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# BEYOND THE SILVERED PANE



a solitaire adventure  
for Tunnels & Trolls™

designed by  
James & Steven Marciniak

TALBOT

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Produced by

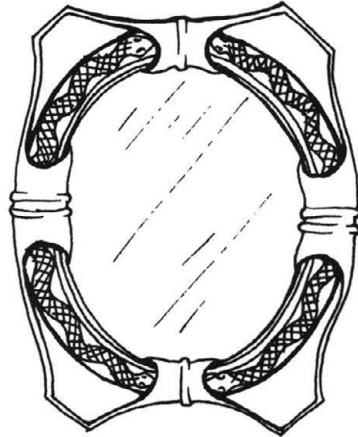


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# Beyond the Silvered Pane

A **TUNNELS  
& TROLLS** *Solo Adventure*  
™



written by  
**James and Steven Marciniak**

illustrated by  
**Liz Danforth**



## Preface

You have in your hands everything you will need to play this SOLO ADVENTURE, one of a large range of adventures which have been written using the 5th edition of the Tunnels & Trolls™ rules.

Whilst this book contains sufficient of the rules to enable you to play this adventure, these rules do not constitute the complete edition. It is necessary to purchase the rules as a separate publication should you wish to obtain them.

The 5th edition of the Tunnels & Trolls™ rules is recommended for those players who wish to design their own SOLO adventures and is necessary for those who wish to design their own group play scenarios or who wish to use any of the group scenarios published by Flying Buffalo Inc. Details of these publications are available from the U.K. Licensee.

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# INTRODUCTION

*Let's start with the ground rules. Please read only the indicated paragraphs. Tunnels & Trolls rules apply in all situations unless noted otherwise. Use of any optional rules is up to you.*

*You will find all the appropriate rules you will need to play this adventure at the back of this book. We suggest you turn to them now and return here once you have read and understood them. All trips are made alone; no parties of tourists, please. Spellcasters are limited to Oh-There-It-Is. Will-o-Wisp and combat spells. What to use as combat spells is left to your discretion, but any spell you can use may be used against you. Minimum saving rolls are always 5. You can take any of your magic weapons, charms, rings etc., down with you. However, if these powers don't fit into a situation's options, then that power won't work in that room.*

**Y**our host for this dungeon is that cheerful mercantile dwarf, Marcelanius the Fair. And fair he is, if you are fair with him. Those who try to cheat him find he swings a mean war hammer. After purchasing an old mirror (which proved to be the entrance to many separate planes of existence), he saw a chance to make some money off the current dungeon-delving craze and developed his Looking Glass Dungeon (no cracks about Alice in Wonderland).

Marcelanius looks up as you enter his Dungeon Supplies shop at Groko Square in downtown Tallymark.

"Well, well, unless I sleep with orcs, you are here to challenge my Looking Glass Dungeon, correct? Good, fine, let me explain how it works. If you have braved my friend Umslop's dungeon, you will find mine works much the same way. You can take short trips through the mirror, after which you come back here for healing, being awarded experience, and replacing equipment (which I'll be only too happy to sell you). You may leave a situation by saying 'Enough,' which lets me know you've had enough. I'll bring you back as soon as I hear that word.

"If you feel like a worldbeater, you can try to survive the Mirror Marathon. A character of little experience shouldn't try it. In this trip, you simply start with one situation and continue through all the situations without coming out to heal wounds or replace equipment. The choice is yours; just let me know which trip you want before I send you through the mirror.

"I'll end my speech with some helpful suggestions. Sometimes brains are better than brawn. You may need the means of making a fire. Remember, things aren't always what they seem. Be prepared to confront the worst of yourself. Follow me."

He takes you to a back room. The walls are hung with dark curtains, and a single torch burns to provide light. On a south wall is a mirror, a 10' x 20' slab of ominous power. Marcelanius mutters a few words and the mirror begins to glow redly.

"Step right up, don't be afraid," chuckles the dwarf. "Take a last look at yourself and step right into the mirror. Good luck!"

You see your image bathed in blood-red. Stepping forward, your leg disappears into the mirror. You're on your way . . .

