

**DELUXE**  
**TUNNELS & TROLLS**

# ADVENTURERS COMPENDIUM



**A Collection of Rare T&T solos and  
GM Adventures from the Flying Buffalo Archives**



**FBI-8125**





# ADVENTURERS COMPENDIUM

*A Collection of Rare T&T Mini-Solos and  
GM Adventures from the Flying Buffalo Archives*

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## DEDICATION

The **Fellowship of the Troll** would like to dedicate this book to our wonderfully creative comrades at Flying Buffalo who helped make the magic that was *Sorcerer's Apprentice*.

Thessaloniki Canotas  
Rob Carver  
Ugly John Carver  
Larry DiTillio  
Rick Loomis  
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### IN MEMORIAM:

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Jason Sato

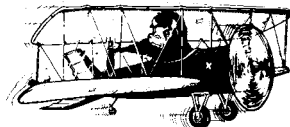


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# Everything Old is New Again

As a stretch goal for our Kickstarter supporters, the Fellowship of the Troll promised to republish almost all the old out-of-print, hard-to-find mini-solo adventures published in *Sorcerer's Apprentice* magazine back in the late 70s and 80s, and here they are, but in a format compatible with Deluxe. That means you can use characters with all 8 attributes instead of 6.

Saving rolls always fail on a result of 3 (the dice come up 1 & 2) Remember that doubles add and roll over. You may use Talents where appropriate. For example, if you are asked to make a Luck saving roll in a Thieving situation, and you have the Thievery Talent, you can use that instead. When the number 6 is rolled in combat you score a point of spite damage against your foe whether you're winning or losing. Warriors may use their Warrior weapon bonuses. And so forth. Deluxe rules apply (especially with the solo adventures.)

But, if you want to really get the feeling of what playing these games was like back in the 80s, and you have 5th edition, use those rules instead.

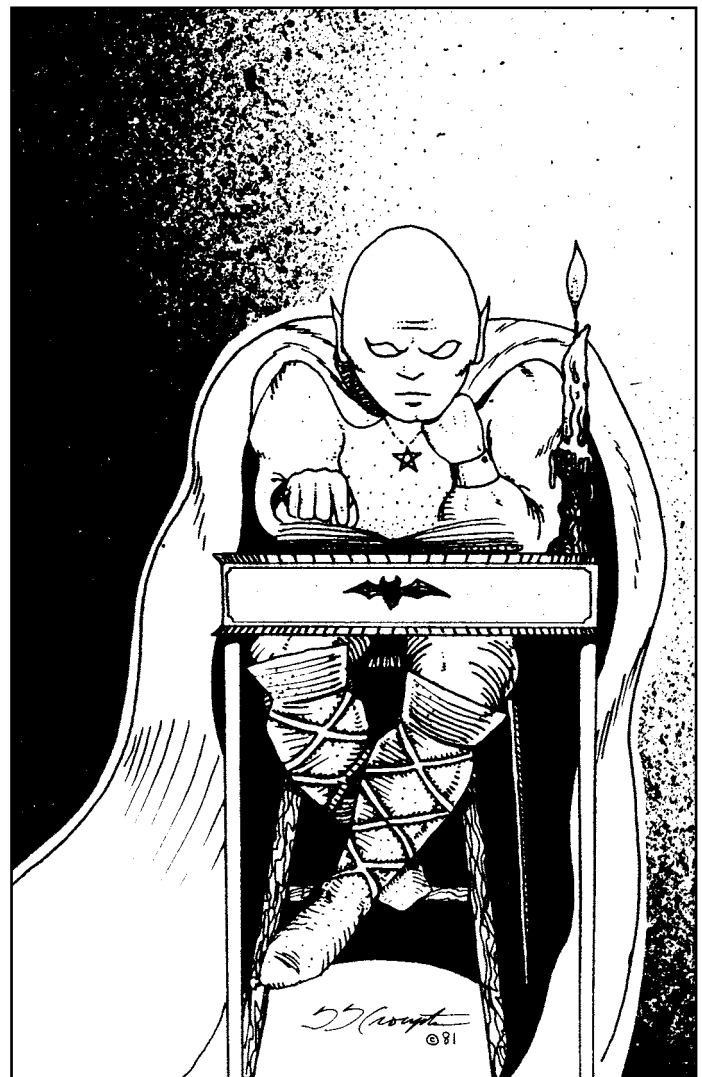
Some of the old endings were abrupt, and they still are. In some situations your character dies, and that's all there is to it. But, I have written in some narrow escapes that weren't there in the original for situations where I thought you just might be able to avoid the Reaper. Good luck with that!

**Ken St. Andre**

- Feb. 1, 2014

P.S.: We also are including *Circle of Ice*, another mini-solo that has been out of print for over 20 years, and several GM Adventures that appeared in *Sorcerer's Apprentice*.

This book is meant to be more of a reprinting of these rare adventures rather than an updating. We hope you'll enjoy them in the "old school" spirit in which they are presented.





# Random Treasure Generator

By Ken St. Andre

There are occasions when you may not want to write down what every monster in every room is guarding in the way of treasure; also, several of Flying Buffalo's solitaire dungeon series suggest the use of the Treasure Generator in some of the dungeon rooms. Magic treasures have been stricken from this Generator - GMs should create their own magic items to suit a particular purpose, not merely read them off a chart. This Generator will create mostly coins, a few gems, and is generally going to turn out treasures of lesser value than before. Again, fine treasures should be devised by the GM personally. To work the Generator, you'll need up to three dice. Roll two dice first:

## WHAT YOU FIND

If you roll **2** or a **3** there is a jewel (or possibly a jeweled item - see below). If you roll **4 - 10**, coins. **11** or **12** means coins and a jewel.

## COINS

If you have coins on the list, roll 3 dice to find out how many there are. Multiply the total of the 3 dice by 10 to get the number of coins there. Because treasures are usually richer on lower levels, you may wish to multiply the number of coins thus obtained by the level number where they were found. Although prices are generally listed in gold pieces, the silver standard is in effect for Deluxe T & T. Most of the coins exchanged in stores and on the street are actually silver pieces.

## NUMBER ROLLED

- |       |                |
|-------|----------------|
| 1     | = copper coins |
| 2 - 5 | = silver coins |
| 6     | = gold coins   |

## JEWEL SIZES

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

## JEWEL SIZES

- |   |                                            |
|---|--------------------------------------------|
| 1 | = <b>Small:</b> 5x base value.             |
| 2 | = <b>Average:</b> 10x base value.          |
| 3 | = <b>Large:</b> 20x base value.            |
| 4 | = <b>Larger:</b> 50x base value.           |
| 5 | = <b>Huge:</b> 100x base value.            |
| 6 | = <b>Jeweled item:</b> (see separate list) |

## TYPE OF GEMS

If you have rolled a jeweled item, roll once more on the Size list (if you get another '6', disregard it and roll again). If small, there will be 5 gems; if average, 4 gems; if large, 3 gems; if larger, 2 gems; if huge, only 1 gem. Now roll 2 dice, preferably of different colors (or simply designate which is the 'first die' and which is the 'second die'):

## TYPE OF GEMS

First Die	2nd Die	Gem Name	Base Value
1	1,2	Quartz	1
1	3,4	Obsidian	2
1	5,6	Topaz	3
2	1,2	Garnet	4
2	3,4	Turquoise	5
2	5,6	Jade	6
3	1,2	Ivory	7
3	3,4	Carnelian	8
3	5,6	Opal	9
4	1,2	Fire-opal	10
4	3,4	Aquamarine	11
4	5,6	Amethyst	12
5	1,2	Tiger-eye	13
5	3,4	Pearl	14
5	5,6	Ruby	15
6	1,2	Sapphire	16
6	3,4	Diamond	17
6	5,6	Emerald	18

## TYPE OF ITEM AND SETTING

Roll 1 die to find the type of item.

## ITEM TYPE

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

## ITEM METAL

Roll 1 die to find which metal it is made from.

- |   |            |
|---|------------|
| 1 | = Electrum |
| 2 | = Copper   |
| 3 | = Bronze   |
| 4 | = Iron     |
| 5 | = Silver   |
| 6 | = Gold     |

## FOUND WEAPONS

Weapons are generally made of glass, wood, or metal. Roll 1D6 first to determine the main component of the weapon, then again to determine what type of weapon it may be.

### WEAPON COMPONENT

- |                                                       |                                                                           |
|-------------------------------------------------------|---------------------------------------------------------------------------|
| 1 = Hard Wood                                         | <i>Breaks when used against metal weapons if the user loses a LISRLK.</i> |
| 2 = Bronze                                            |                                                                           |
| 3 = Iron                                              |                                                                           |
| 4 = Steel                                             |                                                                           |
| 5 = Mithril (weapon gets double its normal D6 rating) |                                                                           |
| 6 = Glass *                                           |                                                                           |

\*Glass weapons get an additional combat die, but they are brittle and automatically shatter if used against an opponent in metal armor. (Glass weapons are often used for ceremonial events, and seldom used in actual combat.)

## WEAPON TYPE

Having generated a weapon, roll 1 die to find out what class of weapon it is:

- |   |   |               |
|---|---|---------------|
| 1 | = | Dagger        |
| 2 | = | Sword         |
| 3 | = | Weird Weapon  |
| 4 | = | Hafted Weapon |
| 5 | = | Spear         |
| 6 | = | Gunne         |

To determine which weapon it is in that class, roll 3 dice. Chose the weapon closest to that number in 'STR-required.' If 2 or more weapons fit this designation, chose the heaviest. ■

## A MAGICAL TIME: SORCERER'S APPRENTICE

From 1978 to 1983, Flying Buffalo published 17 issues of *Sorcerer's Apprentice*, the official magazine of Tunnels and Trolls. But the team that put together SA, (as we called it in productions) wanted it to be more than just a house organ for Buffalo's newest games. Ken St Andre, Liz Danforth and Mike Stackpole wanted to also promote fantasy as a genre, and as such, they made the effort to contact some of the great fantasy authors of the time. *Sorcerer's Apprentice* was able to print stories and articles by such luminaries as Robert Vardeman, Karl Edward Wagner, Poul Anderson, Charles de Lint, Tanith Lee, L. Sprague de Camp, C.J. Cherryh, Manly Wade Wellman, Fred Saberhagen, Roger Zelazny and many others. These name authors inspired top-notch artists and game designers to also contribute their best work to the magazine.

The result was a wondrous mix of fascinating articles, GM adventures and mini-solos, combined with gorgeous art and truly fantastic stories. SA became far more than a "T&T Magazine." Thirty years later, people in the RPG industry still fondly remember *Sorcerer's Apprentice* and the high standard that it set for other RPG magazines to follow.

I was very lucky to have been a part of that magical era, as the staff map-maker and production artist. It was a time when I got to meet a few famous authors, lay out articles by well-known game designers, and create art for the likes of Mike Stackpole and Ken St Andre. And Liz Danforth was my art director - how many people can say that?

It's been my great honor to go back into SA, give life once again to some of these wonderful adventures and art that we created, and to be able to present them to you in this solitaire and gm adventure collection.

So get some dice and enjoy your visit to Gull, Khazan, and all the magical places in between...



Art Director, Flying Buffalo, 2014

# KINGMAKER

A SOLO DUNGEON ADVENTURE

Written by Michael Stackpole

Originally printed in SA #1



**K**INGMAKER was the very first mini-solo dungeon adventure presented in the pages of *Sorcerer's Apprentice*. Played with the Tunnels & Trolls rules, it can be used in the same way as the longer solo dungeons available from Flying Buffalo.

**PREFACE:** This is for one (1) first to third level character of any race who has less than 30 personal combat adds. *Kingmaker* is modeled on the standard tasks presented to mythical kings in their path to the throne. To play, you must have the T&T rules, paper, pencil, and six-sided dice.

**SITUATION:** Being bored and having extra time on your hands, you decide (quite unwisely) to venture out into the jungle surrounding Gull, that bastion of civilization otherwise known as the City of Terrors. You get a few miles from the city and find yourself set upon by twenty Kladhish warriors, the painted barbarians of Ajor. They capture you and strip you of your clothing and weapons. They don't kill you because they think you look like you might be a reincarnation of an ancient king who promised to return to them one day. (You should expect them to return your belongings if you prove yourself in the end.)

You have one chance to live. They usher you into the mouth of a cave. Within you will be presented with a battery of tests that will determine if you indeed are the King Incarnate. For the successful completion of each task you will receive a wooden chip or token. Keep track of the number you obtain during the trip.

If you are ready, naked and unarmed as you are, proceed inside . . . Before you is a massive stone. You can see where countless others have worn handholds from trying to lift it. If you wish to pass it by, go to **147**. If you want to try to lift it, go to **188**.





# Seven Ayes

A SOLO DUNGEON ADVENTURE

Written by Ken St. Andre

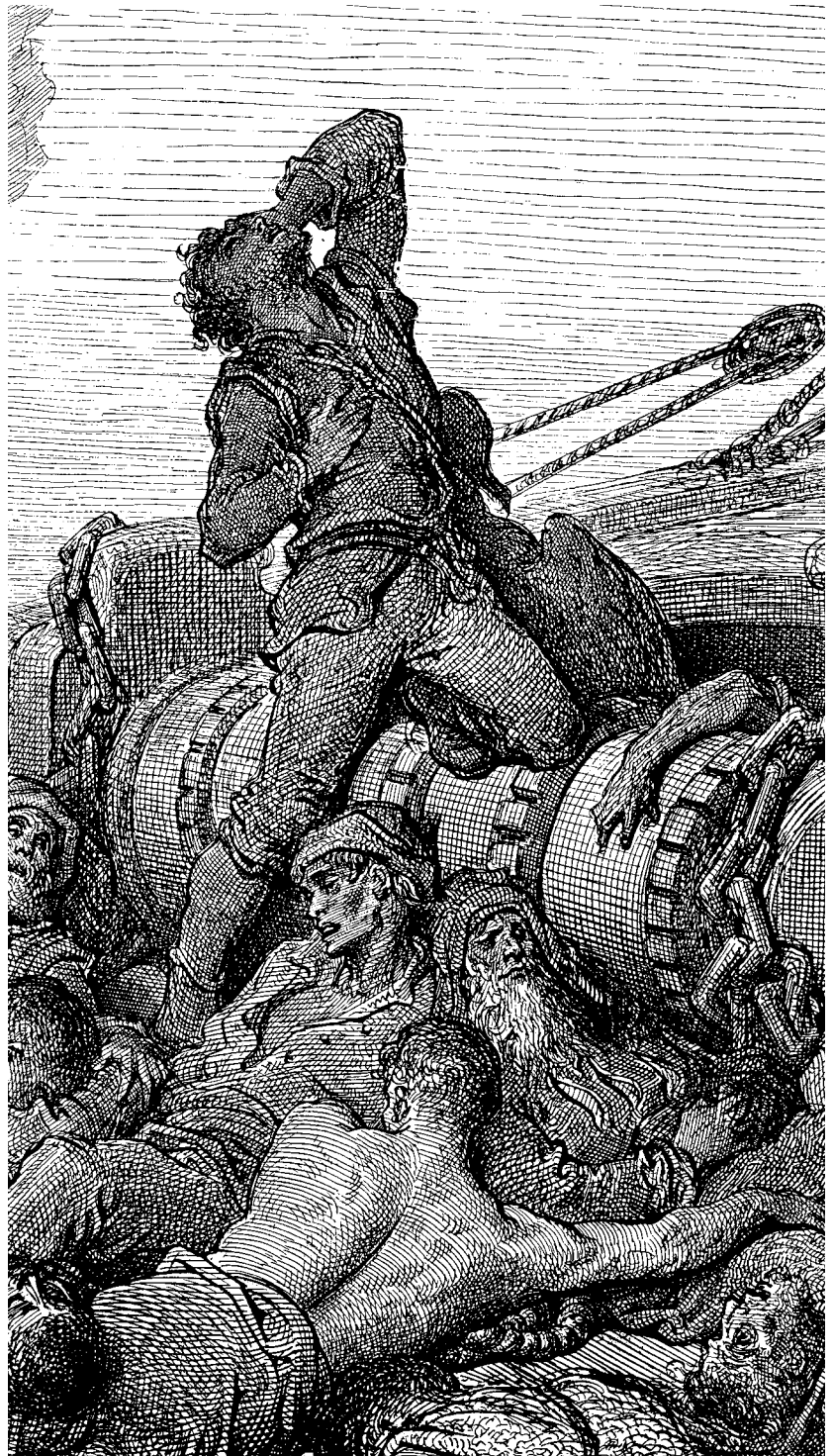
Originally printed in SA #2

For some years now, I've been trying to build up a fictional world in the empire of Khazan, and I keep referring to other aspects of it from time to time in such things as *Deathrap Equalizer Dungeon* and *Naked Doom*. The following scenario is another piece in the larger mosaic of this universe.

Played with the Tunnels & Trolls rules, *Seven Ayes* can be used in the same way as the longer solo dungeons available from Flying Buffalo. Because this is a mini-solo dungeon, no acts of magic will be allowed by the players - don't use wizards in this scenario. You may use any humanoid (except Fairies or Giants) of 3rd level or lower, but I would prefer to have you create a new character to start this adventure. If you wish to use your own pre-created character, go to **206**. If you're willing to create someone new, roll 1 die.

If you roll a:

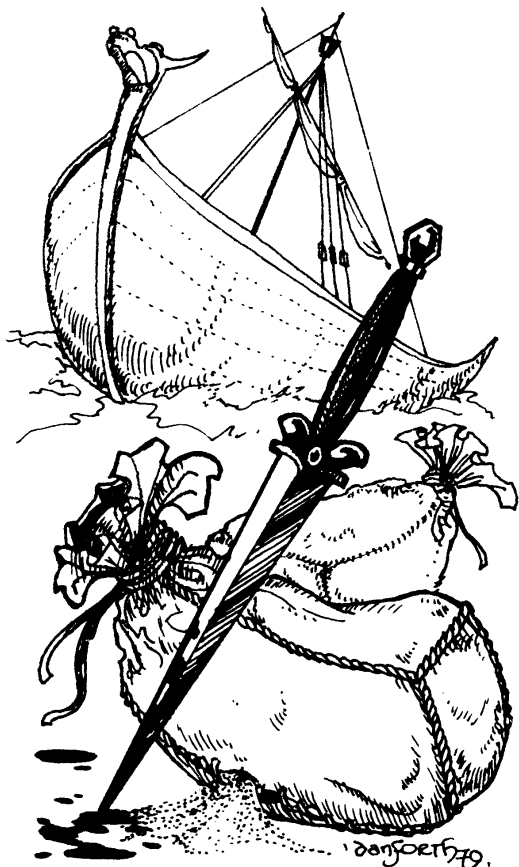
- 1 or 2 go to **223**.
- 3 or 4 go to **211**.
- 5 or 6 go to **208**.



# Golden Dust, Red Death...

Written by Michael Stackpole

Originally printed in SA #4



In *City of Terrors*, most characters experience a chance encounter with some of the criminal element in Gull. As the city has grown, so has its scope of criminal activities. In *Golden Dust, Red Death...* you leap from a casual acquaintance with the criminals of Gull to an intimate and dangerous relationship with them.

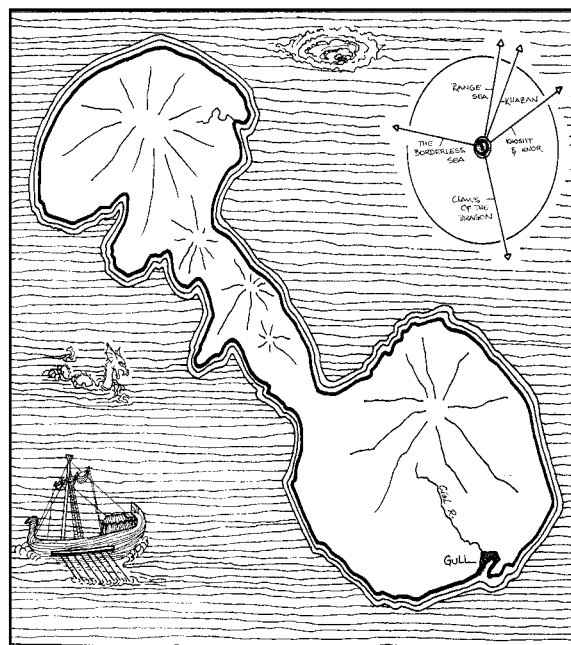
This is a solitaire adventure for 1st through 3rd level characters, to be played with the *Tunnels & Trolls* rules. The numbers of the “go to” statements are the paragraph numbers for the continuation.

Missile weapons are not allowed in this adventure, and only combat spells like *Take That You Fiend*, *Blasting Power* and *Freeze Pleeze* can be used. All foes here have been geared for the 5th edition of T&T. If you wish to play using Deluxe rules or 7th edition rules, remember to include spite damage in all conflicts and that you may make saving rolls based on appropriate talents instead of attributes.

Gull, the largest City on the Island of Phoron in the Range Sea, is known to many as the City of Terrors. For you, however, it is a city of unemployment. Being from the outlands, no one knows enough about you to hire you as a bodyguard. You have no real marketable skills and therefore look with favorable interest upon an offer to smuggle drugs into Gull.

Your part in the operation is to take a small boat through the harbor to a boathouse, at dusk. Al-Dajjal, your employer, tells you that the job is worth 1000 gp. His men would do it, but they are known to the men in the patrol boats.

You ride to the northeast of Gull and are supplied with a small boat laden with three bales of Demregh-mno, a golden drug that is magical in its effects and devastating in its aftermath. You pilot the boat around the end of Phoron, and as you enter the harbor a patrol boat heads in your direction. With luck it may pass you by. Make a 2nd level saving roll on Luck. If you make it, go to **139**. If you miss it, go to **190**.

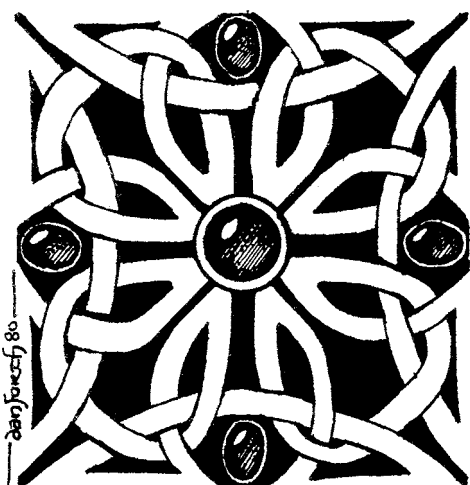


*The Isle of Phoron. The City of Gull is on the south side.*

# A Sworded Adventure

Written by Ken St. Andre

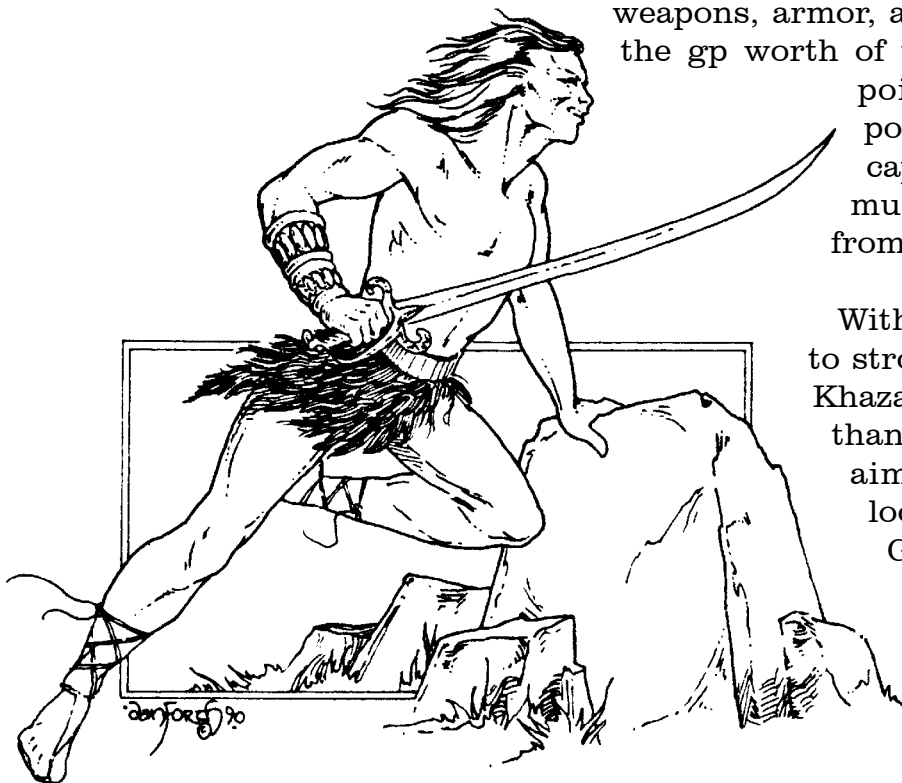
Originally printed in SA #5



This mini-solo is only for sword-wielding warriors who do not have more than 50 personal combat adds, an IQ greater than 12, or a level greater than fourth. You will need the T&T rules, paper, pencil, dice, and your imagination. *A Sworded Adventure* was written with the Fifth Edition of T&T in mind, but if you wish to play with Deluxe rules, feel free to use Talents where appropriate instead of attribute saving rolls. And don't forget about spite damage in combat.

Warning: This adventure might send you to *Arena of Khazan* or *Naked Doom*. If you don't own these dungeons, your adventures will be shorter and less interesting - but here's a way out of your dilemma. Make a L2SR on Luck whenever you're told to go to a solo dungeon you don't have. If you make the roll, you escape from the situation but lose all your weapons, armor, and money in the process. Take the gp worth of what you've lost, in adventure points (up to 500 adventure points). If you miss the roll, your captors roughed you up a bit too much, and three days later you die from internal injuries...

With sword at your side, you decide to stroll through the Great Bazaar of Khazan. If you are carrying more than 50 gold pieces, you wander aimlessly through the Bazaar, looking at the armorer's stalls. Go to **95**. If you have less than 50 gold pieces, poverty is not your only problem. Go to **35**.





# STOP THIEF!

Written by Michael Stackpole

Originally printed in SA #7



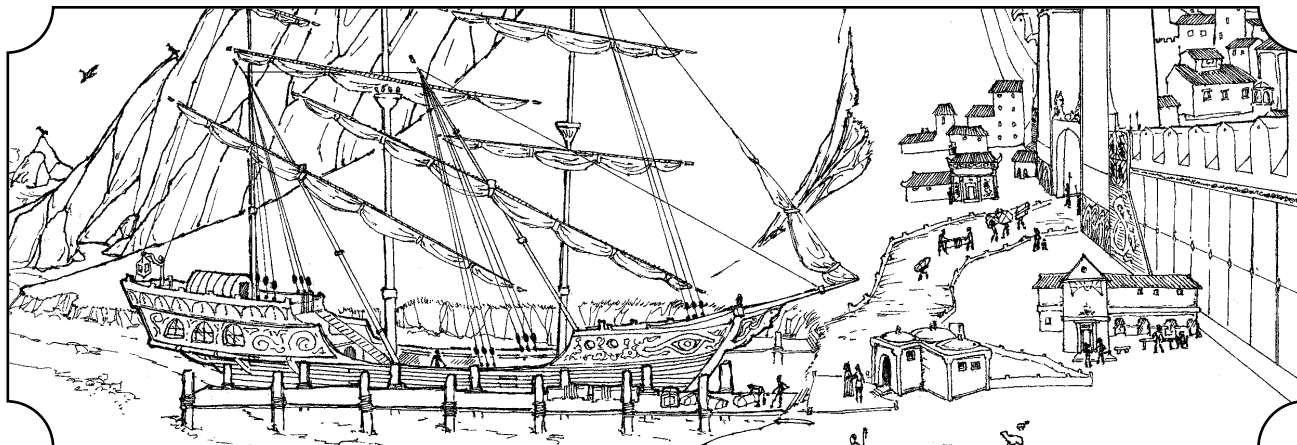
This is a T&T mini-solo adventure for characters no higher than 6th level. No magic users, or characters with more than 110 combat adds, may enter. No armor is allowed, and the only weapon you may use is a dagger. This adventure takes place on the Isle of Phoron and gives you a real taste of life in Gull, better known as the City of Terrors.

You step from the carriage that has carried you from the central square in Gull. The day is bright and sunny, the sea breeze tugs playfully at your cloak. As your transport leaves, you turn to a signpost on the docks to see if any ships are leaving for your home port. You find none, but you notice a job-wanted poster from the Knor-East Phoron Company. As you read it you know the job was meant for you.

You make your way to the company office. Beside the dock in front of the office is Mingor Diamondfist's ship *Nightwind*. You turn from looking at the ship - its owner is standing beside you. "You came to answer our job-want, didn't you?" he asks. You say yes and he invites you into the office.

"We've been having things lifted from the docks," he tells you. "We need a stranger to investigate this situation." He promises to pay you 5000 gold pieces if you catch the thieves.

You show up the next day on the docks. Make a fourth level IQ saving roll, or a fifth level Luck roll (your choice). If you make it, go to **184**. If you fail, go to **103**.



# Thief for Hire

*Written by*

*Robert B. Schofield*

Originally printed in SA #12

For 1st - 4th level warriors  
and rogues (combat adds  
10 - 30) with no spell  
abilities.

The delving business has not been going well for you. You've just returned from a trip where you managed to bring out only 500 gold pieces. Disheartened, you trudge into the Dead Dragon Inn.

As you sit at a table and slowly sip your ale, a man in dark robes enters the inn. He talks with the innkeeper for a few minutes, and they both turn to look at you. The dark-robed stranger walks over and seats himself opposite you.

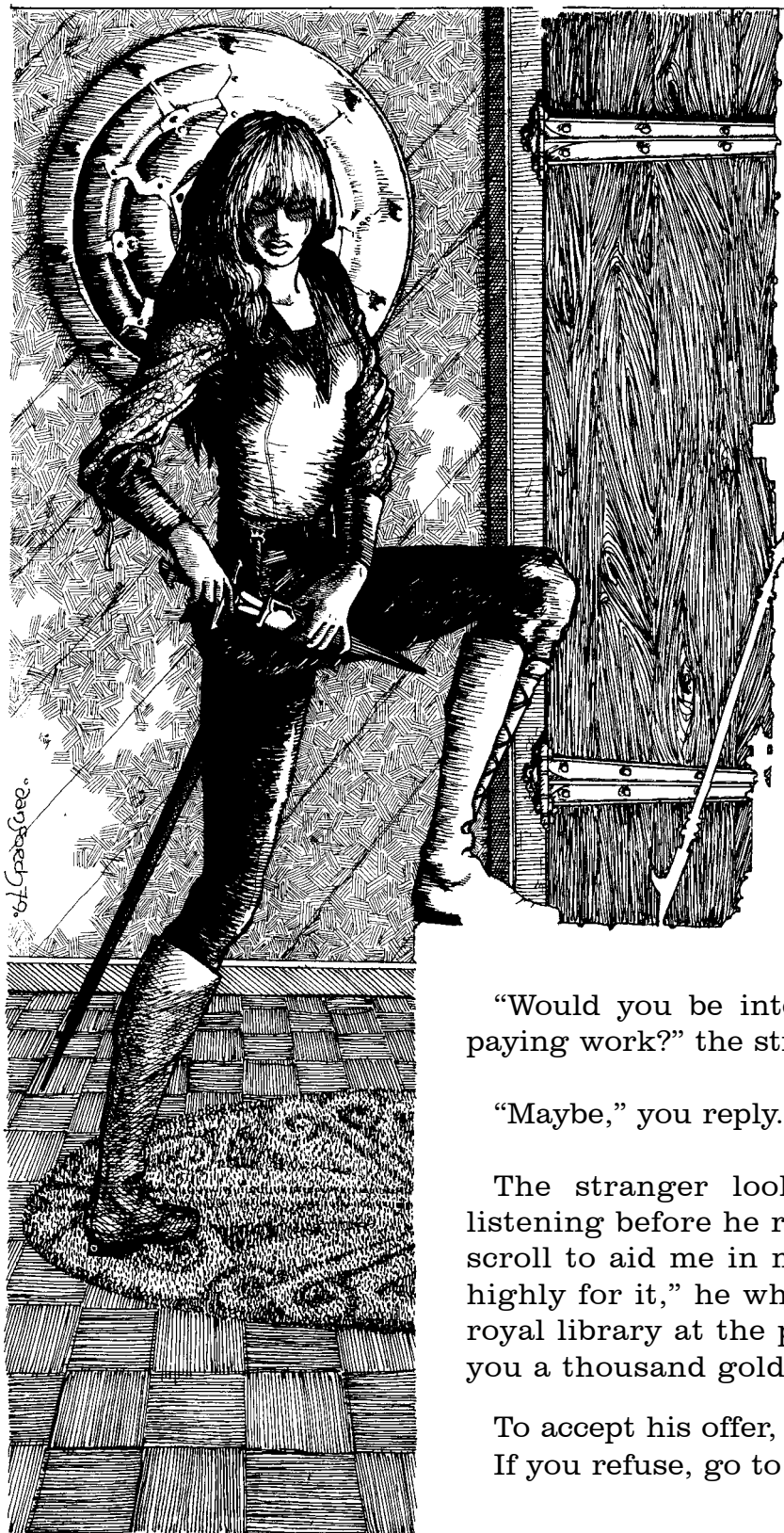
"Would you be interested in some short-term, high paying work?" the stranger asks.

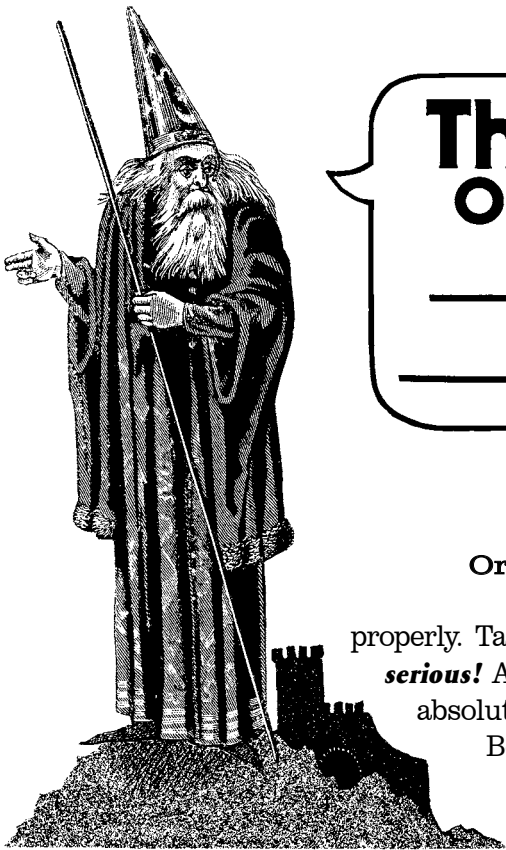
"Maybe," you reply. "Tell me more."

The stranger looks around to see if anyone is listening before he replies. "I need to obtain a certain scroll to aid me in my work, and I am willing to pay highly for it," he whispers. "This scroll is kept in the royal library at the palace. Get it for me, and I'll give you a thousand gold pieces."

To accept his offer, go to **49**.

If you refuse, go to **159**.





