around to blast you with the spell he had intended for the troll. Make a level one saving roll on Luck (20 - LK). If you make the saving roll, go to **28**; if you fail it, go to **77**.

13 The opening in the hillside isn't much more than a fissure. You and Cherry can enter it easily enough, but there is no way for Slather to squeeze his triple-sized bulk inside. Once you get inside, he immediately sets off for the other side of the hill. Perhaps you will see him again later. A little bit of light comes in from the outside, but it gets very dark very quickly as you move deeper into the cave. If you have your own light source, go to **15**. If you grope your way forward in the dark, go to **37**.

14 Your foe takes one last swing at you and does 20 points of damage to you. Only your armor helps protect you. If your CON is reduced to less than zero by this damage, you are dead, and the adventure is over. If your CON is zero or higher, then you are down, unconscious, and apparently dead, but go to **44**.

15 Cherry takes the lead. She helps you edge your way around the pit and continue even deeper into the mountain. "Look!" she whispers. "Light!" Ahead of you in the darkness is what looks like a single candle flame. It isn't close.

As you move forward the footing beneath you changes from uneven stone to what feels like paved flooring. "We must be getting to the main part of this complex. Be very careful, and very quiet. If we meet anything hostile, let me kill it quickly."

"Why do you get to kill it?" you ask. "I can kill things."

"Trust me, honey," she chuckles, and pats you on the cheek. "I'm a better killer than you are."

The two of you slink forward. As you get closer to the distant light you can see a little more of the dungeon around it, and what you see is a dark, ghoulish form, crouching on the floor. It does not appear to be aware of you.

"I will take it out," whispers Cherry, drawing one of her jambiyas. "We have no cover but darkness, so get low, and when I rush it, you follow as quickly as you can."

The two of you sneak up on the ghoul. Cherry has both daggers out now, and is moving like a crouching leopard. Suddenly she scuttles forward as quickly as she can, catching you a bit off guard. *(If you wish to cast a combat or a light spell, now is the time to do it.)*

The ghoul rises from its crouch, and then two more sets of eyes appear in the gloom beyond it. There are three of them instead of one. They all rush forward, and you find yourself in combat. Go to **11**.



16 “Fang is not here,” says Cherry. There are four men and two boys chained together at the neck in this cave, and there is room at both ends of the chain for more prisoners. She reaches into her skirt and produces a jambiya, then turns on one of her ghoulish guards and slashes its throat before it can do more than raise its weapon. Slather lashes out at the ghoulish nearest him and flattens it with one blow. The two remaining guards start to shout and fight back. One of them strikes out at you with its club. You are not quick enough to retrieve your hidden dagger. You may either grapple with the ghoulish, or attempt to dodge it. If you grapple, go to **59**; if you dodge, go to **48**.

17 Slather convinces Cherry that it is best for you to all stick together. Then he starts leading up over the shoulder of the hill. The path leads into a narrow gulley with high rock walls on either side. It is hard to see where you are going, but the troll leads the way. Cherry is second in line, and you bring up the rear with one hand on her shoulder. Footing is treacherous and you can’t see well in the darkness, so each step must be cautious.

“Ware! Ghouls!” roars the troll. (*If you wish to ready a combat spell you will just have enough time to do it before the fighting starts.*)

Morgul has set his ghoulish minions to guard the approaches to his stronghold. Five large baboon-like creatures with scaly blue flesh leap down from the walls above you and attack with clubs. Three attack the troll, and one each attacks you and Cherry. Suddenly you are fighting for your life. Your opponent is armed with a gnarly club. The ghoulish gets 4D6 + 18 combat adds and has a monster rating of 36. (It will take 36 points of damage to slay it.)

Fight! (Don’t worry about Cherry and Slather—they can take care of themselves.) If you managed to get off a Take That You Fiend! spell, you may reduce the creatures monster rating by your INT value—which will also reduce its dice and combat adds. If you managed a vorpal blade on your weapon, it will get double its dice for the first combat round only. If you cast Hidey Hole, you become invisible, and the ghoulish only gets one half of its combat total against you. If you cast Oh Go Away, and your INT, LK, and CHR total more than 36, then the ghoulish drops its weapon and runs away; if not, it just keeps attacking you.

If the creature kills you on the first or second combat round, then close the book. The adventure is over. If you slay it (or make it run away) within two rounds, go to **3**; if you are still fighting when the third round starts, go to **108**.

18 You get 24 experience points for slaying the ghouls plus a 50 point bonus for helping Cherry beat hers. There is a closed wooden door in the dressed stone wall where the guard was posted. It has a handle, and could be pulled open. If you wish to search the dead ghouls go to **35**. If you wish to push the door open and look inside, go to **33**. If you wish to go deeper into the dungeon, go to **66**.

19 Make a Level one saving roll (20 - LK). If you make it, go to **6**; if you fail, go to **36**.

20 "Um, what . . .?" you stammer. Cherry looks disappointed, then turns and charges into the bloody moonlight, followed closely by Slather, the troll proprietor. They leave the door open behind them and disappear into the night. If you rush after them, go to **5**. If you just stay and pick up some of the silver that bar patrons had thrown in her direction when she started to dance, go to **25**.

21 Cherry and Slather look like they intend to take on an army of ghouls and whatever other horrors the necromancer Morgul may be gathering in this stronghold, but you are having an attack of common sense. "Now that we know where they are," you say, "wouldn't it be wiser to go back to Khosht and return in the daytime with a large force in order to clean out this den of depravity?"

"That is a good idea," says Cherry, "but Fang and any other captives may not last until tomorrow. I have to do my best to rescue him now. You return to Khosht, and if we're not back by dawn, then bring an army to rescue or avenge us."

"But I don't want to leave you here on your own," you protest.

"This really isn't your fight," says Cherry. "Fang means nothing to you. No, the best thing you can do for us now is return to Khosht and come back with reinforcements. You could find this place again, couldn't you?"

"I can find it," you assure her.

"Then go, and come back with at least 50 men," she tells you. "With luck, we will meet you on the way back. Without luck, you may be trying to rescue me in a few hours."

You don't like it, but you have talked yourself into this situation, and now you have to carry through with the new plan. "Be careful!" you tell them, then turn and start back toward Khosht at a trot. You figure that by alternately walking and then jogging, you can cover the distance back to the city in about two hours.

Halfway back to Khosht you sense danger. Make your level one saving roll on Luck. (20 - LK). If you make it, go to **38**; if you fail, go to **26**.

22 It was a bad fall. You are hurt and you know it, but you are not unconscious, and you are able to sit up. Nothing seems to be broken. You can't repress a groan. "Are you hurt?" Cherry doesn't shout—it's more like a strong whisper, but if there are any enemies nearby, they probably heard you shout when you fell. "I'll get you out of there." With her help you manage to climb out of the pit. This adventure isn't working out so well. You consider the idea of turning back and leaving Fang to fend for himself. If you tell Cherry you are too badly hurt to continue, go to **63**. If you suck it up and carry on with the rescue, go to **15**.

23 With either key or lockpick the shackles are quickly defeated. You and Cherry spend some time telling the prisoners your not very elaborate plan to escape. You look around and find what weapons you can for them. There isn't much. The strongest of the prisoners will be able to use the chain itself, and Cherry arms Fang with her extra dagger. Go to **51**.

24 Cherry whispers, "Be careful, there is a pit here. She shows you a trick of moving your feet forward only a half step at a time and feeling for solid ground beneath your toes. "If you move your feet like this in the dark, you will never fall into pit traps." Go to **15**.

25 Roll 2D6 (Doubles add and roll over) to see how many silver coins you manage to pick up before other tavern patrons get the rest of them. Then make a L1SR on Luck (20-LK). If you make it go to **30**; if you miss, go to **31**.

26 A wandering band of robber orcs spots you, and you look like easy meat to them. Roll 1D6 to determine how many orcs attack. If you roll a 1, then there are two attacking orcs, but you can fight one on one for the first combat turn. The orcs are very poor, armed only with stone-tipped spears, broken old swords, and sturdy clubs. Each one has a monster rating of 20 (3D6 + 10), and they have no armor. If you know magic, you just have time to get off a single spell. (If you cast Oh Go Away, one of the Orcs will run away, but you will still have to fight the rest.) You can't run away from them, and they won't run away from you. Fight to the death. If you win, go to **64**; if you lose, they kill you and take your stuff—close the book.

27 You quietly turn and skulk away. Finding a side passage that you haven't explored, you turn into it. The torches are few and far between in this passage. Finally you enter a section that is absolutely lightless. If you have the ability to make a light, go to **74**; if you push on in spite of darkness, go to **73**.