*If you are taking a short trip, roll three dice and turn to the "A" paragraph of that page. Read it, and follow the directions. Make your decisions quickly.*

*If you are trying the Mirror Marathon, then go to 3A and continue through to 18A, going to the next "A" paragraph instead of going to 2D. Unless given, each situation is one game turn. Spent Constitutions or other attributes are not regained until after completion of situation 18. Strength is regained as described in the Tunnels & Trolls rules.*



**2A** You get all the experience earned during the trip, as described in the Tunnels & Trolls rules. You are also awarded 100 bonus experience points for surviving a short trip. You get 2000 bonus points if you have survived the Mirror Marathon. If you have made five trips with the same character, the time has come for you to think about trying the Marathon since the short trips are not providing much of a challenge.

You may otherwise try another short trip with this character. Roll three dice and go to that "A" paragraph, adding one to the roll if you have already been to this room. If this character has had enough, Marcelanius thanks you for your patronage, and asks you to spread the news about his dungeon.

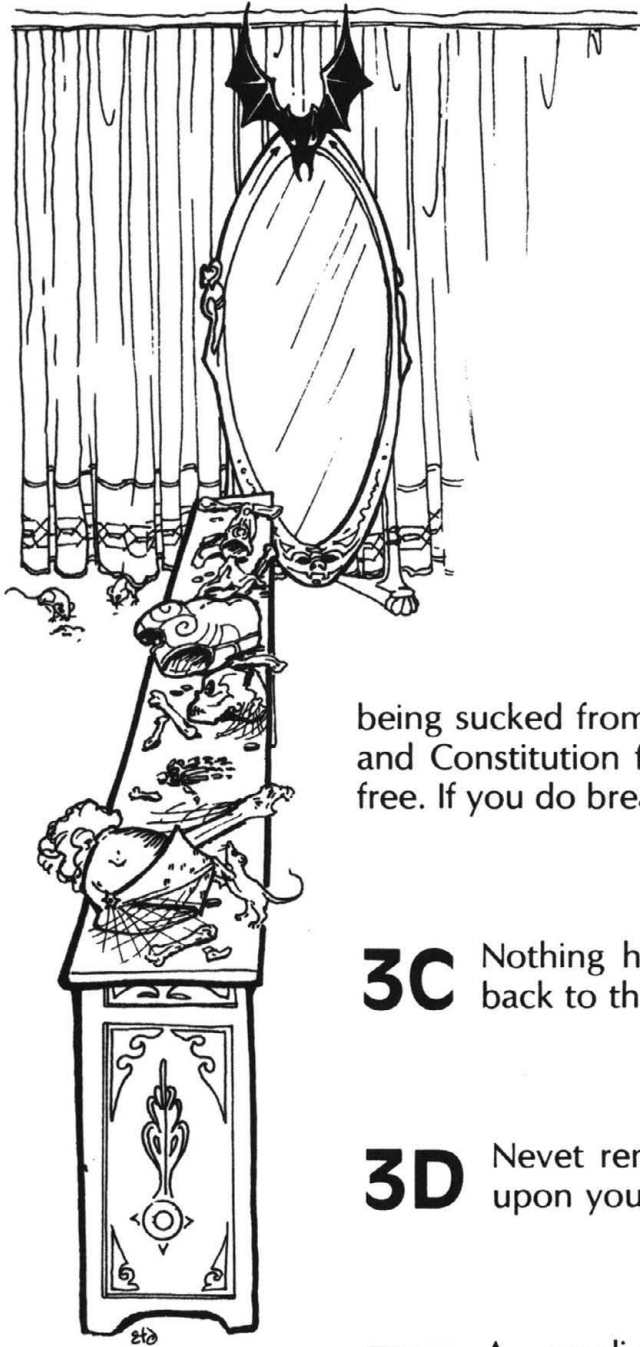
**2B** This character, while not dead, is not much fun any more. You can always roll up a new character and try again . . .

**2C** This dungeon has proved to be too much for you. The creators are pleased! Maybe your next character will have a better time of it . . .

**2D** "Great, you survived!" cries Marcelanius, as you appear in the mirror room. "Many were not so lucky. Now, there's the simple matter of ten percent of any treasure you have brought back. This amount was deemed fair at the Brotherhood of Dungeon Hosts Convention last year."

Pay the dwarf, and go to 2A.

**2E** Nothing happens. Marcelanius must be busy with a customer in the shop. You'll have to stay in this room a little while longer. Go back to the paragraph you just came from.