# The Legend OF THE

(adj)

(n)

*Written by  
Liz Danforth*

Originally printed in SA #13

You've probably seen party games where you're asked to supply words which are inserted at random into a story; the results are usually hilarious and occasionally downright weird. For a change of pace from the usual mini-solo adventure found in SA, this solo should supply you with a number of guffaws - and a singularly strange "adventure" for your characters, if played

properly. Take note, however: **it is not in the least bit intended to be even remotely serious!** Anyone venturing within this solo should expect - and will deserve - absolutely anything...

Before you start playing, you'll have to come up with a list of words and numbers. If you can get a bunch of friends to brainstorm words as you go along, all the better; however, since this is a "solo" game, you may have to do the hard part on your own.

❑ Start with a list of about 20 **nouns**. Nouns are names of things. If you get stumped for ideas, try coming up with a noun starting with each letter of the alphabet. Don't worry about whether or not you think the words will make sense: you'll be using them randomly, and that's half the fun. Anachronisms like "typewriter" and "soccer ball" will make for interesting results as much as words like "Troll" and "sword" and "knee".

❑ Make up about 10 **plural nouns**, like "pencils", "fingers", or "french poodles". Try to make them different from the singular nouns in the first list.

❑ Now work on a list of about 15 **adjectives**: these are words that describe nouns, like "slimy", "pretty", "purple", or "plant-like". Although numbers can be adjectives, avoid them for this, as there's a separate section for numbers.

❑ Next, you need a list of about 5 of the usual T&T **attributes**: STR, LK, IQ, DEX, CON, WIZ, CHR - and don't forget SPEED! Don't worry about the order you write them down in, or about repeating yourself.

❑ Now you'll need about 20 - 30 **numbers**. Make them large or small, but to make some vague sense try to avoid fractions and negative numbers. And unless you're determined to run a truly huge megacharacter, it's advised that you stick with smaller numbers ... just in case.

❑ Last of all, come up with an assortment of about 5 **proper names** of whatever type you like: fantastical ("Conan the Cimmerian", "Brew'm Biber") or topical ("Ronald Reagan", "Ken St. Andre").

Now that you have all the lists, you can start playing by going to paragraph 46. When you come to a blank, fill it in with the first word on your list of the appropriate type: Noun = [n], Plural Noun = [pl.n], Adjective = [adj], Attribute = [attr], Number = [#], and Proper Name = [name]. To play this correctly, you must use the words in the order you listed them! It is absolutely not fair to fill in the blank with the word you'd most like to see there. ("You fight 1 [#] bunny[n] with a MR of 1 [#] and get 5,000,000 [#] adventure points for it" is not kosher!) Check off the words as you come to them; if you use all the words on a list, you can make new lists or start over at the top again if you're still in the middle of an adventure. (You are *not* expected to "fill in the blanks" permanently ... any time you run a new character or a new adventure, make up more words!)

Good luck, and I hope you enjoy this very peculiar exercise in adventuring ... I guarantee your characters have never before seen its like. Start at paragraph 46.

[NOTE: For players concerned with an even, controlled growth of their characters when played in fair, balanced Solo and GM Adventures ... don't play this one for keeps! The AP gained by the random circumstances herein could destroy all your hard-earned work, and in no way is this considered "fair", or even remotely "balanced"! Forewarned ...]

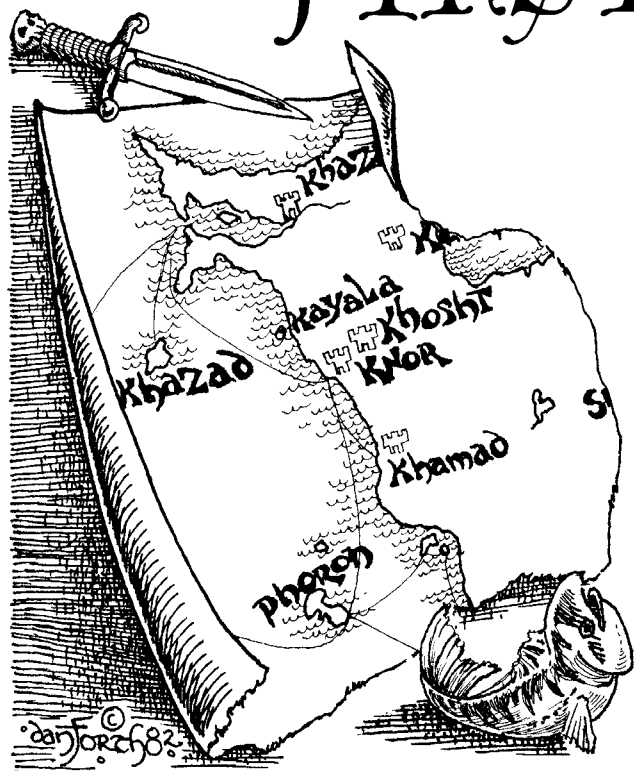


a mini-solo adventure for Tunnels & Trolls

# FIRST COMMAND

by Ken St. Andre

Originally printed in SA #15



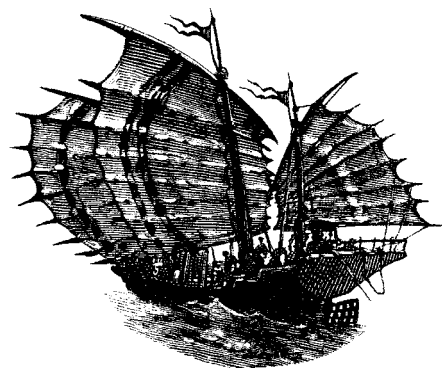
A vast, mate! Lerotra'hh needs sailors... she especially needs a captain to sail her tribute ship from Khazil down to Kayala. Sometime in your unsavory career you've sailed, and now you've won / bought / been shanghai'd into your first command in the Royal Navy of Khazan. You are put in charge of an aging galleon of 40 oars and 2 sails. For the purposes of the game, assume this ship has a "CON" of 1000. There are 120 filthy, ragged slaves chained to the sweeps, and a crew of 40 of the surliest rogues man the ship. Each of the sailors (but not the slaves) can fight, and should be considered to have a Monster Rating of 30. Your mission is to sail south to Kayala, and pick up a load of tribute that is waiting

there. Once you have it, you must go back up the coast to Khizil and deliver the tribute to the Empress' treasurer.

This adventure is for 2nd to 10th level characters with no more than 100 combat adds. You will need pencil, paper, dice, and the T&T rules.\* You are limited to humanoid characters, and cannot use Elves, Fairies, Shadowjacks, Hobbs, or Vampires. You may bring a magic-user if you wish, but spell choices are mostly limited to combat spells (specifically: Take That You Fiend, Blasting Power, Medusa, Deathspell #9, and Hellbomb Burst as well as Fly Me are allowed). Paragraphs that allow you to cast magic are marked with an asterisk (\*). If you require it, as ship commander you can receive any one suit of ordinary non-magical armor and two weapons of your choice from the rulebook.

You are assigned a first mate for the voyage. This burly fellow keeps the sailors in line, and knows the ways of these ships. To attribute him, roll 4D6 and double it for each attribute. Give him a saber and a dirk, and set sail! Go to **64**.

*\* You may also need these solitaire adventures:  
Naked Doom, or Arena of Khazan.*



# HOT PURSUIT



*Written by Michael Stackpole*

*Originally printed in SA #16*

“**T**he reason we have hired you,” intones the tired Captain of Gull’s City Guard, “is because you have never worked with us before. Your reputation will work for you. You have to get the information for us.”

“What’s in it for me, and what do you want to know?” you ask. The room is small and dark and close. You feel sweat roll down your temples. Your question darkens his face and deepens the black tracings of wrinkles around his eyes.

“We believe the Rangers have spies in Gull. We think they are planning an attack on the city, and even now they gather their information. We will pay you 5000 gold pieces for a spy alive, half that if he is dead. We will also give you an open pardon. You will become instantly innocent of any one crime except a capital crime against the crown.” His eyes reflect his desperation.

The price is good; if you want the job you’ve got it. You must be a humanoid, male or female, with more than 30 adds. You may use any non-magical weapons you own (magic being detectable and suspicious).

If you are a member of the Rangers, go to **113**. If you are not connected with the Rangers, you can think of two places to go. The first is the Kraken’s Cave, a portside tavern at **68**. The other idea you get is to check the Palace where the spy might be gathering info (it is the highest hill in the city, after all). Go to **120A** (Note the “A”).

# CIRCLE OF ICE

Written by Paul Creelman

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**I**n the Battle between the Powers of Dark and the Powers of Light, the boreal domain of the Circle of Ice remains aloof. Snatched from your homeland by the Dark Lords, you must spy on the Circle of Ice for them - and return if you can.

This adventure is for 1st through 4th level characters with no more than 70 combat adds. Magic is allowed, and you have been supplied with provisions suitable for arctic conditions. To start this adventure, go to **PAGE 58**.



**2** The window opens into the War Room of the Palace. On the table in the center of the room, you see a scale map of Gull with small figures of men representing the defenses of the city. You also see the spy standing over it, holding a glowing blue globe above his head. In the globe you see the face of a wizard.

If you would like to attack the spy, go to **142**. If you wish to wrestle for the globe, go to **123**. If you wish to tell the man to stay put and surrender, go to **72**.

**3** They tell you that \_\_\_\_\_ [name] the Sorceress is accused of making wrong worlds cross and interlock. She's been ordered to realign them, but some people don't feel she's trying very hard to correct her mistakes. There are two judges dressed like \_\_\_\_\_ [adj.] officials, and the Nameless One. Their judgment system is unusual: everyone picks a number. The judges both pick \_\_\_\_ [#], the soldier picks \_\_\_\_ [#], and you pick \_\_\_\_ [#]. The Nameless One (just called \_\_\_\_\_ [name] by a judge) doesn't vote, but he totals the numbers. If the result is even, the sorceress is guilty; if the result is odd, she's innocent.

If she's guilty, she's taken away and put deep in a dungeon for \_\_\_\_ [#] years. If you're judged with her, you get the same treatment. She's in the cell next to yours, and her stories are worth \_\_\_\_\_ [#] adventure points for each year there (you can collect these at **74**). If she's innocent, the Nameless One apologizes to you both. He tells you his real name is \_\_\_\_\_ [name] (the knowledge is worth \_\_\_\_ [#] AP). He also gives you a pouch of \_\_\_\_\_ [#] gp and wishes you well. The sorceress knows something you don't... she reaches out to tap you on the forehead and you collapse - go to **74**.

**4** Two foremen move to speak with the captain of the guard while the rest of you move through the warehouses and flank the guards. On a signal, you attack and drive the guardsmen back. They retreat. You are fully accepted as a member of the dock gang. Go to **17**.

**5** The stone begrudgingly gives up the sword. Make a saving roll on Constitution (your level) to see if you have the endurance needed to hang on until the sword is free. If you make this roll, go to **193**. If not take the number you missed by in hits against your Constitution (for muscle strain). Then go swordless to **165**; the other swords have disappeared.

**6** You are alone on a savage coast, and you have lost your first command. It may be better to let everyone believe you perished with your ship. If you can make a L2SR on Intelligence (25 - IQ), you will be able to survive in the wilderness and return to "civilization". If you miss the roll, you will die in the wilderness. In either case, it is the end of this adventure.

**7** You have found the library, and the scroll with the purple ribbon lies on the table before you. You have also found a man in flowing blue robes, sitting at the table. He looks up at you and says, "May I help you?"

If you can make a third level saving roll on IQ, turn turn to **38**. Otherwise, you can attack the man by going to **42**, or threaten him by turning to **107**.

**8** “By thunder!” your first mate bellows. “You’re a cap’n after me own heart.” Go to **66**.

**9** Two Rangers hustle the Merchant off before he can get to the meeting place. It is lucky for you that you decided to tail him instead of going on ahead. They obviously saw you talking to him. Soon they are joined by a third man. The maps are exchanged for the daughter, who came with the third man.

If you wish to wait and escort the Merchant and his daughter back to their home, go to **70**. If you want to take on the Rangers, go to **115**.

**10** You swim underwater to a place beneath one of the crossbow men. Through the floorboards you stab upwards, and hear him scream. He pitches into the water. You see a flash and hear the door explode. Al-Dajjal screams, “Marek, I’ll kill you yet!” and vanishes.

You come from beneath the dock and see, in the captain’s garb, Marek, master rogue of Gull. “Thanks for your aid,” he says. “This shipment would have ruined a number of good people.” Reaching into a canvas bag that had been at Al-Dajjal’s feet, he says “I believe this thousand gold pieces rightfully belongs to you,” and hands it over. He adds as he leaves, “Good luck in the future!”

You have earned 1600 adventure points. Good-bye.

**11** This is the Sword That Must Be Reforged. However, as you have no hammer you must pound it out with your hands. Make a saving roll at your own level on Constitution to see if you will withstand the pain. If you make it, go to **193**. If you miss, take the number you missed by in hits against Constitution and go swordless to **165**. The other swords have disappeared.

**12** “Arrgh!” snarls your mate. “I knew you were a follower of the Death Goddess!” and he stalks away. Make a L3SR on Charisma (30-CHR). If you make it, go to **66**; if you miss, go to **125**.

**13** Make a L3SR on LK. If you miss it, you must fight the guards. Go to **69**. If you make it, you have reached the wall of the courtyard. Make a L2SR on DEX. If you make this, you are over the wall. Go to **91**. If you miss it, take one die of damage directly off your CON (from falling) and you must fight the guards. Go to **69**.

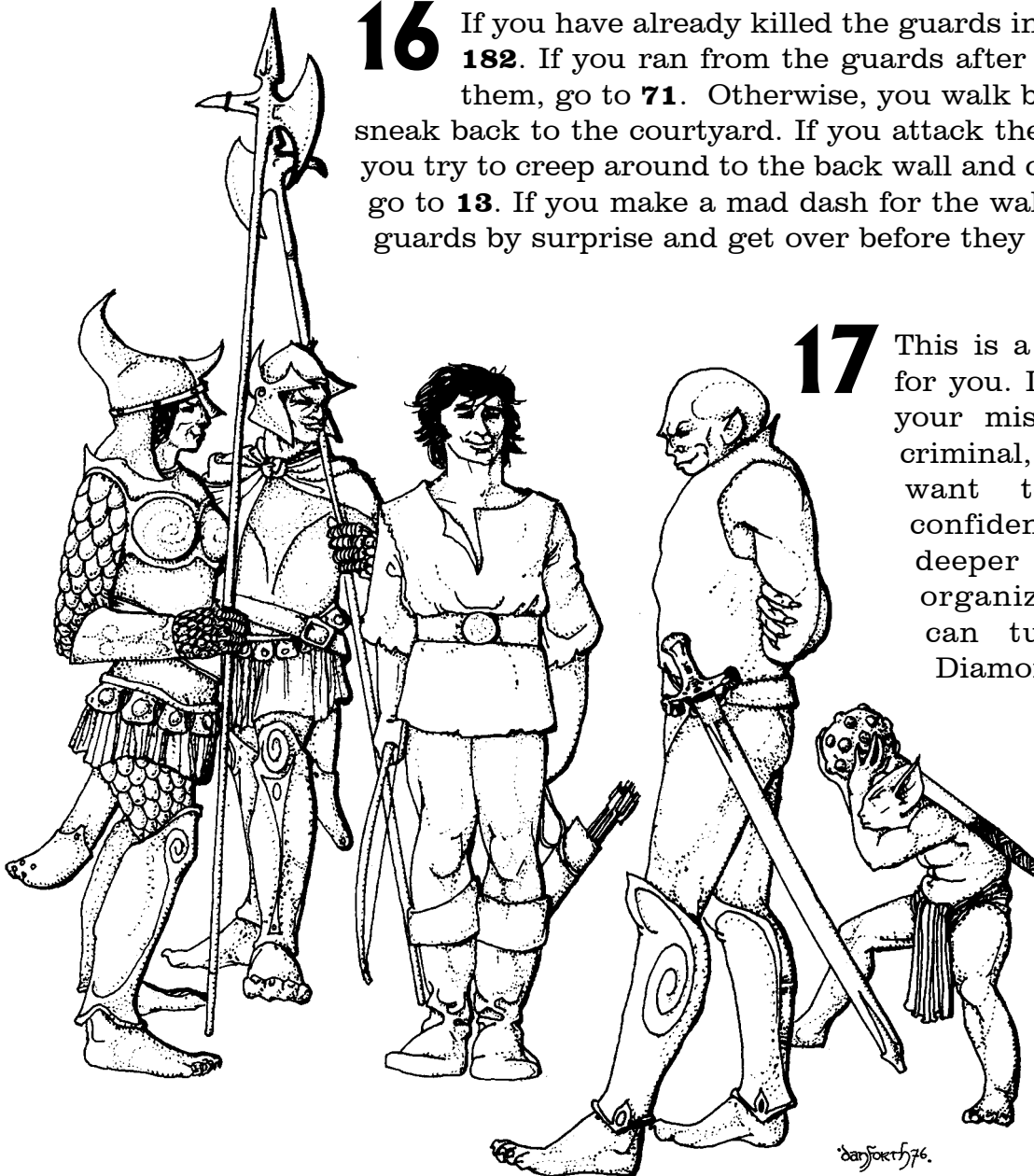


**14** The first day passes uneventfully and the mate tells you many tales as you work together. One thing he says is that many of the Khazan tribute ships never come back - there are rumors of pirates, sea serpents, and captains who have just sailed away with the collected tribute. He gives you a sly wink and asks what you think of the idea. If you tell him that you're determined to bring the tribute back to Khizil, go to **12**. If you hint that you might take the tribute under the right circumstances, go to **8**.

**15** (You were captured, but you thought of a way out.) You walk up to Diamondfist as he enters the room and say, "I've got the evidence, and I'm ready to testify." He smiles and claps you on the back. You don't remind him that you have 3 dice times 500 gp worth of gems from the shipment hidden on your body. He pays you the 5000 gp reward money. You are done. This adventure was worth 1500 adventure points.

**16** If you have already killed the guards in the courtyard, go to **182**. If you ran from the guards after having been seen by them, go to **71**. Otherwise, you walk back into the hall and sneak back to the courtyard. If you attack the guards, go to **69**. If you try to creep around to the back wall and climb over unnoticed, go to **13**. If you make a mad dash for the wall, hoping to take the guards by surprise and get over before they catch you, go to **98**.

**17** This is a moment of decision for you. If you want to forget your mission and become a criminal, go to **135**. If you want to use this new confidence in you to get deeper into this organization so that you can turn them over to Diamondfist, go to **191**.



**18** You dislodge the \_\_\_\_\_[n.]-like item, and realize this was a bad idea. A \_\_\_\_\_[adj.] gas gushes up at your \_\_\_\_\_[n.], and you must take \_\_\_\_\_[#] hits directly off your CON. If this would ordinarily kill you, instead you find yourself at paragraph \_\_\_\_\_[#]A of your favorite solo dungeon! (If no such paragraph exists, go to **78**.) If you live, the \_\_\_\_\_[n.] which came off appears to be solid silver. It weighs \_\_\_\_\_[#] units, but is worth \_\_\_\_\_[#] gp on the open market.

All this scrambling about has made a strange hole. It seems \_\_\_\_\_[adj] and you know that means magic. To enter the hole, roll 1 die: if you roll 1-3, go to **196**; if you roll 4-6, go to **185**. If you wish, you can rest here until sunrise - go to **74**.

**19** The guards wear leather armor and carry broadswords (3D6+4). Each guard has a CON of 4D6, and combat adds of 1 die + 2.

If you can make a L1SR on LK, you can take them by surprise and do full damage to one of them the first round. If you kill them, you get 200 adventure points. If you don't kill them within 5 combat rounds, reinforcements (1 to 6 additional guards, similarly equipped) will come running from the palace. Once you have killed the guards, you may walk down the hallway. Go to **65**. If you think you are outnumbered, you can instead surrender to the guards by going to **138**.

**20** The ship hits hard and breaks in half like a dry twig. Sailors and slaves are tossed like pebbles into the angry sea. You are knocked down, but grab a line and don't go over the side.

If you are a wizard and know a Fly Me spell, you can make it safely to shore - go to **6**.

If you'd rather try and stay with the ship, make a L3SR on Luck (30 - LK). If you make the saving roll, you will be able to outlast the storm and get to shore safely - go to **239**.

If you miss the saving roll, you have to swim to safety.

If you choose to swim to safety, or are forced to, make a L5SR on Strength (40 - STR). If you make it, you reach shore at **239**. If you miss it, you are dashed against the rocks and drowned.

**21** This drug, Demregh-mno, is one that will add 50% to your IQ and multiply your CON by 2. Each dose lasts 6 hours, and costs 50 gp. Once you use Demregh-mno you are addicted to it. After it wears off, if you fail to use it again immediately, you will permanently lose half of your old CON and 50% of your old IQ. (Your IQ and CON will not regenerate on their own, and you can only recover the lost points with level adds, or with attribute changes from a dungeon trip.)

Every time you use the dust (which is inhaled) roll two dice. Snake-eyes means that the drug was cut with poison - take five dice worth of hits from your original CON after subtracting any combat-inflicted hits (magical or otherwise). Since the dust is magical, no spells like Too-Bad Toxin or Healing Feeling work to repair damage from bad stuff or withdrawal. Only a high-level mage can sure you now. You are done with this adventure. Good luck. This trip was worth 1500 adventure points.

**22** It is plain that you are not Kingly material. Furthermore, you have made it necessary for them to re-set the situations in the cave. They take you and sacrifice you to their gods in the hope that their king will come soon.





**23** You arrive at Mordo's stall to find the Dwarf closing down for the day. He tells you he'll reforge the blade tomorrow for 40 gold pieces, but he can't guarantee it against Dragons, Trolls, or Plate Armor. If you're willing and able to pay that fee, go to **76**. If that's too steep for you, go to **83**.

**24** You note something vaguely familiar about the captain of the patrol boat but you cannot seem to place him. He secretes himself aboard your boat, and you sail to the boathouse where you were to meet your connection, the infamous Al-Dajjal.

As you enter it, you notice that Al-Dajjal is accompanied by three men with light crossbows. If you wish to betray the captain of the patrol, go to **154**. If you wait for him or Al-Dajjal to make a play, go to **163**. If you want to attack Al-Dajjal, go to **94**.

**25** As you pause in the doorway of the Kraken's Cave, you let your eyes adjust to the darkness. A shadowy figure darts into an alley to the right. You run after him. Make a second-level saving roll on Speed. If you make it, go to **162**. If you miss it, go to **47**.

**26** You noted that they had daggers. You burst free of the crowd. One warrior, monster-rated at 30, still stands between you and freedom. Kill him and gain the exit along with token #7. Go to **96**.

**27** They understand that one day you (or one like you) will return. They guide you back to the road to Gull. With you they leave five healthy youths (all have Dexteriorities of 15; you must roll for all other attributes). Arm them as you see fit - they will shadow you forever or until they die, and they are completely loyal to you. You have won.

**28** You were knocked senseless and are badly hurt. You wake up in the Khazan City Hospital with an Orcish nurse beaming garbage-breath into your face. When the doctor comes to see you, you learn that your injuries were very serious, but that he has Poor Babied you back to health, and his fee will be 1000 gold pieces. When he learns you can't pay, he turns nasty, rings a bell, and smirks as two Troll Orderlies come in and grab you. They haul you off to the Pits beneath the Arena of Khazan, where you can work off your bill by fighting 3 fights. Do not use this character again until you have fought your 3 fights in the Arena of Khazan. (You may use your own weapons - you're not a slave.) THE END.

**29** If you want to fight with the police against your fellows, go to **145**.  
If you want to fight alongside your crew, against the police, go to **130**.

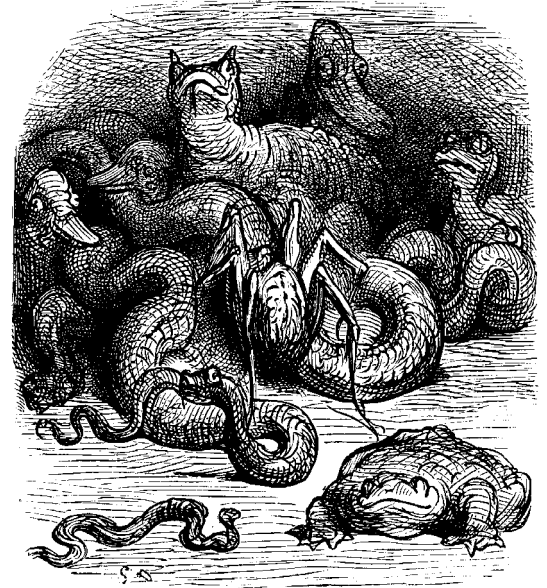
**30** You twist the globe from his grasp; it feels warm and almost alive in your hands. Neither of you noticed as you fought, but guards have entered the room. The Captain who hired you steps forward and directs his men to drag the spy off. "Thank you. You have saved Gull!" he says. He takes the globe from you and hands it to two wizards who will use it to destroy the wizard who was spying through it.

This adventure has been worth 350 adventure points for you, as well as the 5000 gold pieces for the captured spy. You are done.

**31** Each creature has a MR of \_\_\_\_ [#]; if you die under their \_\_\_\_ [adj. ] attack, go to **78**. If you live, you locate \_\_\_\_ [#] golden ornaments attached to their scabrous \_\_\_\_ [pl.n]: each one is worth 5 gp

Now you see a pale light hovering nearby. If you follow it, go to **112**. You also see what seems to be a \_\_\_\_ [n] in the distance - to head for it, go to **81**.

**32** You're hurt, but you're tough. You can either grit your teeth and stagger off to see Mordo, or grit your teeth and stagger off to the Khazan City Hospital. If you go to the Bazaar, go to **23**. If you go to the Hospital, go to **28** and ignore the first sentence.



**33** You turn a corner and run into two more guards. Each wears leather armor and carries a broadsword (3D6+4); each has a CON of 4D6 and adds of 1 die + 2. If you kill them, go to **60**. If they win the fight, go to **197**.

**34** The City Guard does not believe you. They turn you over to the torturers to gather information from you. Make a saving roll on your current CON at your level. If you make it, add 1 to the level and try to make that saving roll. If you miss any saving rolls, subtract the number you miss by from your CON as damage taken. You must miss 3 saving rolls before the police will believe your story. Each subsequent saving roll - whether made or not - goes one level higher, and you must make the saving roll on your current CON, including the damage you have taken from torture. If you survive torture, go to **104**. If you don't, this adventure is over.

**35** The sun has already dipped behind the Arena walls as you walk grimly along Market Street beside the Great Bazaar. Riding in the scabbard at your hip is what looks like a sword, but is in reality only a hilt and two pieces of broken blade. You can't really afford a new weapon, but as a warrior you can't afford to be without one. Mordo the Dwarf might be able to reforge your fragments into a weapon that will see you through to better times. Make a first level saving roll on Luck (20 - LK). If you make it, go to **43**. If you miss it, go to **80**.

**36** The man takes you outside and is revealed to be the Captain. “If that is your idea of Ranger hunting, you’re fired...” This adventure has been worth 250 a.p, though no gold passes into your coffers. You are done.

**37** The theft goes off like clockwork. As all of you are huddled in the warehouse splitting the take, the City Guard burst in. Morgo commands everyone to fight, and then ducks out the back. You follow and announce that he is under arrest. He offers you a bribe or a fight. To fight, go to **77**. To accept the bribe, go to **52**.

**38** Thinking quickly, you tell him that the king sent you to get the scroll with the purple ribbon. Make a L1SR on LK to see if he believes this lie. If he does, he hands you the scroll. Go to **16**.  
If you miss the saving roll, he calls you a liar. Go to **42**.

**39** “No more talk,” says the captain. “We know what you are doing out here. You know that smuggling Demregh-mno into Gull is a crime punishable by death. Aid us in getting the man who ordered the golden dust or I’ll kill you where you stand.” If you decide to aid them, go to **24**. If you don’t, he kills you.

**40** As you sail out of the harbor, your first mate suggests that you set course for the free cities south of Khamad. He tells you that he has kin down there who will protect you for a share of the treasure. He spins tales of drunk days and debauched nights. He mentions that in the Free cities, monsters are to be hunted, not obeyed. “There,” he says, “we can live like Kings on the tribute we’ve collected.” If you agree to his suggestion, go to **183**. If you tell him not to provoke the wrath of the Death Goddess, and set sail north for Khizil, go to **125**.



**41** You touch it and POOF!, the illusion melts into a \_\_\_\_\_[n]. Its MR is \_\_\_\_\_[#] and it attacks. If you fall into its \_\_\_\_\_[pl. n], go to **78**.

If you survive, a nearby \_\_\_\_\_[n] catches your eye. You pry it apart and find a magical \_\_\_\_\_[n]. It causes \_\_\_\_\_[#] points to be subtracted from your \_\_\_\_\_[attr] but you get \_\_\_\_\_[#] adventure points. If it wasn’t so \_\_\_\_\_[adj] you’d have been able to sell it for \_\_\_\_\_[#] gold pieces. In this condition, though, you can get \_\_\_\_\_[#] for it. To leave this room, go to **57**.

**42** This is the palace wizard. He throws a Death Spell #9 at you. If you can make a L9SR vs. Luck, you survive and the gods are amazed. They teleport you out of the palace with the scroll. Go to **91**.

**43** "Look out!" At the warning you dodge violently to the left. An instant later a heavy barrel of water smashes on the pavement at your feet. It had fallen off a wagon loaded with many barrels of fresh water that was on its way down to the docks. An Orcish guardsman stops the wagon driver, a cross-eyed Dwarf, and orders him to clean up the mess of broken lumber in the street. You go on your way to the Bazaar. Go to **23**.

**44** They lost their last king of legend this way. Many warriors block your path. Roll 3 dice for how many there are; they each have a 30 Monster Rating. They will fight you one at a time. If you can cut them down, you may go back to Gull and this adventure is over. Remember to count spite damage each time a warrior rolls a 6 against you. If your CON is reduced to zero, go to **197**.

**45** This was not the brightest plan you ever had. The Rangers are not loved in Gull. Add your STR and CHR and then divide by 2. Use this new attribute to make a second-level saving roll (if people think you look impressive and strong, they'll not attack you). If you make it, go to **58**. If you miss it, go to **170**.

**46** You're an adventurer wandering in hills you don't recognize; you don't even remember how you got here. A crescent moon disappears behind heavy clouds, and the air is filled with the smell of \_\_\_\_\_[n]. A noise attracts you towards a gully; to investigate this, go to **201**.

Dimly you also see \_\_\_\_\_[pl.n] glowing in the darkness; if you look into this oddity, go to **112**.

**47** The man you were chasing managed to signal others in the bar that he was going to draw you off. Four of them, beside him, are waiting for you as you round the corner. Each of them has a MR of 10. If you kill them, go to **195**. If they defeat you, (i.e. your CON goes to zero,) go to **197**.

**48** Beneath this stone you find a gold lamé toga and electra-glide sandals. The toga will magically absorb 3 hits each combat round and the sandals add 2 to your Dexterity while you wear them. Take token #1 and go to **147**.

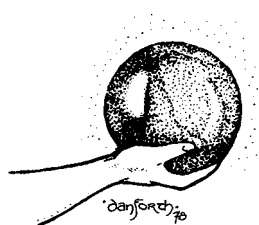
**49** The stranger says, "Good! Meet me behind the palace wall in one hour." He stands up and leaves the inn. You may take any equipment you have with you on this adventure.

You meet your new employer behind the palace wall; he has brought a fifty-foot rope with a grappling hook. If you don't have one with you, he gives it to you.

"The library is over this wall, and through the courtyard, then down the west hallway, to the third door on the left," he tells you. "The scroll is on the table. It's the only one tied with a purple ribbon. Now go. Good luck." Go to **85**.

**50** You exit into the starlight and see red glowing \_\_\_\_\_[*pl.n*] circling the entrance! A \_\_\_\_\_[*adj.*] noise startles them, and they attack.

There are \_\_\_\_\_[#] of them; each has a MR of \_\_\_\_\_[#]. If they kill you, your \_\_\_\_\_[*n*] is consigned to the \_\_\_\_\_[*adj.*] underworld, never to be freed by \_\_\_\_\_[*name*], guardian of the vanquished. If you manage to kill them all, you must make a level \_\_\_\_\_[#] saving roll on \_\_\_\_\_[*attr*] to remain conscious, for when these things die, they leave a stench like \_\_\_\_\_[*pl.n*], which no human (or humanoid) can stand. If you miss, you fall unconscious, and go to **74**. If not, you can investigate the shape that looms nearby by going to **81**.



**51** The globe falls from his lifeless fingers and explodes. Guards, attracted by the sound of fighting and led by the Captain, pour into the room. You have succeeded. This adventure has been worth 300 adventure points and the 2500 gold pieces for the dead spy. Congratulations.

**52** You split the gems and run off down the alley. Blocking your path you find your employer. "Treacherous dog. This will be your reward!" Mingor says as he casts a Freeze Pleeze. It does nine dice plus 176 points of damage. If you survive it or have a kris, go to **160**.

**53** Some double-damned jackanapes sings out "Gold! Gold! It's raining gold over here!" and it seems that every thief, beggar, and idler in the Bazaar descends upon you all at once. "That's my money!" you shriek, but who's going to listen to a dumb warrior on his hands and knees? Then you are buried under the avalanche of diving human vultures. Make your L3SR on CON (30-CON). If you make it, go to **180**. If you miss it, go to **194**.

**54** As you wade into the lake, it reacts as if it were alive, smashing at you with tall rough waves. Make a saving roll at your own level on Constitution to see if you can stand the pounding while getting to the sword. If you make the roll, go to **193**. If you don't, take the number you missed by in hits to your Constitution (bruises and minor concussion). Then go swordless to **165**; the other swords have disappeared.

**55** You begin to have terrible pains in your throat and stomach. Your teeth crunch when you bite down, and your tongue hurts. The drink contained ground glass. Take four dice damage, no armor will help. You fall over and black out, whether you live or not.

When you awaken, you are told two things. First, the person who got you with the drink had lost a son to the Rangers in a raid, hence his attack on you. Second, the spy has been caught. Your services are no longer required. The Captain pays you 500 gold pieces. This journey has been worth 75 adventure points...



**56** As you choke and gasp for air (take 1 die + 5 hits directly off your CON), he runs for it. Your pouch - which he dropped - breaks open on the hard earth and scatters gold coins among people's feet. If you wish to forfeit the gold and chase the thief, go to **186**. If you want to try and get your gold back by dropping to your knees and scrabbling for it along with half a dozen beggar boys and several unscrupulous citizens, go to **53**. If you'd rather ignore it all and just limp away, go to **178**.

**57** Around a corner comes a soldier in a bright shiny \_\_\_\_\_[n] who shakes his \_\_\_\_\_[n] at you and asks why you're here. If you apologize, he tells you to go away - so wander off to **155**.

If you attack this man, he steps back and blows on his magical \_\_\_\_\_[n] which knocks you unconscious for \_\_\_\_\_[#] turns. However, it also knocks him out for \_\_\_\_\_[#] turns.