28 You are too fast for the Necromancer. Your weapon smashes through his staff and into his cowed neck. The evil head goes bouncing across the floor and a small fountain of blood erupts from what was his neck. There is a sound like thunder as the staff implodes, and a tide of unformed magic sweeps over you. Your senses fail, and you sink into darkness. Go to **75**.

29 Cherry reaches inside her skirt and pulls out a lockpick. In just a few moments she manages to pick her own collar lock, and shortly after that she manages to free everyone in the room. Go to **23**.

30 Having gathered enough coins to pay for your drinks for the rest of the evening, you move to a quieter table in the rear and wait to see if Cherry will return. She does not return, and you fall asleep during the early morning hours. A maid rouses you at dawn as she begins cleaning up the mess left over from the night before, and tells you that the tavern is closed, and you have to leave. Reluctantly, you say goodbye to The Ruptured Troll Tavern and stagger out into the streets of Khosht to find adventure. You never see Cherry again. THE END.

31 You find yourself going head to head with a half-orc who had tried to grab the same coin you were picking up. Heads smack into each other. A fight starts. Soon the whole tavern is engulfed in senseless violence. The tavern employees remaining are unable to cope with it, and call the City Watch instead. You were unable to get out of the rumble, and so you are arrested with the rest of the mob and carted off to gaol to sleep it off in a cell. During the fight you got hit several times, and took 1D6 hits of damage. You also lost your money pouch, but at least managed to retain all the stuff you bought that day.

On midmorning of the following day, the watch turns you loose, returns your stuff, and suggests that Buffalo Castle or Trollstone Caverns might be suitable places for a new adventurer to try his luck. A life of adventure lies before you, but you never see Cherry again. THE END.

32 In searching through Morgul's room, you find a hidden niche, and in that niche is a jeweled amulet, a gaudy gold disk with a ruby set into the center of it. The disk has strange bone-like symbols etched into it, and the ruby glows malevolently, as if there were a small fire inside the gem. If you are a wizard, you can clearly sense magic upon the jewelry. If you are not a wizard, it doesn't take much thinking to guess that this is some kind of magical talisman. If you take it, go immediately to **89**. If you leave it, then return to the corridor by going to **46**.



33 You have found the bed chamber of the Morgul the Necromancer. The room is nearly full with a curious assortment of treasure and trash. There are a lot of human bones lying around, and some of them look like they have been gnawed upon—they have tooth marks in the calcium. Some of them are burnt and curiously broken. There is a rack against one wall that is full of small vials of potions. Most of them have a milky appearance, but a few look like blood. There is a large ebony table, and piled haphazardly on it are some scrolls, some daggers, and some coins, along with a trencherboard that still holds some putrid flesh. And in one corner there is a nest of what looks like skin—as if various creatures including men had been flayed and their hides thrown into a pile, and then re-arranged into a kind of nest where the sorcerer could take his rest.

“This is very, very nasty,” says Cherry. “I am not even going inside. I have to find Fang.” She turns and starts to walk away. If you follow her, go to **68**. If you decide to let her go and do a quick search of the room, go to **87**.

34 One of the men chained here is Fang. He is a sturdy human male who looks to be about 50 years old. He has been badly beaten, and his face and arms are covered with purple bruises. He holds one arm in tightly against his chest, and doesn't look up when you enter. On the right side of his mouth the lip curls up and reveals a sharp yellow eye tooth—his fang. One of the ghouls pushes you toward the chain and starts to set a collar around your neck. If you allow this, go to **4**. If you decide that you have found what you came for, and it is time to break free, go to **11**.

35 The ghouls don't have much worth taking. One has a pouch with a few scraps of jerky in it. The other has a heavy iron key. Since the door doesn't have a keyhole, it is not for entrance here. They also have spears worth 3D6 each. You may take one if you wish. Cherry doesn't want one. You also take the key. Then you must decide whether to enter the room or continue exploring the tunnels. If you enter the room, go to **33**. If you keep exploring go to **27**.

36 The dead ghouls have nothing of interest. "We're wasting time," says Slather. "Let's get on with it." Go to **8**.

37 If your character is an elf or a dwarf, you take the lead as you grope your way deeper into the hillside. If you are a human, then Cherry takes the lead. You try to take it, but she pushes you aside and gets in front. There really isn't room for the two of you to proceed side by side. If you are leading, make your saving roll (Level 1 saving roll on Luck—back when the first edition came out I would not have thought to specify it that exactly.). If you make it, go to **24**; if you fail, go to **2**. If Cherry is leading, go to **24**.

38 You heed your sense of warning and take cover in a thicket of tall grass. A flock of birds takes flight to the north of you, and you hear a voice curse in Orcish, followed by some rough laughter. Then a small band of Orcs walks over the crest of the hill a bit north and east of you. If you decide to jump up and attack them, go to **26**; if you lie low and hope they pass you by, go to **103**.

39 You shout and start to fall. Cherry tries to catch you, but just misses. You have no way of knowing how far you are going to fall. You just have time to decide how you are going to land. You may either draw yourself into a ball with your knees in tight to your chest and your arm up protecting your head, or you can twist in midair and spread your arms out so that you will land on your back and distribute the impact over as wide an area as possible. If you chose "ball", go to **50**; if you chose "spread", go to **45**.

40 Your shout causes Cherry to lunge for you, she catches your arm and jerks you back from the edge of the pit. Still off balance, you fall on her instead. “Ow!” she yelps. “You’re heavy.”

“Uhm, sorry,” you say, although you are not at all sorry to have fallen on her instead of into a pit.

“No good deed . . .” she mutters.

“What?”

“No good deed goes unpunished,” she explains. “It’s a Khosht saying and I’m beginning to believe it. Get off of me!”

You cautiously stand up. The ankle that twisted as you started to fall is kind of tender—reduce your CON and DEX by 1 point each for the remainder of this adventure. “If we get out of here alive, your good deed will be rewarded as much as I can,” you tell her.

“Getting out of here alive will be reward enough for me,” Cherry tells you. “Maybe you had better let me take the lead. I have a lot of experience with dark places, and there is a technique I know for avoiding such traps.” You are quite willing to go along with this. Go to **15**.

41 You decide to cast the Knock Knock spell. Subtract the STR cost from your attribute, and the spell works, not only on your collar, but on the whole chain. Everyone is able to open his collar and step out of the chain. Go to **51**.

42 You realize that you are likely to be killed in this fight, and your courage fails, and you decide to try and escape. Two possibilities occur to you. You could just turn and try to run for it, or you could fall down and pretend to be dead, and hope to get away when no one is looking at you. If you run for it, go to **110**; if you play dead, go to **62**.



43 Hot desert sunlight in your face wakes you up. The sun is in midheaven, and your companions have not returned. You feel a little better. The headache is only a dull throbbing now, and the rib pain can no longer be called agony. You get a drink and climb to your feet. You know you need to get away from the Pits of Morgul before night comes again. You gather your stuff and stagger off toward Khosht. You don't know exactly where it is, but it has to be off to the north somewhere, and you can find that direction just from the sun's position in the sky.

As you stagger toward safety, make a level 2 saving roll on Luck (25 - LK). If you make it, go to **57**; if you fail, go to **58**.

44 You wake up in a fairly dark cave. You feel terrible, and hurt all over, but you're not dead. (Change your CON rating to half its base value. You took a lot of hits, but half of it was stun damage. We didn't have stun damage back in the first edition, but there is no reason why it couldn't have been there. Anyway, you're not dead . . . yet.) You no longer have any weapons, but if you had armor, you still have that, and if you had a pack, you still have that.

As your eyes get accustomed to the dark, you begin to see that there are a lot of other bodies in the room with you. Apparently, someone thought you were dead, and threw you in with these other stiff. You wonder why Morgul is collecting corpses. Is this a storeroom of food for his ghoulish legions? You know that ghouls love to munch on corpses. Or is he re-animating the dead to swell the ranks of his zombie army? And do you really want to wait around and find out?

You roll over and get to your feet. There is a slight breeze coming from your left, and you guess the door is over there. You see a little light coming from that direction, apparently through the cracks around the door. You have to crawl over a few bodies to get there. Make a level 1 saving roll (20 - LK). If you make it, go to **61**; if you fail, go to **80**.

45 You fall about seven feet and hit hard. Spreading the impact does lessen the chance of breaking any bones, but your head cracks into the stony floor of the pit very hard. Roll 2D6 (doubles add and roll over) to see how much damage you took. If you are wearing armor you may reduce the damage by 3 points. If you took enough damage to reduce your CON to zero then, you're dead—close the book. If you are not dead, then you have a concussion for the rest of the adventure. Roll 1D6 and subtract that from your INT rating for the rest of the adventure. (That may affect your ability to cast spells for the rest of the adventure.) If you are still alive, go to **22**.