**3A** You step from a mirror in the southern wall into a brightly lit room. In the center of the room is a table covered with human bones and shiny objects. The walls are hung with colorful tapestries of elaborate design. You can examine the table (21D) or search the rest of the room (34B).

**3B** You feel intense pain. You have been tricked by a soul-sucker. Make a third level saving roll based on your Strength (30 - ST) to see if you can break free. If you make it, go to 33E. If not, your soul is being sucked from your body. Take 3 off both Strength and Constitution for each combat turn you can't break free. If you do break free, go to 33E. If you die, go to 2C.

**3C** Nothing happens as long as you just wait. Go back to the paragraph you just came from (18B).

**3D** Nevet remains stationary and will not advance upon you. Go back to 20B.

**3E** As you dive in, you can see that this deep pool is *really* dark. Below you is a faint glow. You may investigate this glow (go to 39C), or you can return to the surface (go to 15B).

**4A** You step out of the mirror into a large, brightly lit room. The walls are covered with gaudy tapestries. Couches and sleeping rugs are in one corner, a chest is in another corner, and a table with chairs completes the furnishings. The table is covered with half-eaten food. The smell of cheap wine reaches your nose. The room is occupied by two scruffy-looking men. One is tall (6' 4") and is picking up a light flail (3 dice + 4) from the table. The shorter one (5' 10") moves to block the only door in the room, unsheathing his claymore (6 dice) as he moves.

The tall one says, "Well, well, another visitor. We welcome visitors, don't we, Rodansk?"

Rodansk snickers. "That's right, Valkum, visitors is how we makes our living. Now give us all you owns, and go free, or we kills you and takes it anyhow. What'll it be?"

Back to the wall and defend yourself (go to 25E), or surrender and go to 6D.

**4B** You find a door. If you open it, go to 15D; if you choose to wait there, go to 5B. If you want to say "enough," go to 19C.

**4C** The dragon offers you a jewel-encrusted goblet (worth 1500 gp) to forget your quest. If you take it, say "enough" and go to 22E. If you decline the offer, go to 19D.



**4D** You find a set of plate armor on the table. You can search for the hobbit hole (go to 36D) or say "enough" and go to 22E.

**4E** You are falling through limbo. Since limbo is infinite, your character is gone. Go to 2B.



**5A** You are in a room half lit with torches which are out of your reach. The lighted half of the room is 30' square. You can see a faint green glow in the dark side of the room. The light side of the room has a door in the middle of one wall. If you want to explore the light side of the room, go to 24D. If you want to explore the dark side of the room, go to 37B. If you want to try to open the door, go to 18B.

**5B** The door opens. You are so dazzled by the bright light coming in from the other room that your Strength and Constitution drop by one-quarter for one combat turn. You are blocking the doorway, so only one centaur (MR 54) can attack you. If you kill this one, a second will attack. Fight to the death. If you die, go to 2C. If you kill them both, go to 22C.



**5C** The golden glint was from a ring shaped like a fish with its tail in its mouth. If you put the ring on your finger, go to 11B. Otherwise, go to 10E.

**5D** The vampire (MR 35) makes a try for your neck. Fight it to the death. It is immune to poison. If you die, go to 2C. If you kill it, go to 27B.

**5E** Make a second-level saving roll based on your Charisma (25 - CHR). If you make it, go to 20A. If you missed, she wants nothing whatsoever to do with you, so go to 9F.

**6A** You step from a mirror in the west wall. You are in a room with fur-covered walls. There is a chest in the corner. In the middle of the floor stands a burning brazier. In the room is a beautiful woman. Her sole clothing consists of golden chain necklaces, an armband, and a swordbelt. On the belt is a flamberge (6 dice + 1). She holds an ornate shield (3 hits) and a spear (3 dice). She looks at you warily. You may try to talk to her (12E), or you can attack her (9F), or you may try to seduce her (5E).

**6B** By the light of your torch you see the floor slopes steeply downward. Descending the slope, you reach the bottom and see . . . go to 20B.