If he wakes first, he takes you to be judged by his master - go to **155**. If you wake first and search his body, you find \_\_\_\_\_[#] shiny copper \_\_\_\_\_[pl. n], but not the magical dohicky. You'd better get out of here while you can: leave the castle by going to **74**.



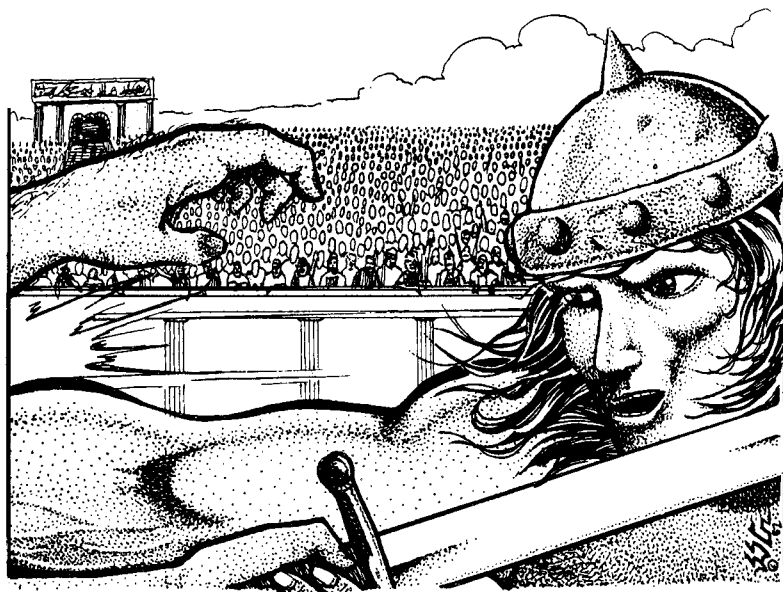
**58** Everyone decides that you look a bit too tough to mess with right now. You cross the floor and seat yourself at a table. Soon a serving girl comes over with a mug of ale. "The hooded gentleman in the corner booth offers this with his compliments." As you look over, the man raises a glass in salute and drinks. If you do the same, go to **55**. If you refuse to drink or pour the ale on the floor, go to **174**.

**59** You now have a small ingot of mithril worth 5000 gold pieces. Make a L1SR on Luck (20 - LK). If you make it, the voyage is uneventful, and you arrive at Kayala about 20 days after leaving Khazad; go to **79**. If you miss it, the ship gets caught up in a terrible storm at sea; go to **99**.

**60** Before dying, the last guard managed to pull a lever on the wall which dropped a steel gate across the hallway, preventing you from going further into the palace. If you have not yet killed the guards in the courtyard, you will now have to fight them. There are two of them just like the ones you just defeated. If you kill them or have already killed them, you now enter the third door on the left as you were told. Go to **7**.

**61** Roll 1D6. If you rolled a 1-2, go to **99**; a 3-4, go to **67**. If you rolled 5, you spend the day suffering from wretched seasickness; temporarily reduce your combat adds by half for the next three paragraphs. If you rolled 6, your mate and the crew try to convince you to abandon your mission and sail south to become pirates. Make a L3SR vs. Charisma. If you succeed, you slay 1d6 crewmen as an example; return to **66**. If you fail, you bow to their wishes; go to **183**.

**62** You failed to notice that they all had daggers. As happened to Julius Caesar (and others before and after him), they turn on you. You are stabbed to death just as you stagger across the finish line. You care little...



**63** You are neither lucky nor bright. The building was surrounded and you were captured. Roll three dice and multiply by 1000. This is the price in gold pieces that the Gull Municipal court sold you for to a slaver. He moves you north and forces you to fight in the Arena of Khazan. You will fight until you have won twice what he paid for you. At that time you will make a saving roll on your level to see if he wants you to fight more. If you miss, fight until your total winnings are three times the price paid for you. Continue until you make the roll, or you die. (If you don't have *Arena of Khazan*, this character is enslaved forever, or until you get *Arena* and fight your way to freedom). Once you make the saving roll, of course, your character is freed and given 1000 gp. This was worth 1200 adventure points for you.

**64** The breeze called the Dragon's Breath fills the sails as you depart from Khazil. As you stand beside the helmsman, your mate comes over. "Arrgh, Cap'n. Shall we coast down the chin and look for easy plunder ashore as we go, or shall we catch the Serpent's Current for Khazad?"

If you order him to sail along the coast, go to **14**. If you head out for deep water and Khazad, go to **141**.

**65** The hallway has five doors on the left wall and three on the right wall. There is plush red carpeting on the floor, and golden oil lamps hang on the walls.

If you want to steal some oil lamps, go to **129**. If you want to go to the third door on the left, as you were told to do, go to **7**. If you want to continue down the hall, go to **33**.

**66** The voyage down the coast to Kayala will take 30 days. Each day you must make your L1SR on Luck (20 - LK). Each time you make it you will complete a day successfully, and also gain 3D6 in gold pieces worth of plunder (disguised as tribute) from small communities on shore. As captain, you take half of all such "tribute" and the crew gets the other half. Each time you miss the saving roll, go to **61**. At the end of 30 days you will reach Kayala; go then to **79**.

**67** As you are checking on the evening watch, you find the third mate with his throat cut and wet footprints on the deck. As you bellow an alarm, a mermaid and merman jump you. The merman has a trident, and the merwoman has an enormous saw-toothed dagger. They are incredibly agile, and you are fighting for your life.

The merman has a CON of 40, but no armor. He gets 4 dice + 33 adds in combat, and it takes a L2SR on DEX (25 - DEX) to hit him. The merwoman has a CON of 20, and is protected by a sharkskin shield that takes 8 hits in combat for her. She gets 2 dice + 50 adds in combat; to hit her, you must make a L3SR on DEX (30 - DEX). In order for you to do anything but defend, you must choose your target before the round begins.

Conduct the combat in the normal fashion. Combat magic automatically scores the appropriate damage. If their total attack beats yours, you must take hits. If your attack beats their total, you may inflict the difference on one of them if you made the DEX saving roll.

If they kill you in 3 combat rounds or less, they will massacre the rest of the crew and sink the ship. If you last 3 combat rounds without killing them, or being killed by them, go to **101**.

If you kill them both in 3 combat rounds or less, the other merpeople will give up the attack. Take 300 adventure points for saving the ship. If you were sailing to Khazad, go to **148**; if you were sailing to Kayala, go to **79**.

**68** The Kraken's Cave is packed with sailors, harlots, and servants of every size, race, and description. You're smart enough to have changed from street clothes into something vaguely appropriate for your surroundings. But with this crush of people, you've got no idea how to handle your investigation. If you'd like to raise a glass in toast to the Rangers, go to **45**. If you'd like to curse them aloud, go to **172**.

**69** The two guards are wearing leather armor and carrying broadswords. Each has a CON of 4D6 and combat adds of 1 die + 2. If you kill them, you gain 30 AP. Now go to **182**.

**70** Your return home with them is uneventful, but the Merchant is grateful nonetheless. He gives you a magic dagger that will allow you to unerringly trail any one person no matter where that person goes. This adventure has been worth 275 adventure points for you. You are now done.

**71** The guards burst into the library. They yell to the blue-clad man, "He is a thief! Kill him!" The man stands up. Go to **42**.

**72** Average your STR and CON. Make a third-level saving roll on that number to see if he thinks you look formidable enough to avoid fighting. If you miss, go to **142** and fight him. If you make it, go to **92**.

**73** You choose the wrong door. Behind the door is a hungry, 30 MR tiger. Kill it, or be killed. If you survive, go to **203**.

**74** You open your eyes to the warm sun falling on your face and realize you've had the most extraordinary dream of your life. No wonder everything was so bizarre ... Still, the world is a strange place of many realities, so perhaps it wasn't as much of a dream as it seemed ... the treasures you found are there beside your bed. You stretch happily and welcome a \_\_\_\_\_ [adj] new day!

**75** Make a L3SR roll on Luck (30 - LK). If you make it, you swing down into the hallway unnoticed. Go to **65**. If you miss it, someone behind you shouts "Halt!" just as you drop from the wall into the hallway entrance. If you stop and turn around, go to **127**. If you make a run for it, go to **202**. If you were forced to go on this adventure, you automatically run for it and go to **202**.

**76** Mordo tells you to come back tomorrow afternoon and he'll have your sword for you. You have a few gold pieces left over, and besides, you know a ticket taker - so you head off to catch the evening show at the Arena. Carver of Gull is scheduled to face some wizard, and you ought to be able to make a few coins by betting on the foreigner. After all, he's already won 8 fights. THE END.

**77** You stand in the half-light facing Morgo. Both of you circle, daggers at the ready. From the shadows step two men. Each of them has a rapier. "Rais," says the taller of the pair, "Watch Mingor's agent while I relieve Morgo of his gems." The smaller man holds you at bay; he looks very deadly with his rapier aimed at your belly. Marek takes the gems from Morgo, and clips Morgo on the head. The big man goes down unconscious. "I'll take the gems, you can have Morgo and the reward. Fair trade?" Marek laughs as he leaves.

Diamondfist comes into the alley as the rogue leaves. "Not your fault Marek got the gems. The shipment was for him anyway, some debt the city is paying off. At least you have Morgo," he says. You return with him to his office, where he pays you the 5000 gp promised, and an extra 2500 for capturing Morgo. This adventure was worth 1750 adventure points.

**78** You gasp and thrash about, then realize you're dreaming. But you're still asleep, and it's said that some people die that way. It appears that that is what is happening to you. If you can make a level \_\_\_\_\_ [#] saving roll on your \_\_\_\_\_ [attr], you can wrench yourself awake, but you collect nothing at all from this adventure, because the shock has removed all traces of this \_\_\_\_\_ [adj] experience from your mind and reality. If you miss the roll, a friendly neighbor, concerned for your welfare, eventually finds your body twisted in your own blankets.

**79** You have arrived at Kayala. Your ship is repaired and your mate replaces any crew you have lost. Kayala gives you more than 50,000 gold pieces worth of tribute (in jewels, furs, metals from the mountains of the Escarpment, etc.) to carry to Khazan. If you wish to consider the adventure finished now, make a L3SR on Charisma (30 - CHR). If you make it, you will be able to control your crew and sail back to Khizil with the loot. If you miss the saving roll, go to **40**.

If you make it back to Khazil, you are awarded 5% of the tribute, 5,000 ap, and are promised a more loyal crew next time. Congratulations, this adventure is done.

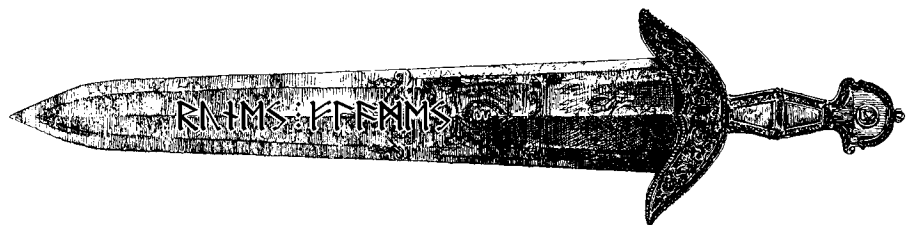
**80** "Look out!" You look up from your thoughts and see a heavy barrel falling on you from atop a stack of such barrels on a wagon. Without time to dodge or think, you try to reach up and catch it. Make a L3SR on STR. If you make it, go to **140**; if you miss it, go to **238**.

**81** Before you is a great castle, and you see shadowy \_\_\_\_\_[pl.n] going in and out. You see a window lit with a flaming \_\_\_\_\_[n]; there are no guards in sight. To head for the main entrance, go to **157**. To enter by a side door, go to **86**.

**82** You bring the boat into the boathouse that has been retained for your meeting place. They thank you and offer you the agreed-upon price of 1000 gp. They also say that they will give you the chance to be paid with 800 hits worth of Demregh-mno, (retail 50 gp each) instead of the hard cash.

If you want the hard cash, you are done. If you want the drug to sell, go to **136**. If you want it for personal use, go to **21**.

**83** Mordo tells you the sword is a basket case, and laughs at his own joke. He says he could make a dagger out of it for you, but you could do that yourself. Then he offers to sell you a used magic sword he inherited lately. Only 20 gold pieces. The sword is a battered gladius with the runes for flame etched in the rusty blade. Mordo tells you the sword is enchanted to be fatal to Water Elementals and laughs, because he's never heard of anyone who had to fight a Water Elemental. (Because of its poor condition, the sword is only worth 2 dice + 4 adds, but its merest touch will destroy any Water Elemental.) Buy the sword or not, as you choose, but this is THE END.



**84** If you wish to join the City Guard and turn on your fellows, go to **110**. If you want to fight with your men, against the City Guard, go to **4**.



**85** You throw the rope up, the grappling hook catches on the top of the wall, and you begin to climb up. Make a L1SR on DEX. If you make it, you reach the top of the wall. If you miss, you fall; take 1D6 damage directly off your CON. Keep trying until you reach the top of the wall, or die.

Once at the top of the wall, you see a courtyard of lush grass, bordered by blooming rose bushes. Much to your dismay, you also see two palace guards. Across the courtyard you can see a lighted hallway which leads into the palace. If you want to fight the two guards, go to **19**. If you would like to crawl along the top of the wall around the courtyard and swing down into the hallway, go to **75**.

**86** The place is colder than anything you could imagine; it seems even supernaturally frozen. However, through a door to the next room you see a tiny flickering fire and some shadows to indicate other people not far away. You start to move forward, but a single \_\_\_\_\_[n] scoots underfoot and disappears into a small opening in the far wall. If you investigate the fire, go to **155**. If you examine the far wall where the \_\_\_\_\_[adj] critter disappeared, follow it through a stomach-wrenching magical hole to **196**... but don't be surprised to find yourself where you weren't!

**87** It would have been a nice plan if it had worked; however, the Rangers saw you talking to him while in the bar. They hustled him off to a different meeting. You spend a cold night waiting for a meeting that never takes place. The Merchant talks and your cover is blown. This adventure has been worth 225 adventure points and little cash. One thing you should know, however, is that the Rangers still only got doctored maps. Your attempt was not a total failure.



**88** You come to a small grotto with a lake. Before you is one sword in shards; nearby are an anvil and fire. Beyond that is a second sword firmly stuck in stone. Lastly, in the middle of the lake, a sword is being held out of the lake by a feminine hand. If you wish to repair the first sword, go to **11**. If you want to obtain the second, go to **5**. If you want to try for the third, go to **54**.

**89** The fishwife gets no satisfaction, and you get taken off to jail, where you are sentenced to fight 3 combats in the Arena of Khazan, but as a free man (which means you get to use your own equipment). Do not use this character again until you have fought those 3 fights. THE END.

**90** You've just stumbled upon the famous \_\_\_\_\_[n] of the great warrior \_\_\_\_\_[n]. This item is worth at least \_\_\_\_\_[#] gp. to the \_\_\_\_\_[n] Clans of the Northern Marches. However, it will take you \_\_\_\_\_[#] months to reach them if you want to sell it there. (If you sell it anywhere else, you'll only get 1/\_\_\_\_\_[#]-th of its value.) This strange object may be stolen from you as you travel, as well. Make a level \_\_\_\_\_[#] saving roll on your \_\_\_\_\_[attr] for each month you must travel. If you ever fail the roll, it is lost. However, owning this \_\_\_\_\_[adj] treasure for a while is worth \_\_\_\_\_[#] AP. After you complete your journey, go to **74**. If you'd rather look around some more, go to **185**. If you try to back out of this hole the way you came in, go to **50**.

**91** You are standing in front of the dark-robed stranger. He takes the scroll from you, thanks you, and gives you the gold pieces you agreed upon. If you completed this adventure under a geas, he does not pay you. Take 1000 adventure points (AP) for successfully completing this mission. You are done.

**92** You look tough to him, and he stops. As he raises his unburdened hand, a blue fire pours down his right arm from the ball. He screams as you see the flesh burn away from his arm. Before you can do anything, he becomes a human torch. In a moment, he is reduced to ashes! The guards come to his screams, and you quickly relate to them what happened. This adventure has been worth 325 adventure points and the 2500 gold pieces for the dead spy.



**93** These people have no pity for a stool pigeon. They bind you and lower you into a pit beneath the warehouse. It is dark, but you can hear rats squealing. As you touch ground, you feel hundreds of rats crawling about you. Their red eyes burn in their emaciated faces. Even as you struggle, the starving rats attack. Make a level 4 DEX saving roll to escape your bonds. If you fail the roll, take ten hits directly from your CON. If you survive that, you can try to make the roll again. If you get free before you die, go to **198**.

**94** You leap from your boat and fly at him. Al-Dajjal looks startled and throws a Mind Pox on you. You fall into the water. Even if you know how to swim, the spell confuses you and you start to drown.

Make three CON saving rolls, beginning on second level. Take the number you missed the saving rolls by in hits. For each saving roll you miss, increase the level of the next one by one. After three turns, the Mind Pox wears off. If you live, go to **152**.

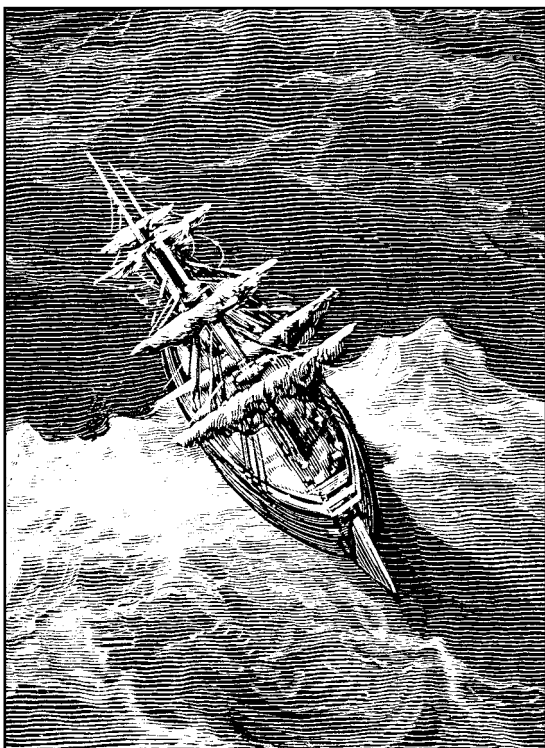
**95** The sun is halfway to mid-heaven, the crowd in the bazaar begins to thicken, and a brisk ocean breeze freshens the air as you step off Bear Street into the jumble of wooden booths and small shops in the Great Bazaar. The Armorers Quarter is over by Bow Street, but it's such a nice morning you thought you'd mingle with the crowds a bit, perhaps buy something for breakfast. A big ugly fellow in ragged clothing is headed in your general direction. Suddenly he seems to stumble and crashes into you. Make a L1SR on IQ. If you make it, go to **153**. If you miss it, go to **175**.

**96** This is the end of the Kingmaker trip. If you have less than 4 wooden tokens, go to **22**. If you have between 4 and 6 tokens, go to **126**. If you have all seven tokens, go to **149**.

**97** Kuzz Kobold is currently acknowledged as the finest weapons maker in Khazan. His swords are especially good, being triple-tempered of the finest Khargish steel. You decide to buy one. (You may have your choice of anything on the Swords list in the rulebook. The cost is 50% greater than listed, and the weapon will get an extra 3 adds for its superior trenchancy and hardness.) Well content with the day's adventures you wander off for the afternoon show at the Arena. THE END.

**98** Make a L2SR on LK. If you miss it, you must fight the guards. Go to **69**. If you make it, you are at the base of the courtyard wall.

To climb the wall, make a L2SR on DEX. If you make it over the wall, go to **91**. If you miss the saving roll, you fall. Take one die of damage directly off your CON. The guards attack; go to **69**.



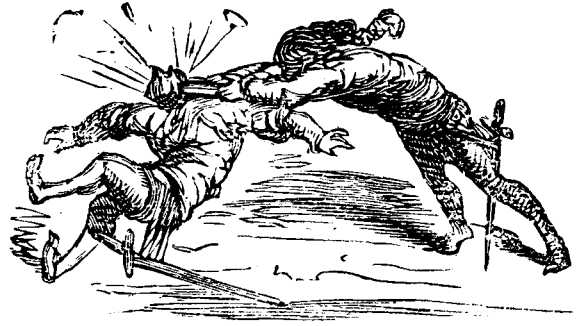
**99** For a day and a night the wind and rain have been getting worse. Now the sky is as black as Lerotra'hh's heart. Roll 3D6 for the number of sailors that have been swept overboard.

The gale has been blowing steadily from the west, and now a lookout cries, "Land ho!" You realize that you have been driven all the way back to the coast of Rhalph and may soon run aground. Your only hope is for the storm to break. Make a L3SR on LK (30 - LK).

If you miss the roll, your ship is driven into fang-like cliffs and wrecked. Go to **20**.

If you make the roll, you find a sheltered cove. Subtract from 30 the number of days you have already spent on the voyage. That is how many days you have left to go before reaching Kayala. Go to **66** and continue the voyage.

**100** The blow takes him by surprise and knocks him out. Suddenly you are surrounded by City Guardsmen who hustle the two of you off. The Captain appears and congratulates you on a successful venture. The man you hit was a spy, worth 5000 gold pieces to you. You get 300 adventure points for the adventure. You are done.



**101** Your long struggle awakened the sleepy crew. The merpeople see that their attack can't succeed, and they abandon the ship. Roll 2D6 to see how many of your sailors were slain before you roused the ship. Take 100 adventure points for driving off the merfolk. If you were sailing to Kayala go to **79**. If you were sailing to Khazad go to **148**.

**102** The guards rush into the building through the lower floor while you go up the wall. At the window, you hear sounds of fighting. Inside you see the spy locked in a swordfight with Prince Arion, the 14-year old Prince of Gull! Even as you watch, the Prince slips and the spy poises himself for a death blow. If you merely stand and watch, go to **181**. If you shout and attack, go to **158**.

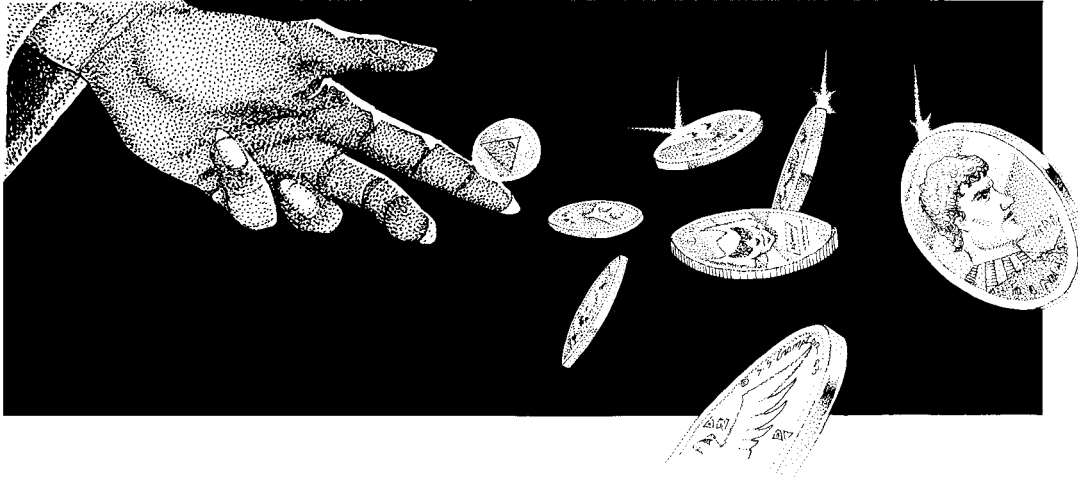
**103** It is your unfortunate luck that one of the men on the work crew noticed you talking to Diamondfist. The men close about you, drawing daggers; they threaten to torture the life out of you. There is one man between you and the door. He has a MR of 100. If you can kill him in three combat rounds or less, you escape to **111**. If you don't manage to defeat him in that amount of time, you are captured and taken to **93**.

**104** Torture has some lasting effects. Your CHR falls by 20 points for scars and burn marks. Your DEX will be down by 25% permanently for damage to your hands and arms. However, you are living. This adventure was worth 2000 adventure points for you.

**105** Even though you lost your fight, the guards who were alerted by the sound of it have entered the room and killed the spy. The ball, however, falls and breaks on the ground. Your mission has been a success, and you get 275 adventure points for it as well as 2500 gold pieces for the dead spy.

**106** The Nameless One (the person who wears a \_\_\_\_\_ [n] as his badge of office) tells you no one is allowed to wander in from the moors. He offers you a choice: you can be judged with the sorceress, and accept her fate, or you can take the Test of the \_\_\_\_\_ [adj] \_\_\_\_\_. You ask what that is, and he points to a hovering spot of blackness. "You must enter that," he says. If you agree to be judged with the sorceress, go to **3**. If you'd rather enter the spot of blackness, go to **185**.

**107** Make a Charisma saving roll at your own level. If you make it, he gives you the scroll; go to **16**. If you miss it, he shouts, "Peon! Do not interrupt me!" Go to **42**.



**108** You find 150 gp on their bodies. You also pick up the magic dagger (a dirk) they tried to get you with. When thrown, if it does at least one hit of damage on your target, it will paralyze the target for three combat turns. This effect will only work on living things, and only those of flesh and blood (no undead or stone creatures). You are done, and have earned 1000 adventure points.

**109** Try to make a L5SR on Luck (40 - LK). If you make it, you will manage to break free (losing only 3D6 worth of sailors), and the Orcs will let you go. The voyage to Kayala will take another 20 days. Go to **66** and start reading with the second sentence. If you missed the saving roll, you suffered a surprise attack. Go to **204**.

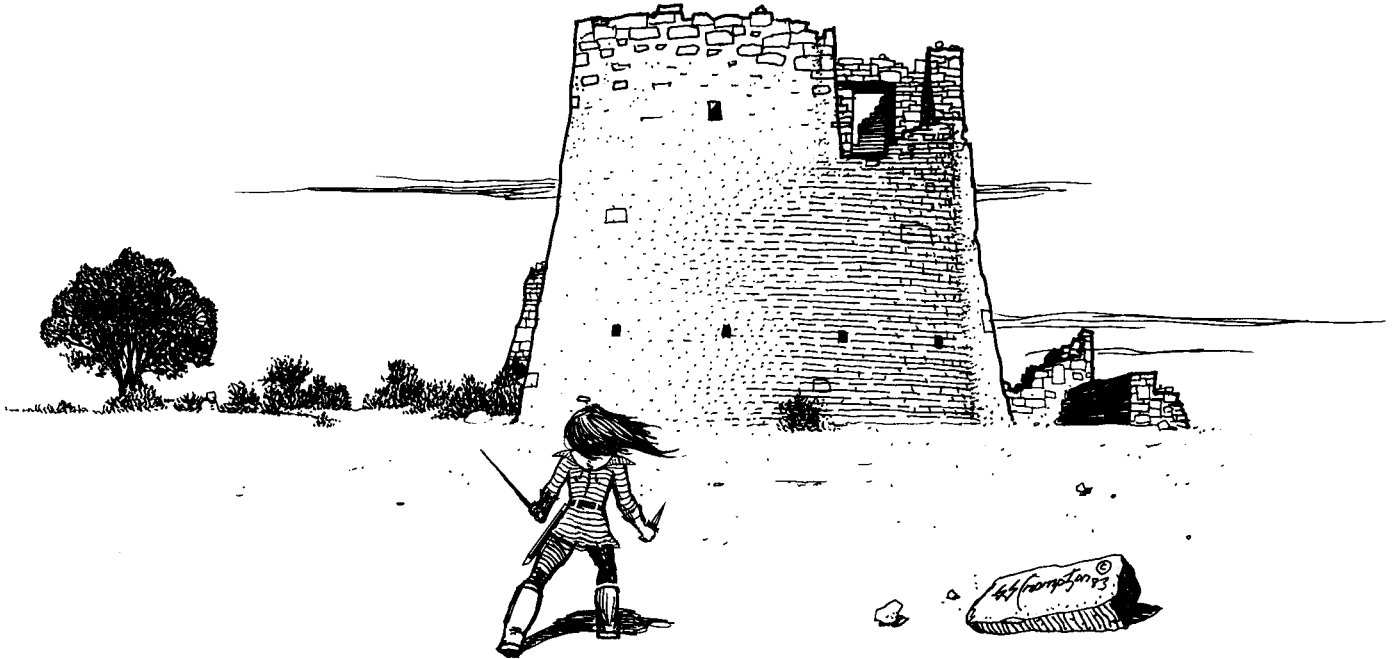
**110** As the dock workers close on the City Guard, you attack from behind. You slash and batter your way through them. The wounded fall and trip up others as the City Guard rushes forward and captures a number of them. You tell the captain of the guard who you are, and he nods knowingly. Diamondfist appears shortly and hands you 10 gems, each worth 500 gp "Thank you very much. You have solved a big problem for us. Your actions were very brave." You are done. This experience was worth 500 adventure points.

**111** You burst to freedom and quickly report to Diamondfist. He tells you that a dock fight won't provide enough evidence to break up the ring. He also agrees with you that it would be deadly for you to return. He pays you 500 gp. You are done - this adventure was worth 300 adventure points.

**112** The glow recedes before you, then glides into the side of a \_\_\_\_\_[n]. To go inside after this will o' the wisp, go to **196**. You also notice a \_\_\_\_\_[adj] castle not far away; approach it by going to **81**.



**113** As you leave the room, you suppress a laugh. Being connected with the Rangers, you know all about the invasion plan. You go out and select some helpless Humgruffin and frame him as the spy. You kill him, and bring him in to collect the reward. They pay you 2500 gp and give you the pardon; this was good for 50 adventure points. You find that very funny; after all, you are the spy. . .



**114** Before you looms a forgotten tomb with \_\_\_\_\_ [pl.n] scattered about. You find \_\_\_\_\_ [#] gold pieces that bear the profile of \_\_\_\_\_ [name] the First. You know the coins may be hard to use among the superstitious, for that name is cursed and the coins may be also. You'll get only half their value at best.

You hear a snuffling at the entrance: something seems to have followed you! You also keep seeing something out of the corner of your eye - when you turn, it isn't there. If you try to chase down the elusive spot, go to **185**. If you want to charge outside and attack what sounds so \_\_\_\_\_ [adj] go to **50**.

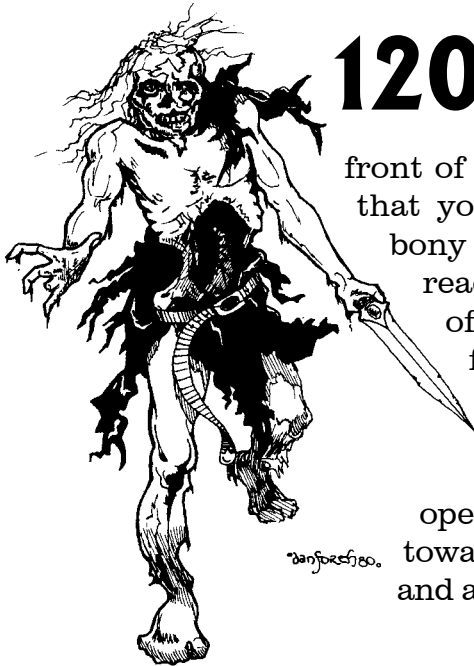
**115** You attack when they are in the middle of a bridge. One instantly goes over the edge, the maps go with him and are ruined. The other two are mad. Each has a MR of 25. If you survive this fight, go to **195**.

**116** As you stoop over him, you notice two things. The first is that his throat has been torn up by the garotte used by the spy, but he is still breathing, barely. The second thing you notice is a bunch of guards who have come up and are surrounding you. If you wish to kneel and try to revive the guard with some first aid or a Poor Baby spell, go to **177**. If you run off to pursue the spy, go to **146**. If you stand and try to command the guards to go after the spy with you, go to **102**.

**117** The City Guard waylays you as you are leaving the docks. They know who you are, but Diamondfist was getting worried about your lack of communication with him. If you make a 4th level saving roll on the average of your IQ and Charisma, the City Guard will believe you are still working undercover and that you didn't want to blow your cover. Go to **143**. If you fail the roll, go to **34**.

**118** Gathered at the cave exit is a group of the Kladhish warriors. They are cheering your survival from the cave complex. They mill around you and begin to guide you out. Make a saving roll on luck at your own level. If you make it, go to **26**. If you miss it, go to **62**.

**119** The stranger casts a Seek Ye spell on you. You will not be paid for this adventure. He takes you by the shoulders and pushes you out of the inn to his horse, where he gives you leather armor, a broadsword, and a fifty-foot rope with a grapple. He then leads you to the wall behind the palace and says, "The library is over this wall, and through the courtyard, down the west hallway, at the third door on your left. The scroll is tied with a purple ribbon, and is sitting on the table. Now go." Go to **85**.



**120** As you prowl among the gravestones in search of your foe, you hear the main gate clang shut, and watch in disbelief as the chain moves by itself to lock it. The air in front of you shimmers - the thief materializes. As it dawns on you that you're facing black sorcery, the earth begins to move and bony fingers pierce the soil to grip your ankles. The thief sneers, reaches up and grips his greasy brown hair. He rips his face off, revealing beneath the mask the features of your greatest foe, the evil magician \_\_\_\_\_(n). A bolt of blue energy flashes from his hell-red eyesockets to enwrap your muscular form. The sword drops from your strengthless fingers. All around you now, graves are opening - moldering corpses and skeletons emerge and shamble toward you. You hear his evil laugh reverberating in your brain, and as the dead fingers drag you down, you realize it is THE END.

**120A** As you walk through the darkened streets towards the Palace, you managed to see the shadowy form of a man silhouetted against one of the rising moons. You run towards the Palace wall even as you see his shadow meld with that of a guard. You cut up the hill and hear a strangled cry from the guard, then a thud as his body hits the catwalk of the wall. You quickly reach the wall and scurry up with the rope left by the spy. Once over the wall, you see the body of the fallen guard and the whip of a shadow entering the window on the second floor.

If you would like to see if you can help the guard, go to **116**. If you wish to climb the trellis and pursue the spy, go to **2**.

**121** You dodge and weave your way through the twisted streets of Gull. . . You have managed to escape with your portion of the take. Roll three dice and multiply by 500 to determine the total gold piece value of your portion of the take. You are done, and this was worth 1000 adventure points.

**122** You give up your sword, and the fishwife goes away happy. The Orc warns you not to let it happen again. But the Gods were watching, and They have decided you are unworthy of being a Warrior. They change your class to Rogue! You have been given the ability to learn magic, and you can no longer double the protection your armor gives you. You forfeit all adventure points and have reverted to first level. THE END.

**123** His Strength is 20. Use his STR and your STR as Monster Ratings and fight with them. The winner of the wrestling match gets the globe. If you win, go to **30**. If he wins, go to **105**.

**124** Having disposed of the Orc, you realize your life is no longer worth a copper piece in the city of Khazan, and so you flee. The Orc is worth 50 adventure points. You are now an outlaw in Khazan, and if you return to the city your life and freedom will be forfeit. A sea voyage would be good for your health - why don't you adventure next in the City of Terrors? THE END.

**125** One night you awaken in darkness with the feel of cold steel at your throat. "Nice night for a swim, Cap'n." The low chuckles that greet this remark indicate that the mate is not alone.