46 You get back into the tunnel only to find yourself alone. You wonder which way Cherry went. You don't have to wonder for long because you hear a shout and a bellow coming from your right. You hear the clang of metal on metal, and a menacing voice that commands, "KILL THEM, MY MINIONS!" It sounds like Cherry and Slather are in trouble. If you run to help them, go to **89**; if you think that's suicide and go the other way, go to **27**.

47 Three ghouls charge to attack you, but as they get closer, they slow down and stop, and look confused. "No attack master," says one of them in broken Common. It stops and puts its head down on the floor. The other two imitate it.

"MY AMULET!" screeches Morgul. He forgets about Cherry and Slather and turns to face you. Raising his staff above his head, he shrieks "DIE, IMPOSTOR!", but before he can get off a spell, a hard-thrown jambiya transfixes his head. Cherry saw a chance to take him out, and threw one of her daggers. Cold steel through the brain will slay even the greatest of wizards, and Morgul isn't really the greatest. He drops in mid spell, and it fizzles.

Realizing that the amulet gives you some sort of power over the necromancer's troops, you think fast and yell out a command. "Stop fighting, my minions! All of you, run away!"

The ghouls, men, and skeletons hear you, look confused for a moment, and then they all turn and run away. Some of them even drop their weapons. In a few moments only the rescuers and the rescued remain in the cavern.

(For winning the battle with Morgul, take 500 adventure points.)

Cherry comes over and looks at you in amazement. "I didn't know you were such a powerful wizard," she says. "What's with the gaudy jewelry? Can I have it?"

Slather and Fang come over and stand behind Cherry with their arms folded. They look at you suspiciously.

If you give Cherry the ruby amulet, go to **69**. If you tell her that you're keeping it for yourself because you're the one that found it, go to **105**.

48 Make a Level one saving roll on Luck (20 - LK). If you make it, go to **107**; if you fail, go to **108**.

49 You pull out the key that you took from the dead ghoul. Make a level 1 saving roll on Luck (20 - LK). If you make it, go to **23**. If you fail, go to **4** and choose another option.

50 As you fall you feel your arms banging into the side of the pit—that would have been your head taking damage if you hadn't chosen to tuck yourself into a ball. You hit hard and it hurts a lot—enough to make you yelp in pain. Roll 2D6 for damage. If you are wearing armor you may subtract 3 points from the number of hits you must take on CON. If you took enough damage to reduce your CON to zero then, you're dead—close the book. If you are still alive, go to **22**.

51 Cherry had hidden her two jambiyas inside her clothing, and if you have a dagger, you were able to hide yours also. She gives one to Fang. Then she moves over to listen carefully at the door. She doesn't hear anything that upsets her.

"We need to give Slather at least 30 minutes to do his part of the plan. If he comes back for us, good! If he doesn't, we break out of here on our own. When I open the door, everyone follow me and run as fast as you can," Cherry tells the captives.

Fifteen minutes go by. Then you hear Slather's voice, and he is being loud. "CHERRY, COME OUT! IT IS TIME TO GO!"

"Be ready to come out fighting," she tells you. Then she pulls the door open and leaps through it. Go to **60**.



52 Cherry finishes off her foe and turns to help you. Slather destroys his second guard. In less than a minute your foes are all down and dead. A quick search of the fallen ghouls turns up a heavy iron key. It serves to open the shackles and release the prisoners. The men arm themselves with the weapons of the fallen ghouls. After a quick discussion, they decide to make a break for freedom and rescue the boys. There should be only two guards left at the cave entrance and a quick rush by four fighting men of Khosht should be enough to take them down. (Roll 2D6. If you roll 7 or higher, they escaped cleanly. If you rolled less than 7, they failed and bad things will come of it, but not right now.) (You get 28 adventure points for your fight.)

The three of you continue into the cavern. After several turns and several tunnels too small for Slather to enter, you begin to hear chanting ahead of you. You approach cautiously and see a guarded arch in the stony walls ahead of you. The guards are not more ghouls. They appear to be men, and each one is dressed in a heavy brown robe with a breastplate strapped onto its chest. Their heads are cowled and their faces cannot be seen in the uncertain torch light of the passage. They are armed with ox-tongues (long spears) and have tulwars in scabbards hanging from a belt at their waists. They haven't noticed you yet, but if you take another step in their direction they certainly will. Go to **111**.

53 You become invisible. For the next three paragraphs you cannot be seen and this has the effect of doubling your dice total in combat. Go to **7** and fight.

54 First, look at **7** and roll 2D6 to choose your target, then return here for the result of your spell. A small bolt of purple lightning flashes from your hand to your chosen target and staggers it. Subtract your IQ rating from its monster rating before the hand to hand fighting starts. If you killed it, pick another target to fight, but either way, go to **7** to continue the battle.



55 First, look at **7** and roll 2D6 to choose your target, then return here for the result of your spell. Total your IQ, LK, and CHR. If the total is greater than the monster rating of your foe, it will run away. If not, it will attack you even more violently—add 1D6 to its attack. Go to **7** and fight.

56 The chaotic swirl of battle has brought you up against Morgul himself. Perhaps he has cast too much magic lately, because he is not using spells—just fighting physically with his skull-headed staff. Even so, he is very formidable, and has a monster rating of 50 (6D6 + 25). You must hold him off for at least one combat turn to give Cherry a chance to come to your aid. If you have the strength left, and the ability, you may cast a first level spell at him as part of your combat total. (Only TTYF and Vorpall Blade will help here.) If you survive the first turn of combat, go to **102**. If Morgul kills you outright, you can still go to **102** to see what happens, but it will be your ghost watching. After seeing the result, close the book.

57 As you stagger through the desert, you are spotted by a traveling caravan of merchants. They help you. They even have a healer with them, and soon you are feeling better, but very tired. You try and talk them into going back to the Pits to help Cherry and Slather, but they won't do it—they are eager to reach Khosht and put the dangers of the desert behind them. In another hour they arrive in town, and leave you at the Ruptured Troll. When you go inside, you learn that neither Cherry nor Slather has returned. You take a room and wait, but they don't return while you are at the inn. Days later you wander off to do your adventuring elsewhere. Take 100 adventure points and this is THE END.

58 As you stagger through the desert, a band of outlaw orcs spots you. Roll 1D6 to see how many of them there are. They are armed with clubs and crummy old swords and daggers. Your nice new equipment looks like a treasure trove to them, and they attack. Each Orc has a monster rating of 20 and gets 3D6 + 10 in combat. It seems unlikely that you can win this fight, but . . .

(Your kindly G.M. is not going to make you fight to the death here, although that is what he thinks happens. You may narrate your own ending to this tale. THE END.)

59 You duck in under the guard's blow and wrap your arms around its upper body, restricting its movement. This close to the thing, you can't help but smell it. Phew! What a rancid stench. Roll combat. You get 1D6 plus your combat adds. The ghoul gets 3D6 plus 14 combat adds. If you are wearing armor, it will take damage for you. If you lose the combat, but your CON is not reduced to zero, go to **52**; if you lose and your CON goes to zero or less, turn to **44**. If you are winning the fight, go to **52**.

60 You all emerge to see that Slather is in deep trouble, and now you are, too. There are at least 20 foes attacking him. There are 10 ghouls, 7 zombie soldiers, and 3 living skeletons. Behind them all is a tall, thin necromancer dressed in rotting green robes and carrying a skull-topped magic staff. That must be Morgul himself. With his gaunt face, decaying garments, and bony fingers, he looks like one of the walking dead.

Almost instantly you find yourself in combat. There is just time to cast one spell before something attacks you. If you cast a spell now, go to **79**. If you plunge directly into combat, go to **7**.



61 As you crawl over a carcass that's in your way, you feel something that might be a weapon. Since your own weapons are missing, you do want to take it. Roll 1D6 to see what you have found:

<u>Die Roll</u>	<u>Weapon</u>	<u>Dice+adds</u>
1	Claymore	3D6 + 3
2	Billhook	3D6
3	Bec-de-corbin	5D6
4	Bodkin	1D6 - 2
5	Pike	5D6
6	Ankus	1D6

With new weapon in hand, you continue on your way to the room's door. It opens easily enough, although the hinges creak loudly. Go to **80**.

62 The next time your opponent's weapon even grazes you (or your armor), you give a cry of pain and fall down and pretend to be dead, closing your eyes and holding your breath. Make a Level two saving roll on Luck (25 - LK). If you make it, go to **78**; if you fail, go to **14**.

63 "Are you badly hurt?" asks Cherry. The answer is "Yes!" There is a big clot of blood in your hair and from the agony inside your body, you think a rib may be broken, "I can't fight," you tell her. "I can barely walk."