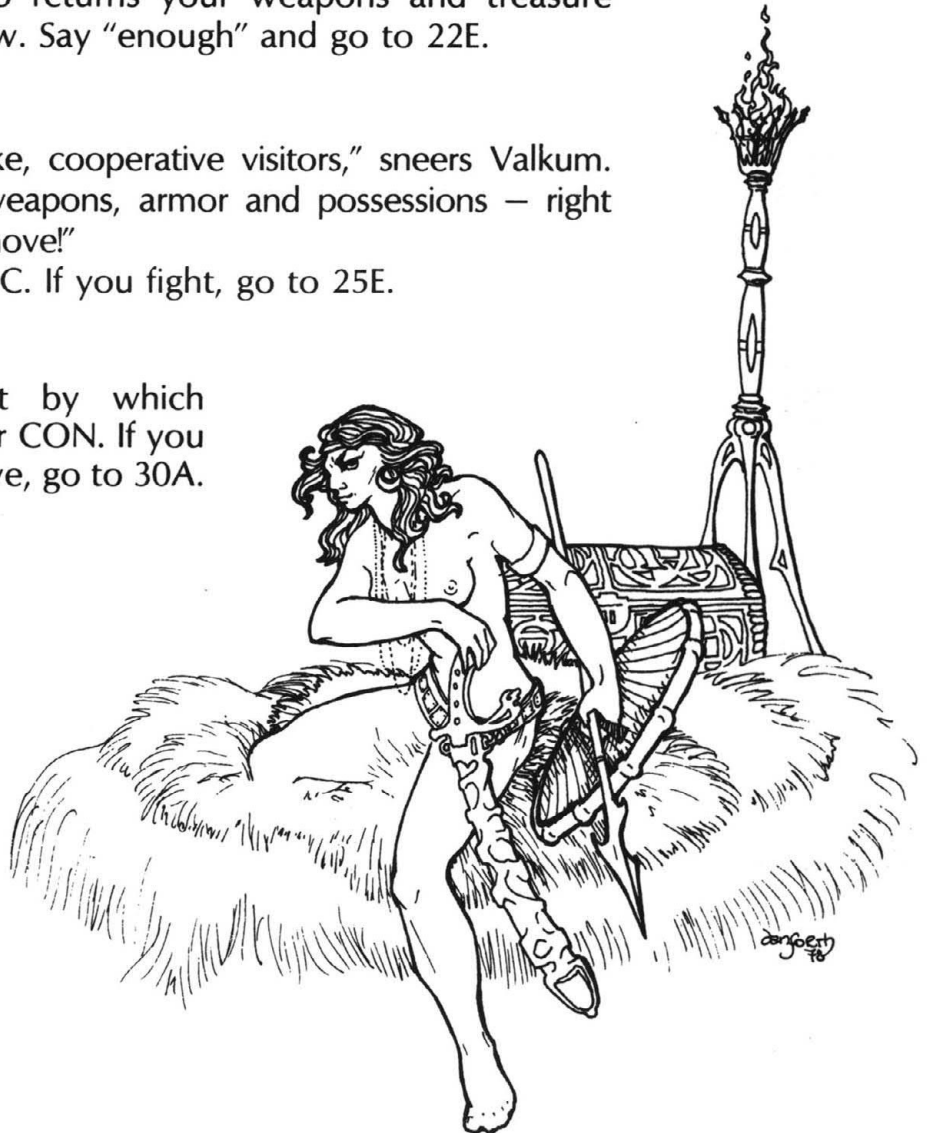
**6C** You spend a pleasant few hours talking to Lorac. Due to the great and varied knowledge of this man, you gain 1000 experience points and add three to your IQ. He also returns your weapons and treasure dropped in the room below. Say "enough" and go to 22E.

**6D** "That's what we like, cooperative visitors," sneers Valkum. "Strip of all your weapons, armor and possessions — right down to your tunic. Now move!"

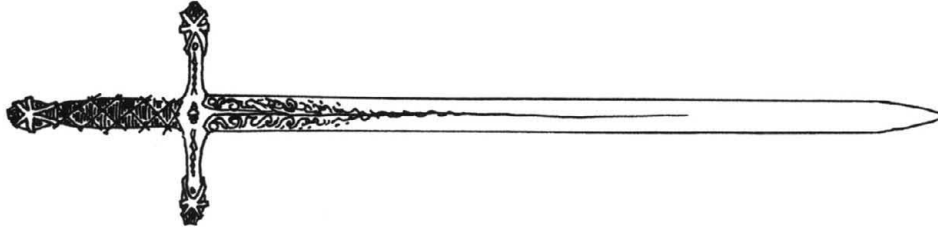
If you comply, go to 15C. If you fight, go to 25E.