The mutineers drag you up on deck. Your arms are bound behind your back, and you're stripped naked. The moon is bright, and you can see most of the crew. Not all look happy, but at least half are grinning ferociously. A rough plank has been thrust out over one rail, and you are forced up on it at the point of the mate's cutlass. You look down and see shark fins slicing through the water below you.

If you walk the plank, go to **131**. If you wish to cast magic at the mate, write down your spell and go to **171**. If you want to try and break your bonds and then attack the mutineers bare-handed, go to **144**.

**126** While it is plain that you are not their king, you are at least a minor hero. They respect you and allow you to keep any booty from the cave. You may return to Gull, they say, but having proven that you are not their royal divinity, they ask you never to return here on pain of death. Go home. You have won.

**127** The guards are chuckling. One of them says, "What have we here? A bumbling fool trying to break into the palace? Throw down your weapon and surrender!"

If you throw down your weapon and surrender, go to **138**. If you want to attack the guards, go to **19**. If you want to turn and run, go to **202**.

**128** You come to a skidding halt. Tombs and cemeteries have always been the stronghold of your old arch-nemesis, \_\_\_\_\_[name], the Necromancer. It's probably just a coincidence that the thief fled in here, but why tempt fate? It's only gold. You turn, and whistling a doleful dirge, stroll back to your room on Gore Street. You get 1 a.p for each gold piece lost (up to 500 adventure points). And this is THE END.

**129** Each lamp weighs 50 and is worth 100 gp. Take as many as you want (up to 4), and return to **65**.

**130** As you move towards the guardsmen, dagger ready, you notice that they are not guards. They are just other dock workers. "We arrange this farce attack to weed out stool pigeons. You're all right, kid," someone tells you. You are completely trusted now. Go to **17**.



**131** Many sharks are waiting; each one with a MR of 100, and you are defenseless, helpless because your arms are bound. If you can use a Fly Me spell and were sailing along the coast, you will be able to waft yourself ashore. Go to **6**. If you were in mid-ocean heading for Khazad or returning from Khazad, you will end up in the drink, and then it will be splash, GOODBYE!

**132** As the patrol boat pulls up alongside you an officer jumps aboard your boat. "Captain," you say, "I can make it well worth your while to leave me and my cargo alone."

Total up the amount of bribe you would like to give him, and divide by 100. Subtract that number from 10, and that is the level saving roll on Luck you must make. (For example, a bribe of 100 gold pieces divided by 100 is 1. 10 minus 1 is 9. A ninth level saving roll on luck is needed. Note you must always at least make a five on two dice.) You'll always have to roll at least a L1 SR. Remember that a roll of three always fails.

If you make the roll, go to **82** with his thanks and well wishes.

If you miss it, he kills you. As your blood leaks all over the deck you hear him commenting that 100,000 gp worth of Demregh-mno is more worth his while than trying you for a crime. After all, it is his responsibility to see that the drug does not fall into the wrong hands. He laughs and spits upon your lifeless form. This is the end.

**133** You ditch the boat and make your way towards one of the gates in Gull. In a dark alley, two men reach you. Make a first level saving roll on DEX. If you make it, go to **150**. If you miss, go to **200**.

**134** Before you are two doors. They say, "Choose passage or peril." Make a saving roll on your IQ (20 - IQ) to see if you make the right choice. If you make the roll, go to **203** after taking token #5. If you don't make the roll, go to **73**.

**135** You soon learn that the Mr. Big as far as you are concerned is a hulking cruel man known as Morgo. You also learn that the gem shipment is due two days hence. Certain that your financial well-being is secure, make a 5th level saving roll on Luck. If you make it, go to **143**. If you miss, go to **117**.

**136** Selling 800 doses of Demregh-mno in Gull won't be easy; anyone trying to move that volume of the drug will face Marek at one point or another. Make a L2SR vs. Luck for each 1000 gp worth of the drug you attempt to sell in town. If you fail the roll, you are cheated, or must hurriedly dispose of that batch, and get nothing.

After making the saving rolls, you are done. This trip has been worth 1000 AP.

**137** You leap across Bear Street and into an alley. Thirty feet ahead you see him turn a corner, and you go in pursuit. The chase goes on this way for several minutes as he twists and turns through the stinking narrow lanes, but he can't elude you. A horde of mongrel dogs that live in these poor streets has been disturbed by the commotion, and now the dogs are out, chasing the both of you, nipping at your heels and thighs as you run. He flails with his dagger and you with a sword to beat the curs back. Throwing himself over one last wall, he leaves this ragged section of town, and dashes across the Great Khazan Road. You follow him, too winded to yell any longer as he turns onto Golden Avenue, runs down it, and then vanishes through the Main Gate into the Old Heroes Cemetery. You arrive at the gateway and look inside, but see no trace of him. If you intend to follow him into the cemetery, go to **120**. If you want to give up the chase now, go to **128**.



**138** They strip you and send you into *Naked Doom*. If you don't have that solitaire adventure, or are higher than 2nd level, they send you to *Arena of Khazan* instead (with leather armor and a broadsword only). If you don't have *Arena*, they grind you up and use you as fertilizer for the royal garden.



**139** You steer the boat for shore and the patrol boat comes near. You smile and wave, your heart nearly beating free of your chest. They wave back and continue on their way. If you wish, you may take the drug to the chosen rendezvous point **82**, or you may try to hijack the shipment, **176**.

**140** The weight of a barrel full of water staggers you, but you manage to catch it. The wagon driver asks you to help him load it back on top, where he ties it down more carefully this time. He offers you a gold piece for your trouble and goes on his way. You go on yours. Go to **23**.

**141** The trip from Khazil to Khazad normally takes thirteen days. Once each day you must make a saving roll on your Luck to determine if something breaks the monotony of the voyage. On the first day you need a L1SR (20 - LK); on the second day, make a L2SR (25 - LK); etc. If you make all the saving rolls, go to **148**; if you miss one at any time, go directly to **151**.

**142** The spy has a MR of 48. If you kill him, go to **51**. If you don't, go to **197**.

**143** You have a few narrow escapes from brushes with the law. Since you had done nothing, they couldn't hold you. You lay low and show up the night of the robbery. The take is big, and as it is being split up the police break into the warehouse where the split is being made. Make a 4th level saving roll on Luck. If you make it, go to **121**. If you miss it, make a 6th level IQ saving roll. If you make that, go to **15**. If you missed both rolls, go to **63**.

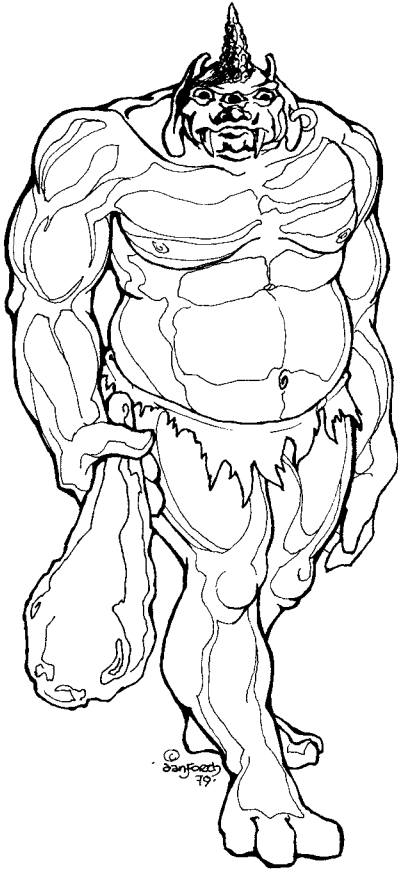
**144** Make a L10SR on Strength (65 - STR). If you fail, your bonds hold and you are forced overboard - go to **131**. If you make it, the rope snaps and you can attack. The mate gets his weapon plus his combat adds; you only get 1 die (bare hands) plus your combat adds.

If you slay him, you regain control of the ship. Appoint a new mate and continue your journey. If you were sailing along the coast, go to **66**. If you were sailing to or from Khazad, go to **141**. If you were headed back to Khazil with the tribute, turn to **79** and read the second paragraph.

**145** As you attack from behind, you hear someone say, "I knew he was a plant!" You find yourself ringed with dockworkers. Two, with MRs of 75 each, block your path to freedom. If you can defeat them in two combat rounds, go to **111**. If you fail in your fight, one of the men throws a bola and it entangles you. The men carry you into a warehouse - go to **93**.

**146** "Halt, dog of a murdering spy!" one of the guards warns in a low voice. You protest your innocence, but they haul you off. Luckily for you, the guard lives and the old Captain testifies for you at your trial. However, the spy escapes capture, although evidence of his passing is present the next morning.

You get paid 1000 gp for your efforts. This was also worth 150 adventure points for you. Your failure was not really your fault, but convincing the Captain of that is not easy. He signs the checks, as it were.



**147** Before you is a warrior ogre with a club. He laughs when he sees you are unarmed. He moves slowly however, and you know if you are agile, you can get under his swing and deliver your hits without taking any. To do this, you must make a second-level saving roll on your Dexterity (25 - DEX). If you miss, you must fight normally. If you succeed, apply your full combat total against his Constitution. He gets 3 dice and 17 combat adds; he has a Constitution of 15. If you kill him, take token #2 from his body and go to **88**.

**148** On the morning of the thirteenth day you row into the harbor of the island Orcs. Several hundred of them, with a large dragon, are on shore to meet you and ask your business. You tell them that you are gathering tribute for Lerotra'hh. Their leader says he owes no allegiance to the Death Goddess, but as a token of affection they'll send her an ingot of mithril. If you accept the gift and continue your voyage, go to **59**. If you threaten them with the power of Lerotra'hh and ask for more, go to **169**.

**149** They bow deeply and chant. They bring out a magical suit of leather armor which will take 17 hits for you. Also, they give you a magic tower shield that takes 10 hits. You know, however, you aren't truly the personage they're expecting, so you make it known that you must leave. Make a second-level saving roll on Charisma. If you make it, go to **27**. If you miss, go to **44**.

**150** You managed to dodge the magic dagger they threw at you. Now, you face two 30 MR rogues. You have one chance to cast a spell, if you wish. If not, wade in and fight. If you win, go to **108**.

**151** Roll 1d6. If you rolled 1-3, go to **99**. If you rolled 4-5, see **67**. If you rolled a 6, strong winds and a favorable current takes you swiftly to your destination; go to **148**.

**152** As your head clears you are fished out of the water. Standing over you is Marek, master rogue of Gull, and a number of his men. "Your attack on Al-Dajjal cost him too much strength," he tells you. "He teleported himself out, but left the Demregh-mno. You can have the 1000 gold pieces promised. Al-Dajjal will probably send a demon after you, so I'll give you a dirk called Demon Death. Just barely cut a demon (one hit) and it'll be dispelled. You can throw this dagger also, it's well-balanced," Marek says. "Come with us and have a drink or two." You leave for the Black Dragon Tavern, 1000 gold pieces richer, 2000 adventure points more experienced, and you are finished with this adventure.

**153** Your brawny hand closes about the thief's arm, and as you lift it up everyone can see your coin pouch in his fingers. "That's an old one, you dog!" you snarl, and as you bring your other hand up to smash him in the face, he lets the pouch drop, tears his arm free and lances his fingers into your throat. If you're wearing a full set of armor, go to **156**. If not, go to **56**.

**154** You tear the tarp back from where the captain had been hiding. There is no one to be found. You turn towards the landward door just in time to see it burst inward as a result of sorcerous flame. Someone from beneath your boat grabs your belt and hauls you overboard. You must make a 2nd level saving roll (L2SR) on CON to see if you take any water in. Take the number you missed your SR by in hits.

The warrior from beneath the boat has a MR of 50. You must fight him underwater with a dagger, or barehanded (2 dice). For each combat round, make a L2SR vs. CON, for damage from drowning. Increase the level of the CON SR by one if you missed the roll last turn. If you win, go to **189**. If you miss the CON SR rolls, you drown and this adventure is done. Try taking this character into the Abyss solo in the Deluxe T&T rulebook, maybe you can bring them back to life there.

**155** You come to a room where you find some people huddled around a small fire. One of these strangers wears a \_\_\_\_\_ [n] which indicates he's the one in charge; a \_\_\_\_\_ [adj] sorceress is crouched over the fire.

The person with the odd clothing says, "Ah, another to help with the judgment... or are you here to be judged?" If you are with the soldier, he says you are here for judgment; go to **106**. Otherwise, you're expected to help: go to **3**.

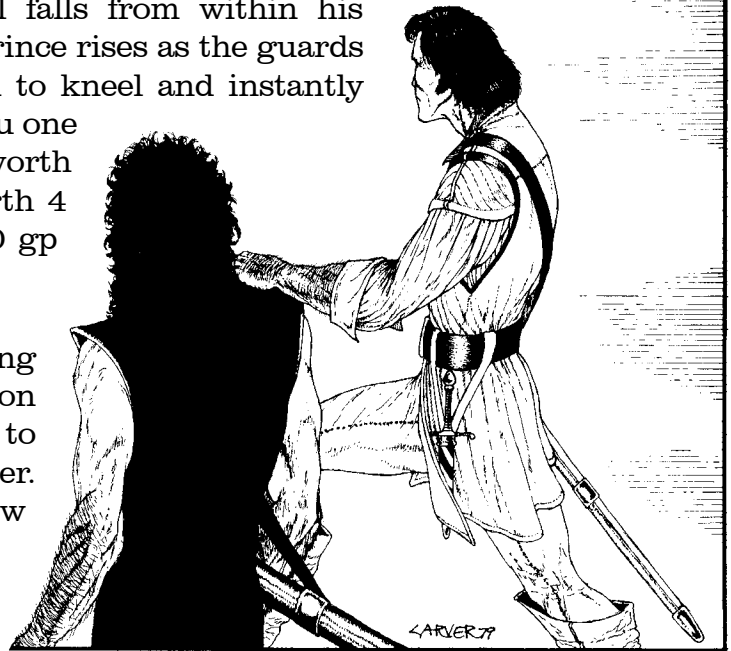
**156** His cowardly attempt to incapacitate only angers you, protected as you are. You hit him three or four times until he can no longer stand up. Then, throwing him over your shoulder, you make your way to the Grand Kiosk in the center of the Bazaar. The Orc on duty receives the prisoner, gets your name in case he has to summon you to court, chains the thief to a pole along with half a dozen others that have been caught today, and pays you 10 gold pieces for making a citizen's arrest. You resume your journey. Go to **97**.



**157** You find yourself in the \_\_\_\_\_ [n] room of the castle; the crest above the door tells you this is the home of the baron called "The Nameless One" (although he sometimes absentmindedly answers to \_\_\_\_\_ [name]). The room is decorated with \_\_\_\_\_ [pl.n], among which you spot a \_\_\_\_\_ [n] which you can investigate by going to **41**. There is also an enormous \_\_\_\_\_ [n] which smells \_\_\_\_\_ [adj]. If you'd like to leave this room to look elsewhere, go to **57**.

**158** You swing high and the Prince kicks out. Your blow kills the spy outright. A crystal ball falls from within his clothing and shatters on the ground. The Prince rises as the guards burst through the door. He commands you to kneel and instantly dubs you a Knight of the Kraken, making you one of his personal agents. This adventure is worth 250 adventure points and the honor is worth 4 points to your Charisma. You also get 2500 gp for killing the spy. You are done.

**159** The stranger mumbles something under his breath. Make a L2SR on Luck (25 - LK). If you miss it, go to **119**. If you make it, he asks you to reconsider. This time, he offers you 1500 gp. If you now accept his offer, go immediately to **49**. If you still refuse, he casts a Hellbomb Burst at you and you die instantly.



**160** Mingor Diamondfist left you for dead. You have two dice times 500 worth of gold pieces in the gems you stole. Living in Gull will be dangerous for this character. Might I suggest that the character enlist in the Khazani army in the solitaire adventure, *Overkill*? Either way, this excursion has been worth 2000 adventure points.

**161** Your bleeding has attracted a large shark (MR 40). You can only fight with a dagger. If you kill it, go to **192**. If you don't kill it, you're chum.

**162** You burst around a corner and smash into the group of men your quarry had gathered with hand signals to waylay you. You scatter them, half-falling unconscious from impact between you and the walls of the alley. You smash one in the face and spin another into a wall. They are down, but your quarry waits in the cul de sac he has found himself in. He as a MR of 30. If you kill him, go to **195**. If you don't, go to **197**.

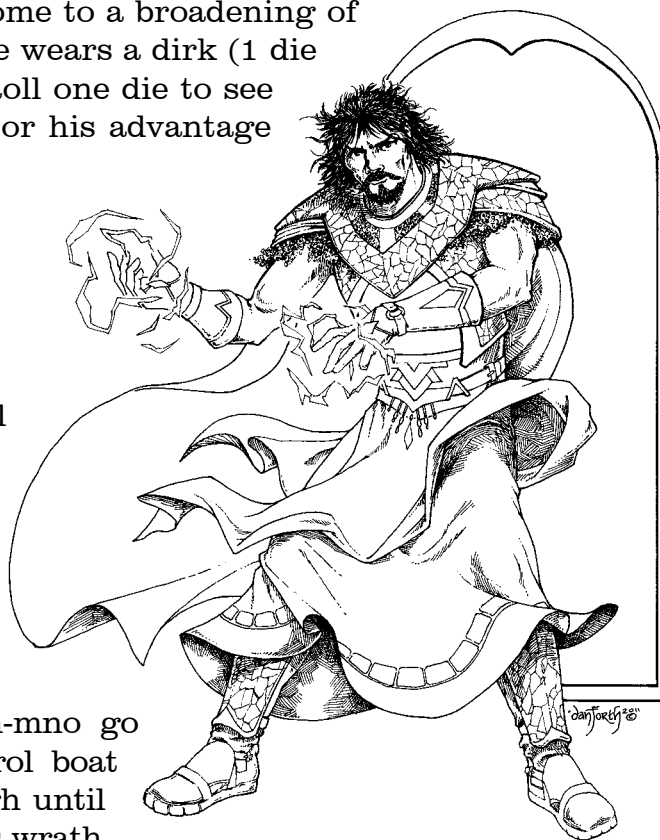
**163** "Kill the scum," says Al-Dajjal, pointing at you. Make a 2nd Level saving roll on Luck. If you make it, you managed to dive overboard. Go to **10**.

If you missed, roll one die and divide by 2 (round up for odd numbers). That is the number of light crossbow bolts that have hit you. Figure the hits at 3D6 each, and if you live, go to **161**. You have pitched into the water.

**164** "You'll never take me alive, Frog-Face," you bellow, and pull out your sword. Caught off guard, the Orc can only shove the fishwife onto your blade to avoid being carved. He pulls his own weapon and defends himself while he's shouting for help. The Orc warrior has armor that takes 8 hits (doubled - he's a warrior) normally, and is armed with a falchion (4+4). He gets 6 adds in combat, and has a CON of 15. Fight! If he kills you in less than 3 combat turns, it's THE END. If you kill him in 3 combat turns or less, go to **124**. If the fight lasts 4 combat turns or longer, go to **167**.

**165** After a short twisting tunnel, you come to a broadening of your path. Before you is a wizard. He wears a dirk (1 die + 2) and has a Constitution of 12. Roll one die to see what spell he casts. Compute damage to your or his advantage against you, then fight.

- 1) **Take That You Fiend** (13 pts off your CON)
- 2) **Whammy**, on his dagger (his dirk is now 3 dice + 6)
- 3) **Hidey Hole** - he doubles his combat roll against you.
- 4) **Oh Go Away**. If your STR, IQ, and CHR total less than 36, go to **134** in panic.
- 5) **Glue You** - he gets 1/2 again his combat roll.
- 6) **Blasting Power** - take 3 dice worth of hits. If you kill him, take token #4 from his frame and go to **134**.



**166** Three bales of the golden Demreg-mno go over the side. The men on the patrol boat curse but cannot touch you. You laugh until you realize that you have to face your employer's wrath.

To escape fully you must subtract your level number from 6 and make that level SR on LK. If you make it you must leave Gull, never to return. If you miss, go to **133**.

**167** Extra Orcish guards come up and beat you into submission with the flats of their halberds. When you wake up, you are in the Pits of the Arena of Khazan, sentenced to fight 10 combats in order to regain your freedom. You start as an Arena slave. Do not use this character again unless you survive your 10 fights in the Arena. THE END.

**168** Unaware of what's going on around you, you've been surprised by \_\_\_\_\_ [#] \_\_\_\_\_ [adj] \_\_\_\_\_ [pl.n]. They carry sharp \_\_\_\_\_ [pl.n].

If you want to flee from these, try to make a level \_\_\_\_\_ [#] saving roll on Speed; if you succeed, flee to **81**. If you miss, or if you want to stand and fight, go to **31**.

**169** The Orcs of Khazad are very displeased with your attitude. They gather together a small force and attack. More orcs are seen running towards your ship to cut you off as the dragon keepers work feverishly at unbinding the dragon so it may attack. As you fight desperately with them, you see their dragon taking to the air. If you wish to stay and fight, go to **204**. If you want to try and make a run for it, go to **109**.

**170** The loyal citizens assembled in the bar decide they do not like your political stance. They gather together and throw you, bodily, out of the tavern. They threaten to kill you if you ever return. Your cover has been blown, you are known as a Ranger sympathizer, and no Ranger would ever come near you. This adventure has been worth 100 adventure points, though no gold. Better luck next time . . .

**171** If you cast a spell that kills the mate outright, your supporters will restore you to command of your ship. You stalk the ship, murder in your eye but a plan in your head. You gather the mutineers and offer them a choice. They pledge fealty to you or swim with the sharks. All of them decide you are nicer than the sharks and rejoin your crew. The rest of the voyage will be tame by comparison. If you are sailing down the coast go to **66**; if you are sailing to Khazad go to **141**. If you were headed back to Khazil with the tribute, turn to **79** and read the second paragraph.

If, for whatever reason, your spell does not kill the mate instantly, he will hit you with his saber and do full damage. In addition to hurting you, this will knock you into the sea, go to **131**.

If you used a Hellbomb Burst, you will slay the mate. Unfortunately, that part of the ship also disintegrates and you drop into the ocean with the sharks. The other mutineers will not let you come back aboard, should you escape the sharks. Go to **131**.

**172** “We thrashed them scurvy Rangers more than a score of years ago, and the Death Witch beat ‘em after that. Them dogs is as tough as sea foam!” you growl. Over the edge of your tankard of ale (someone has just bought you a drink for that), you study the crowd. A fat merchant man looks nervous while a dark-haired ruffian scowls in your direction and stalks out of the bar. If you wish to follow him, go to **25**. If you wish to seat yourself next to the merchant, go to **187**.

**173** You notice something \_\_\_\_\_ [adj] coming towards you. To confront it, go to **168**; otherwise, hurry on to **81**.

**174** The man rises and says he demands “satisfaction” and wishes you to meet him outside. If you go with him, go to **36**. If you hit him here and now, then go to **100**.

**175** He apologizes for being so clumsy and swiftly begins to move away. You stand there for a minute with a dumb smile on your face and wonder how anyone could be so oafish. But something doesn’t feel right. You slap at the leather case on your hip where your pouch of gold rests, and it’s empty. “Stop, thief!” you cry, but he only begins to run faster. With a bellow of rage you rush after him, knocking several people out of your way as you go. As you continue to yell, hands start clutching at him, but he draws a dagger and begins to flail about, which makes the crowd withdraw rapidly. Then he bursts free of the throng, and dodging between two wagons he crosses Bear Street to vanish among the mud hovels on the other side. If you wish to give up the chase, go to **199**. If you’ll never give up while he has your money, go to **137**.



**176** In your boat you have 100,000 gp worth of the yellow dust. Roll one die - the number you roll is the number of 60 MR assassins your connection sends after you. You can fight them one at a time. If you rolled a one, a magicker with a MR of 20 is sent after you. He clicks off two Take That, You Fiend spells, each doing 14 hits of damage. (One spell for the first two combat rounds.) Starting with the third round he fights normally.

If you manage to kill your assassin(s), you net 3000 adventure points and 75,000 gp (you had to sell cheap, no one wanted to touch the stuff). You are done.

**177** "A spy, men; get him!" the guard croaks. You point to the window he went through. Black armored guards pour up the wall and into the Palace. You hear the sounds of a fight, then a scream. One of the guards appears at the window with a head held aloft by its hair.

You have succeeded. You get 200 adventure points plus the 2500 gp promised. They also give you the pardon and make you a Knight of Valor - Gull's legendary award for civilians who have done a great service to the city. This adds two to your CHR. You are done.

**178** You shrug. It's only gold - there's always more where that came from. Take 1 adventure points for each gold piece lost for being cool (max. 500 adventure points). As an avalanche of human vultures scrabbles after your money, you stagger out of the Bazaar and back to your room. You need some more rest. THE END.

**179** "But, Officer," you protest, "I was chasing a man who stole my gold." "That doesn't give you the right to batter ordinary citizens like the woman," he retorts. "However, I'll let you go if you make up her loss." "I don't have any money," you answer. "A man just stole it all." "I'll take his sword," croaks the woman. "Should be able to hock that for enough to pay for the fish." If you're willing to forfeit your sword, go to **122**. If not, go to **89**.



**180** As people begin to land on your back and hands in their mad scrabble for your gold, you heave up like an angry bear, smiting to left and right. This starts a fight, which quickly spreads. You whip out your sword. People around you begin to die as you try to fight clear, but before you can manage it, 200 Orcish City Guards come up and demand that everyone surrender. Then, the Guards go into the throng and arrest everyone with weapons in their hands (including you) because they figure the armed ones are the troublemakers. In court you are found guilty of Disturbing the Peace. As your punishment, either serve 3 fights in the Arena of Khazan (as a slave), or run the Royal Khazan Gauntlet of Justice (better known as Naked Doom). Do not use this character again until you have completed your sentence. This fight was worth 100 adventure points. THE END.

**181** Arion kicks out at the man's knee and trips him as the door bursts open and guards pour in. The spy scrambles to his feet and dives through the window. He batters you aside, and you fall to the courtyard below (2 dice damage. *If this kills you, the adventure is over*). Before you can recover, he bounds up and over the wall to freedom.

The next morning the man is found dead with a note pinned to his chest. It reads, "We think the Prince should take better care of his sparring partners. Marek and Rais."

You did manage to alert the guards which eventually led to the capture of the spy. You get 150 adventure points and 1500 gp

**182** If you can climb over the courtyard wall, you will have completed your task. Make a L2SR on DEX. If you make it, you are over the wall; go to **91**. If you miss, you fell and must take one die of damage directly off your CON. Keep trying to climb the wall until you succeed or die.

**183** Several merry days after passing Knor, the skies begin to darken and the clouds take on the stern visage of the Death Goddess herself. And she sure looks mad! Lightning flashes from one of the cloudy eyes and sets the main mast afire. Space itself seems to rip open, and you lose consciousness.

You will find yourself sailing into the harbor of Khazan itself under heavy guard. The fate of traitors is never pleasant. If you know no magic, you will be sent into *Naked Doom*. If you have any sorcerous knowledge at all, you will be sold as a slave to the *Arena of Khazan*, and your first fight there will be at paragraph **12A**.

If you don't own any of these solitaire adventures, your character will be stripped of everything he or she may own and enslaved for 10 years as payment for various crimes. After that, you may play the character again, but the life of a slave is a rough one: your Strength and Constitution have been permanently reduced by half.

**184** You fall right in and work silently along with the other men there on the docks. The work is hard and heavy. No one says much but the few snatches of information that you do glean from conversations seem to indicate that there will be a big payoff in the near future for all the people working on the docks.

You continue working for a week. You notice small instances of pilfering, but nothing major. At the end of the week, just before you are ready to quit for the day, a bunch of city guardsmen show up on the dock. All of your fellow workers grab clubs and loading hooks; a fight seems unavoidable. Make a 4th level saving roll on Luck. If you make it, go to **84**. If you miss it, go to **29**.

**185** Despite the darkness, you locate the hole, and know you have only your \_\_\_\_\_[n] to lose by going in.

You have time to regret your decision before finding yourself suddenly in another place. Roll a die: 1-2, go to **157**; 3-4, go to **74**; 5-6, go to **46**.

**186** He makes a beeline out of the Bazaar, leaving a wake of angry shoved people behind. Your pushy exit hot on his heels doesn't help the situation any. You knock a fat man out of your way. He falls into a booth full of tomatoes and flattens it (and many of them, thus inventing catsup). The middle-aged harridan who was running the stall falls on him and begins to hit and kick him. A small riot develops behind you, but you have now come out onto Bear Street. Go to **137**.



**187** "You wouldn't want me spreading the word that you trade with Rangers, now would you?" you ask him, gambling a great deal.

He breaks down. "They have my daughter. Unless I give them plans, they will kill her." He continues to explain they are going to make the exchange tonight. You suggest that you will follow and free his daughter while he hands them plans that you will doctor. Both of you work on the plans until midnight when the meeting is due. If you want to run ahead and wait at the meeting place, go to **87**. If you want to shadow him, go to **9**.

**188** Make a second-level saving roll on Strength (25 - STR). If you make it, go to **48**. If you miss, take the number you missed by in Constitution hits, then go with bruised and mashed fingers (but otherwise empty handed) to **147**.

**189** You realize that your opponent never attempted to go to the surface during your fight. You search his body and find a ring; you pocket it and swim out of the boathouse.

The eventually discover that the ring will allow you to spend five combat turns underwater without having to breathe. This ring functions only in water, and must spend at least five combat turns out of water for it to be fully recharged.

You realize it would be best for you to get out of Gull for a while. Maybe a visit to Knor might be a good place to lay low. You go in search of the first ship scheduled to

leave harbor and take it. You are done, and have earned 1200 adventure points.

**190** You attempt to look innocent, but to no avail. The patrol boat heads straight for you. You must make a decision quickly. If you want to jettison your cargo go to **166**, or if you want to bribe your way out go to **132**. You can try to talk your way out - do that by going to **39**.



**191** You soon learn that your criminal boss is Morgo. He is a big, hulking man who has a cruel streak running through him. You learn that the gem shipment is expected soon. To avoid being discovered, make a fifth level IQ saving roll. If you miss the roll, you are discovered: go to **93**; make a L6 SR DEX rather than L4 DEX saving roll there. If you make the saving roll go to **37**.

**192** The shark floats belly up in the boathouse - you find yourself alone. There is no gold, nothing. Hoping for anything, you haul the shark onto the deck and open up its stomach (remembering that sharks eat anything).

In the shark's stomach, you find a dagger (a sax). When you touch it, it bursts into flame, which doubles the dagger's roll. Happy, you sheathe it, and leave. You have gained 1700 adventure points, and are done.

**193** In your hand you have a magic sabre which gets 6d+8 in combat and can hit immaterial foes. You twist the handle and find token #3. Go to **165**.

**194** A human avalanche of gold-hungry scavengers descends on you. Take whatever you missed your saving roll by in hits - armor is only at face value. If that kills you, it's THE END. If you still live, you felt several ribs and the bones in one hand break before you passed out. Go to **28**.

**195** Congrats. For each dead spy you get 2500 gp, and for each live one you get 5000 gp. Your adventure points for this adventure are 350, and you have saved the city. Well done.

**196** There is a small crawlspace; a short distance inside, it opens so you can almost stand upright. The dankness of the under-earth reminds you of \_\_\_\_\_ [pl. n], and you look nervously about. If you light a torch, go to **114**. If you try to back out the way you came in, go to **50**. If you feel around in the darkness, make a level \_\_\_\_\_ [#] saving roll on [attr]. If the roll is successful, go to **90**. If you fail the roll, go to **185**.

**197**

The Trollgod has often told you it is better to be lucky than good. How lucky are you? You have been left for dead with a CON of zero. Make a saving roll on your Luck that is 2 levels higher than your character level. (If you are a level 1 character you need a level 3 saving roll, and so forth). If you fail the saving roll, you did indeed die here. Close the document. If you made the saving roll, go to **205**.



**198**

You wriggle free of your bonds and stand. A hellish light plays in your eyes. You snarl and crush the life from a rat with your bare hands. You kick your way to the wooden ladder set into the wall. As you reach the top, you find the warehouse deserted. Quickly, you escape. Cut, grimy, bleeding, you make your way into Diamondfist's office. You tell your story, and he dispatches a messenger to the City Guard barracks nearby. They rush out and collect the gang for attempted murder. Diamondfist has a wizard heal you. He pays you the 5000 gold pieces, and a bonus of 10 times the number of hits you took from the rats in gp. You are done, and this adventure was worth 750 AP.

**199**

"That's the man, officer!" shrills a red-faced fishwife (whom you have never seen before in your life), towing an Orcish guard in one hand and pointing at you with the other. "He deliberately knocked me down, and spoiled all my fine fish by scattering them beneath everyone's feet." "All right, bruiser," growls the Orc. "You're under arrest." If you let the Orc arrest you, go to **179**. If you decide to fight for your freedom, go to **164**.

**200**

They hit you with a magic dagger. As the magic paralyzes you, they step in and beat you senseless. You awaken to see your connection, a man named Al-Dajjal, standing over you. In his hand he has a glass tube filled with Demregh-mno. He pushes it into your nose and closes your mouth and other nostril. As much as you don't want to breathe, your body forces you to. You inhale the golden dust.

"You are now a slave to Demregh-mno. Such is the price of failing me. When the pains of withdrawal begin we will release you. I wish you a long life, slave!" he cackles. Go to **21**, you are now addicted to Demregh-mno!

**201**

You climb down into a damp streambed and cannot find anything which might have made the sound you heard. The only unusual thing you see is a small \_\_\_\_\_ [n] which resembles a \_\_\_\_\_ [n]. If you pick up this unusual item, go to **18**. If you keep looking for the source of that \_\_\_\_\_ [adj] sound, make a level \_\_\_\_\_ [#] saving roll on your \_\_\_\_\_ [attr]. If you succeed, go to **173**; if you fail, go to **168**.

**202** If you run through the third door on the left, as you were instructed, go to **7**. If you continue running down the hallway, go to **33**.

**203** Roll one die and multiply that number by 10. This number is the Monster Rating of the chief of the Kladhs. He is standing in front of you and does not look at all happy that you have made it this far, thus threatening his continuing rule. You must fight him. If you kill him, take token #6 and go to **118**.

**204** You are hit with dragonfire from above, making the ship a blazing inferno. You may stay and die with your ship, or you can leap overboard and swim to shore where you are captured. Sometime later the Orcs sell you as an oarslave to a passing ship bound for Khazan. There you will be the main attraction in a Command Performance at the Arena. You, if you have a copy of *Arena of Khazan*, will fight three fights as a slave. Whether you win or lose, Lerotra'hh will make you into an example of either A) a noble Khazani captain who can never be defeated, or B) a wretched traitor who has gotten what he deserves. If you are wounded and the crowd must decide your fate, they will, at the Death Empress's whim, condemn you to death.

If you don't have *Arena of Khazan*, the Death Empress exercises Option B from above and crucifies you with a couple of Bear Cultists on the Great Road outside of Khazan. That proves fatal. THE END.