Cherry and Slather look at each other grimly. They came to rescue Fang. He has been their friend much longer than you have. "We can get you out of the caves and into hiding," Slather suggests. "When we have rescued Fang, we will come back for you if we can."

Your own plan was just to try and drag yourself back to Khosht, and you can still do that if their plan doesn't work out. Cherry helps you back out of the cave. They look around quickly and find a depression sheltered by large rocks on all sides of it. Slather spotted it with his extra height, and he had to move a couple of boulders to allow you and Cherry to enter. He puts them back down in such a way that there is a twisty path leading in and out of your hideout.

"We have to go," Cherry tells you, "but we will be back for you. Have faith!" They disappear into the darkness, leaving you alone. With your pack as a pillow, you lie there in pain and watch the stars. You eat and drink from the provisions and try to improvise a bandage for your battered head. Eventually, despite the pain, you manage to fall into an uneasy sleep.

Make a level 2 saving roll on Luck. (25 - LK). If you make it, go to **72**; if you fail, go to **43**.

64 You beat the Orc robbers and left their bodies on the desert floor. They have nothing worth taking—not a single coin, or even anything to eat, and their weapons are the worst sort of trash. You do gain 20 adventure points for each orc defeated. The rest of the journey to Khosht is uneventful. Once you are back in the city, you need to make a decision. You could go back to the Ruptured Troll and try to raise a rescue party for Slather and Cherry by going to **81**. Or you could go to the City Watch and try to raise a military force to go to their rescue by going to **82**. Or you could just walk away from the whole situation and get on with your own life, leaving Cherry and company to their own resources by going to **83**.

65 You fail to convince anyone to join you on your rescue mission. Everyone tells you that Cherry and Slather can take care of themselves. Go to **83**.

66 The tunnel you are following ends in a chamber that is roughly 20 feet on a side. It has neither door nor guard, but inside it are several barrels and chests and rough crates. You see a few weapons including some tulwars and spears lying on the floor. If you wish to go inside and search the room, go to **76**; if you decide to turn around and search for another way out, go to **86**.

67 You found a magic potion and decided to drink it. That is very brave. Take 66 adventure points for demonstrating courage. It isn't very smart. Reduce your INT by 1 point permanently. The potion itself looks more like milk than anything else, but it doesn't smell like milk. It doesn't smell bad, exactly, but it makes your nose hurt as if someone had thrust a centipede up your nostril. You open the vial, then open your mouth, and gulp it down. It hits your esophagus and stomach like raw whiskey. You feel magical, somewhat painful, changes taking place in your body.

The potion has different effects depending upon your own true self. If your character is a Wizard, you just doubled your WIZ attribute and gained an additional 3 points each of STR and CON. If your character is a Rogue, you just gained 5 points of WIZ and lifelong immunity to the next spell that you experience. (For example, if someone hit you with a Take That You Fiend spell, it would not work, and you could never be vulnerable to TTYF again, no matter who cast it or what level the spell was. The same would be true for a Poor Baby spell—it would not heal you, and you could never be healed by Poor Baby again.) If you are a Warrior, the potion stops your heart, and you die immediately. Then 5 minutes later you wake up as a zombie. Ordinary wounds do not affect you. You don't bleed. Only amputations or complete physical destruction can stop you. You now have a monster rating equal to the sum of your STR and CON. If your monster rating goes to zero or less in a fight, you will cease moving until you have regenerated enough to get positive again. That usually means at least one day of game time, and you're out of the current adventure, but the character can come back in another adventure later. Each time you regenerate the character from zero, your monster rating will be two or three points higher, whatever it takes to reach the next even number. Go to **67B**.



67B After drinking the potion you no longer have any desire to gather treasure. If it killed you, then you will wake up as a zombie in 5 minutes, but you can continue playing. You take your stuff and leave by going to **86**.

68 The next room you find has five prisoners in it. They have iron collars around their necks and are chained together, collar to collar. One of them is a burly brute with a twisted lip. “Fang!” shouts Cherry. “I’ve found you. I will have you out of those chains in a moment. If you have an iron key taken from a ghoul, you can unlock the chains (and get 20 a.p. for freeing the prisoners).

If you don’t have the key, then Cherry produces a lockpick from inside her clothing and soon has everyone free. There is no time to waste. Cherry leads you all out of the room, and starts to look for an exit. Go to **71**.

69 Reluctantly you take off the ruby amulet and hand it to Cherry. She grins widely and takes it from you. Slather also has a big trollish grin on his face. She looks at the amulet carefully. “I’m no wizard,” she says, “but I think this is an amulet that controls the undead, and that it is evil. Here, you can have it back, but don’t wear it unless we need to control any of these creatures of the pits.” She hands it back to you.

You take the amulet and put it in your pouch.

The rest of the tale is soon told. You search the pits and find all of the prisoners. The creatures that live there run away whenever your group approaches. You don’t find much treasure, but you do find some. Roll 1D6 and multiply by 20 to find your share in gold pieces. On the following day you all return to Khosht. The menace of Morgul has been defeated.

A visit to the Wizards Guild helps you learn about the amulet’s power. Whoever wears it can control undead creatures like ghouls, zombies, and skeletons that are within the sound of his voice. The amulet is valued at 2000 gold pieces—at least that is what the Wizards Guild offers you for it. You may sell it or not, but you cannot use it in any other solo adventures.

On the following night there is a really big party at the Ruptured Troll. Slather tells you that your drinks are always on the house, and Cherry is very nice to you. THE END.

70 The door pushes open a little and Cherry sticks her lovely head inside.

"Cherry!" calls Fang, "over here!"

"Fang, I found you. Let's get out of here." She rushes into the room, and then she sees you. "You coward!" she hisses. "I should leave you here."

"Please, I did my best," you implore.

"Cherry, rescue everyone!" snaps Fang. "And hurry! I think tonight is the night of the great ceremony that will make us slaves of Morgul."

Cherry enters and sets about her task. She produces a lockpick from inside her clothing and begins opening collars. When everyone is free, she leads you back into the tunnels. Go to **71**.

71 She leads to another room not far away and pushes the door open. Inside it is a heap of weapons, mostly small arms, swords and daggers and clubs. "Arm yourselves," she tells the prisoners. You do a quick search and find all of your own weapons near the top of the heap. Fang takes a spiked club and a light target shield. The other two prisoners take swords and daggers. Cherry finds a saber that she fancies.



As soon as everyone is equipped, Cherry leads you all back into the caves. One of the prisoners takes a torch and stays near the front with Cherry. You are the best armed and equipped of them all, and you have been set as the rear guard. You pass a few dead ghouls and beheaded zombies. Apparently Cherry fought through them to reach you. A breath of cool air makes the torch flicker. Cherry has found an exit.

You all emerge into the cool desert air. It feels good to get out of the caverns. The sky to the east is paler and you realize that it is almost dawn. "Are you all ready to walk?" Cherry asks. "It should take us about two hours to reach Khosht."

"YOU WON'T BE RETURNING TO KHOSHT TONIGHT!" croaks an eerie voice. "I AM RECRUITING, NOT RELEASING." Out of the darkness steps Morgul the Necromancer, staff ready to cast a spell. "TAKE THEM, MY LOYAL MINIONS!" he shouts.

Eight ghouls and two skeletons rise up from where they were hiding and attack your feeble group. If you know a combat spell, you may cast it now. After that you will be too busy fighting for your life to work magic. Go to **97**.

72 “There he is, sleeping like a baby.” Voices awaken you, and you open your eyes to see Cherry, Slather, and an older man with a twisted lip and an eyetooth protruding. “We will make better time if I carry you,” Slather says, and then he picks you up. Fang gathers any of your stuff that is lying around, and you all start back to Khosht. It is daylight now, and the journey is uneventful. As you walk Cherry tells you about the rescue—the searching, the fighting, the confrontation with the wizard. You have a hard time concentrating, and forget what she is saying almost as fast as she says it.

It takes about two hours to get back to Khosht. They take you off to see a healer, and soon you are feeling better. You no longer have the rib pain or the headache, but you are very tired. Cherry and Fang put you to bed at Fang’s house, and you fall asleep within moments. When you awaken you will be ready for a new adventure. You may take 100 adventure points for surviving this one, and this tale is over. **THE END.**

73 You grope your way along in the dark. The walls and floor of the caverns here are slick and slimy with moisture. Suddenly your foot slips out from beneath you and you find yourself falling into a pit. You bang against the sides and hit hard on the bottom. Roll 2D6 and take that many hits of damage to your CON. (Doubles add and roll again.) If that kills you, close the book. If you still live, you will pass out from the pain of your injuries. While you are unconscious, some of Morgul’s minions find you, and carry you off to a dispose of your body. Go to **44**.