**6E** Take the amount by which you missed off your CON. If you die, go to 35B. If you still live, go to 30A.

**6F** The octopus overcame his fear of your light and caught you before you reached shore. Fight to the death; it has a MR of 45. If you die, go to 2C. If you slay it, you may continue to shore (30F) or dive again and investigate the chest (go to 36F).

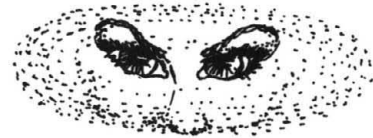


**7A** You have stepped out into the junction of the fifteen planes of the mirror. In this meeting of the existences, all things are possible. You feel as though you're falling through space. Dizzying lights swirl around you. You are overwhelmed and feel the very fiber of your body being pulled apart. You awake to find all your attributes have been raised by 7. Say "enough" and go to 22E.



**7B** You find a gold sword with a gold hilt set with three gems, in the niche which Nevet was guarding. If you take the sword, go to 11C. If you want to leave it alone, say "enough" and go to 22E.

**7C** You are in a hypnotic trance, and have an irresistible urge to kiss this woman. Do so and go to 3B.



**7D** You have managed to shake off these disgusting beasties. Make a first level saving roll based on your Dexterity (20 - DEX). If you make it, go to 31D. If you miss, go to 18E.

**7E** These dwarves have a MR of 21 each. Fight to the death. If you die, go to 2C. If they all die, you can search their bodies for treasure (go to 21B) or you can advance (go to 26D).

**7F** Your splashing in and out has attracted a young giant octopus. You are surprised to find a slimy tentacle looping around your waist. You have no hope of beating this monster in his own element and in the dark, and you are pulled into the depths. Go to 2C.

**8A** You are in a dark room. Powdery dust crunches underfoot. If you want to make a light, go to 21G. If you wish to grope around in the dark, go to 4B.



**8B** After you have splashed around for a few minutes, a slimy tentacle loops around your wrist. Your blind groping has attracted a giant octopus. Taken by surprise, you have no hope of beating this monster, and it quickly pulls you far below the water. Go to 2C.

**8C** Make a first level saving roll based on Luck (20 - LK). If you make it, or if you cast an *Oh There It Is* spell, go to 11D. Otherwise, all you get from this room is nauseous. Say "enough" and go to 22E.

**8D** You are trapped against the ceiling by the rising water, and drown. What did you expect? Go to 2C.

**8E** Lifting the trap door, you see a flight of stairs leading down. If you trust she means you no harm, descend and go to 40G. Otherwise, attack her and go to 9F.

**9A** You step out of the mirror into a large, well-lit 30' cubic room. There is one problem: you are standing on the ceiling! On the floor above you are rugs, couches, and a table with chairs. Light is provided by a fireplace, and the smoke floats down the chimney. The pictures are upside down on the walls, as is the door. The whole effect is rather nauseating. If you search the walls and ceiling, go to 8C. If you do nothing, go to 27E.

**9B** You can now search either the table (go to 4D) or you can see where the hobbits came from (go to 36D).

**9C** Your first impression was correct: the cavern is indeed almost empty. However, behind a rock you find a strange torch which gives off a faint green glow. Make a first level saving roll on your IQ (20 - IQ). If you make it, go to 35D. If you fail, go to 37C.

**9D** The bandit whips a sack of gold out from behind a tapestry, gives it to you and hustles you out of the room, locking the door behind you. You find the sack contains 450 g.p. Say "enough" and go to 22E.

**9E** No luck, go to 2E.

**9F** As you approach, she throws the spear at you (3 dice off your Constitution, allowing for your shield and armor, if any). Then she draws her sword. She gets 6 dice + 22 personal adds, and has a Constitution of 40. If you die, go to 2C. If you kill her, go to 30B.