**205** Much later, you wake up in a healer's hut. "You are lucky I found you when I did," says Hupdokk the Healer. "I was barely able to save your life, but I believe you will fully recover and be stronger and healthier than before." And that is what happens. You take more than a month to heal and you lose any gold or gems that you had when you went down, but you gain 1 CON point and 1 STR point and 500 adventure points for surviving the adventure. Fortunately, weapons and magic items managed to stay with you. You probably shouldn't go back to the place that almost ended your life, at least not any time soon. THE END.

**206** A hundred miles south of Knor along the coast lies the fishing village of Frarrg, which is really the stronghold of a good-sized smuggling ring and a pirate operation. Just north of the wretched collection of huts that masquerade as a city is a building with a little more class, a 2-story house with a stable out back. It is the Seven Ayes Tavern, established by a retired pirate named Nungobble. In the last few years it has come to be the chief meeting place for all the rogues of the southern coast and forests. And to this ramshackle travesty of a drinking establishment you have come with a great thirst in your throat and money in your pocket. It's getting late in the day as you stride through the swinging doors of the saloon. Go to **237**.

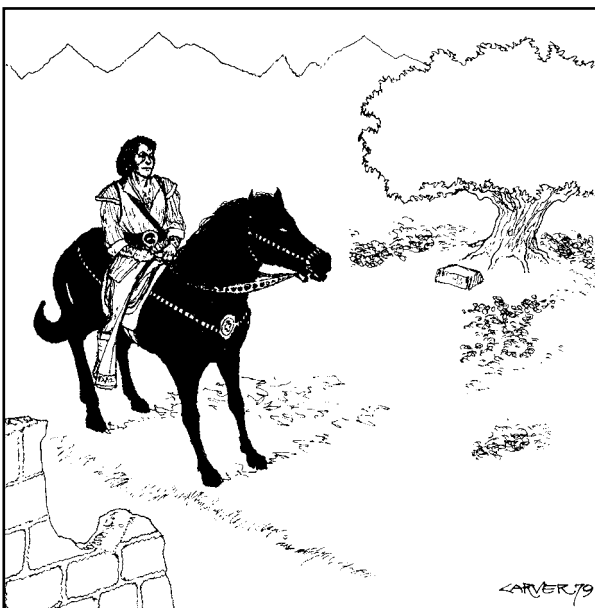


**207** “Green-faced cheat!” you bellow. “I’ll carve your elvish liver out!” and you go for your knife, but the elf is faster and whips his own dagger into your chest. You must take 20 hits. If this kills you, that’s the end, but if you can still fight, go to **222**.

**208** Your character is an Orc, exiled from its tribe for being too soft-hearted and manlike. Since that sad day you’ve wandered the world, living as best you could off the wild and an occasional traveller who got in your way. Create your character as you would a human, but roll 4 dice instead of 3 for both STR and CON. This morning you were lucky and ambushed a human warrior who was carrying 500 gold pieces. You are armed with an Orcish scimitar which is slightly larger than the ordinary human weapon and is worth 4D6+4 in combat, and you usually also carry a sax (2D6+5) and a javelin (3D6). Singing an old disembowelling song, you wend happily toward the Seven Ayes Tavern. Go to **206**.

**209** Disarmed, you belly up to the bar. “What’ll ya have, stranger,” asks the barkeep. You see that your bartender is an ogre - he has one red eye in the center of his low and sloping forehead and a toothy grin that’s almost 2 feet long. He stands about 8 feet tall, and the lice swarming on his naked hairy chest are the size of mice. “Whatta ya have?” you ask him. “We gots some bad wine, some hot beer, and some truly evil fermented pig’s milk,” he answers. If you order wine, go to **231**; if you order beer, go to **224**; if you order swine milk, go to **215**.

**210** You’re fighting for your life. How much damage you can do isn’t nearly as important as how much you can take. Make 10 first level saving rolls on Luck (20 - LK). Every time you miss one, subtract twice the number you missed by from your CON. After you’ve made the 10 saving rolls (which represents 30 minutes of solid fighting) if your CON has been reduced to zero, you were killed. If your CON was reduced to 5 or less, but not clear to 0, go to **233** because you were knocked out. If your CON remains higher than 5 go to **214**.



**211** Your character is a hunted human outlaw, last survivor of a group of border bandits recently wiped out near Knor. For 2 days you’ve been riding south along the coast without food or much rest. A few hours ago your pursuers gave up and turned back. You are hot, tired, and thirsty. Create your human character as you normally would, but roll 4 dice each time and only count the 3 highest. You own leather armor (which takes 6 hits), and are armed with the 2 weapons of your choice within your Strength limits from the T&T weapons tables. You own a horse - good quality but currently very tired - and in your saddlebags are 2 bulging treasure sacks with 500 gold pieces in each. You already have 500 adventure points. Go to **206**.

**212** Big Burp won't take any lip from little guys like you. He rips your head off, and eats it like a cherry. THE END.

**213** "You're ugly!" you retort. He snarls something obscene and takes a swing at you. You block the punch and reduce his foul mouth to a bloody ruin with a return smash. As he goes down, you feel a bottle smash over your head. This infuriates, but doesn't hurt you, and you whirl around, swing, and cream a perfectly innocent pirate. He bellows and smashes at you, but hits the bartender. Before you know it, you're in a full-fledged barroom brawl. Go to **210**.

**214** You are the only one left standing in the Seven Ayes. Some are unconscious. Many are dead. You decide to loot the place, gaining yourself 500 adventure points for surviving the fight, and make 10 rolls on the Random Treasure Generator for loot. Then you exit the battered brew house and resume your wandering. THE END.

**215** "That'll be 10 gold pieces," says the ogre. You pay him, and several eyes around the room light up when you flash all that cash. He hands you a human skull minus lower jaw lined inside with fire-hardened clay, and grabbing a goatskin bag from the wall behind him squirts a venomous-looking fluid into your "cup". It's sort of greenish-white, smells like it's dead, and there are things swimming in it. "Drink up," advises your bartender. "Them cups leak if ya let 'em sit too long." Screwing up your courage you gulp down a swallow of the stuff. Make your second level saving roll on Constitution (25 - CON). If you make it, you roll your eyes, wipe the foam off your teeth with the back of your arm, and gasp out, "Better than I hoped!" Go to **230**. If you missed the saving roll, the slimy fluid hit your stomach and bounced. It comes right back up and spews out all over the guy next to you. He turns on you with an ugly look on his ugly face. Go to **227**.

**216** Dodging his attack, you skip nimbly out of the tavern. The Troll slams your weapons into your hands as you go by. Behind you, there's a roar of laughter at your undignified retreat, but you don't care - your thirst is quenched, and you've got better things to do than get your jaw busted. Take 100 adventure points for quick thinking, and go your way in peace. THE END.

**217** She stalks off and you see her whispering to a mean-looking dwarf. Suddenly, the dwarf lets out a curse, jumps up, and rushes at you. "Insult my girl, will ya, Scumface?" he snarls. "I'll punch yer mouth out the other side of yer head!" You can fight or run. If you intend to fight and are going to use a knife of some sort, go to **228**. If you're content to meet his attack fairly with your fists, go to **220**. If you decide to run from him, go to **216**.

**218** In a short time you pass out. You never do wake up. THE END.  
If you prayed to the gods before you passed out, go to **197**.

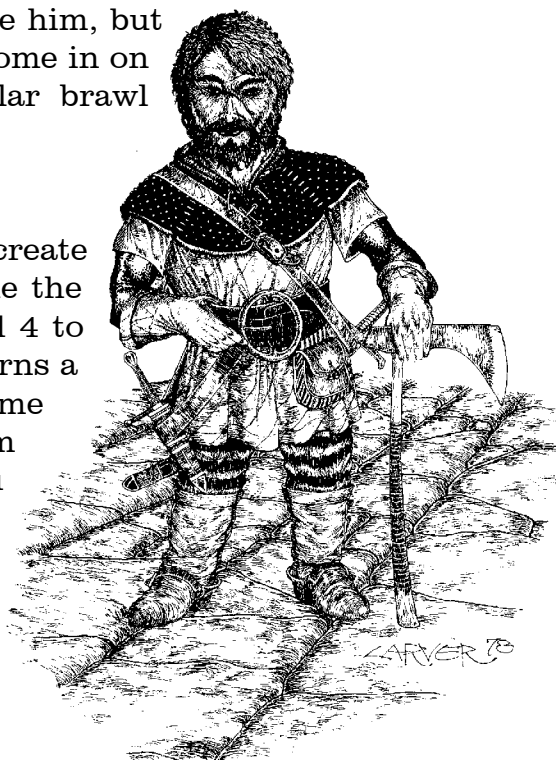
**219** They say they're sorry for taking all your money, and laugh so you know they aren't sorry. If you get mad and accuse them of cheating, go to **207**. If you prefer to just walk out, Big Burp gives you your weapons back at the door, and tells you to come back any time. Give yourself 100 adventure points for finding a good place to drink and close the book. THE END.

**220** In the fight that follows some blows inevitably go wild. These are not the kind of people who will allow themselves to be struck without striking back, and in a very short time, the barroom is a seething mass of battling rogues. Go to **210**.

**221** K'Neevle leads you over to a large circular table where 3 other thugs are sitting. There are sizeable piles of gold and silver coins in front of each man, so you pull up a chair and deposit your own treasure in front of you. For each round of gambling, you will bet 10 gold pieces and then roll 3 dice once for each gambler at the table. The one who rolls the lowest number collects the 50 gold pieces in the center. If you win 3 throws in a row, go to **236**. If you lose 3 throws in a row, go to **234**. If you lose all your cash without one of the above possibilities occurring, go to **219**. And if you win enough money to double the amount you walked in with, go to **232**.

**222** You destroy K'Neevle's face with your own return thrust. The elf's friends leap up to avenge him, but the bartender and some friendly sailors come in on your side, and as you lie there bleeding, a regular brawl develops. Go to **210**.

**223** Your character is a wandering Dwarf. To create it, roll for attributes normally, but double the Strength and Constitution rolls, and add 4 to your Luck roll. Your character is a miner in the caverns a few miles inland, and as such you usually have some kind of money with you. Turn briefly to the Random Treasure Generator in the T&T rules to see what you have on you today. You are armed with a Dwarvish pickaxe (worth 3D6 in combat) and a sax (2D6+5) which you can use simultaneously. You have no armor. It's a hot summer day, and you thought you'd wander over to the Seven Ayes and guzzle some brew. Go to **206**.



**224** That'll be 1 gold piece," announces the ogre. "Prices are high out here in the sticks." "My aunt Uglybelle," you answer wittily, but you pay him. He picks up an empty auroch's horn from a pile lying on the floor behind the bar, and fills it for you from a tap. It comes out green and sharp and there's a pretty good head on it. As you lean against the bar guzzling this stuff you feel like you're being watched. As you let your eyes slide coolly over the other beings (people not being exactly the right word) in the bar, they finally come to rest on a female figure. Looks to you like a combination between a dwarf and a goblin, but not too bad looking considering the kindreds. She now sidles toward you and starts a conversation. "Buy me a brew, will ya, handsome?" If you agree to buy her one, go to **235**; if you tell her to trot along cuz you're not interested, go to **217**.

**225** "No guts, eh!" snarls K'Neevle. His hand moves with blinding speed and a dagger is driven into your body. You take 20 hits. If this kills you, quit reading this and go start another adventure with a new character. If you are still alive, go to **222**.

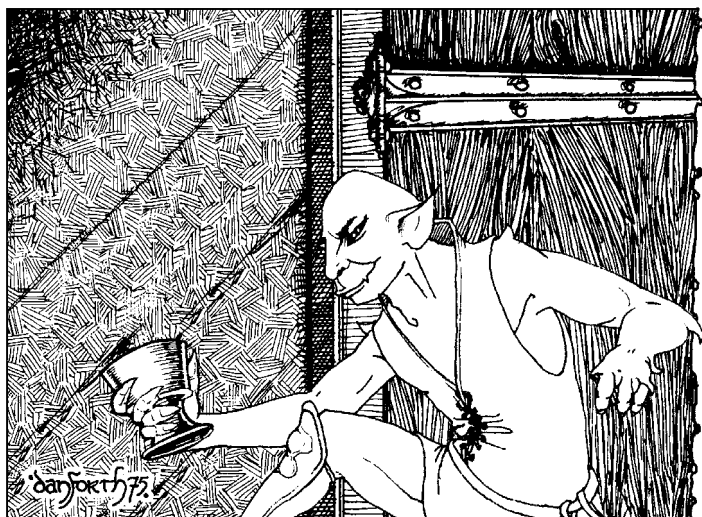
**226** Your knife rips his throat out. There's a polite round of applause. Then the troll drags the body off and a barmaid mops the blood off the bar. You sit there drinking for a while. Give yourself 200 adventure points, but the half-orc had nothing worth stealing. Go to **230**.

**227** The guy next to you at the bar is one of the ugliest things you've ever seen. He's half orc, half human to start with. There's a fungus infection spreading across 2/3 of his face, and one eye is swollen nearly shut. His left ear looks like a dog has been chewing it, and he has little mice bones knotted into his stringy red hair, not to mention breath that would choke a crocodile. His drinking horn is empty and apparently has been for some time. "You clumsy nurk," he snarls, "quit pushing me or I'll shove yer face in!" If you want to slug him first and ask questions afterward, go to **220**. If you'd prefer to knife him, and you have a knife, go to **226**. If you accept his conversational gambit and want to talk to him, go to **213**.

**228** As your knife appears, other daggers appear all around the bar. The bartender comes up with a big cudgel, and the troll at the door lets out a roar, and then wades into the throng with his rock-like fists smashing. The guy who first attacked you ducks under your cut, and you slice someone else. Then there's no stopping the chaos. Go to **210**.

**229** You get 1 adventure point for each gold piece worth of treasure you won. You decide it might be a good time to leave Rrr'lff with all your new wealth, and take ship in Frarrg for another continent, thus avoiding the ambush set up for you in the forest by the elf and his friends. Give yourself an extra 100 adventure points for handling the situation so well. THE END.

**230** A villainous-looking elf dressed all in black leather comes over to you. His complexion is off-green, and he has a scar running from the corner of his right eye down to the middle of his neck, twisting his mouth on the right grotesquely, and exposing a couple of half-rotten teeth. "Stranger," he says, "ye have good taste. Me name's K'Neevle. Me and a couple of the boys," he gestures at some thugs over at the largest table, "are having a friendly game of Death Cubes for low stakes, and we thought ye might like to join us." If you accept his offer to gamble, go to **221**. If you tell him to bug off, go to **225**.



**231** The ogre lets out a yell at a gremlin who's sleeping on one of the dogs down at the end of the bar. "Hey, Stink, get down to the cellar and bring up a jar of wine fer the swell here!" The gremlin reluctantly opens his oversized yellow peepers, mutters a disgusted ok, and then throws open a little trap door and disappears into the darkness below. "That'll be five gold ones," drawls the ogre. You pay him, hoping you'll get your money's worth. Soon the gremlin reappears with a little stoppered jar of crude pottery. At least it's

cold. You open it up and take a gulp. Not bad! Then you feel your elbow jiggled, and your second swallow goes all over your chin, into your beard if you have one, and down on your shirt. The guy next to you just bumped you deliberately. Go to **227**.

**232** K'Neevle and his friends say they've just remembered an important appointment. They gather up what treasure they have left, and leave. If you'd like to take your winnings and leave the tavern also, go to **229**. If you'd prefer to drink awhile longer, you return to the bar, buy another drink, and go to **224**.

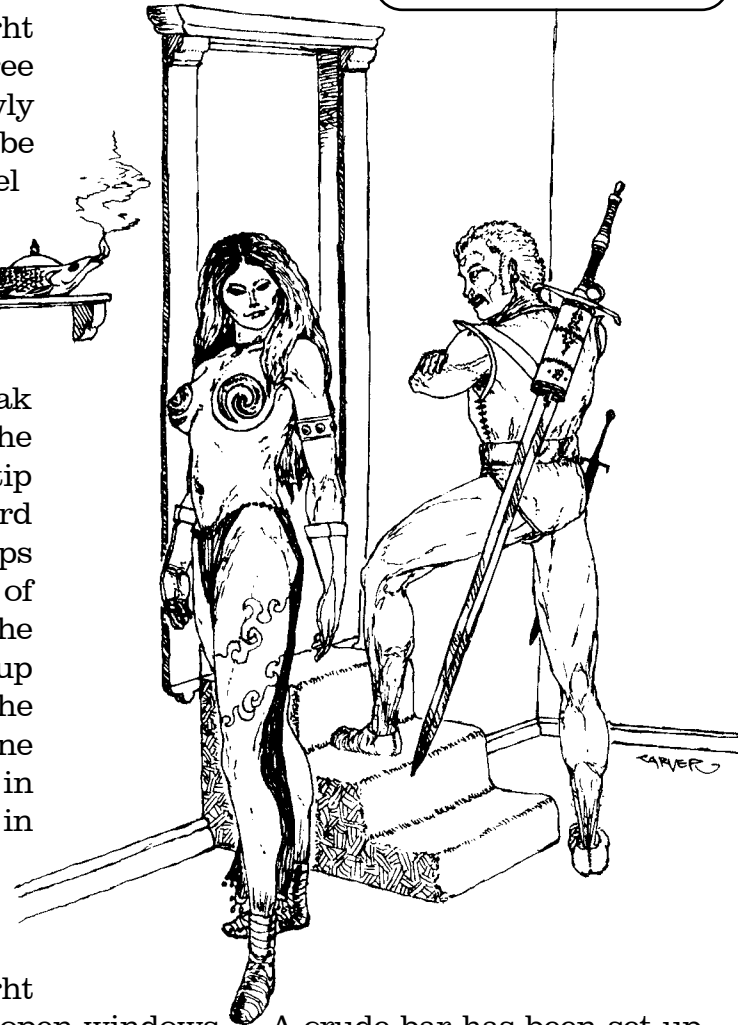
**233** You wake up chained to an oar among a bunch of naked and filthy slaves. You are also naked and filthy. You are now an oarsman for Frogbeard the Pirate. Once every 6 months in T&T time, you are allowed to make your 3rd level saving roll on Luck (30 - Lk). (You can make this roll in real time once a week.) When you make it, you will have escaped from Frogbeard in a shipwreck, and may use the character for other things again. At that time, give yourself 1000 adventure points.

**234** K'Neevle has won all 3 throws. You suspect him of using loaded dice, or some other form of cheating. If you want to accuse and attack him, go to **210**. If you want to tell him that you're tired of gambling, and get up to leave, go to **225**.

**235** Before you know it you've bought her three drinks and had three more yourself. The room is slowly spinning before your eyes and there seem to be two girls with you now. Make your second level saving roll on Luck (25 - LK). If you make it, go to **233**; if you miss it, go to **218**.



**236** K'Neevle calls you a dirty cheater and says he's going to break your arms. "Get him, boys!" yells the elf. The three thugs start toward you, but you tip the table over on two of them and kick the third in the groin, who goes reeling back and bumps into a barmaid who spills brew all over a table of dwarves. They get mad and start pounding the thug, which is when the troll enters to break up the fight, but a goblin hamstringing him as he goes by, and he falls with a crash, crushing one or two uninvolved patrons. Daggers appear in hairy hands, and the gleam of murder shines in everyone's eyes, and then coherent narrative becomes impossible. Go to **210**.



**237** It's fairly dark inside. The only light comes from the door and a some open windows. A crude bar has been set up in front of the fireplace, and behind it are a couple of tapped beer barrels set up on heavy pegs driven right into the wall. There are half a dozen crude wooden tables in the joint - they're much scarred from weapon cuts and the occasional fire. The floor consists of several decaying layers of rushes strewn over the bare earth. Quite a few bones litter the rushes, and there are 3 big dogs gnawing away at the latest garbage. As you step in, a large paw-like hand lands upon your shoulder with considerable force. You look up into the craggy and repulsive face of a rock troll. "I'm Big Burp the Bouncer," he growls in a voice which is a passable imitation of thunder. He jerks his paw at a rack which you see is full of all sorts of weapons. "Ya gots to leave all yer killin' weapons 'cept yer dagger here at the door," he informs you. If you agree to give him your weapons go to **209**; if not, go to **212**.

**238** Unfortunately, it lands on your head, not in your arms. You take 4D6 of damage to your CON regardless of armor. The wagon driver goes "Uh, oh!" and whips his mules to a faster pace. If this has slain you, it is THE END. If your CON has been reduced to less than 10, go to **28**. If your CON is still 10 or greater, go to **32**.

**239** The swim to shore is difficult and hazardous in the rough waters, but you make it safely. However, you were not able to salvage much from the ship. All you have left is your clothing, a dirk (2D6 + 1) and a small pouch of coins. Roll 2D6 to see how many gold pieces you have, and 3D6 for the number of silver pieces. Now that you are safely on land again, go to **6**.

# CIRCLE OF ICE

Written by Paul Creelman



**C**ircle of Ice was the third in a series of Pocket Adventures - short solitaire dungeons for Tunnels & Trolls™ that Flying Buffalo published in the early 1980's. (The other two being *Goblin Lake* and *Abyss*.)

These adventures have been out of print for many years and we thought we would include this solo in the compendium. *Abyss* will appear in the Deluxe T&T rulebook and an expanded version of *Goblin Lake* may be released in the near future.

*Circle of Ice* was originally edited by Michael Stackpole and illustrated by Stephen Peregrine. We've made some minor tweaks to the solo and added some additional art by Steve Crompton. Sadly, Stephen Peregrine has passed away and was thus unable to do any new art for this reprint. (Turn the page to begin this adventure.)



# Circle of Ice: Introduction

There is a world where two realms vie for total power. One is the Realm of Light, with tall blonde warriors in white and silver. The other is the Realm of Dark, with dark-skinned and powerful warriors in armor of ebon and blackened steel. Each realm steals minor victories from the other, but neither wins totally.

To the west, bordering both, is the Circle of Ice. Neither Light nor Dark hold sway - the frigid circle is a power unto itself. Both Realms fear the Circle of Ice for its power and the potential threat that lies dormant therein.

The Lords of Darkness have summoned you. Before you stands a tall dark man. His eyes burn with a red light. "We have summoned you," he says in a voice that sounds like many voices in one, "because of your reputation as one who seeks adventure. We desire your aid. Travel into the Circle of Ice and map a route for us. Whatever treasure or peril you find within is yours to deal with - we want only your map.

"When you have it, come to the High Citadel of Cinity. There, we will reward you and return you to your world."

This adventure is for 1st through 4th level characters with no more than 70 combat adds. Magic is allowed, and you have been supplied with provisions suitable for arctic conditions. As the image of the black warrior-wizard fades, you find an icy blue doorway hanging before you. Step forward to **1A**.

## CIRCLE OF ICE MAGIC MATRIX

Cross-reference the paragraph you came from with your spell for the result. If the spell you want to cast is not listed, it will not work.

HH=Hidey Hole;  
PP=Protective Pentagram;  
RB=Rockabye;  
TTYF=Take That You Fiend;  
BP=Blasting Power;  
FP=Freeze Pleeze; GY=Glue You.

	HH	PP	RB	TTYF	BP	FP	GY
<b>6B</b>	★	1F	8D	★	x2	■	8D
<b>6C</b>	7D	7D	7D	7D	7D	7D	7D
<b>6D</b>	★	■	■	★	x2	■	★
<b>9A</b>	★	■	●	★	★	■	★
<b>9E</b>	★	■	●	★	★	■	★

### Matrix Effect Key

- ★ = full effect
- = no effect
- = spell is partially effective, treat as Glue You with normal effects.
- X2** = twice normal damage is inflicted.

If a paragraph number is given as your spell's result, go to that paragraph.

If no paragraph number is given, return to the paragraph which sent you here.

(This adventure begins at **1A**.)

**1A** You find yourself in a tunnel with walls of drift ice over a darker base of carved ice blocks. A cruelly biting arctic gale whips around your body. The intense cold is made almost unbearable by the stinging ice particles carried in the frigid wind. For the duration of this adventure, you must calculate the effects of the cold on your character. *Each time you turn to a new paragraph*, you must make a first level Constitution saving roll (20 - CON) before reading that paragraph. If you fail this roll, you must subtract 1 from your CON. The arctic tempest carries ice spicules to the north. If you also go north, go to **2A**. If you turn into the wind and go south, go to **3A**. If you attempt to dig into the side of the tunnel (you'll need an axe or edged weapon), go to **4A**. If you try to dig into the floor of the tunnel, go to **5A**.

**1B** You are in the dark. By touching the walls you determine you are in a narrow corridor. If you stumble north, go to **3B**. If you cautiously walk south, go to **4B**.

**1C** Spend as much time as you wish trying to retrieve these gems. Each turn, roll one six-sided die. If you get a six, you have retrieved a gem. If you roll a one, take one point off your CON due to the freezing cold. When you give up, return to **9B** and choose another option. If you collect ten or more gems, go to **6D**. If you retrieve less than 10 gems, go to **10C**.

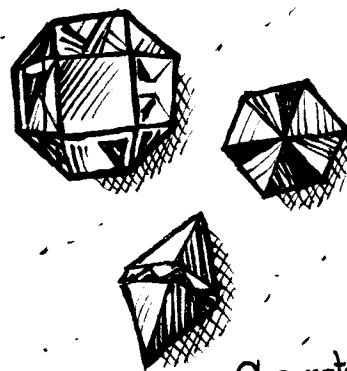
**1D** Roll a six-sided die. If you get 1 to 3, go to **9D**. If you roll 4 to 6, go to **12B**.

**1E** You escape a deadfall trap. A falling snowblade missed you by inches, slashing a small hole in your footwear.

You can pick up this weapon if you wish - the Krieviski snowblade requires a STR of 15, a DEX of 16, and must be wielded with two hands. It causes 4 dice damage. Now return to **7C** and choose another option.

**1F** The spell succeeds in baffling two of the three *kukainis*, which retreat down a stairway in the northeast corner of the room. The third worm seems to be counter-charmed - it continues to attack. Fight it by returning to **6B**.

**1G** While you looked for treasure, twice the previous number of *kukainis* emerged from their hiding places in the belly of the dead adult. Return to **6B** and conduct combat as before. Magic works on the same number of worms as before.



Crompton 14

**2A** With the bone-chilling wind behind you, you quickly progress north to an open area. Visibility is poor, but through the snow and ice drifts you discern the vague outlines of a wide, sunken well. It goes down at least twenty feet, and gradually darkens into an impenetrable blackness at the bottom. Although the drift ice makes the footing treacherous, there are footholds in the well, which seem to be cut deep enough for you to descend. If you do this, go to **7A**. If you examine the room you are in, go to **1D**. If you would rather return along the southbound corridor, go to **3A**.

**2B** Two dozen feet south, the corridor is blocked by a tall sculpture in red ice. This is an extremely realistic depiction of an ancient Cinity warrior, armed with a barbed ice sword and wearing a heavy cloak over loose layers of Cinity clothing. If you attack the sculpture and attempt to destroy it, go to **4C**. If you squeeze past the sculpture, go to **3C**. If you try to talk to the sculpture, go to **5C**. If you retreat up the northbound corridor, then go to **6C**. If you examine the sculpture carefully, go to **7B**.

**2C** Make a first level saving roll on Luck (20 - LK). If you make it, go to **3D**. If you fail, go to **4D**.

**2D** You are a person with an intensely curious nature, since you are reading a paragraph which cannot be reached from any other paragraph in this book. Nonetheless in a vision, you suddenly learn that the secret name of the Lady of Clareluchte is *Dama meness gaisma Ta*. This information may be a suitable reward for your enterprise or it may have no value at all. Go to **1A**.

**2E** The *sarkans kukainis* (red worm) is close behind you as you fight your way against icy gale-force winds. You come to a dead end - a wall of loosely-laid ice blocks carved into grotesque designs. If you throw the blocks aside and try to escape through here, go to **5E**. If you turn to fight the worm, go to **9E**. If you want to try to dodge the worm and run off to the west go to **3G**.

**2F** If you want to search for treasure in this area, go to **1G**. Otherwise, you can explore the chamber and go to **7C**.

**2G** The ice blocks which make up the floor rapidly melt away. You step on a block which cannot take your weight. The floor drops away, down into a formless black void. You lose consciousness. Proceed to **12A**.

**3A** The raw, creeping cold is much worse now. The gale-driven ice spicules numb your face and eyelids; you can barely see the wooden door set into the east wall of the corridor. The door and frame are both fashioned of a coarse-grained wood, almost black in color, which contrasts vividly with the smooth ice. If you go through this door, go to **9A**. If you listen at the door, go to **8A**. If you continue south against the wind, go to **10A**.

**3B** You must make a first level saving roll on Luck (20 - LK). If you make it, go to **9B**. If you fail, go to **8C**.

**3C** The corridor continues south to a flight of stairs leading upwards. At the foot of the ice stairs sprawls the frozen corpse of an armor-laden ebon warrior. Scuff marks beside the body lead upstairs. If you go up the stairs, go to **6B**. If you examine and plunder the body, go to **5B**.

**3D** You find a single ruby set in the ice. It is worth 200 gp. Return to **7C** and choose another option.

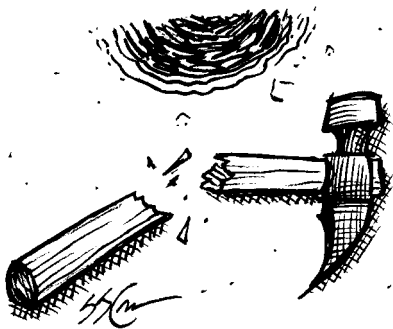
**3E** You find a small cache in a corner of the pedestal. Make a first level saving roll on Luck. If you make it, go to **5D**. If you fail, then you have accidentally opened a gate to the Inferno. Go to **11C**.

**3F** The cache contains a clear blue gemstone which radiates cold. It can only be handled with gloves. Anyone can use it; for 3 STR points, it can freeze 1 gallon of fresh water, or put a chill on a keg of beer. It will also extinguish a campfire-sized blaze. Return to **2A** and make another choice (you have already examined the room, so that is no longer an option).

**3G** Unfortunately, you quickly lose your way in the blinding snow and collapse. You soon freeze to death. This is the end for you.



**4A** The drift ice comes loose, but the darker ice beneath, warped by compression and hardened with intense cold, is impenetrable. Roll two dice. If you get snake-eyes, then your digging tool breaks. Return to **1A**.



**4B** After stumbling south, you run into a sculptured column of ice. You have wounded yourself on one of its projecting points. The blood which seeps from your wound freezes instantly in the super-chilled air. Take one point from your CON. To continue south, go to **9C**. To retreat north, go to **6C**. To explore to the west go to **3G**.

**4C** This statue is protected by very powerful magic which immediately breaks the weapon you attacked it with. If you attempted magic, it was dispelled. The statue itself is unharmed, although you can now detect a faint red glow from the area where the heart of the statue would be. Return to **2B** and choose another option.

**4D** Make another first level saving roll on Luck. If you make it, go to **1E**. If you fail, go to **11B**.

**4E** You manage to outdistance the *liels kukainis*. It loses interest in you and returns southward. Go to **2A**.

**4F** The cache contains a dark crystal with a complex pattern engraved upon it. The crystal is highly magical, and will enable you to turn back the pages of time three times in any solo adventure.

Using this crystal, you can return from any paragraph to the one that you have just come from. Obviously, you must keep a list of paragraphs read in order for this to be of any practical use. Once the crystal has been used three times, it is no longer magical, but is still worth 1000 gp. Return to **2A** and make another choice (you have already examined this room).

**4G** You are in a north-south corridor. There is a gale-force wind blowing from the south. If you go north, go to **2A**. If you turn south into the face of the tempest, go to **10A**.

**4H** The cache contains an ice spider, an amusing and harmless little creature with the amazing ability to subsist indefinitely on a diet of ice particles and snowflakes. Now, return to **2A** and make another choice (you have already examined the room).

**5A** You lever the ice blocks up out of the floor, revealing a substrata layer of hard-packed snow. The snow can be rapidly excavated to provide a slight break from the stinging ice spicules. If you dig further, go to **6A**. Otherwise, return to **1A** and choose another option.

**5B** On the body, you find two dirks in matching sheaths. The first dirk has a black handle; the blade is made of a ruby-red crystal worked with many Dark runes. This dirk is a soul-eater. *Once drawn*, it must kill and eat a soul within two hours (12 full turns) before it is returned to its sheath, or it will take your soul, killing you. It gets 2 dice + 13 in combat. This dirk and sheath cannot be given or thrown away - it will return immediately. If a *non-acquaintance* steals it, it will not return to you. If you die, the dirk can be taken from your body.

The second dirk has a silver handle and black ivory-like blade fashioned from a dragon's tooth. This dirk gets normal 2 dice + 1, but any wound caused by it will be poisoned with dragon's venom.

The armor is fused and cannot be removed from the body. If you climb the stairs, go to **6B**. If you head along the northbound corridor, go to **11C**. To stand here to observe and listen, go to **8B**.

**5C** The sculpture does not say a word. Furthermore, you feel pretty foolish standing there talking to a block of ice. Return to **2B**.

**5D** You find the *cas* of Lady Clairelichte. It is an unadorned locket made of fire opal. Within the locket is a silver mirror engraved with the likeness of a full moon. This mirror will produce the illusion of a similar mirror, up to twenty feet square, to be placed wherever the user wishes. Although the mirror-wall cannot have any effect on real objects, it will act on beams of light and magical emanations the same way a real mirror would.

Ordinarily, the *cas* can only be used under the light of a full moon. However, if the user manages to discover the secret name of the Lady Clarelichte, then it can be used anywhere. Return to **9B**.

**5E** The dangerous winds of the plateau sweep down the corridor, reaching gusts of several hundred miles per hour. You are swept backwards by the sheer force of the wind. If your CON is reduced to zero by the 3 dice of damage this causes, go to **12C**. Otherwise, go to **11C**.



**6A** You dig down almost six feet when your footing gives way.

You slide through a few feet of loose snow, and drop in terrifying darkness. You land on a hard surface, knocking yourself semi-conscious (take two points of damage off your CON, allowing for armor). There is not even a hint of breeze about you, but the air is much colder (you are still in danger of frostbite). It is impossible to light torches in this cold, so unless you have an alternate method of producing light, you are in the dark - go to **1B**. If you have a lantern, Will o' Wisp spell, or can see in the dark, use it and go to **11A**.

**6B** You enter a 30' x 30' room which contains the corpse of a huge *kukainis liels* (great worm). Venom drips from its massive red mandibles.

As you watch in horror, the skin of the creature bulges out in huge welts, and three miniature worms emerge to attack you. These are the *mazs kukainis* (children of the worm). They are so rapid in their movements you barely have time to ready yourself for combat before they attack.

Each worm has a MR of 10. To use magic at any time, choose your spell and go to the Magic Matrix. If your CON is reduced to zero, go to **12C**. If you kill all three worms, go to **2F**. For adventure points take the MR of the worms slain.

**6C** Too bad . . . movement away from the statue in a northerly direction is the only thing which will trigger the guardian Cinity gem imbedded in its heart. The statue (MR 83) animates and attacks you. Fight until you kill it -- go to **8G**, or your CON falls to zero -- go to **12C**. If you want to use magic, choose your spell and go to the Magic Matrix. If you are fighting in the dark, you only score half damage on your opponent.