74 You move cautiously, but rapidly through the tunnels seeking a way out. Your light enables you to notice and avoid several pit traps dug into the floor. Some of them have stone at the bottom, and some have bubbling mud with a sulfurous odor. There are bones in some of the pits. There are ways to get around them all if you look carefully. You really can’t tell if you are going in deeper or finding an exit. Make a Level three saving roll on Luck. (30 - LK) If you make it, go to **66**; if you fail, go to **85**.

75 Morgul’s magic has changed you—it has half zombified you. You may increase your STR and CON by 50%. You must cut your LK and CHR by half. Henceforth, you are a half-zombie and have some magical resistance to spells that would damage your CON—whenever hit with something like TTYF, reduce the damage to one half of what it would have normally been.

The death of Morgul signals the defeat of his forces. When they see him go down, they emit a wail of despair, and run off in all directions. You are happy enough to let them go. After that it is just a matter of mopping up. All the survivors return to Khosht and meet at the Ruptured Troll for a big celebration on the following night. Go to **95**.

76 You may take a tulwar or spear if you wish from those lying on the floor. The tulwar is rated at 2D6 + 1. The spear is a 3D6 weapon. You may also search for treasure in the chests, boxes, and barrels in the room. There are a lot of them. Searching will take 1 turn for each search and require a level one saving roll on Luck. If you make the saving roll, turn to **88** and check the first chart you see there. If you fail the saving roll, turn to **88** and check the second chart. Write down or remember this paragraph number in order to return here and continue your adventure after searching. If you get tired of searching for treasure, or if you have made ten searches, you may leave by going to **86**.

77 Morgul hits you with a killing spell that does 32 points of damage. If this reduces your CON to zero or less, then you're dead—close the book. If you still live, then you pass out from the pain of the blast. Go to **72**.

78 Your foe thinks you are dead, and it turns away to attack Cherry. She has just finished off her previous opponent, and now turns to deal with this one. The rapid flash and maneuver of combat carries the two of them away from you, and a few seconds later, you see your chance. You scuttle away and get behind some casks near the side of the cavern. From there you sneak into the shadows and into a side passage. The tunnel you are in turns and twists. At first you think you are getting away from the combat, but then the noise gets louder again.

Moving cautiously you round a corner and find yourself standing a few feet behind Morgul the Necromancer. He flourishes his skull-headed staff and a bolt of black fire streaks from it to strike Slather. The troll bellows and falls to his knees with a great gaping hole in his stomach. Cherry stands at his back, holding off two zombies and a skeleton. Piles of corpses litter the floor all around them. Off to the side you spot Fang fighting valiantly against two ghouls. Blood leaks from arms on Cherry's arms and legs, but she fights on. As you watch, she parries a sword blow with one dagger, and almost decapitates a zombie with the other. The second zombie manages a glancing blow to her head, and she staggers.

Morgul laughs a ghastly laugh, and raises his skull-topped staff to attack again. It occurs to you that you could attack the wizard from behind with a quick rush, and possibly take him out. Or, you can turn quietly and try to find another way out of these pits. If you attack the Necromancer, go to **12**; if you turn and attempt to flee, go to **27**.

79 Choose your spell. Magic that makes sense in this context include *Hidey Hole*, *Take That You Fiend*, *Vorpal Blade*, and *Oh-go-away*. For *Hidey Hole* go to **53**; for *Take That You Fiend* go to **54**; for *Vorpal Blade*, the spell affects your weapon and doubles its dice + adds for the next combat round only—go to **7**; for *Oh-Go-Away*, go to **55**.

80 You emerge in a torch-lit corridor. If you wish to go left, go to **27**; to go right, go to **94**.

81 The Ruptured Troll tavern is never really empty—there are 2D6 worth of fighters there that could go back to the Pits of Morgul with you. On the other hand, the customers of the tavern are never really sober either. They might not agree to help you go rescue Cherry and Slather. Make a level one saving roll on Luck (20 - LK) to see if they will go with you. If you make the saving roll, go to **84**; if you miss it, go to **65**.

82 You find a Watch Station on Meinhardt Street and are soon talking to William, the commander of the station. He is concerned that Morgul's minions are stealing citizens from the streets of Khosht, but is not certain that the dungeon, which is several leagues distant, is within his jurisdiction. You're going to have to be lucky to persuade him to send troops to the rescue. Make a level two saving roll on Luck (25 - LK). If you make it, go to **84**; if you miss it, go to **65**.

83 Hurt, tired, and discouraged, you wander off to find a healer. You finally find one, and she gives you a potion that heals all your wounds, but also knocks you out for two days. When you awaken, you learn that Cherry and Slather returned successfully only a few hours after you got back to the city, and everything is alright. If you feel like seeing them again, you can do so by visiting the Ruptured Troll when the sun goes down, but you'll have to imagine that meeting yourself, because this adventure is over. Go to **95**.

84 You start to lead your hastily organized rescue group back to the Pits of Morgul, but a little more than a league beyond the city boundaries, you run into Cherry, Slather, Fang, and about fifteen other men and boys that they have rescued. Cherry thanks you for bringing help, but assures you it isn't necessary. Morgul is dead. His minions are in flight, and all prisoners have been rescued. Slather assures you that your drinks are free that night at the Ruptured Troll. Somewhat relieved, you all turn and head back to Khosht. Take 200 adventure points for surviving the adventure, and this is THE END.

85 The tunnel ends at a heavy oaken door that actually has a crossbar securing it from the outside. If you remove the crossbar and enter, go to **93**. If you leave the door safely closed and turn around, you can retrace your steps. About halfway down the corridor you feel a moment of vertigo and disorientation, but nothing bad seems to happen. In point of fact, you have passed through one of the innumerable gates that link Trollworld with its counterparts throughout the multiverse. Continuing on the path leads you to an exit from the hill. It is a beautiful clear morning. You have left your old life behind you now and the character has emerged in the world of deluxe Tunnels and Trolls. (Get 3D6 and roll up 2 new attributes: Wizardry and Speed). You gain 100 adventure points for surviving the Pits of Morgul, but find yourself in a world that has many differences from your own. We do hope you can adapt to it. THE END.



86 You take a different path, and this time you find a way out of the pits. You emerge from a small cave on a hillside—a different hillside from that by which you entered. You are alone, and decide to return to Khosht and try to recruit help for your friends. The experiences of the night are catching up with you, and you don't feel so good, so you sit down to rest for a little while, but you actually fall asleep. Go to **43**.

87 You search the necromancer's room. Make a level 3 saving roll. (30 - LK) If you make it, go to **32**. If you fail, there are still things in the room to find—go to **88** and roll on chart 1. When you have finished searching, you may return to the corridor by going to **46**.



88 Roll 1D6 and consult the appropriate chart below. If you made the saving roll when you decided to search consult chart 1 for the result. If you missed your saving roll when you started to search, consult chart 2.

Chart 1: Successful Saving Roll on Search. Roll 1D6.

<u>Die Roll</u>	<u>Result</u>
1	Food (Dried meat)
2	Bottle of black wine (value 10 g.p.)
3	Roll D100 for purse of copper pieces
4	Roll 3D6 (DARO & TARO) for purse of silver pieces
5	Roll 2D6 (DARO) for purse of gold pieces
6	Mysterious magic potion (If you decide to drink this potion, turn to 67 .)

Chart 2: Failed Saving Roll on Search. Roll 1D6.

<u>Die Roll</u>	<u>Result</u>
1	The container is empty or nearly so.
2	You tripped a trap—take 1D6 hits to your CON
3	You find food, but it has gone rotten and is full of bugs. One bites you and does 1 point of poison damage.
4	Your search is interrupted by a wandering ghoul. It attacks you and has a monster rating of 16. Fight to the death.
5	Your search is interrupted by a wandering zombie. It attacks you and has a monster rating of 22. Fight to the death.
6	Your search is interrupted by a wandering skeleton. It attacks you and has a monster rating of 26. Fight to the death.

Some special rules apply to this chart. If a monster attacks you, it will take you by surprise, and there will be no time to cast a spell. If damage of any kind reduces your CON to zero, then you died here—close the book. If you get the same kind of monster attack more than once, then there will be two of them on the second occasion and you must fight them both at the same time.

When you have determined the results of your search or fight, return to the paragraph that sent you here and continue play.

89 You run towards the sounds of battle and burst into a large cavern where a battle is taking place. In one group you can see Slather, Cherry, some guy with a fang, and a few rescued prisoners. In the other group are the forces of hell. There are at least 20 foes attacking them. There are 10 ghouls, 7 zombie soldiers, and 3 living skeletons. Behind them all is a tall, thin necromancer dressed in rotting green robes and carrying a skull-topped magic staff. That must be Morgul himself. With his gaunt face, decaying garments, and bony fingers, he looks like one of the walking dead.