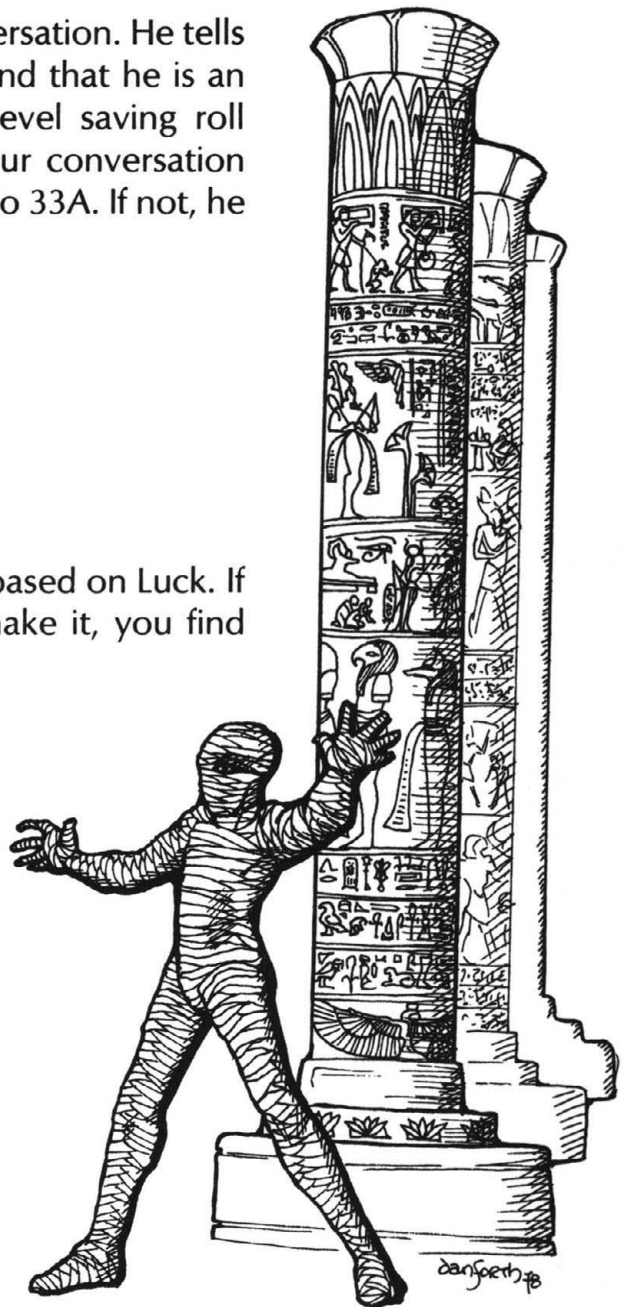
**10A** You are in an Egyptian tomb. The sarcophagus lies in the middle of the room. Artifacts are placed around the room. The walls are covered with heiroglyphs. The sarcophagus is empty. Its contents are walking towards you. If you have the means of making an open fire, go to 24A; otherwise, you are going to have to fight this mummy the hard way . . . go to 25D.

**10B** This man enjoys a good conversation. He tells you that his name is Lorac, and that he is an eighteenth-level sorcerer. Make a first-level saving roll based on your IQ (20 - IQ) to see if your conversation bores him. If you miss, you're boring; go to 33A. If not, he likes you, so go to 6C.

**10C** Go to 22E.

**10D** Make a first-level saving roll based on Luck. If you fail, go to 19E. If you make it, you find 1000 gold pieces in the chest. Make a second-level saving roll based on your Luck (25 - LK). If made, go to 28E. If you fail, say "enough" and go to 22E.

**10E** By not putting on the ring, you have lost it. Regardless of where you put it, it isn't there now. Go to 13E.





**11A** You are inside a torture chamber. Around the room are the various instruments of torture – the rack, the iron maiden, and others. There is a door in the north wall. The mirror you came through is on the south wall. Shackled to the east wall is a beautiful girl. The filthy rag she wears barely covers her body, which shows signs of torture. She sees your entrance and begs you to release her before her torturer returns. If you want to help her, go to 31B. If you want to wait, go to 15F.

**11B** This ring gives you the ability to breathe water for one hour a day, so now you are breathing easily. You can surface (12F), or you can search the chest (41F).

**11C** This sword is purely ornamental. It is worth 1950 gold pieces. Say “enough” and go to 22E.

**11D** You find a secret panel inside of which is a lever. If you pull the lever, go to 26B. If you don’t pull it, go to 29B.