**6D** The gems you have collected reach the cusp of their magical 'butterfly catastrophe.' They all hatch into monster red worms with a MR of 5 each. Fight them with magic or weapons. If you use magic, choose your spell and go to the Magic Matrix. If you die, go to **12C**. If you live, go to **9B**.





**7A** As you descend into the well, the violent gusts of wind and ice decrease, and the light gradually lessens. With the dark, a chill enters the air (you are still in grave danger of frostbite).

After you have climbed twenty feet down, the footholds come to an abrupt end; you slip and fall into the void. Make a first level saving roll on DEX. If you fail, you sprain your ankle (take two points damage from your CON).

Because of the intense cold, it is impossible to light a torch or keep one lit. If you have a lantern, light spell of some type, or you can see in the dark, then go to **11A**. Otherwise, you can't see anything and must go to **1B**.

**7B** In the statue's left hand you see seven black pellets. Each has a rune inscribed on it that means *Shadowfire*. These are Cinity sling stones, for use in normal slings. Each will travel through walls or non-magical armor to damage the first living organic creature they encounter. No combat adds go into the attack, but when the pellets strike living flesh, they do triple damage (unless the target is immune to fire). These stones are not recoverable, and cannot be further enchanted.

Return to **2B** and choose another option.

**7C** You are in a room thirty feet square. There is a door of dark, coarse-grained wood on the western wall; in the northeast corner a flight of ice stairs leads down. A draft blows through the cracks in the wooden door. Downstairs the air is still but very cold.

If you search the room for treasure, go to **2C**. If you go through the door, go to **4G**. If you go down the stairs, go to **3C**.

**7D** Your magic is countered by high level sorcery in the heart of the statue. The ethereal backlash injures you - one six-sided die for each level you have attained. If this kills you, go to **12C**. Otherwise, return to **6C**.

**7E** You find a hidden cache containing a cane of dark brown wood with a golden dragon's head on it. This cane is imprinted with a *goldfire* spell, which will reduce any amount of gold to grey ash. The spell is triggered automatically by any amount of gold greater than 100 gp within 10 feet of the cane. If you had more than 100 gold pieces on your person, you have received three dice in damage from the burns caused by the gold fire. If this kills you, go to **12C**. Otherwise, return to **10A** and choose another option.



**8A** You hear nothing but the clicking of ice spicules against the wooden door. Return to **3A** and choose another option.

**8B** You become considerably colder, and lose two points from your CON due to frostbite. Return to **5B** and choose another option.

**8C** You have stumbled north in the dark for several dozen feet. As you put your hands in front of you to warn yourself of obstacles, you accidentally bump a pivoted artifact on a pedestal. This pivot is a magical nexus point of great importance - by turning it, you have opened a gate to the Inferno. Proceed to **11C**.

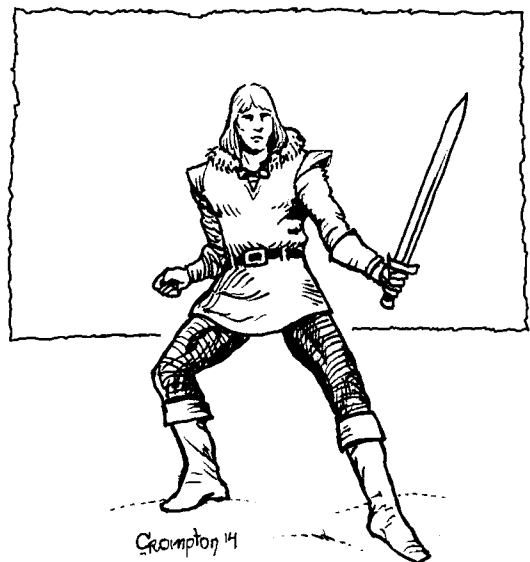
**8D** This spell works on only one of the *mazs kukainis* attacking you. Conduct combat with the two remaining. If you don't kill these two within 4 combat turns, the third kukainis will wake and resume combat. Return to **6B**.

**8E** The pivoted arrow is a magical nexus point of great importance in this place. By turning it, you have instigated an interesting sequence of events. Go to **11C**.

**8F** The cache contains a woven metallic headband made years ago in the Realm of Dark. It produces a rainbow halo and sparkles of sorcerous light about the wearer's head. Although intrinsically worthless, it is great for impressing peasants and shepherds. Return to **2A** and make another choice (you have already examined this room).

**8G** At the heart of the statue is a ruby-red crystal which will cast a strong light, start fires, and burst into a violent flame when the command "*Tagad Ral*" is given. This magical combustion will do 1 to 6 dice damage to anyone in close contact with the gem. If the gem can be retrieved, it can be used over and over again. If you ever wish to sell the gem, it is worth 500 gp or whatever the market will bear.

At the moment, you have more pressing matters than this gem to concern you. The death of the guardian statue has triggered the opening of a gate to the Inferno! Proceed to **11C**.



**9A** The door is caught by a particularly strong gust of wind, and is flung open with a crash. Inside the room is a massive *Kukainis sarkans* (great red worm) with two massive mandibles and countless poisonous suckers along its underbelly. It has a MR of 50. If you fight it, go to **10D**. If you use magic, choose your spell and go to the Magic Matrix. To run into the corridor and turn south, go to **2E**. To run north in the corridor, go to **4E**.

**9B** The corridor opens into an oval room about thirty feet long. At the far end of this room is a grotesque statue of dark ice placed high on a pedestal.

The head of the statue is flat-topped, with a misshapen wolverine's snout projecting from the primitive skull. Its stocky body is seated in lotus position, and the four arms of the figure hold a jet bowl in which many bright red gems sparkle. Surrounding the pedestal is a dark pool of an oily liquid, a dozen feet wide.

Before you is another pedestal of dark ice; set on top of it is an arrow of black iron, fixed to move on a pivot. Carved into the side of this pedestal is the legend:

*Slikts Uguns Sleptau Bet,  
Slikts Ziema Es Turpinau.*

If you turn the arrow on the pedestal, go to **8E**. If you examine the pedestal and walls of the room, go to **3E**. If you swim across the pool to the statue, go to **11E**. If you have rope or some ten-foot poles, you can try to retrieve some of the gems in the bowl without crossing the pool; go to **1C**. If you turn south in the corridor, go to **2B**.

**9C** As you continue south, you come to a set of stairs which lead up. If you ascend the ice stairs, go to **6B**. Otherwise, go to **11C**

**9D** You find a cache behind one of the ice blocks. Roll one six-sided dice to determine its contents, and go to that paragraph:

- |                    |                    |
|--------------------|--------------------|
| 1 Go to <b>8F</b>  | 4 Go to <b>3F</b>  |
| 2 Go to <b>10E</b> | 5 Go to <b>4H</b>  |
| 3 Go to <b>4F</b>  | 6 Go to <b>11D</b> |

**9E** Clutching your body in its huge mandibles, the worm drags you back to the room. If you want to use magic against the worm, choose your spell and then go to the Magic Matrix. Otherwise, go to **10D**.



**10A** The gusting wind carries ice and dust-fine snow, numbing your mind and frosting your lungs. The corridor ends in a wall of loosely-stacked ice blocks, engraved with a grotesque design. The disarray of the ice blocks makes it impossible to distinguish much detail.

If you toss a few of the blocks aside to see what is on the other side, go to **5E**. If you turn back up the corridor (north), go to **11C**. If you would like to examine the wall of ice blocks more closely, then go to **7E**.

**10B** You find a small crystal which gives off a fiery red glow. It is worth 1000 gp. Proceed to **6B**.

**10C** The gems which you have collected are the eggs of the *Liels Kukainis sarkans* (the greater red worm), a monstrous insectoid with cruel mandibles and an immense appetite for fresh food.

These eggs will hatch in two weeks. Until then, the eggs are worth 100 gp each as gemstones. The young worms which will emerge from the eggs are worth 1000 gp each, if a buyer can be found. However, these docile and easily-trained hatchlings will undergo metamorphosis during the seventh week of growth. This metamorphosis is extremely rapid, often occurring within an hour, and is marked by a sudden color change from immature pale pink to the adult crimson, and the beginning of venom secretion from the mandibles.

(10C continues on next column > )

The adult red *Kukainis* is hazardous to all living creatures. It has a Monster Rating of at least 25, and will immediately attempt to kill its master. Now that you know what you have, return to **9B** and choose another option.



**10D** The *Kukainis* has a Monster Rating of 50. Conduct combat until you have killed it (go to **7C**) or your CON has been reduced to zero (go to **12C**.)

**10E** The cache contains a locket of milk-white crystal set in silver, with a matching silver chain. The locket is not magical, but is worth 2000 gp. Return to **2A** and do something else (you have already examined this room).

**10F** You are crushed by a falling block of ice, and your neck snaps instantly. Go to **12C**.



**11A** You are in a narrow north-south passage. If you go north, go to **9B**. If you go south, go to **2B**.

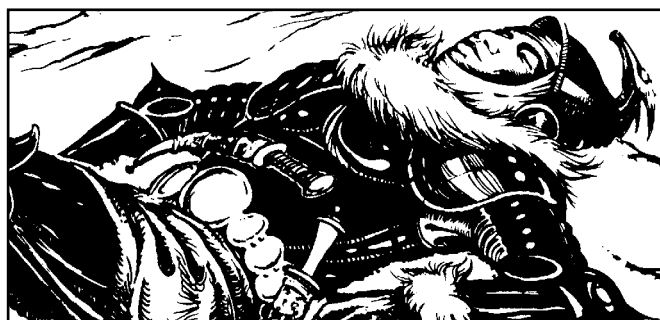
**11B** You are caught in a deadfall trap. A heavy bladed instrument falls on you, causing 4 dice damage. If this kills you, go to **12C**.

If you are still alive, you see you were hit by a heavy snow-blade. It requires a STR of 15, a DEX of 16, and must be wielded with both hands. You may take it if you wish. If you continue to search, go to **10B**. Otherwise, return to **7C**.

**11C** The spring thaw has begun. The *Liels Ugun* (great fire elemental) has returned to his ancestral home. A sudden blast of superheated air comes toward you. You stagger in the suffocating wave of heat. The layer of drift ice covering the wall explodes into flying shrapnel as the violent temperature change strains the crystal structure of the ice. Ominous creakings above and below signal a more dangerous change - the heavy ice blocks which form the floor and ceiling are sagging.

If you curl up into a ball and cower under your pack, go to **10F**. If you run away at top speed along the corridor, go to **2G**.

**11D** The cache contains an opening to the Crypt of Ice, a shaft leading many fathoms below to the roots of Ice Mountain, where nameless things lie in wait. As a paralyzing chill sweeps your body, you are drawn deep below to those who wait for you. Close the book, it's all over for this character.



**11E** The oily liquid in the pool is at a temperature of  $-120^{\circ}$ . You are simultaneously frost-burned and dehydrated, and your cells are disrupted by the formation of ice crystals. Proceed to **12C**.

**12A** The loss of consciousness was only momentary. You wake in a dark room of coal black marble, which reflects little of the flickering lamplight. Seated at tables are the Dark Lords of Cinity, the rulers of the Realm of Dark. One Lord rises and speaks.

"You have served us far better than we asked. Summoning the *Leils Ugun* has destroyed the Circle of Ice. Our forces, poised to strike when you returned with your map, burst through and even now are driving on the Citadel of Clarelichte, the center of the Realm of Light.

"None of this concerns you, however, as you are not of this realm, and our politics must bore you." He holds out a seamless ring of black ivory. "For your services, take this ring. It will allow you to hear anything spoken in a



tongue you understand, if you stand in connecting patches of shadow while wearing it. Walls and closed doors will stop the power. Nightfall does not cast one large shadow, though an eclipse does."

He moves his hands, and darkness again engulfs you. You appear in your home with your treasure and the ring. You have earned 750 adventure points, in addition to any you garnered during the trip. You are done. This character may never again enter this adventure. *(NOTE: The differences in the nature of shadows from universe to universe may affect the powers of the ring. Each GM should be informed of the powers of the ring and adjust it as he or she sees fit. A smart GM might even have a character suffer input overload if caught in a populated place during an eclipse or in an open market at night under torchlight and shadows . . . )*

**12B** You find a vial of lunar pollen, blessed with the secret name of the Lady of Clairelichte. This vial can be used once only. It acts as a sleep spell over an area twenty feet in diameter. (If you are within the area affected, you will fall asleep also.) Go to **11C**.

**12C** Your character is dead. The nine-faced judge of eternity has measured its soul and found it wanting. You can't use your character in here again, but if you wish to make a desperate attempt at revival, you can try *Abyss*, the solo adventure in the dT&T rulebook. Better luck next time.

# GM ADVENTURES



## ***GM Adventures from the pages of Sorcerer's Apprentice***

We present these three classic GM Adventures from SA, written by the staff at Flying Buffalo. These are presented almost exactly as they appeared in the magazine. We have adjusted some text, upgraded some of the art and replaced advertising with more interesting material from the SA archives.



# SeaReaver's Tomb

— Designed by Liz Danforth

Near the prow of a wind-lashed, barren cliff overlooking seething surf stands a tall stele over a barrow. On the stone, weathered as it is, may be discerned writing in four tongues — Common, Dwarvish, Elvish, and Orcish — which reads:

*The sons of Daegal SeaReaver have erected this monument to the honor of their father, lord of the clans. Let none disturb his bones while he dwells with the gods!*

○ ○ ○

From Sorcerer's Apprentice #3

*Silence is golden. Much of this dungeon depends on giving the players no notion that there is more. It defeats your purpose to giggle hysterically when they "loot" the upper barrow and pack up to go home, or to smirk in a self-satisfied manner should they bypass the entrance to the lowest treasure room. Hints and clues should be given fairly — that is, ask yourself if they would get them if they were "really" there!*

*When the players ask what level character they should take, shrug and ask what characters they want to take. This dungeon should be able to boggle middle to high level characters, partly because much of it depends on the intelligence and creativity of the players themselves. However, the upper barrow alone could be taken by several industrious low-level characters. Don't cue them by suggesting what levels to take. On the other hand, if you have a heart, don't let them try the lower barrow with three first level characters!*

## UPPER BARROW

This is a mound 120' long x 70' wide x 30' tall, completely covered with hardpacked dirt. There is no indication of an entrance from the outside; they must dig, to find it blocked by a huge slab of stone 15' wide and 5' high (requires a Strength of 60 to move). Within the upper barrow, the 'burial chambers' are surrounded by 2' thick stone slabs, with the final 'burial chamber' inside a welded iron box with walls 1" thick. This is set solidly in the bedrock and cannot readily be dug through or around.

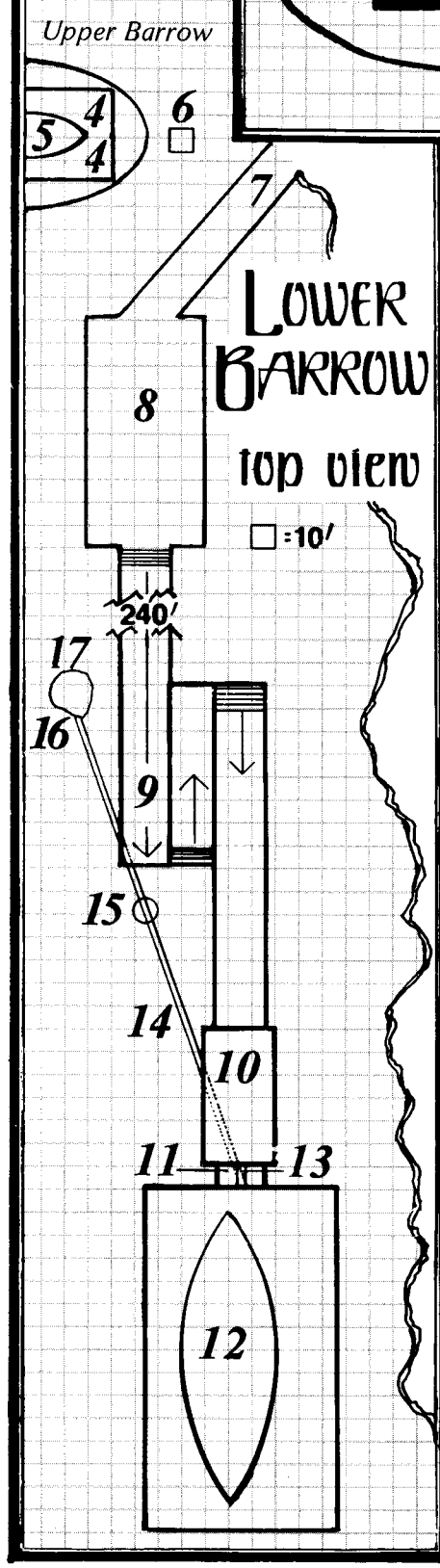
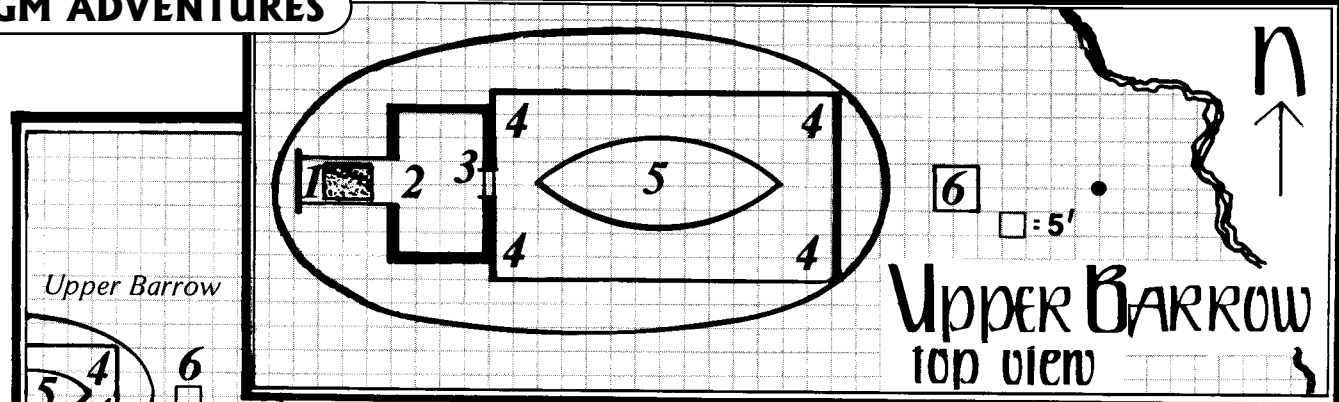
**1** Walls of close-set stones in a short entrance tunnel 10' wide but only 5' high. Here is a hidden pitfall 25' deep floored with 4' tall, thin steel spikes. Unless a character is looking for such, no saving roll is allowed. These spikes deliver 4 dice worth of hits (armor helps, of course). Note that the tunnel is too low for a character of average height to jump the pitfall, and shorter characters will probably not be able to jump as far as the taller, leggier ones. Let them devise some other way across or around.

**2** Also a rock-walled room. *Important (do not neglect this): in this room is the corpse of an overweight dwarf lying face down near the entrance to the room.* He carries neither weapons nor magical paraphernalia. His left arm is underneath him, and the hand clutches a quartz pendant (cut in facets) with a bronze tag suspended from the end. On the tag is a rune (invent your own). This pendant is not magical, but is worth about 20 g.p. (or more, if the quartz is recognized as a prism — you needn't tell them that, however!). The dwarf's right hand is outstretched and seems to point to the S wall of the room (actually, he is pointing towards the lowest treasure room). The dwarf has been strangled — the cord is still around his neck.

Along both the N and S walls are the decaying corpses of 12 men in leather armor, with pitted iron swords at their sides. When a living being enters this room, the dead warriors become undead and attack invaders. They each have a MR of 10 (2+5). If not killed (their individual MRs must reach 0) they will regenerate 2 points per combat turn (in simulation of their zombie-like half-life). Poisons are ineffective, as are certain spells which logically take effect on living, breathing beings: *Smog* and *Mind Pox*, for example, should have no effect. (Further, a *Smog* in this small an area should deter the party!) On each warrior can be found 5 silver pieces.

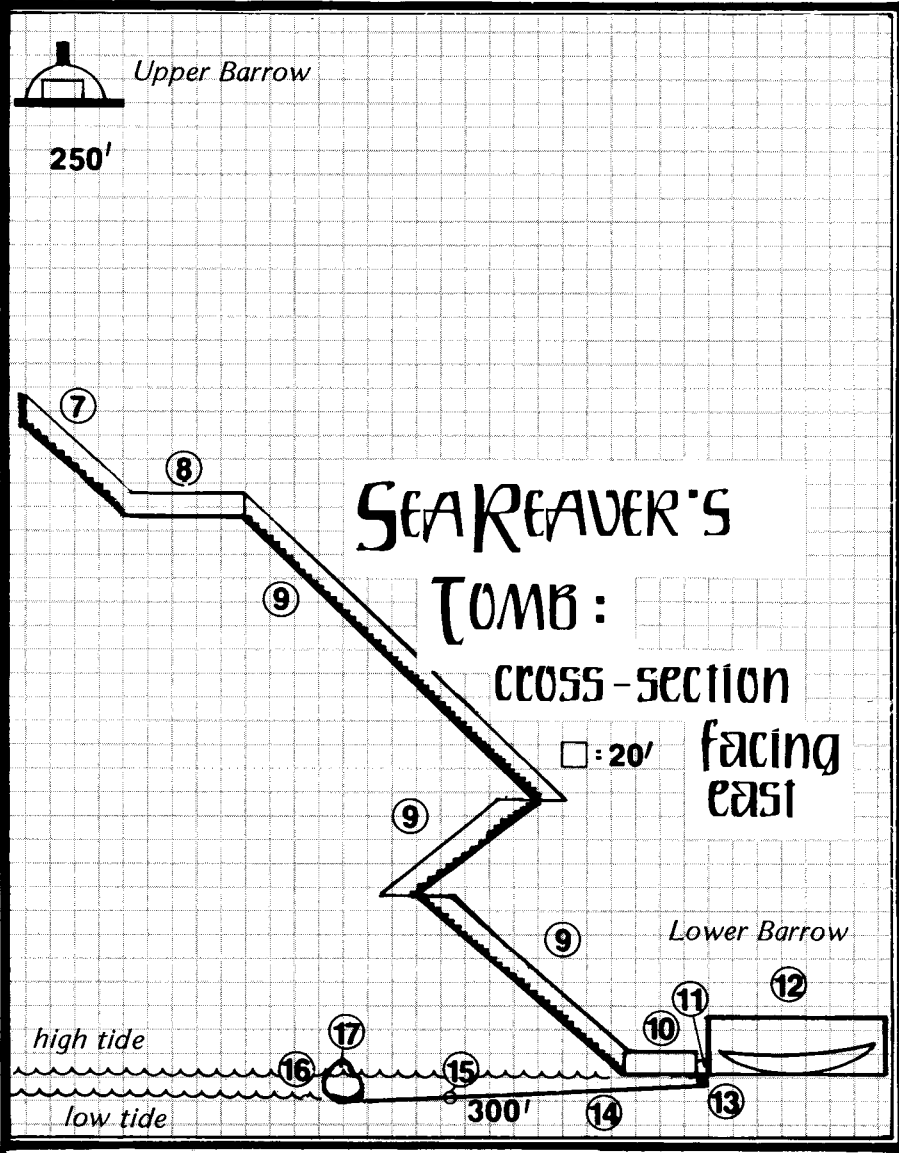
**3** No stone in front of a 5' high, 6' wide doorway in the iron 'box' around the tomb. Door opens inward with a latch handle. However, turning the latch causes a heavy spray of vitriol to spurt out, 5½' above the ground and out (in a curve) to fall up to 6' away. If it is deemed that this could hit a character's face, he will be permanently blinded, and should make a L3SR on luck to avoid instant death from inhaling it. If this is avoided, but the character is still hit, the GM should estimate how many dice the character will take in hits (1 to 3 dice worth). This vitriol will render even plate armor useless in 2 turns, and is quite capable of splashing through chain and leather to damage the being beneath.

Map, key and detailed room descriptions for the T&T GameMaster



# Key

- Stairs, going down
- Stairs
- Pitfall
- Rune-Stone
- Tide (high or low)



**4** This room is 40' wide, 70' long, and 15' high. In each corner there is a bronze statue of a dwarf. Magical, these can see the invisible and are unaffected by poisons and some spells (as noted for the warriors in the previous room). One hand and arm is constructed to be a crossbow with a single bolt. Gets 2+3, hits on a roll of 1-4 on a six-sided die. In the other hand, each has an iron taper axe. The MR of each dwarf is 60 (7+30). They are 'programmed' to kill all intruders even at the risk of disrupting the burial chamber (they know it isn't the real thing and can rearrange it).

**5** Here are the remains of a (short) long-boat, 50' in length with room for 12 oars. At the prow (on the east end) is the corpse of a human laid in state on furs, silks and tapestries which are placed over a platform of three wooden chests. Beside the corpse are a notched broadsword (ordinary, gets 2+3) and a buckler (2 hits) and a francesca (2+2). The corpse holds in his arms the object noted below.

The three chests contain the following:

**Chest 1:** 2000 s p and 500 c p. (silver & copper)  
**Chest 2:** 1000 s p and assorted bronze and copper jewelry worth another 300 g p (weighs 800 — the worth is primarily in workmanship).

**Chest 3:** Another lot of copper and bronze jewelry — torques, bracelets, pins, brooches, rings — and also plates of bronze and tin, cups and tankards, candelabra, and a few eating knives (not suitable for fighting). Worth 200 g p, weighs 500.

The only object of gold in the barrow is a 7' long magical staff held on the chest of the corpse by his crossed arms. It has the appearance of a bird-headed *lur* or trumpet-swan, but it has no barrel. It does have a L9 curse, however: anyone who touches it (even through gauntlets) is instantly turned into a swan for 900 years, after which time he or she can regain human form — 900 years old. The person who has thus been metamorphosed will not recall his human(oid) lifestyle, even if the curse is removed, unless he can make a L2SR on IQ. The staff is worth 200 g p, if there can be found anyone to buy it!

## LOWER BARROW

*Before this is entered, take note of the sea level. Roll 2 dice to find the hour of high tide (you'll miss 1:00, but it is after all, only one hour . . .) — or, if you have a 12-sided die, it's a snap. Then ask the party what time of day they think they're dealing with. This will allow you to find out if it is high, low, rising or falling tide. (This becomes important, so keep careful track of the turns which pass.)*

**6** This is the carved monument. 50' high, it is slightly magical. It will not support any weight being pulled against it, nor will ropes remain knotted around it. If rope is simply looped around and held, the stele will slowly lose solidity and allow the rope to slip. It will take about 2 minutes for a rope to slip through the stele, or about 1 minute for a rope to unknot itself. Note that the stele is the only thing on the cliff rope can readily be attached to . . . parties will have to make some other arrangement.

**7** The cliff face is sheer, unclimbable and descends 800' to a rocky surf which makes arriving by boat unthinkable. 250'

down the cliff face is the entrance to the lower barrow. This entrance is cut from the rock itself, and is 20' wide and high. Steps descend steeply to a depth of 80' into the following room.

**8** This room is 100' long x 50' wide x 20' high. The upper ten feet of the E and W walls are lined with shelves holding thousands of skulls and other bones. These provide vantage and hiding for a clan of twelve pixies who have sworn to protect this tomb for the life of the clan. They move constantly among the skulls and attempt to remain hidden at all times. They 'talk' through the skulls, foretelling death and destruction. They can make the skulls shift, move, even fly for short distances, and have mirrors to make the eye sockets glint in torchlight. (To the GM: ham it up here. You might even be able to scare off the party!)

Pixies, who aren't more than 6' high, have MR of 4 each, but attack the party by shooting tiny darts ('elfshot') which, if they hit, cause a debilitating disease which drains 2 CON/turn until or unless completely healed (*Healing Feeling* needed). Six pixies at a time will shoot from one side while the other side puts on a show. Plate armor is full protection but other kinds only afford a L1SR — if the roll is missed the shot will strike (if it was going to hit in the first place). Pixies hit with 1-3 on a six-sided die. If the party saunters through, the pixies will have time for at least 4 shots apiece. (That's 48 shots! Effects are cumulative.) With the party at a dead run, each pixie gets only 1 shot off, maximum.

**9** A great many more stairs, descending in many stages. If someone wants to try to count and remember how many steps down, they should make a L8SR on IQ. Then tell them 1234 steps (538'). (Don't tell the party outright, but this brings them near the average sea level). Walls are still bedrock, 20' wide.

**10** This is a puzzle room — they must solve it before continuing. Room is 30' wide and 60' long. These things only are visible and apparent . . . in the center of the room hangs a magical gem, suspended from the ceiling on a fine chain; it comes down to eye level. It emits a soft glow in the general torchlight — if a torch comes very close (within 6'') the glow brightens into a shaft of light which falls against the far S wall. On the S wall are 3 square impressions (about 5x5''); they are set about 1' apart. On a table against the E wall are three 5x5'' squares of copper embossed with animal heads (with what look like gems for eyes). One copper square has a cat's head with what seem like ruby eyes; one has a dog's head with sapphire-like eyes; the last has the head of a mantichore with what appear to be topaz eyes. Dwarves in the party will quickly determine these 'gems' are mere colored glass.

This is all the party can see — they must experiment and think out the rest. The solution to the puzzle depends on the proper sequence of actions. A torch must be held near — within 6'' — of the magical gem. This gem amplifies the torchlight to a strong white beam of light which shines in the center of the central square on the S wall. A party member must remember the dwarf's pendant/prism and suspend it on its chain in front of the beam of white light. The prism will break the light into its individual colors which will

fall on all three squares.

Now the party need only match the correct animal to its appropriate color on the wall — red (ruby), on the *right*, for the cat; yellow (topaz), in the *center*, for the mantichore, and blue (sapphire) on the *left*, for the dog. All must be placed correctly for the doorway to open — this wall cannot be penetrated any other way.

—Should the party attempt to place the animal medallions at random, without the cue of the spectrum (if they have left behind or have forgotten about the prism pendant), and/or place the animals in the wrong positions, there is a surge of magic which drains 1 STR point from all party members except the one placing the medallion. The medallion-placer loses ¼ of his current strength rounded down (at least 1).

—If the mantichore is placed correctly (in the center), and is placed first, nothing happens (*yet*).

—If just the dog or cat is placed, there is a different magic surge and the appropriate (very oversized) creature appears and attacks the party with a MR of 300. If the character immediately slaps in the second medallion, the dog or cat first summoned will fight the party at least 1 combat turn before turning on its enemy.

—If the cat and dog squares are placed simultaneously, the animals attack each other, ignoring the party.

—If the dog and cat medallions are in place, and the animals are either still fighting each other or one has been defeated, and if the mantichore medallion is then put in place, a mantichore of MR 500 appears which will attack the party regardless of distractions. (If the mantichore medallion was placed first, it will appear once both the dog and cat squares are in place.)

—The most dangerous variation transpires if the party first places the mantichore (nothing happens), then, say, the cat. The cat will attack the party. If the party slays it, and then places the dog medallion, both the dog and mantichore will appear together and attack the party. (Neither dog nor cat will attack the mantichore.)

—*The one and only safe way to solve this puzzle is to place all three medallions simultaneously. Then the door opens, and no monsters appear.*

Once the mantichore has been slain, or the puzzle safely avoided, the S wall will part, revealing the next section.

**11** When the S wall parts, a spill of gravel from the short corridor beyond gushes into the puzzle room. The corridor is only 10' long (20' wide) but is *totally* blocked with gravel and rock (average size of the rocks are 1-2''). The party must shovel past this gravel to reach the next door, which can be opened by pushing against it once the latch is released. The *easiest* way to get through this section is to clean away just enough gravel to crawl through, and only low enough (3' above floor level) to reach the latch. In this case the delvers will *not* discover that there is more gravel leading down into a shaft (see **13**) and so into the main treasure room. If they are thorough enough to dig to the 'floor' they will find the shaft.

**12** Actual burial room, 150' long x 75' wide x 50' high. Here is a true long-boat, 130' long and 40' wide, with room for 30 oarsmen. (The ship was cut apart

and reassembled after transport into the tomb.) There are 30 corpses (including some of elves) at the oars, armed with broad axes, and wearing shields and leather armor. They also have kris knives secreted somewhere on their persons. In the ship, too, are two chests, contents described below. In the prow of this ship, seated on a massive carved chair, is the real Daegal SeaReaver. Behind him, on the E wall, are these words carved in Common Tongue:

*Dwelling with the gods, I have not forgotten the earth. Disturb my bones and impoverish my soul at your direst peril!*

If anyone disturbs the oarsmen or the chests, the oarsmen will come to undead life and attack the intruders. (Same stipulations as the undead in the upper barrow, except these warriors are immune to *all* spells 3rd level and below — their kris — and also to those higher level spells the GM determines would not logically affect them.) Each undead warrior has a MR of 30 (3 + 10).

If Daegal SeaReaver is disturbed, he arrives in a new form (thus, it will accomplish nothing to destroy his bones at a blow). He is like a lich, and a L9 wizard-warrior. His attributes: STR:90, IQ:30, LK:25, CON:100, DEX:30, and CHR:27. (+109). He also has a ring which protects him from all magic 5th level and below (the 'original' of this ring can be found on the corpse). He is armed with a broad, very heavy ax (gets 8 dice, weighs 500, nonmagical, takes 2X normal STR and a DEX of 20 to wield). The 'original' of this item can be found inside the back of his throne-like chair. He also wears a heavy leather jerkin which is magical and halves the effect of any projectiles which strike him.

With Daegal is his lady Bela Spearshaft, a 4th level rogue whose bones lay near him. Her attributes: STR:30, IQ:25, LK:30, CON:50, DEX:25, and CHR:30. (+37). She carries two spears, a kris (which protects her to 3rd level magic), and a broadsword, and wears leather armor. Bela also knows 1st to 4th level magic.

In the two chests are these things:

**Chest 1:** great lengths of fine silks, tapestries and cloth-of-gold. Resale value 100 g p, weighs 300. Also one serving of gold plate-ware, a tankard, some navigational equipment: total worth 200 g p, weighs 150.

**Chest 2:** 2000 s p, a small pouch of jewels worth 100 g p, weighs 10.

**13** Gravel-filled shaft, 5' around, goes down 10' and stops. At only 1' below gravel and the lip of the floor, the party will encounter water at high tide, and at least some water in the shaft for 2½ hours before and after high tide. In this area the tide rises and lowers 24' — in actual vertical distance it covers 4'/hour. Note that in the slanted tunnel (see 14) the tide will still cover 4 vertical feet per hour — but it will appear to cover about 85' an hour.

**14** The aforementioned slanted tunnel, 300' long. Little has been done to improve on this natural crevice in the rock. Although the crevice has an average height of 5' and a width of 3', this varies considerably to spaces even a small human would have difficulty squeezing through. The rocks in the tunnel are sharp and jagged; there is evidence that chipped obsidian and flint has been carted down to make things worse. Passage through here on foot (i.e., when the tunnel is dry) cannot be faster than 2'/second.