If you are wearing the magical amulet you found in Morgul's room, go directly to **47**. If you did not find it, or take it, continue reading.

Almost instantly you find yourself in combat. There is just time to cast one spell before something attacks you. If you cast a spell now, go to **79**. If you plunge directly into combat, go to **7**.

90 With a frantic flurry of blows you drive the ghoul backwards for a second, and in that second you turn and make a break for it. "Noooooooo! Don't run!" yells Cherry, and her cry makes you hesitate. The ghoul snatches up a stone and throws it at you. It hits you in the head with great force and suddenly all goes black.

.....

When you awaken you have a terrible headache and a sore spot on your right temple where the stone hit you. The side of your head is all covered with dried blood. You are resting against a cave wall with a heavy iron collar around your neck. A chain links it to the iron collar of the man next to you, a burly brute of a man with a twisted lip and a fang visible on that side of his mouth. When he feels you stirring, he grunts, "You awake?"

Your moan is enough answer for him. "Ha! Too bad! If you were lucky you would have died from that blow."

"What do you mean?" you ask. "Would your name be Fang, by any chance?"

"That's more of a nickname," he tells you. "My real name is Will. Welcome to the Pits of Morgul where you and I will soon have the honor of joining the Necromancer's Undead Army."

"But we're alive," you protest.

"Would you rather be a living zombie or a dead zombie? I think we're due for one condition or the other."

You look around. You and Fang are in a small cave-room with a single torch hanging on one wall. There is a low wooden door attached to the entrance, and it is closed. Three other men are chained to the wall with you. One of them looks dead—his left arm is missing at the shoulder. The other two are hideously thin, hardly more than skeletons. At that moment the door starts to open. Make a saving roll on Luck (20 - LK). If you make it, go to **70**; if you fail, go to **99**.

91 When your skeletal foe goes down, you turn to help Cherry. She has her back to a boulder and is trying to fend off four ghouls. They would overwhelm her except that they get in each other's way and can't all get at her at once. If you have the ability to cast magic, you may do so now. Then you leap into the fight. You take one ghoul from behind and get one free attack on it before it can turn to fight you. At that moment she manages to bury her new sword in the brain of her most daring foe, and it goes down dead, wrenching the sword from her hand as it falls. Now she is fighting two ghouls with only a jambiya knife. You have never seen one woman move so fast.

You have your own fight to win. The ghoul's monster rating was originally 18 (2D6 + 9). If you hit it with a TTYF first, subtract your INT from its monster rating to find its new rating. If you win this fight, or if you chased away the ghoul with an Oh Go Away spell, go to **100**. If you fail to win, it will kill you and you can close the book.

92 A cow-sized boulder falls out of the sky and smashes Morgul flat, shattering his wizardly staff, and killing him instantly. When he dies, his minions suddenly lose all interest in fighting, and they run off. (If you have just taken 32 points of damage from a kill spell, and it killed you, then you saw this with your last fading glimpse of life.) If you are still alive, then you are extremely happy to see Slather arrive on the scene. It was he who shot-putted that big chunk of stone on top of the necromancer, and a very good shot it was.

After that it is just a matter of mopping up. All the survivors return to Khosht and meet at the Ruptured Troll for a big celebration on the following night. Go to **95**.

93 You open the door and walk into what is a fairly large cavern, complete with stalactites and stalagmites. Magical blue fires that burn in different parts of the cavern provide light. As you start to explore you hear the sound of heavy wings beating the air, and something drops on you from above. It is a creature from nightmare, something with the body structure of a lion and the wings of a bat, but it is all bone. The head is manlike, but double the size of any human head, and the teeth are the teeth of a lion. The claws are like short swords. This is the scariest thing you have ever seen. It is a manticore lich, and it is the captive of Morgul. Morgul hopes to turn it into his personal demonic flying steed some day, but he hasn't gotten to that point yet. This is an angry creature imprisoned by a maniac, and it will take its anger out on anyone it meets.

The manticore lich has a monster rating of 400. It gets 41D6 and 200 adds in combat. Who is in the group? If you are alone, you can fight, but the manticore kills you. You have no chance against a monster of this size. If anyone else is with you go to **93B**.

93B

If Slather is with you at this time, the manticore lands on him and tears one of his arms off with one bite of its oversized mouth. (That does not kill him, and he will regenerate if you live through the battle.) If Cherry is with you, she shrills a warcry and leaps at it with weapon in hand, and you see an amazing thing. Eluding its attack, she leaps on the head, and drives her jambiya into the skull right between the glowing yellow eyes. She strikes with such force that the lich's head shatters and flies in fragments all over the cave. It was already dead, but now it is destroyed.

Cherry turns around and grins at you. "How did you do that?" you ask in awe.

Cherry laughs. "Magic," she said. "Never make me mad at you, my friend. I once freed a genie from his lamp-prison, and in return he gave me the boon of being twice as good a fighter, twice as strong, twice as magical, as anything that I am fighting. I do believe I could slay a dragon one on one. Say, are there some treasure chests over there?"

There are some treasure chests off to one side. If you wish to search them, make a saving roll on Luck (20 - LK) and go to **88**. When you have finished your search, return to this paragraph and then exit and go to **101**.

**94**

You continue to blindly explore the passageways inside the hill. After some time you find a part that looks familiar, and from there you find your way back to the entrance where you came in. If you have found Fang, you can return to Khosht victoriously. If you have not rescued Fang, it may be too late, as it is now nearly noon of the next day. In any case you return to Khosht, and then go to the Ruptured Troll to get some rest. Go to **95**.

95 It is night again and you are all gathered at the Ruptured Troll tavern. Slather is back behind the bar and passing out drinks at half price. (You get 200 experience points for surviving the adventure and reaching this paragraph.) Fang is off at another table telling some of his cronies, a motley crew that look more like ogres than men, how he thought he was going to become a zombie in the Pits of Morgul. Cherry is seriously thinking about getting up and dancing on the table. You are leaning back in your chair with a big cup of ale in your fist.

Suddenly a man bursts in through the front door, gasping for breath. There is a large dagger stuck between his shoulder blades, but it doesn't seem to be enough of a wound to kill him. "Cherry!" he gasps. "A drunken ogre is attacking BJ's house. He needs help."

Cherry leaps to her feet. "BJ needs help!" she yells. "Who's with me?"

"Oh no," you think. "Here we go again!" THE END.

96 You see the necromancer about to magically slay Cherry, and you yell at him, "Morgul, it is I that led this raid. Deal with me!" The wizard alters his direction and casts his killing spell at you. A bolt of purple lightning strikes you and does 32 points of damage to your CON. Turn to **92**.



97 You find yourself fighting a skeleton with a monster rating of 26. (If you cast a TTYF spell at it in the previous paragraph, your spell hit and reduced its monster rating by your intelligence attribute number. If you cast Oh Go Away, it will turn and run.) Cherry is taking on four ghouls by herself. Fang is trying to hold off a couple of zombies, but his club is not a good weapon for fighting with them. When he knocks one down it gets back up. You know that you need to win this battle and help Cherry. (Fight fairly.) If the skeleton kills you, close the book. If you manage to kill it, or chase it away, go to **91**.

98 “Wait! I can help,” you say. Placing your hand upon the locked collar, you concentrate and say the magic words “Knock knock!” The lock snaps open, as do all the neck locks in the chain. All of the prisoners remove their fetters.

Cherry gives you a scornful glance. “I’m glad you are not entirely useless,” she snarls. “Do not fail me again!”

Her voice is somewhat kinder to the other prisoners. “Follow me! We are getting out of here.” Go to **71**.

99 A skeleton man and four ghoulish guards enter the room. They release the chain from the wall, and drag you all to your feet. The dead man just hangs in the iron. Ghouls drag you out the door and through a series of caverns into a very large cave. At least one hundred guards and prisoners are gathered here. Standing at an altar is a menacing figure in a rotting green robe. His face is little more than a skull, but a skull with a long tangled beard. He holds a great skull-topped staff in one bony hand, and a tarnished silver chalice in the other. Guards are marching the prisoners by him. Some sip from the chalice without being forced. Some have their jaws pried open by ghouls. Fang is one of those who fights to the end. You are next. You hear the necromancer intone, “Obey me, and all who command in the name of Morgul!” Fang drinks. His eyes glaze over. “Yes, master,” he croaks.

Then it is your turn. There is no last second rescue. You are forced to drink the vile fluid, and you become one of the walking dead, a member of Morgul’s army. THE END.