**11E** You’re done with this room. Say “enough” and go to 22E.

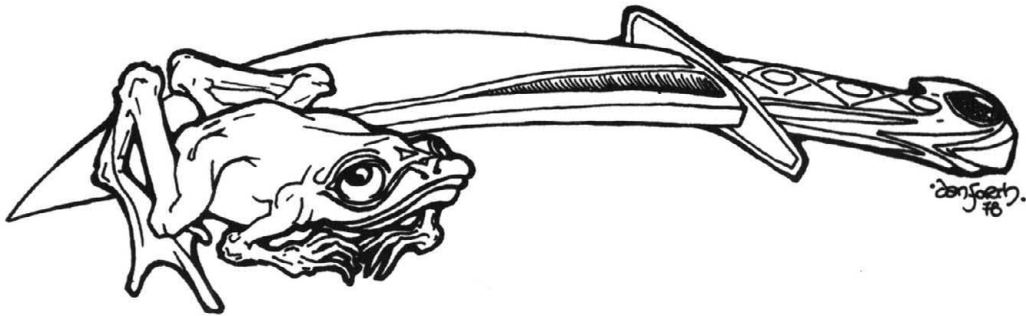
**11F** Kassamax is gone. The room is empty. You’ve been had. Say “enough” and go to 22E.

**12A** You are in a green room; in the center of this room is a green statue which appears to be a demon of some sort. It is 10' tall, has a scaled body, wings and long taloned arms and legs. One of its eyes is a huge ruby; the other socket is empty. Its one eye trains upon you and the statue speaks.

"Bring Kassamax his eye and you'll be rewarded beyond your wildest dreams."

If you agree to do it, go to 32A. If you refuse, go to 40B. Or, you can say "enough" and go to 9E.

**12B** As you turn, you see there are no squares behind you. You can go back to the paragraph you just came from, or step into the nothingness (4E), or you can wait and go to 41B.



**12C** Bad move by you. This is an eighteenth-level sorcerer. He detests your violence and turns you into a toad. Go to 2B.

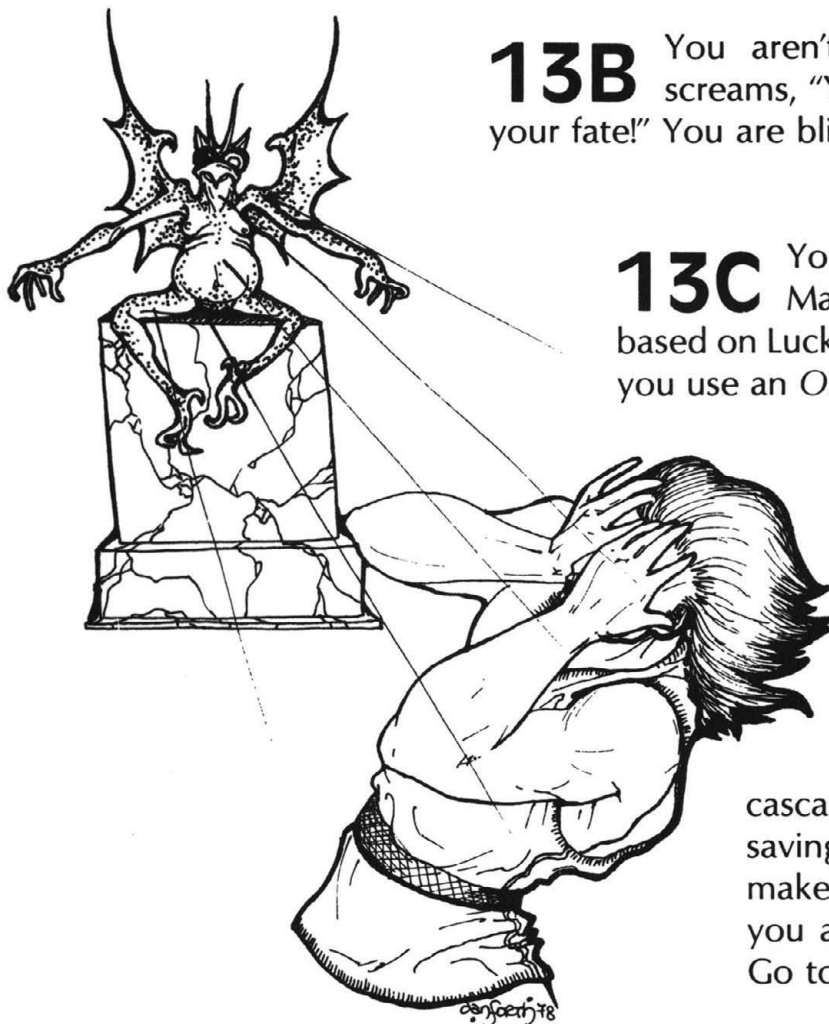
**12D** You may now either look around (7B) or say "enough" and go to 22E.