If swimming, speed will be slightly greater, say, 3'/second. Any character attempting to traverse the tunnel must make saving rolls (one each) on DEX, LK, and IQ to avoid the rocks and snags underfoot and overhead. Hits should be taken according to what the roll was missed by.

**15** Down amongst a particularly nasty tangle of rocks there lives a magically-engineered creature with unusual characteristics. It does not radiate magic, nor do its offspring (which are released into the area about every 12 hours, just after low tide, and live for only 14 hours or so before dying and rotting). The 'offspring' are many tiny animalcules encased in ¼" glass-like spheres. When the corridor is dry, the spheres are scattered on the floor for about 20' around the 'mother' creature. When stepped on, these spheres release a noxious, stupefying gas. Characters must make a saving roll on CON for every 2' into the area if they are breathing the air — or they will fall unconscious. Characters will almost certainly cut themselves on the rocks, and the animals (not harmed by being trod upon) will crawl into the cuts, or an open mouth, ears, etc. and make a meal in short order.

When the corridor is full of water, the spheres will float at various levels within the prescribed distance of the original creature. In the water, the glass-like spheres are virtually invisible. The animals (easily a dozen to a sphere) appear as little more than large dirt particles or stray bits of seaweed. If a character swims through here and breathes the water (i.e. through magical means, gifted gills, etc.) he is certain to inhale one or more of the spheres. The silicon covering will break, probably in his throat, cutting it slightly. The animals will be released and will again begin feasting voraciously. A character will be dead in two or three minutes.

The effect of the animals eating from the inside out is not a curse, not a disease, and not a poison; hence, spells to combat those ills will have no effect. The mother creature is not affected by *Take That You Fiend*, and GMs should keep in mind that that spell would affect only one of the little hungry creatures at a time.

The safe way past this trap is to hold one's breath, whether swimming or walking. However, this will entail an additional four saving rolls on CON, at increasing levels (suggested: 1st, 2nd, 3rd, and 4th — you may wish to start higher, or have 2-level jumps), to hold one's breath for the full 300', which will bring you into the main treasure room. Missing the roll means drowning if in water. If breath is held just through the spheres, one SR is sufficient — if missed, the creatures have the normal effect, as above.

**16** This is the main treasure room, which is also natural, about 20' around, and 30' high at the top (17) where a crevice runs out into the ceiling, allowing air to flow out when water flows in. The treasure is mostly packed in small bags (even those who originally set the trap up had to crawl through the narrows!) but most of the bags are badly rotted.

The cave is also the constant habitat of a dragon-like Kroan\*. This one is small but

quite deadly: MR 700. It will not rise above 20' over the floor when the room is filled with water — even it cannot fight off the stranglweed (see 17). If severely wounded, it will attempt to escape down the crevice which feeds in and drains out the seawater to the treasure room and slanted tunnel. The Kroan can fight equally well in air or water; the GM should determine what handicap to give a character or characters attempting to fight underwater, especially if they wear armor.

If the Kroan is defeated, the characters may loot the treasure room. If they spend much time at it, they're sure to get wet under even the best of circumstances (the room remains dry less than 15 minutes during low tide). The gold and rotting bags are likely to be half-hidden in the muck and garbage.

The treasure room contains these things: 35,000 g p; 10,000 s p (mostly corroded into a solid mass); a small box of jewels (total value 2000 g p); bronze, silver, and gold plateware, of which only the gold has survived the action of the seawater (worth 1000 g p); a magical scrying stone — if dipped in the fresh blood of a virgin elf or human, it will provide one minute's viewing of any location (an anonymous amoral wizard would pay up to 3000 g p for it); a gold-plated mechanical simulacrum of the solar system (in gold, worth 300 g p, but an astronomically-inclined character would pay up to 1000 g p for it).

**17** Because the treasure room is a natural cavern, it rises to the roof at a rough slant. The room will fill only to a depth of about 24', although the smallest area a human could crawl through reaches some 26' overhead, then becomes a small crack continuing up into the rock (this allows the air to flow up when the water flows in).

Beginning about 20' overhead and continuing up to this crack there thrives a humidity-loving breed of seaweed known as *stranglweed*. If characters are driven up here by the Kroan, or surface here for air (when the room is mostly full of water), there is a good chance they will be captured in the semi-sentient and highly sensitive tendrils of this plant. Should a character surface here at high tide, he should make at least a L4SR on LK to escape immediate entanglement by diving away. If entangled, he should make SRs of increasing difficulty to try to break free and dive — at least 5 such rolls should be allowed, one for every 5 minutes of entanglement. If friends try to help, they will quickly have their own difficulties; the GM should handle each case as it occurs. Anyone remaining in the immediate vicinity of the stranglweed for more than a minute or two will become entangled, regardless.

In function, the weed does not actually strangle: Nematocysts (stingers) fire into the entangled one and eventually drive him into a coma. The plant will leave the character alive for up to several months (a good way to delay characters with reincarnation bonuses!) before digesting it past maintenance of life functions.

If a character is released, a *Too-Bad Toxin* will erase the worst effects of the stranglweed. Likewise, one immune to poison would suffer only the indignity of being entangled, although the GM may wish to drop his CON slightly (due to the thousands of stingers puncturing his skin), if he is entangled for over half an hour.

\* Amphibious giant salamander with electrically-charged skin. Kroans are about the 7 - 14 feet long. Created by Jim "Bear" Peters and detailed in SA #3.

# THE TOMB of AXTON

## *a Tunnels & Trolls Game Master Dungeon*

by Paul Ryan O'Connor



*From Sorcerer's Apprentice #9 / 10*

**T**his Tunnels & Trolls GM dungeon was designed to provide an evening of entertainment for two or three players, each running a couple of low level characters. More than six or seven characters shouldn't venture inside this dungeon, as the Tomb is a rather small place. They would probably tilt the balance of the adventure too much to the players' side.

Don't let the size of this dungeon fool you — it might take longer to explore than you expect. The Tomb's entrance remains open after the characters enter, which might encourage some parties to make several individual forays into the dungeon — returning to town frequently for specialized supplies — rather than attempting to clean the place out all at once. Finding the entrance shaft to the King's Level may take some time, too. For a faster game, you can threaten the characters with the arrival of a large force of nomad barbarians from the tundra, or give some clues as to the location of the entrance to the second level. Both should speed the players along.

Most of all, remember that this is now your dungeon. Feel free to make any modifications or additions to the Tomb that you deem appropriate. Happy pillaging!

### THE LEGEND

**B**ut half a century ago, as men reckon time, the then-great Horse Clan of the Tundra and the civilized Men of the Cold Lands clashed in the

Battle of Broken Lance. This was the climactic battle in the six-year war waged between the two groups. The Men of the Cold Lands were routed, and the very seed of northern civilization lay bare before the ravaging hordes of the Horse Clan. But that great barbarian leader, King Axton, had fallen in battle. His forces rapidly disintegrated into disorganized tribes again.

Powerful shaman priests erected a cairn to Axton at the site of the battle, and the various tribes disappeared into the Tundra. They soon returned to the petty in-fighting that had kept them powerless nomads for centuries. Over the months that followed, they plundered scattered outlying settlements of civilization — but the expected hammer-blow to the heart of the Cold Lands never came to be. Civilization in the north was safe, for now.

As years passed, Axton's simple cairn grew into a complex burial chamber. Members of the former King's family were entombed with him when they died. The tribes of the Tundra continued their nomadic ways — but civilization in the Cold Lands has matured and spread. Caravans now cross the wild Tundra with rough regularity, and are only occasionally harassed by the Horse Clan.

Legend has it that when a caravan

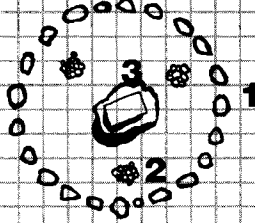
passes the Demon's Rock, the Tomb of Axton is within a day's march of an able-bodied man. Many adventurers have searched for the Tomb in just this way, drawn by tales of massive treasures buried inside. But those few who have returned from such a quest are loath to speak of their discoveries, doubtless fearing that some curse of Axton will claw its way from the grave to claim them for its own . . .

### THE SURFACE

**General Notes:** Characters will arrive at the Tomb after a day of uneventful travel across rocky ground. The Tomb is situated at the edge of a seemingly endless expanse of tundra, and is just barely visible through the growing dusk.

The Tomb is holy ground to the tribes of the area, and a number of these nomads will guard Axton's burial place at all times. The GM should take the party's overall strength into consideration when determining the total number of tribesmen present — but the characters should never be outnumbered by a factor of more than two to one. Each tribesman is armed with broadsword and buckler, and wears leather armor with a steel cap. At least one barbarian will be armed with a medium self bow. Their attributes are straight 15's, which gives each nine

Door  
20 feet

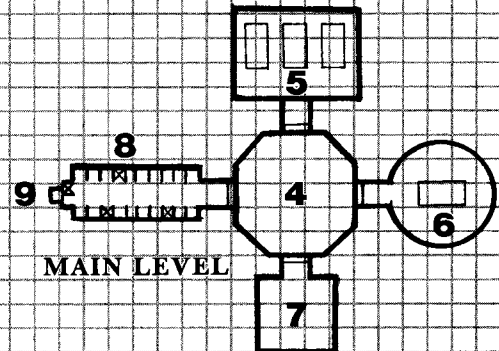
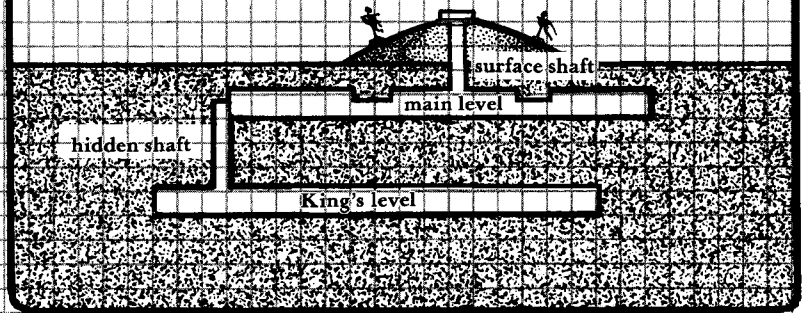


SURFACE

KING'S LEVEL

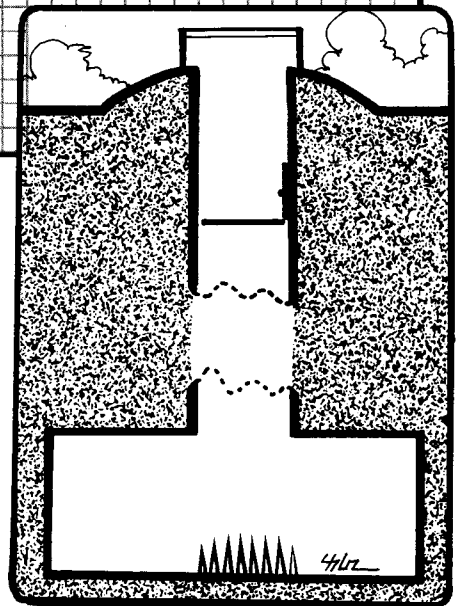
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Surface Schematic

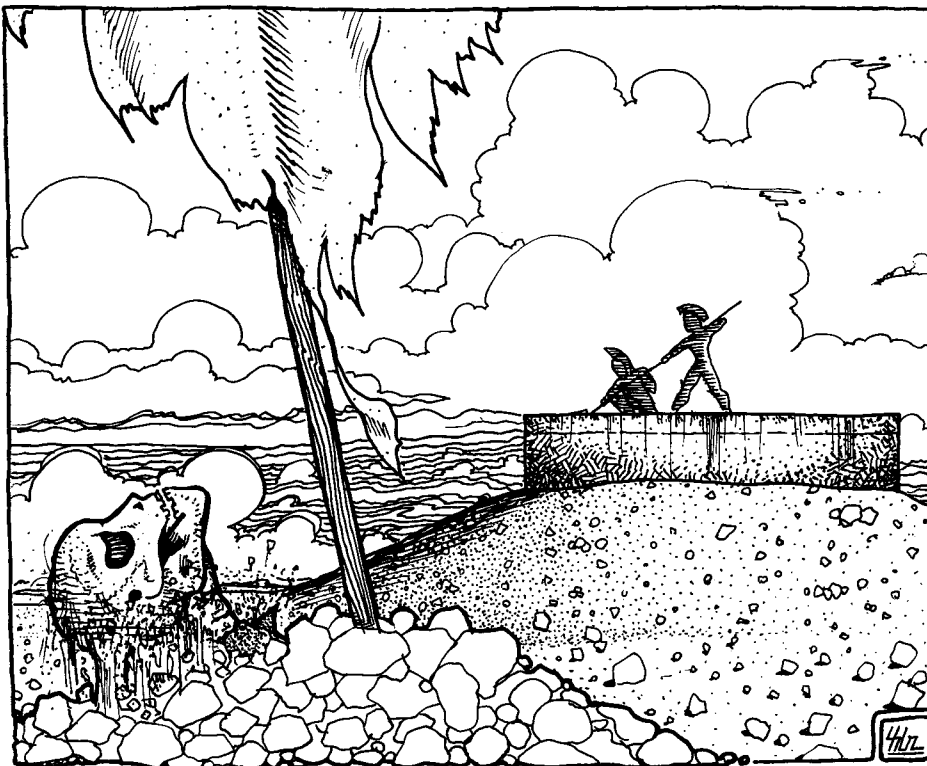


MAIN LEVEL

SURFACE SHAFT



The sacrificial altar (3)



The  
Tomb of  
Axtion



personal adds in combat. The tribesmen will fight with a fanatical fury in defense of the tomb, and will go berserk if possible.

The tribesmen will have no treasure, but each has a horse tethered about the remains of a smoldering campfire just outside 1, the Ring of Stones.

### 1. *The Ring of Stones*

A circle of irregular rocks of all shapes and sizes, marking the limits of the actual burial mound.

### 2. *The Mastheads*

A pile of rocks supporting a grim, mast-like device of wood and canvas, crowned by a human skull. There are three, in all.

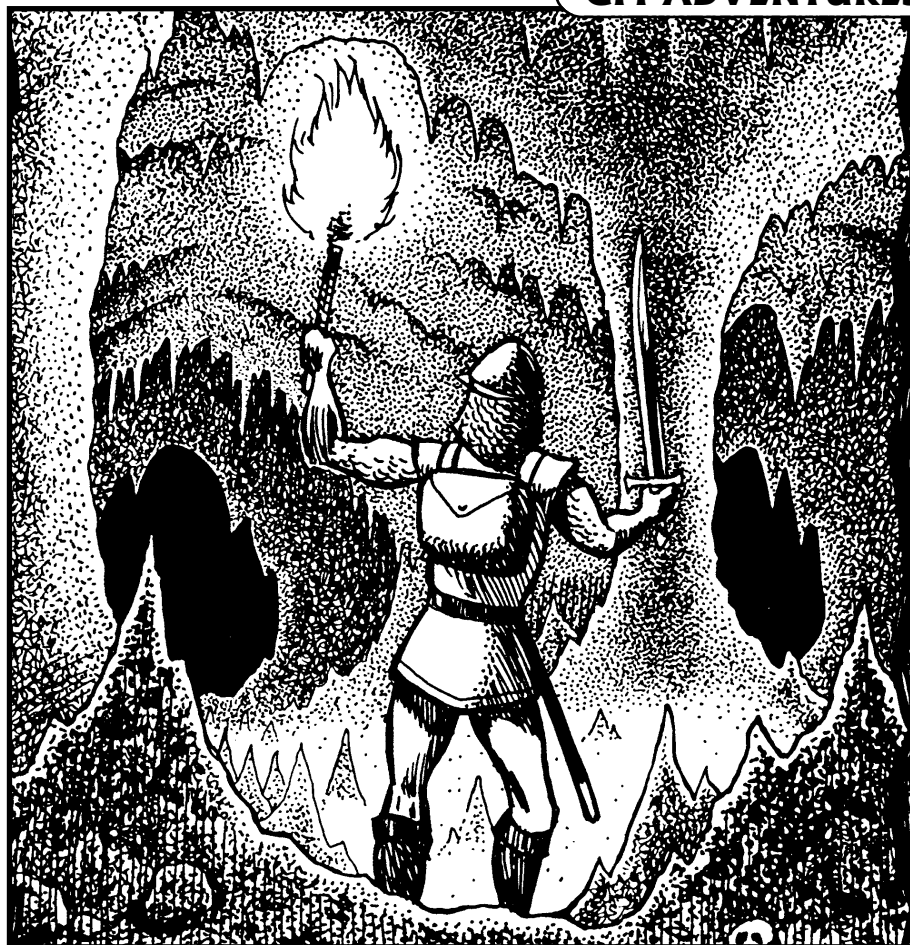
### 3. *Altar and Shaft*

A sacrificial altar, crudely constructed of several stone slabs which are badly bloodstained. The altar stands upon the peak of the mound, about 15' from ground level. Darkened, foul-smelling stains mark where the blood of victims has run down the mound and onto the frozen earth below.

An inspection of the altar will reveal that it is obviously hollow, and that the top can be slid away without undue effort. The moment characters begin to tamper with the altar, any horses tethered nearby become extremely uneasy, and might even break free to run off across the tundra. This is because moving the altar top calls up the undead guardians of the Tomb. From the stone supporting each gruesome masthead will erupt a single skeleton. Each of the three skeletons has a MR of 35, carries a human thigh bone for a club, and bears a shield constructed of canvas stretched over a joined set of ribs.

Any character standing near one of the mastheads must make a first level saving roll on Luck to avoid taking the full damage of a surprise attack from one of the skeletons. In regular combat, the skeletons will prove to move with lightning speed, and characters will have to make a L1SR on DEX each round, to score hits on the skeleton's MR. If the roll is failed, then the character's combat roll may be used to provide defense, but no damage will be scored on the skeleton.

After the skeletons have been defeated, the characters will return their attention to what lies beneath the altar. A 10' x 10' stone shaft runs 50' straight down into the mound from beneath the place of sacrifice. The sides are smooth-cut stone, and characters will have to anchor some sort of rope to climb down.



Twenty feet down the shaft, a thin canvas painted to resemble a stone floor is pulled taut across the chute. A mock-up of an iron door is set in the wall of the shaft, resembling the beginning of an obvious passageway from the "floor" of the shaft. At this point, any character hanging above the canvas on a rope or other contrivance should attempt a L1SR on IQ. If made, the GM should inform the player that something "seems wrong." By no means should you pinpoint the problem — if the character doesn't follow through on his "hunch" and further investigate his situation, then he fully deserves to plunge through the thin "floor" to a painful death on the spiked floor some fifty feet below. (The GM may choose to make this death automatic, or to assign a certain number of dice damage. A plunge like this should kill any average character.)

## The Main Level

### 4. *The Entrance Room*

The surface shaft ends here, opening from the approximate center of this room's 20' high ceiling. Upon the floor directly beneath the shaft's opening are set several crude stone

spikes, littered with the remains of previous adventurers. The floor of this room lies beneath an inch of dust; cobwebs clog the corners, and maggot-ridden corpses in rotting armor are strewn about in various horrible positions. The walls of this chamber are painted with primitive frescoes depicting the Battle of Broken Lance. The room is otherwise featureless.

A single door, ornately worked in silver, is set in each of the four walls. Each door is operated by a single crystal doorknob in the center. (Attempting to scrape the silver free will leave the character with a number of near-worthless shards, but each crystal knob could probably fetch a price in the neighborhood of 35 gp.) Each door bears a different runic symbol, semi-indigenous to the area. There is a chance that a given rune will be known by any character native to the north. Such a character must make a L3SR on IQ to recognize a given rune and be able to translate it. The runes read: (north door) "Flesh of the Flesh", (east door) "Queen's Chamber", (south door) "Offerings", and (west door) "The King".

Each door is locked. A magic-user may open a door if he casts a *Knock Knock* spell and can successfully make a L1SR on



Luck. Any other type of character can pick the lock with a successful L2 SR on DEX. If either of these attempts fails, or if any sort of physical attempt to force the door is made, the Guardian appears.

The Guardian is a demonic, pig-snouted ogre with a multitude of eyes and mouths. It has been plucked from some secret hell by the shaman priests, and is bound to the protection of this part of the tomb. This ogre has a monster rating of 90, and fights with his bare, taloned hands.

The Guardian will fight until all characters are slain, or until he himself is killed. In any event, the ogre (dead or alive) will return to limbo one minute after the end of the fight. He has no treasure — but if searched, a dull bronze key will be found on a chain about its neck. This key will open any of the four doors from this room. After each use of the key, the GM should roll a die; a 1 or 2 indicates that the key has vanished, following its keeper into limbo.

## 5. The Children's Tomb

This room contains the mortal remains of Axton's three sons. The chamber appears to have been entered in the past, but there are no obvious signs of looting. The north, east, and west walls of this room are each hung with a single tapestry — the crude tundra equivalent of each son's coat of arms (in reality, a battle banner).

Three stone sarcophagi entomb the bodies. Viewed from the south, the coffin on the left contains a normal rotting skeleton. However, located in a secret hollow beneath the coffin bed is an offering of 4288 silver pieces. If the characters bother to search, they must make a L1 SR on Luck to find the silver.

The center coffin is secured by a large, heavy chain wrapped about its width. It can be broken with almost any sort of weapon — but some sort of hammer is the best item for the job. The chain can take a combined total of 25 hits of damage. To break the chain, a character must generate this total or more in his "attack" against the chain. Only one character at a time should work on the chain (or rather, if the party attempts to "melee" against it, treat each "attack" individually). The purpose is to snap one link, not "kill" the chain.

If the character scores a full 25 hits in a single roll, the chain breaks without difficulty. If the character generates less, however, subtract his total from the overall rating of the chain — and then tell the character that it will take further cutting to get through. The

catch is that each time a character hits the chain without completely breaking it, damage is done to his weapon. To reflect this, apply the difference between the character's roll and the chain's strength to the weapon used as permanent, negative adds. A weak character may go through several weapons before opening this coffin . . .

The corpse within the middle coffin was buried with a magical glowing great axe. This axe will provide roughly half the light of a torch, and allows the wielder to cut through such things as bars and chains with relative ease. (Normal requirements of STR, DEX, etc. apply.)

The sarcophagus on the right is set to release poison gas in a 10' x 10' x 10' cloud when opened. A character opening this coffin should be allowed a L1 SR on LK to spot the trap, and then a L2 SR on DEX to disarm it. Anyone caught in the cloud will suffer 3–18 (three dice) hits directly to his CON. The body in the coffin wears a finely worked back-and-breast of silver and steel worth 400 gp. Using this armor in combat will decrease its worth.

## 6. The Queen's Chamber

This chamber is fresh, untouched, and unlooted. Velvet hangings cover the walls (*weight: 250; approximate value: 350 gp*). A huge 20' x 40' x 10' block of stone sits in the middle of the room — this is the Queen's burial place. The block itself is ornately carved, and upon its top crouches a very convincing statue of a polar bear. A 4' x 4' silver-plated door, five feet up the west face of the block, is the actual access point to the body within.

A L2 SR on DEX is required to open the portal without awakening the polar bear from his enchanted slumber in stone. Once animated, the polar bear will fight with a MR of 150, and will take 10 hits on his thick fur as armor. The bear will fight to the death, and magic has only half effect upon him.

The mummified body of the Queen, resting within the block, wears a necklace worth 450 gp. She holds a silver dirk which, when carried, will make its holder impervious to the effects of cold or frozen temperatures.

## 7. The Offerings Chamber

The entrance to this chamber is blocked by heavy cobwebs which have been spun by the four giant frost spiders lurking inside. The frost spiders are a snowy white and have glowing red eyes; they are almost impossible to spot in the forest of silky webs. A peculiar frost

spider talent is the ability to radiate a field of damp, freezing cold about its body — which can cause damage to exposed flesh or snuff out a localized fire. Characters who heave torches into this room to rid themselves of the spiders are in for a nasty surprise when the frost spiders emerge unscathed . . . (The webs may burn convincingly, but the spiders will survive.)

In combat, each spider has a MR of 40. A character who fights a frost spider must make a L1 SR on CON each round; if he misses, he must take the difference in hits due to the field of cold generated by the spider.

The room itself is a shambles, apparently due to previous looters. Smashed vessels litter the floor; broken, rotting shelves hang upon the damp walls. As this room was primarily used for the storage of perishable offerings, nothing of value will be found here.

## 8. The King's Guard

This is a catacomb designed to hide and protect the approaches to the King's Level. The floor is very dusty; cobwebs cover — and in some cases, totally obscure — the niches along the north, west, and south walls of this room. In each niche stands the rotting corpse or skeleton of one of the King's former honor guard. Niches marked with an 'X', however, each contain a single zombie.

The zombies will erupt from their niches and attack as soon as a member of the party advances 40' or more into the room. The zombies fight with a standard MR of 40 each, but take damage according to a special set of rules. The only way to kill a zombie is to score at least ten hits on it in any one round — anything less has no effect on the zombie's MR or fighting ability. The dead cannot die — you have to do *serious* damage to a zombie all at once if you hope to stop it (and even then, the dissected parts of the zombie are likely to flop against your feet). There is no treasure here.

## 9. The Hidden Shaft

This is the shaft leading from the Main Level to the King's Level. It is accessible through either of the two niches along the west wall of room 8. This shaft is located behind a few loose blocks in the wall; anyone searching that particular stretch of wall must make a L1 SR on Luck to locate it.

The shaft itself is roughly 5' x 5'. Although it can be negotiated without mishap by employing the proper

equipment, it is possible to attempt the chute barehanded. To do this, a character must successfully make a L2SR against his STR, LK, and DEX to avoid falling to a horrible death (and disappearing through the trap door described in 10, "The Anteroom"). Successfully climbing down the shaft without ropes or other equipment is worth 300 experience points. The shaft ends by opening out of the ceiling of room 10.

## The King's Level

### 10. The Anteroom

The floor of this room is thick with dust, obviously untouched. A hidden trap door is located in the floor directly under the place the Hidden Shaft ends. Any character who jumps down hard upon this section of floor will almost certainly activate the trap — to avoid falling through when one merely stands upon the door requires a L2SR on Luck.

The pit drops into a 15'-deep well of extremely chill water, and snaps shut almost immediately after admitting the character. Any character caught in this trap without someone to pull him out is a goner — as it is, the GM should request a high level saving roll (on or above 4th level) for the character to merely stay alive in the water long enough for his friends above to figure out how to rescue him.

Against the west wall of this room, standing upon a 5' x 5' x 5' pedestal, is a 10' statue of King Axton. He is rather wild-looking, with a long beard and streams of unkempt hair bursting from beneath a twin-horned helm. Axton bears shield and lance, and has a double-edged axe strapped at his waist.

The statue is carved from the very rock of this dungeon, and is joined to the stone flush at its back. In the center of its chest is set a large, round, thin and flat ruby, easily worth 700 gp. The ruby can be removed from the statue without undue effort; doing so will reveal a sort of small tunnel running from behind the ruby, down through the statue, into the bowels of the earth. From this tube comes a blast of wet heat, followed by a distant rustling.

Unless the characters plug this hole immediately, four albino blood bats will burst through the breach, starving for slaughter after a long imprisonment in the earth. Each bat has a 35 MR, and fights by a special set of rules.

Each bat will fly straight for a different member of the party. A character under attack may attempt a L2SR on DEX — if made, the bat is

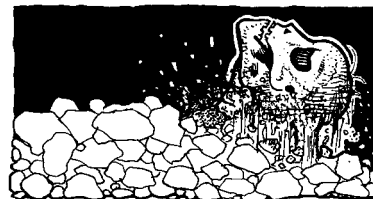
brought to combat under normal T&T rules. If the roll is missed, however, then the bat has managed to dodge the character's defenses, and fastens itself to some exposed part of the character's body. This causes the character to immediately take 2—12 (2 dice) in direct hits, as blood is drawn from his body. A further 2—12 hits will be struck each round until either the character or the bat is killed.

A character being drained by a bat will probably be in too much pain to do more than scream (and perhaps also do roughly one-fourth normal damage to the bat, if he's really determined). A bat will not defend itself while feasting, but any character attacking a bat in this situation must make a L1SR on Luck to avoid missing the monster and hitting his friend accidentally. Any bat that completely bloats itself by draining a character will be content to fly back through the statue into its lair — unless the remaining characters force the issue.

### 11. The Ice Ghouls

This is another room intended to house perishable offerings (such as breads and meats) to the King. However, it has been broken into and

despoiled by a group of ice ghouls who inhabit burrows beneath the mountains west of the tomb. The total number of ice ghouls present in this room at any one time is subject to the GM's discretion.



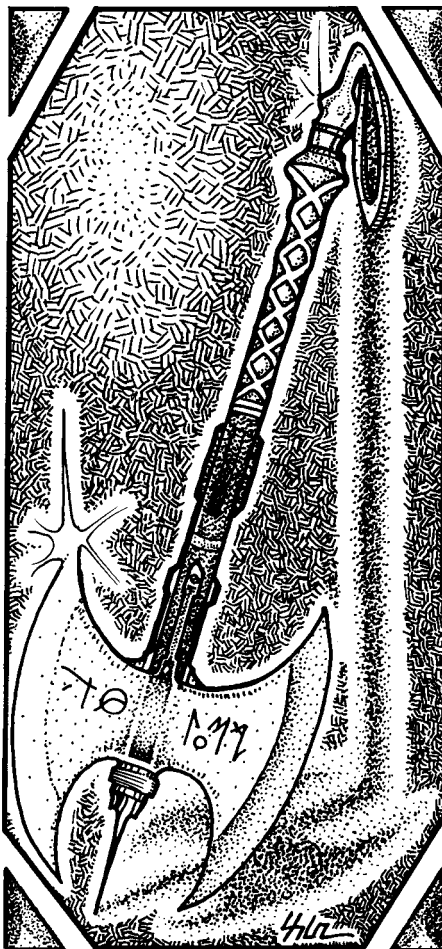
Each ice ghoulish has a MR of 98, and fights with tooth and fang. The ghouls are frequent carriers of horrible diseases — any character who takes hits from one must immediately make a L2SR on CON. If he misses, he acquires a lingering plague that will kill him within a week if a magician cannot be located to administer a "Healing Feeling" spell.

A search of this room will reveal some bones and other grisly remains, but nothing in the way of treasure. A crude tunnel leading to the ghouls' territory leads from the north wall into the earth beyond, but it is foul enough to keep away all but the most, ahem, ghoulish of fellows.

### 12. The Cave-In

This hallway is the final approach to Axton's resting place. The floor of this room is a carefully-designed pressure plate. Any number of characters may step upon it, and the plate will register the total weight it supports. When any of this weight is released, however, the collapse of the ceiling above is triggered. Thus, when the party crosses the hall and opens the door into the King's Tomb, the first person to step off the plate and into the next room will do so safely — but the party behind him will be crushed beneath tons of earth as the roof comes down (unless each member can make a L3SR on Luck to clear the hall in time, that is).

The character who actually makes it into the main chamber, meanwhile, will find himself every bit as entombed as Axton himself — the corridor behind him is irrevocably blocked. The character can probably dig his way through one of the walls separating the main chamber from either room 11 or 13, but you needn't tell him that. The fear of entrapment may very well lead him to do something rash — for instance, tunneling back through the blocked corridor, where the soft earth will almost certainly shift and smother him with the rest of the party.



## 13. Vermin

This room is filled with various unadorned storage receptacles and crates that contain various worthless possessions of the King (mostly personal items and aged tundra clothing). Lurking in the shadows, however, is a nest of about twenty out-sized vermin (MR 20 each); the largest is roughly the size of a German Shepherd. These rats rush forward to any light or smell of food, and will quickly overwhelm any small number of characters who simply stand and fight.

Once alerted, little will deter the rats — they will even gnaw through rotting dungeon doors. Also, while the rats can't pursue characters back up the Hidden Shaft, they might move up to the Main Level through their own series of tunnels and shafts, to ambush the characters just when they believe they've gotten away.

## 14. The King's Tomb

The mummified body of King Axton rests here upon a huge mound of offerings: chests, bags, open heaps, and all manner of urns and vessels. The rest of this chamber is as simple as it is massive. Rich tapestries cover the walls, and a thick film of dust lies over all.

Close inspection will show that Axton

actually rests on a raised stone slab, with the treasure heaped all about him. The loose-coin loot consists of about 30,000 c p, 15,000 s p, and 3500 g p. Players should roll four times on the gem and jewel chart in the rulebook to see what precious stones are available.

Against the head of the platform rests a giant double-bladed broadaxe — King Axton's totem of ruling authority. Obviously magical in nature, it is worth a full 15 dice + 10 adds in combat. The axe weighs 250; a character must have a STR of 30 and a DEX of 15 to wield it. While using this magical axe, any hits you score against an opponent in combat are taken straight from his CON, regardless of armor or magical protection. This axe cannot be further enchanted by mortal magic, nor mithril-edged or coated, or otherwise made into a more horrible weapon than it already is. After every use or every adventure (GM's discretion), the axe's owner should roll two six-sided dice. If he rolls snake-eyes, the magic has worn off the axe and it crumbles into dust.

Axton himself wears a diadem worth 500 g p. Amidst all this wealth is something very likely to escape notice

(and is thus of capital importance). Upon his left hand, Axton wears a small bronze ring crafted into the form of a salamander biting its own tail, which gives its wearer magical protection against all flames and fire. This mummy won't torch easily . . .

In no way will Axton hinder the removal of any of the material wealth about him — not even his diadem (or, should the characters be lucky enough to notice it, his ring). If his axe is touched, however, he very suddenly and violently comes to life.

Axton has a MR of 280, and will fight at that strength, regardless of damage taken, until he has taken 300 or more hits. Only then will he collapse into dust. Normal weapons have only half effect against Axton, but spells and magic weapons will do standard damage. If it can be snatched by the party, Axton's double-bladed axe will cause double damage when used against him.

Axton is a tough adversary, and characters deserve what they get if they can't handle him. After all, you can't expect the man who single-handedly unified the northern barbarians into one of the most powerful armies in recorded history to be a pushover . . .

# TROLL TEASER

*Sorcerer's Apprentice ran some puzzles from time to time. Here's one that might be used in the next GM adventure you run.*

## George and the Four Doors

George the Nerd has -3 personal adds and a 2-die weapon. He wants the dragon's treasure.

The dragon lives behind one of four doors, colored from left to right, red, white, blue, and green, respectively. This fire-breathing dragon's treasure can easily be swiped . . .

. . . but only if George has the Dragon's Sleep-Charm, which is in the room behind another of the doors. That room is also occupied by a vampire, which can easily be scared away . . .

. . . but only if George has the Silver Cross, which is behind yet another door. That room is also occupied by a Troll, who can be easily killed . . .

. . . but only if George has the sword, named Troll-Killer, which is alone behind yet another door.