100 Morgul is enraged that you escapees are destroying his minions. He raises his staff to hurl a killing spell at Cherry. Make a saving roll on Luck. (20 - LK). If you make it go to **92**; if you fail, go to **96**.

101 You wander randomly through the maze of passages. Cherry always chooses the larger passage to enter as she leads you through the Pits. “Are you searching for something?” you ask her.

“Yes,” she tells you. “Slather should be in these pits somewhere, and he would have to be in a tunnel that’s large enough to give him passage.”

As you pass a side passage you hear the bellow of what might be an enraged troll. Cherry grins. “I think we just found him.” She takes off at a run down that side passage, and of course you and Fang follow her, as do the other people in your group. Go to **60**.

102 Cherry leaps to attack the necromancer. He thrusts at her with his skull-topped staff. She counters with a dagger blow that splits the skull and sends it flying in fragments. She follows that with a lightning-fast cut to the throat with the dagger in her other hand. The spell he had started to speak dies unspoken in his half-severed neck. A fountain of gore sprays out of him, covering Cherry in blood. Even with this ghastly wound, the necromancer is not dead. He staggers backwards, dropping his ruined staff, and clutching his throat with both hands. Cherry never hesitates. She presses the attack. With one dagger she punches the blade through his eye into the brain. With the other she hacks again at his ruined neck, and this time severs the vertebrae. Morgul's head drops backward on his body as he crumples to the stony floor. It is attached only by a bit of skin and muscle on the back of his neck. Still the necromancer does not seem to be dead—the body thrashes and the lips move as if forming words. "Smash it! Burn it!" shouts Cherry. Slather comes up and stomps the head, grinding it into dust. That finally destroys the wizard.

After that it is just a matter of mopping up. The rest of the tale is soon told. You search the pits and find all of the prisoners. The creatures that live there run away whenever your group approaches. You don't find much treasure, but you do find some. Roll 1D6 and multiply by 20 to find your share in gold pieces. The menace of Morgul has been defeated.

On the following day all the survivors return to Khosht and meet at the Ruptured Troll for a big celebration on the following night. Go to **95**.

103 You stay very still and the orcs pass you by and do not notice you in your hiding place. After they walk away, you wait another 15 minutes to let them get far away from you and out of sight. Then you get up and make your way safely to Khosht. (Take 10 adventure points for your prudence.) When you get there you make your way to the Ruptured Troll tavern and try to enlist some help for Slather and Cherry. Go to **81**.

104 You are resting against a cave wall with a heavy iron collar around your neck. A chain links it to the iron collar of the man next to you, a burly brute of a man with a twisted lip and a fang visible on that side of his mouth. When he feels you stirring, he grunts, "You awake?"

Your moan is enough answer for him. "Ha! Too bad! If you were lucky you would have died from your injuries, but you don't seem too badly hurt." (Roll 1D6 and add it to your CON—you are not as badly hurt as you thought.) Go to **104B**.

104B

"What do you mean?" you ask. "Would your name be Fang, by any chance?"

"That's more of a nickname," he tells you. "My real name is Will. Welcome to the Pits of Morgul where you and I will soon have the honor of joining the Necromancer's Undead Army."

"But we're alive," you protest.

"Would you rather be a living zombie or a dead zombie? I think we're due for one condition or the other."

You look around. You and Fang are in a small cave-room with a single torch hanging on one wall. There is a low wooden door attached to the entrance, and it is closed. Three other men are chained to the wall with you. One of them looks dead—his left arm is missing at the shoulder. The other two are hideously thin, hardly more than skeletons.

At that moment the door starts to open. Make a saving roll on Luck (20 - LK). If you make it, go to **70**; if you fail, go to **99**.

105

"No, you can't have it," you answer. "I found it, and it's mine."

Cherry looks hurt and worried about you for a minute. Her opinion of you just went down a lot. Your opinion of her may have also fallen. Reduce your CHR rating by 3 points.

"All right, keep it," she says, "but it may be cursed. We will be watching you very closely, and if it looks like you have turned evil, we will slay you first and ask questions afterwards. Maybe."

You think about that for a moment, but you keep the amulet.



The battle is over. The rest of the tale is soon told. You search the pits and find all of the prisoners. The creatures that live there run away whenever your group approaches. You don't find much treasure, but you do find some. Roll 1D6 and multiply by 20 to find your share in gold pieces. The menace of Morgul has been defeated.

On the following day all the survivors return to Khosht and meet at the Ruptured Troll for a big celebration on the following night. Go to **95**.

106 You dodge the charging ghoul, and in the process, stumble backwards. Your foot comes up and hits it right in the face, knocking it backwards. One of the prisoners is close enough to brain it with a section of unused chain, and that ghoul goes down. Using the respite, you get out your dagger and look for another foe. Your companions are winning their fights. Go to **52**.

107 Your dodge fails and the ghoul closes with you, but at least you are in position to defend yourself with your bare hands. Go to **59**.

108 Cherry has finished her opponents, and turns to see how you are doing. Seeing that you are in trouble, she leaps on the ghoul attacking your from behind, and swiftly finishes it off with a dagger thrust through an eye into its brain. Go to **3** and start reading at the second paragraph of that section.

109 Wearing the amulet gives you a strange feeling of power. Your INT and WIZ attributes just went up by 3 points. (This change remains in effect only so long as you wear the amulet.) After a moment of dizziness, you feel ready to continue. Go to **46**.

110 Your sudden flight takes the ghoul by surprise, and while it hesitates, you burst free of the chamber and dash off down the nearest hall. After several twists and turns you find yourself lost in the dark. Go to **74**.



111

“That sounds like necromancy to me,” says Cherry grimly. “We have to save those men from becoming slaves of Morgul. I’m going in!” She pulls out her daggers and rushes around the corner into the next room.

“But Cherry,” Slather starts to protest and realizes it is already too late. “Aw, hell!” he grumbles, then charges after her.

You don’t want to be left in this cave alone, or thought of as a coward. If you know spells, now might be a good time to prepare one. Then you pull out your weapon and follow them. Go to 7.