To get the treasure without being fried, drained, or eaten, all George must do is open the four doors in the right order. As George looks at the four doors, an inebriated wizard staggers by and says, "Eazy, eazy, eazy," and tells him to just remember that:

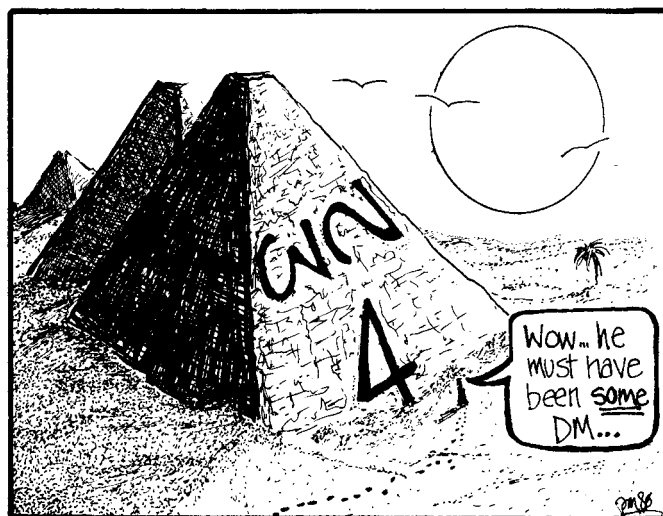
- 1) The troll is not behind the white door or the red door.
- 2) The dragon is just to the right of the vampire.
- 3) The sword is not next to the vampire.
- 4) The sword is behind either the red or green door.
- 5) The vampire is not behind the blue door.

Which order is right for George?

—E.L. Frederick

Answers can be found on page 88

## The Wit & Whimsy of Patricia Mueller



One of the unsung heroines of the Flying Buffalo Production Dept., **Pat Mueller**, was the assistant editor of SA, the lead typesetter and did a lot of the graphic design work for many of the books and games that we published from 1978 to 1982. Her quick wit and clever puns made her a perfect match for the company that published *Tunnels & Trolls*. Above is one of the rarely seen cartoons she did for *Sorcerer's Apprentice*.



# THE BLACK DRAGON TAVERN

a GM scenario for *Tunnels & Trolls*

by Michael Stackpole

*From Sorcerer's Apprentice #11*

**T**he Black Dragon Tavern is unlike most adventure settings. Instead of a tomb where your foes have already died at least once, this is a tavern where the clientele are alive, looking for adventure, and quite able to mix it up with the best of the citizenry of Gull. Though the city guardsmen don't frequent the tavern, a rough justice is enforced by the clientele. Any homicidal maniac whose only joy is wanton slaughter may find his match, if not his end, in the Black Dragon.

Characters who enter this adventure should have no more than 100 combat adds; characters above 9th level would have no trouble locating a classier place in Gull — and with that much experience behind them, they probably wouldn't have come here in the first place.

The Black Dragon first forced itself into existence in a series of short stories I wrote in 1975. The tavern was then much what it is today: a haven for those who live in the twilight of society. With *City of Terrors* and then the fiction I began to write, it blossomed into a life of its own — one that I could not control.

## Personalities

These are the major non-player characters one is likely to encounter in the Black Dragon; all are humans.

**Cial**, owner of the Black Dragon, is a kindly-faced old gentleman who sports a thick crop of white hair atop his head and speaks with a gravelly voice. His namesake was the man who founded Gull. Cial

was one of the best thieves in the city until his hands were crippled by arthritis. He had set some money aside and bought his way into the Black Dragon.

Cial is quite well thought of in the Black Dragon, mostly because he often aids thieves who are hard-pressed by the authorities. His back room has been set aside as a place for thieves to store spare clothing. In the past, Cial has been known to extend credit or give money to thieves on the run. Anyone who attacks Cial is likely to face a hostile crowd of ne'er-do-wells who've come to love and respect the old man.

Cial stands 5' 6" tall and weighs 160 lbs. He's about 50 years old and is clean-shaven. His hands are gnarled from arthritis. He's a 5th level rogue who knows no spells; his attributes are: STR:20 LK:40 IQ:17 DEX:9 CON:20 CHR:16 He has 36 combat adds and carries a swordcane. The blade is poisoned with dragon venom. Cial is generally seen wandering among the tables; he never drinks with patrons and will only sit with Marek, Rais, or his daughter.

**Rais** is two inches taller and five pounds lighter than Cial; that is as close as those two resemble each other in any aspect. Rais is olive-skinned, with black hair, moustache, and goatee. His aristocrat's face bears three scars: one on his right cheek, one on his left cheek from cheekbone to goatee, and one over his left eyebrow. He dresses in dark colors, and has a sharp wit and a taste for brandy.

Rais's cynicism contrasts sharply with Cial's friendly attitude. Rais detests dwarves and will not drink with them. He refuses to be goaded into fights, and usually backs up Marek to make sure no one ambushes his friend. He is quite intelligent and is capable of some very interesting conversations.

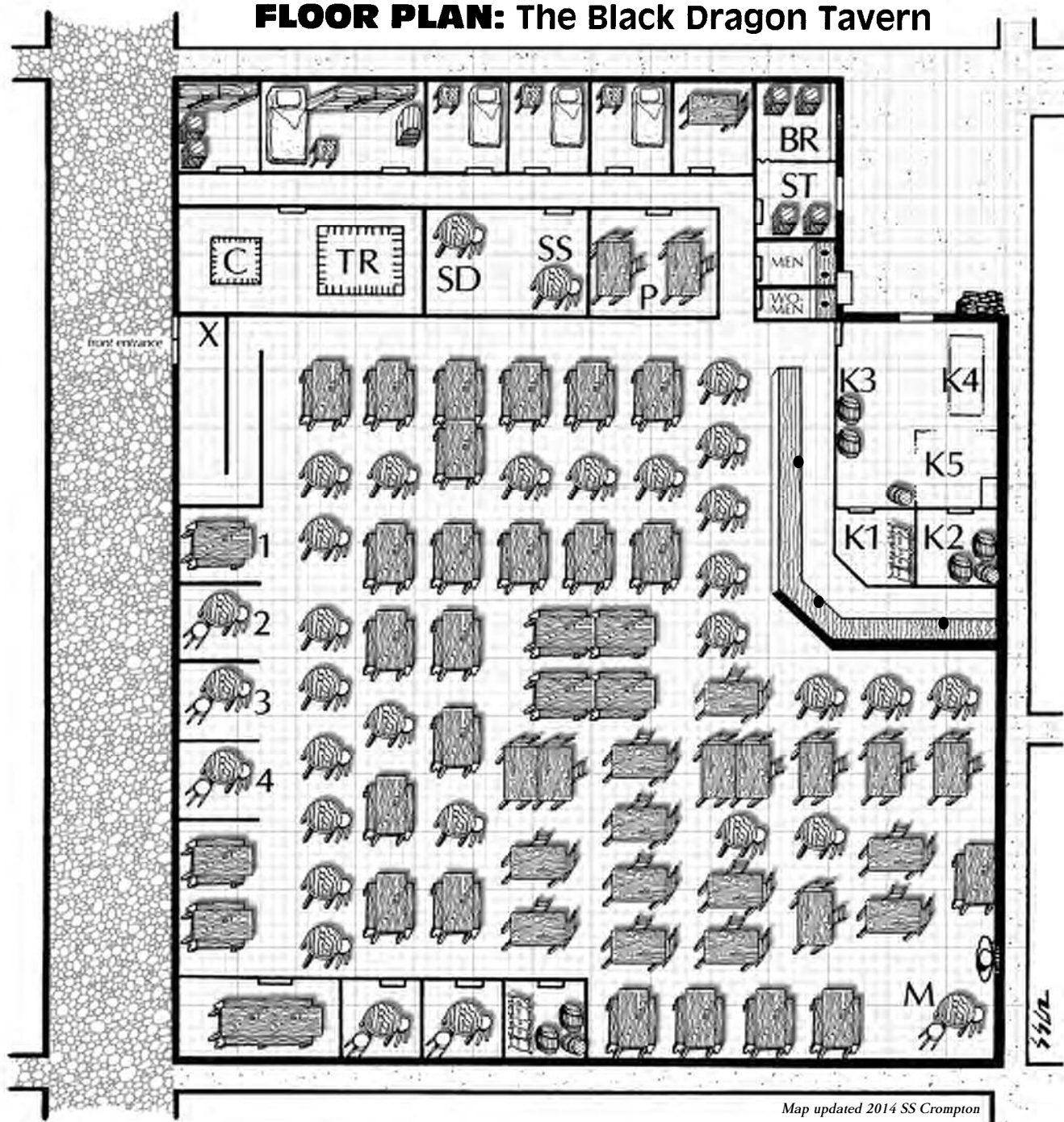
Rais is a 6th level rogue. His attributes are:

STR:35 LK:21 IQ:25 DEX:36 CON:30 CHR:13 He has 57 combat adds when fighting with his rapier. He wears three balanced daggers: in his boot, at his belt, or in the sheath on his left wrist. When he throws one, his adds jump to 81. Though he rarely uses them, he knows the following spells: *Take That You Fiend*, *Knock Knock*, *Hidey Hole*, *Freeze Pleeze*, *Mind Pox*, *Wall of Ice*, and *Wind Whistle*.

**Marek** is the third major NPC one is likely to encounter in the Black Dragon. He's three inches taller than Rais, and he outweighs his scar-faced partner by twenty pounds. His brown hair sweeps his collar; his face is handsome, clean-shaven, and unscarred. His eyes shift color and warn others of his mood: green indicates a good mood, grey shows confusion and anger, ice blue is reserved for his explosive temper.

Marek is friendlier than Rais, though he is quite wary of strangers. Both Marek and Rais have prices on their heads, and thus tend to steer clear of traps (or indeed, any suspicious situation). Marek owns one magical

# FLOOR PLAN: The Black Dragon Tavern



Map updated 2014 SS Crompton

NORTH ►

1" = 20'

- = cobblesstone road
- = rubble-filled dirt alley
- = curtain
- = door
- = secret door
- = table

- C** = Cockfighting
- TR** = Terrier and Ratting
- SD** = Sword Dance
- SS** = Sickle Suicide
- P** = Poker (gambling) room
- K** = Kitchen
- K1** = flour and other dried goods
- K2** = cold storage (meats, etc.)
- K3** = casks of ale and wine
- K4** = cooking pots and soup cauldron
- K5** = clean-up area and water pump

- X** = doorman
- ST** = storeroom
- BR** = back room
- M** = Marek and Rais' table
- = cranequin hidden under bar
- Booth 1** = fortuneteller
- Booth 2** = two men
- Booth 3** = beautiful woman
- Booth 4** = man sitting alone

Map Scale:





item, a ruby lens called the "Eye of Xitia". When he looks through this lens, it allows him to see as though a *Second Sight* spell were in effect.

Marek's attributes are:

STR:72 LK:60 IQ:24 DEX:48 CON:48 CHR:16

With a rapier he's one of the better swordsmen in Gull; having 124 combat adds helps a great deal. When he throws one of his daggers (which are hidden in the same places Rais conceals his), his adds jump to 160. Marek is an 8th level rogue who does not mind using magic, though he uses it sparingly in the Black Dragon. He commands the following spells: *Take That You Fiend*, *Knock Knock*, *Hidey Hole*, *Mirage*, *Cat's Eyes* (though he calls it *Night Sight*), *Poor Baby*, *Dum Dum*, *Blasting Power*, *Protective Pentagram*, *Mind Pox*, *Wall of Thorns*, and *Wind Whistle*.

Marek and Rais are known as the best pair of thieves in Gull. Patrons of the Black Dragon joke about their exploits while the Gem Merchants in Gull curse them and concoct new plans to capture them. The GM should play them as men who know how well their captor's pockets would be lined with gold as reward. Consequently, they are quite wary; more often than not they've turned the tables on those who have attempted to end their careers. This has frequently ended in the demise of those would-be captors . . .

### Bill of Fare

Aside from interesting persons (and more will be met later), the Black Dragon has much in the way of challenging entertainments to offer those hearty souls who frequent the place. The bill of fare is not unusual for Gull; however, the Black Dragon is offer a libation or two that one would be hard-pressed to find anywhere else at any price.

Beverages . . . . .	per cup . . .	per flagon . . .	per pitcher . . .
Beer/Ale . . . . .	1 gp . . . 2 gp . . . 4 gp		
Hard Cider . . . . .	1 gp . . . 2 gp . . . 4 gp		
Wine . . . . .	1 gp . . . 2 gp . . . 4 gp		
Imported wine . . . . .	2 gp . . . 4 gp . . . 8 gp		
Sake . . . . .	2 gp . . . 4 gp . . . 8 gp		
Brandy . . . . .	5 gp . . . 10 gp . . . 12 gp		
Kumis . . . . .	3 gp . . . 6 gp . . . 12 gp		

(Kumis is fermented goat milk)

While mainly in business to relieve thirst in Gull, the Black Dragon also offers a fine selection of foods. While "fine" might be a good word for the selection, the management makes no such claims for the taste or quality of comestibles. But they do not appreciate complaints, either.

Dish . . . . .	Cost . . . . .
Fish . . . . .	2 gp
Mutton . . . . .	7 gp
Rabbit . . . . .	3 gp
Chicken . . . . .	4 gp

Beef . . . . .	6 gp
Pork . . . . .	2 gp
Bread (per loaf) . . . . .	2 gp
Cheese (per pound) . . . . .	4 gp
Soup du jour (per bowl) . . . . .	1 gp
Vegetable soup (per bowl) . . . . .	8 gp
Pot Luck Stew . . . . .	1.5 gp

(Pot Luck Stew consists of Leftover Everything.)

### Games

Eating and drinking are not the only amusements offered in the Black Dragon. The back rooms offer a number of strange games of chance for the adventurous. In some games you can lose money; in others, you can lose more. Credit will not be honored in any game of chance.

**Cockfighting.** The area on the map designated by the letter C is a small square arena where cockfighting is held. The game is simple. Two roosters are equipped with metal claws and thrown into the arena. Bets are taken on the outcome; if your rooster wins, you win.



The set-up for cockfighting is simple. The birds are given a Monster Rating for attack, and a separate Constitution. Roll two dice to determine each rooster's MR. Roll an additional die and add 2 to the result for the bird's CON. This way, the fights will be bloody and quick, with neither bird losing its fighting skill until death. Characters should be given some verbal clue as to the better-looking bird, though the GM should not tell them the MR or CON of either bird. The GM might have some NPCs ask for odds; the players have the same right to demand odds from the NPCs. The GM should offer these odds according to the fight. (The NPC might have some inside information that would indicate a probable winner).

**Terrier and Ratting.** The other end of this room is designated TR for Terrier and Ratting. This is an amusing game in which patrons state that X dog can kill Y rats in Z turns. (For example: "That dog named Ninja can kill 7 rats in 3 combat turns.") Characters bet on or against the dog, and may set up side-bets like, "I bet 20 gp that Ninja gets all 7 rats in 2 turns," or "I bet 5 gp that the rats will kill him!" Again, odds may be demanded from either side. Credit will not be accepted.

The dog's owner sets up the initial bet, stating the number of rats his dog can kill in how many turns. Normally, changes to this basic set-up are not made, just bet upon. However, if players wish to change the set-up, they must do so with the agreement and approval of the dog-owner.

The mechanics for Terrier and Ratting are simple. Each dog has a Monster Rating (determined by rolling 3 dice). The characters might get an indication of a dog's toughness from its reputation. The strength of the rats is determined by rolling 1 die for their individual Monster Ratings. This should be done before the bets are finalized, as the players can see and get a general idea of the rats' nastiness. Once the rats' MRs have been determined, the GM sets the challenge by playing the NPC dog-owner. The GM or players may offer and accept challenges, though if a character begins to win, not as many people will be anxious to bet with him or her. That character might be required to offer odds in the future.

The next room, the one containing SD and SS, houses games that are slightly more esoteric and offer more than monetary losses to those who

guess wrong or react slowly. Both of the “games” in this room have historical models and are quite dangerous. These are not suggested as the latest parlor games for parties — don’t try them, you could get hurt.

**Sword Dance.** In the corner of the room marked **SD** we have the Sword Dance. Characters will see a man jumping up and down on a table top, gingerly attempting to avoid the sword cuts aimed at his legs by the other men around the table. A bystander calls time and the dancer hops down to gather his winnings and leave the room.

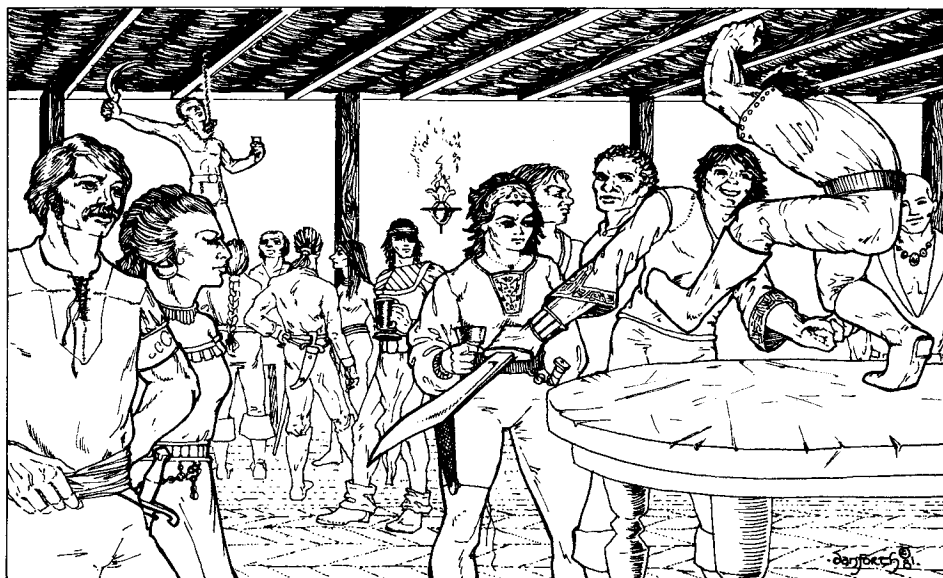
This game is simple but dangerous. Each “cutter” pays at least 2 gp into a pot; the “dancer” matches the highest count (if a cutter puts in 50 gp, so must the dancer). If the dancer can elude one cutter for one combat turn, he wins the pot. A L1SR on DEX is required to dodge one man, two L2SRs are required to elude two, three L3SRs on DEX to elude three cutters and so forth. In addition to money, each round survived when going against four cutters or more adds 1 point to the dancer’s DEX (with four cutters you learn to be fast). The dancer also receives the experience for the saving rolls.

If a dancer misses a roll, he takes the damage generated by that particular cutter, and the cutter(s) take the pot.

GMs can decide to attribute the cutters or use Monster-Rated cutters, as they see fit. To be fair, the nature of the cutter should be determined before a character starts to dance, and verbal clues like “He’s big and burly” should be offered to warn prospective dancers of dangerous cutters. The players may choose to be dancers or cutters.

**Sickle Suicide.** A far deadlier game, Sickle Suicide, is located at **SS**. A group of people surrounds a man who stands upon a stool. In his right hand he holds a shot glass filled with brandy; in his left hand he clutches the haft of a sickle. Around his neck, tied firmly to a beam above his head, hangs a noose. As the players watch, he tosses the brandy down his throat, kicks the stool from beneath himself, and cuts the rope before he has his neck stretched. Like the sword dancer, he collects his winnings and leaves.

This game of Sickle Suicide was the pre-gunpowder game of Russian Roulette. Each shot of brandy subtracts 1 die in (temporary) damage from the character’s Dexterity. The DEX-SR to succeed starts at 4th level and increases by one level for every



four attempts, unless the character says that he is going to sharpen the sickle. In that event it never rises, unless four attempts pass without a sharpening. (DEX damage returns 1 point per turn after the character stops drinking.)

To make the saving roll will result in a pay-off of 100 gp × the number of the attempt just made (first attempt, 100 gp; second attempt, 200 gp, etc.). The spectators put up the pot; essentially, they’re there to watch someone strangle. To start with, the GM should have an audience numbering the roll of 1d6 + 1. For every two attempts made consecutively by the same character, one more person joins the group of spectators. Each person in the audience must put up at least 20 gp. (This includes player characters.)

To miss the saving roll is to *die*. The character’s neck is broken; there is no appeal unless the character has some magical protection against hanging or broken bones — which may be viewed as cheating by some. More than one cocky mega-character has met his end at this game.

**Poker.** The next room, marked **P**, is where most of the gambling takes place. I leave to the imagination of the Game Master the games he or she desires to have being played in the room. Dice games like craps, chuck-a-luck, and over/under are simple and quick to play. A deck of cards will offer any number of possible games, though the adventure might break into a poker game where gold-piece fortunes change hands. Even darts might be offered, where a series of DEX-SRs and the totals of the experience points won might be used to determine the winner. In that case, though, the rolls

would be considered targeting rolls and hence would not be eligible for adventure points. After all, who ever heard of a 20th level dart-pitcher?

It is vital to note that there will be enough magickers inside the Poker room to recognize the use of the *ESP* spell. Anyone who cheats by using this spell — or any other magic — will have his heart cut out. Also, the house never cheats, and all deal with cheaters in the aforementioned manner. (Rough justice, remember?)

## Area Layout

An informational tour of the Black Dragon might well be in order. The entrance hallway doubles back, to slow anyone mad enough to storm the tavern. A doorman sits at the point marked **X**. He’s tough, though a GM may wish to suit him to the party he or she is dealing with. All bow weapons must be checked with this doorman; those who do not leave their weapons with him will not be allowed to enter. He is honest, and any weapons will not be stolen while he holds them.

The row of rooms that run along the west side of the tavern are private rooms that may be rented out. The largest room is where Cial lives. The others are available (3 gp a night, not including meals) and feature a bed, chest of drawers, and two chairs. Cial’s room is twice the size of the other private rooms; in addition to the regular furniture, it contains a table and a well-concealed strongbox that holds 5000 gp in gems. None of those rooms have windows.

The room marked **ST** on the map is the storeroom mentioned earlier (c.f. Cial). The wavy line is a curtain that separates the front portion of the room

from the back. The front portion contains spare chairs, tables, and other such items that would require storage, yet need to be available quickly. The back section (**BR**) is where many of the local thieves store spare clothing. It has a wash basin and a secret door that leads into the back courtyard.

Along the northern end of the tavern are the privies (male and female), the courtyard, and the kitchen. The courtyard is fenced and has two notable features: the cleaning port for the privy holding-tank (a possible, though unthinkable, escape route), and a wood pile for the kitchen.

The kitchen (**K**) is neatly organized. Items like flour and other dry goods are stored at **K1**; **K2** is an enchanted cold storage area for keeping meats and other perishables fresh. **K3** marks the location of the two casks of ale and wine that service the bar. The cooking pits and soup cauldrons are located at **K4**, and the clean-up area and water pump are located at **K5**.

The bar is made of oak and is lovingly cared for by Cial and his bartenders. Still, it does show evidence of a few sword cuts. Each large dot (●) indicates where a cranequin has been stowed within easy reach beneath the bar. These crossbows are used against those who disrupt the normal flow of action in the tavern; each bartender has a DEX of 40. The crossbows are never used on Marek, Cial, or Rais.

The round table in the northeast corner, marked **M**, is reserved for Marek and Rais. If the table is empty when player characters enter the bar, and Marek and Rais enter later, the pair will take a dim view of anyone taking up their table. The alcove in the northern wall houses a statue of a Gem Merchant. It is nicked; Marek and Rais notch it after each successful theft from the Gem Merchants.

The four rooms along the east wall are private meeting rooms. Each has an oaken door and may be retained for 2 gp / night. I have not peopled these rooms, nor have I set up encounters for them — so each GM can devise whatever is desired for the players to deal with in one of these rooms.

### Encounters

The semi-private booths along the south wall offer options for adventure. Most of these are lead-ins to situations that the GM will have to flesh out, as many of the adventures suggested are simple. It is quite possible for even a fair GM to play them off the cuff, provided you know your players and

their characters reasonably well. You will find that few of the characters within the booths have been attributed. Make them only as tough as needed to give the party a challenge.

**Booth 1** contains a *fortune teller*. She is dark-haired and clad in a flowing blue robe. She's playing with a deck of Tarot cards, and will do a reading on the future of any character for 10 gp. Roll one die to see what she predicts (GMs, elaborate upon these generalizations when you actually give them).

- 1) She sees much money and glory.
- 2) She sees dishonor.
- 3) She sees a stranger trailing the subject of her reading.
- 4) She sees the subject saving another in a dangerous situation.
- 5) She sees the character's mate-to-be, or the character's mate, in danger.
- 6) She sees the character's death.

Hint to the players of the future of your campaign, GMs, and you'll spook them badly.

**Booth 2** contains *two men* locked in conversation. Arm them with your choice of swords. Roll one die to determine the topic of their conversation.

- 1) They are two thieves planning a heist.
- 2) The men are undercover guardsmen who are going to capture anyone who tries a particular heist (c.f. 1 above).
- 3) The men mention the name of one of the player characters as "Our last hope". This should lead into a "Seven Samurai" or "Magnificent Seven" scenario where the players are hired to protect someone or an entire village.
- 4) The men are drunk and, when disturbed, cast aspersions upon the player-characters' nationality, heritage, birth, or ancestry. Still, they aren't really looking for a fight.
- 5) The men are bounty hunters who are seeking a player-character on a false warrant.
- 6) The men are planning to kill one of the player-characters. They pretend to be drunk and attempt to goad the character into a fight.

**Booth 3** contains a *beautiful woman*. Her attire is determined by the roll.

- 1) She wears a colorful silk dress embroidered with mythical creatures. She is a courtesan and she's drinking brandy. Her price is 250 gp/night; such an encounter will gain a character a minimum of 50 adventure points.
- 2) Red-haired, somber, demure attire. She is Cial's daughter, Rionne, and she's an 8th level sorceress. Her attributes are:

STR:87 LK:23 IQ:30 DEX:25 CON:40 CHR:17  
She knows the spells to her level, is not interested in casual sex, and will cast a humiliating spell upon any character

who bothers her. Attacks on her will arouse the ire of all assembled.

3) Dark-haired woman in black satiny clothing. She will agree to a carnal encounter, and will take one character back to her estate. When the character has fallen asleep she will bind him and send him to her dungeon, to be tortured to death (loss of 5 CON points per day). A rescue might be appreciated.

4) Frightened woman in non-descript clothing who claims to be the slave of a cruel master. She needs succor.

5) Frightened woman in non-descript clothing who claims to be the wife of a cruel husband. She attempts to trick the delvers into helping her steal "her" gems from some estate.

6) An assassin paid to seduce and kill a player-character. Both she and her attire are quite comely, and she reeks of expensive perfume.

**Booth 4** contains a *man sitting alone*. Roll one die.

1) He's a bunko artist with a glib tongue. He will offer to sell an amulet that will make a character immune to harmful magic cast under the moon/sun — depending upon the time of day. (It's fraudulent — when the sun is up, he tells the characters that his amulet will protect against magic cast under the moon, and vice versa.)

2) This man is a 12th level sorcerer who wishes to be left alone.

3) He is an effete young noble who seeks an amazon companion. He'll give her presents of moderate value if she will stay with him. (Perhaps the men in Booth 2 are after him.)

4) An athletic-looking man who seems quite pleasant. He's really an assassin who has angered the Assassin's Guild. He'll try to leave with the party and use them to protect himself while he gets out of town.

5) A pleasant, handsome, homicidal man — a Jack-the-Ripper type of person who never removes his gloves. He may choose a player-character as a victim, depending on circumstances.

6) A plain-looking man who reeks of magic. He's really a demon who has been paid to kidnap or kill a player-character.

Scattered throughout the common room are all manner of ruffians, rednecks, scoundrels, and cutpurses. Few NPCs have been attributed, so that each GM can adjust the strength of the patrons to that of the adventurers coming in. To be a stranger who attracts attention is to announce to the riff-raff that there is a mark in their midst. After all, what's one more mysterious death in the City of Terrors?



# TROLL

## SAVES

**Puzzles in SA? Why not? Herewith, a sampling of fantastical puzzles from the archives, including a word-search puzzle by Ken St. Andre on the subject of Roger Zelazny's popular AMBER series.**

From Sorcerer's Apprentice #7



### SAVE THE FELLOWSHIP

Gandalf, Gimli and Frodo who weigh 13 stone, 7 stone and 6 stone, respectively (they're British, don't you know) are imprisoned by the evil Saruman in a high tower. The tower has one window, and outside it there is a pulley over which hangs a rope. On each end of the rope there is a basket. The rope is of such a length that when one basket is on the ground, the other is opposite the window. With this arrangement, the heavier basket will descend when weights are placed in each. However, if the weights in the baskets differ by more than one stone, the heavier basket will come crashing down and will kill the occupant. Saruman has placed a spell upon the rope so that it will break if touched. There is nothing else in the tower except a rock weighing 5 stone.

Can you devise a scheme to save the fellowship?

### THE CURSE OF DRINK

Gordo the Terrible and Evil Ed were sitting in the Old Khahootie Inn. Gordo had 5 jugs of skunkberry wine and Ed had 3. They were approached by Ugly Jake, who offered 8 silver pieces to join them. Together they drank all the wine, each consuming an equal share. At this point Evil Ed began to pocket 4 silver pieces, but Gordo shouted, "Not so fast, trollbreath! I started with more wine, so I get more money!" In the ensuing brawl, Gordo and Ed broke so much furniture that the proprietor confiscated the 8 silver pieces for damages. If they hadn't been such hotheads, how should Gordo and Ed have split the money?

### MONSTER MATCH

Fill in the blanks to create the monsters described.

- |                              |                                              |
|------------------------------|----------------------------------------------|
| 1. _____ winged dragon       | 8. _____ creature with                       |
| 2. _____ Tolkien's goblin    | 9. _____ lion's body, eagle's head and wings |
| 3. _____ creature with       | 10. _____ snake-haired gorgon                |
| man's body, bull's head      | 11. _____ creature with                      |
| 4. _____ huge predatory bird | horse's body and man's torso                 |
| 5. _____ grave robber        | 12. _____ man-made man                       |
| 6. _____ vampire             | 13. _____ creature with the body of          |
| 7. _____ many-headed snake   | a bird of prey and the head of a woman       |

### SHADOWSEARCH

G L A M O R G A N T H E P A T T E R N D  
R R E R E K A M E R L I N V I D I K I O  
E G E R A R D T A R Z A N E R I C Y E Y  
Y O R E P D A Y S H U N E R N A H E R L  
S G A R N A T H I C E I K N A A F R E E  
W A N E O W T C L S I T I U N L I O N N  
A C D L O J O P I N O R M S O I N C Y I  
N L O L K R O O L K L A S S G Z N A N A  
D A M A W S H A D O W M O O T D D I Z R  
I R D I S L I M U L R N O U H E O N A R  
R I N V E R H B N V A A M M O I R E L O  
I S A M A A N E R I N R F L O R I M E L  
A S R E N E D R A R O K R O W D S L Z E  
H A B O B B E N N E D I C T E A R T C G  
C V J C A B R A N U F U G Q U E N Y A A  
O E E H M A G E V M O R G E N S T E R N  
R B L A C K E N D A L G H E N E S H L E  
C O U R T S R O A D O N N A I L U J E L  
A O M S Y E L B L E R O B E R O N X U O  
L L E W E L L A N C E Z N D W O R K I N



Concealed in this puzzle are the names of the Amber royalty, as well as the names of some minor characters and some places. The names may be spelled forward, backward, up, down, or on the diagonal, but they will always be in a straight line. Find and circle as many names as you can — and you should keep a list of the names you find.

The minimum acceptable score is to find all 9 princes. If you find 20 to 29 names, you are an average Zelazny fan; 30 to 39 is a good score; 40 or more is excellent.

—Ken St. Andre

**SHADOWSEARCH:** The following can be found in the puzzle. Corwin, Eric, Julian, Caine, Bley, Florimel, Ransom, Benedict, Gerard, Brand, Deirdre, Fiona, Llewella, Morgensiem, Moire, Morgannthe, Martin, Vialle, Oberon, Dik, Dworkin, Rein, Carmel, Joppin, Ganelon, Lance, Greywandir, Lorraine, Star, Doyle, Clarissa, Orsic, Findo, Merlin, Borel, Roger, Zelazny, SMOA (Acronym for Secret Master of Amber), Corey, Amber, Shadow, Greenwood, Arden, Rebma (not Amber spelled backwards), Cabra, Pattern (or The Pattern), Kolvin, Tir-na-Nog'ib, Chaos, Avernus, Oisen, Garnath, Ghensh, Avalon, Black Road (2 words - close together but separate), Earth. A number of other names and words are included (such as Tarzan), but they are not part of the puzzle, and finding them does you no good.

**MONSTER MATCH:** 1) Wyvern. 2) Ore. 3) Minotaur. 4) Roc. 5) Ghoul. 6) Nostalgia. 7) Hydra. 8) Gryphon. 9) Medusa. 10) Centaur. 11) Golem. 12) Harpy.

**THE CURSE OF DRINK:** Each of the 3 drank 2% jugs of skunkberry wine, and Ugly Jake paid 8 silver pieces for his share. That makes 1 silver piece for each third of a jug, or 3 silver pieces per jug. Gordo the Terrible drank 2 2/3 jugs, so he did not drink 2 2/3 of his original 5. At 3 silver pieces per jug, that makes 7 silver pieces he should get. Ed drank 2% of his original 3, so he gave up only 1 silver piece.

**SAVE THE FELLOWSHIP:** First, the rock is placed in the basket and allowed to fall to the ground. Then, Frodo climbs in and falls gently to the (middle) earth while the rock rises to the window. Frodo stays in his basket, while Gimli climbs into the other (after first removing the rock). As Gimli falls, Frodo rises. Now Frodo tosses the rock down to Gimli who adds it to his basket. When Gandalf climbs in, his weight of 13 stone causes Gimli and the rock (total weight of 12 stone) to rise. Now, Gandalf places it in the basket down again, and Gandalf takes the weight out and climbs into the basket. He goes down and Frodo comes up. Finally, Frodo tosses down the rock one more time and uses it for his final descent.

**GEORGE & THE 4 DOORS:** (1) the sleep charm and the vampire are behind the Red door. (2) The fire-breathing dragon lives behind the White door. (3) The silver cross and the Troll are behind the Blue door. (4) The sword named Troll-Killer is behind the Green door.

Answers to the Troll Teasers





# COVER GALLERY

Almost everything in this compendium came from our long out of print magazine, *Sorcerer's Apprentice*, a great mix of gaming, fantasy and fiction, that ran for seventeen issues.

Here are all the covers, along with names of the cover artists. Some are still very active in the fantasy art field, while others have seemingly vanished in the mists of time...

SORCERER'S APPRENTICE \$2

Issue 1 / Winter '78

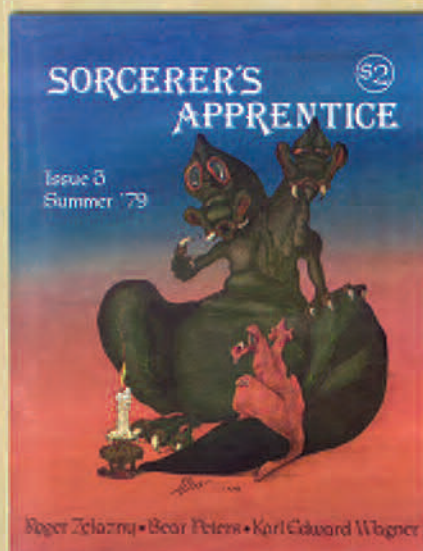


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