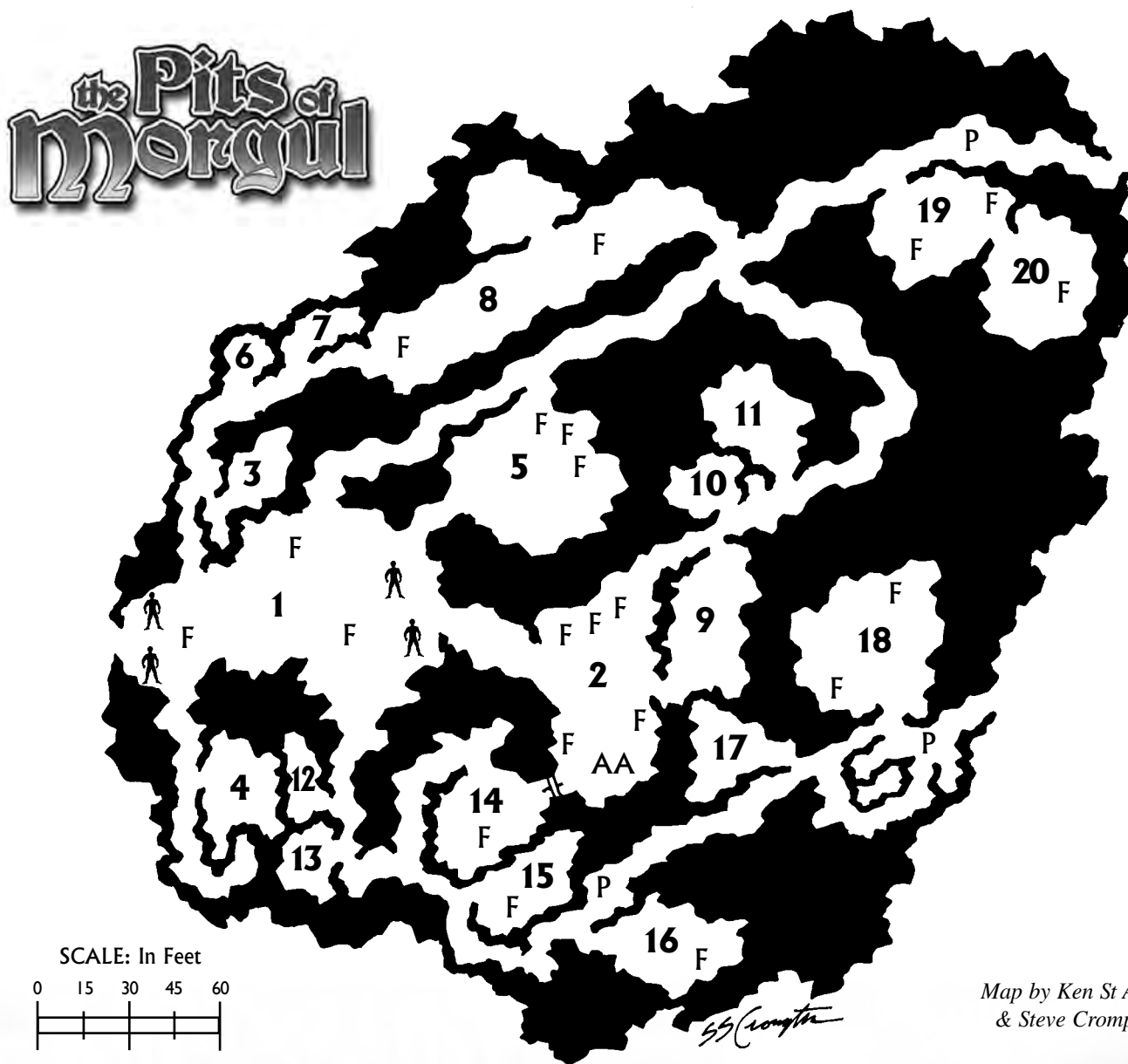


The Pits of Morgul as a GM Adventure

Morgul the Necromancer has established his headquarters inside a hill a couple of hours northeast of Khosht, although it is on the south side of the Khosht River. He started with a natural cave and over the years has hollowed out much of the hill to accommodate his minions. From his desert outpost he preys on traders and tribesmen within 20 leagues of his location, and is building up an army of ghouls, skeletons, and zombies.

The Pits are not your average treasure-packed dungeon. They are more of a bandit camp. Adventurers don't go there for easy money.

The Game Master will have to do a lot of the imaginative work here. Feel free to add more and different monsters, more traps, more levels and surprises. This is just a bare outline of the Pits for use in a quick game or for replicating the solo adventure in face to face play. You are free to use, or not use, any of the NPCs included in this description.



The Key. The map has numbered areas with a few letters included. The tunnels 10 feet wide. The light areas are open and will be the theater of action. The solid, dark areas represent solid stone. Although doorways on the map are shown as open, all of the ones leading into a room are actually wooden doors.

MAP KEY

AA indicates a large altar where Morgul performs the zombification ceremonies.

F indicates a fire pit, and usually there is a fire burning in it. These are the actual pits of Morgul. Fires are mostly coal-fed, but there is plenty of wood also. As a result of these many fires burning inside a hill, the air is smoky and disagreeable in many places. The hill does have 3 major entrances and several fissures and cracks that allow the air to circulate inside it and remain breathable.

P indicates a pit trap left to trap the unwary in some of the darker parts of the tunnels. Only 3 are indicated on the map, but this place is called the Pits for a reason, so feel free to place more in any of the tunnels.

1 is a large natural cave that has been dug out to be even larger. It is the main entrance to the Pits. There will always be from 4 to 10 guards inside it. The two guards at the outer entrance are ghouls (monster rating = 16); the two guarding the entrance to the altar room are Skeleton Men (monster rating = 24). There may or may not be guards at the entrances to the other tunnels. The cavern is large enough to serve as a training area for the troops.

2 is the altar room where Morgul turns his captives into zombie slaves in his growing army.

3 is a slave holding cave. Fang is not in this one, if you are playing that adventure. (See paragraph 8 of the solo for a description.)

4 is another slave holding cave. Fang will be chained in this one.

5 is the food preparation area of the complex. There

are several large kettles, along with many bags and boxes of supplies. Small campfires may be built almost anywhere in here. There are holding pits for coal and wood.

6 and 7 are storerooms. The G.M. may put anything inside them except treasure: food, weapons, wood, any kind of supplies including torches, candles, rope. It's just junk, but if anyone wants to search them, give them a saving roll to find whatever kind of junk they're looking for.

8 is a large hall used as a barracks room for the ghouls. The ghouls are the largest part of Morgul's army, and he has about 400 of them. Most of them are out foraging for supplies, or raiding for victims/recruits, so there are probably only about 100 on hand at any time. The room is cluttered with all kinds of crude nests built from dead grass and tree branches.

9 is a barracks area of the zombies. Their bedding usually consists of scraps of cloth or leather, and the best of them have a few old blankets. There are 20D6 zombies on hand at all times.

10 is Morgul's personal bed chamber. (See para. 33.)

11 is Morgul's treasure chamber. (See para. 76).

12 & 13 are guard relaxation areas. Area 12 generally contains ghouls; area 13 usually has skeletons. Roll 1D6 to see how many are available at any given time.

14 is the barracks area for the Skeleton Men. There are generally 50 to 100 troops on hand at any time. Skeleton Men have actual beds, chairs, and chests for storing their personal belongings.

15 is a storeroom for skeleton man armor. It is mostly leather with about one piece in 6 being chain mail. The room also contains boots, belts, cloaks, gloves.

16 is a weapons storeroom. Any weapon in the T & T rules might be found there, but most common are cheap swords and daggers.

17 is a storeroom for miscellaneous supplies. (rope, leather, pots and pans, wood, beads—anything you can imagine that's not very valuable).

18 is the Crypt of the Truly Dead. Bodies that have not been turned into zombies, and various body parts are just piled in this room in a careless and gruesome manner. Ghouls often come here to get their food.

19 Armory of the Dead Dwarves. Morgul has 3 dead Dwarf zombies that he keeps in this area. They make cursed and generally nasty weapons for him and store them in this room.

20 Forge of the Dead Dwarves. This room contains a smelting oven, an anvil, and various other tools for smiths. This is where the Dwarves Work.

NPCs

The monsters generally have monster ratings as follow:

Regular ghouls (16) (2D6 + 8)

Boss ghouls (22) 3D6 + 11

Skeleton Men (32) (4D6 + 16)

Zombies (36) (4D6 + 18). Zombies regenerate 3 CON points per combat round, and may be destroyed but not slain. If you knock a zombie down to zero it will regenerate and get back in the fight if given the chance to do so.

Slather the City Troll

Level 8

STR 75 CON 80 DEX 16 SPD 10

INT 14 LK 20 CHR 33 WIZ 11

Combat adds: 75. **Armor:** None.

Weapon: Big spiked club (9D6)

Ability: Regenerates up to 8 points of damage each combat round.

Talents: Cookery at INT + 5, Potion-Lore (including booze) at INT + 7.

Slather owns and runs the Ruptured Troll tavern in Khosht.

Cherry

Female human rogue Level 3.

STR 15 CON 17 DEX 30 SPD 16

INT 14 LK 32 CHR 28 WIZ 10

Combat adds: 45/**Cherry is blessed/cursed so that her combat adds in melee are always exactly twice those of who or whatever she is facing.

Armor: Cherry owns a complete set of chainmail, but doesn't have it with her at the time of this adventure, so none.

Weapons: Cherry is proficient with two daggers—jambiyas—at once. (2D6 +2 each).

Talents: Acrobatics: DEX + 6, Lucky: Luck + 8.

Fang

Male human warrior Level 1

STR 13 CON 13 DEX 6 SPD 13

INT 16 LK 10 CHR 12 WIZ 6

Combat adds: 2. (In deluxe we are disposing of negative adds, but if you play with 5th edition rules or earlier, he has -1.)

Weapons and Armor: None when this adventure starts.

Talents: Makes Friends: CHR + 4.

Morgul the Necromancer

Male human specialist wizard Level 5.

STR 31 CON 28 DEX 28 SPD 11

INT 59 LK 14 CHR 30 WIZ 52

Combat adds: 37

Armor: None.

Weapon: A skull-headed black staff. (2D6)

Morgul is a Specialist Wizard in Death Magic. He knows all the spells through 5th level that deal damage. He also knows the healing spells, but they work in reverse for him.

Talent: Control Others (CHR + 4), Leadership: (INT + 5)

Afterword: The above material is only the barebones of what you'd need to run Saving Fang as a GM adventure, but space is limited. Have fun, and save Fang!

—Ken St. Andre, July 30, 2013

Saving Fang

from the Pits of
Morgul

A Solitaire Adventure for **TUNNELS™ & TROLLS**

On your first visit to Khosht, you meet up with Cherry, the legendary swashbuckling she-devil. Her friend, Fang has just been taken prisoner by ghouls outside of town. Will you aid Cherry and Slather the Troll rescue Fang from a fate worse than death?

There's also plenty of treasure and power to found on this mission, assuming you can survive **the Pits of Morgul...**

This Solitaire adventure was specially written to be usable with the 1st edition of Tunnels & Trolls, but it can be played with any edition of the rules.

This is a great rousing adventure for anyone that is new to playing solo adventures. Saving Fang also includes a map and information to help you use this solo as a GM Adventure.