**12E** Make a first-level saving roll based on IQ (20 - IQ). If you make it, go to 21E. If you miss, you say something that insults the amazon (go to 25F).

**12F** As you swim upwards, make a first-level saving roll on your Luck (20 -LK). If you miss, go to 6F. If you make it, you reach the surface safely. Gather your belongings, say "enough" and go to 18F.



**13A** You are underwater – you will have to shuck your armor, and drop any weapon heavier than a dagger. Make a first level saving roll based on Dexterity (20 - DEX) to see if you get rid of your excess weight in time. If you do, go to 19F. If not, then go to 2C.



**13B** You aren't quick enough. Kassamax screams, "You blind me and so choose your fate!" You are blinded for life; go to 2B.

**13C** You can now search the room. Make a first-level saving roll based on Luck (20 - LK). If you make it, or if you use an *Oh There It is* spell, go to 16B. Otherwise, you find nothing. Say "enough" and go to 22E.

**13D** When you open the door, you are thrown against the far wall by a cascade of water. Make a first level saving roll on Luck (20 -LK). If you make it, go to 41D. If you miss, you are knocked out and drown. Go to 2C.

**13E** You may either search the chest and go to 20E, or return to the surface and go to 23F.

**13F** You avoided the trap by removing the hinge pins and opening the chest from the back. You find three gems (roll for them on the Jewel Generator in the T&T rulebook), and a potion which will double your Strength for one hour. Say "enough" and go to 22E.

**14A** You are in a dimly lit cavern. Before you extends a dark pool. The cavern appears empty save for the usual stalactites and stalagmites. The sound of dripping water echoes eerily around this dank place. If you wish to search the cavern, go to 9C. If you want to search the pool, go to 30C.

**14B** These two haven't had even an average-looking woman in a long time. "Let's see what's under that tunic," leers Rodansk. Comply and go to 39B, or you can fight and go to 25E.

**14C** The powder was phosphorus. A spark from your flame touched it off; you were burned to a cinder. Go to 2C.



**14D** There is a party of four goblins (MR 15 each) on the square ahead of you. They are not friendly. You can make one of three choices: attack and go to 31C; retreat and go to 12B; wait, and go to 41B.

**14E** Twenty minutes have passed, and you are five feet from the ceiling. You can either make for the light from the ceiling and go to 21A, or stay put and tread water, and go to 8D.



**15A** You step out into a room which is *completely* free of light (*Cat Eyes* won't work). You have three options. Stay where you are, and go to 17C; grope in the dark, and go to 41C; or create a light and go to 22A.

**15B** You can search the cavern (unless you have already done so) and go to 9C; dive again (go to 7F), or you can collect your belongings and say "enough" (go to 18F).

**15C** If your Charisma is 8 or less, they merely beat you senseless (your CON drops to 2) and throw you out the door. Moan "enough" when you come to, and go to 22E. If your Charisma is 9 or higher, then males go to 37A, and females go to 14B.

**15D** Make a first-level saving roll on Strength (20 - ST). If you miss it, the door does not open for you – go to 5B. If you made it, the door opens and you enter a room containing two centaurs. The room is brightly lit, and your eyes are dazzled for one combat turn (ST and DEX are reduced by  $\frac{1}{4}$  for one combat turn). The centaurs attack you as you come through the door. They have a monster rating of 54 each and fight you to the death. If you die, go to 2C. If you kill them, go to 22C.

**15E** Kassamax looks annoyed. "Your reward? Ah yes!" With a blaze of energy, the demon disappears. *You* are now a statue with ruby eyes. You shouldn't mess with a demon . . . Go to 2B.

**15F** She tells you not to waste time, that her tormenter is a sixth-level ogre who could easily kill you. If you release her now, go to 31B. If you still want to wait, go to 20D.

**16A** You are in a cold, dark, damp room. The smell of rotting flesh invades your nose. You can see absolutely nothing except a light-framed rectangle on the ceiling. You have three options: just stand there (32D), make a light (27A), or grope around in the dark (40E).

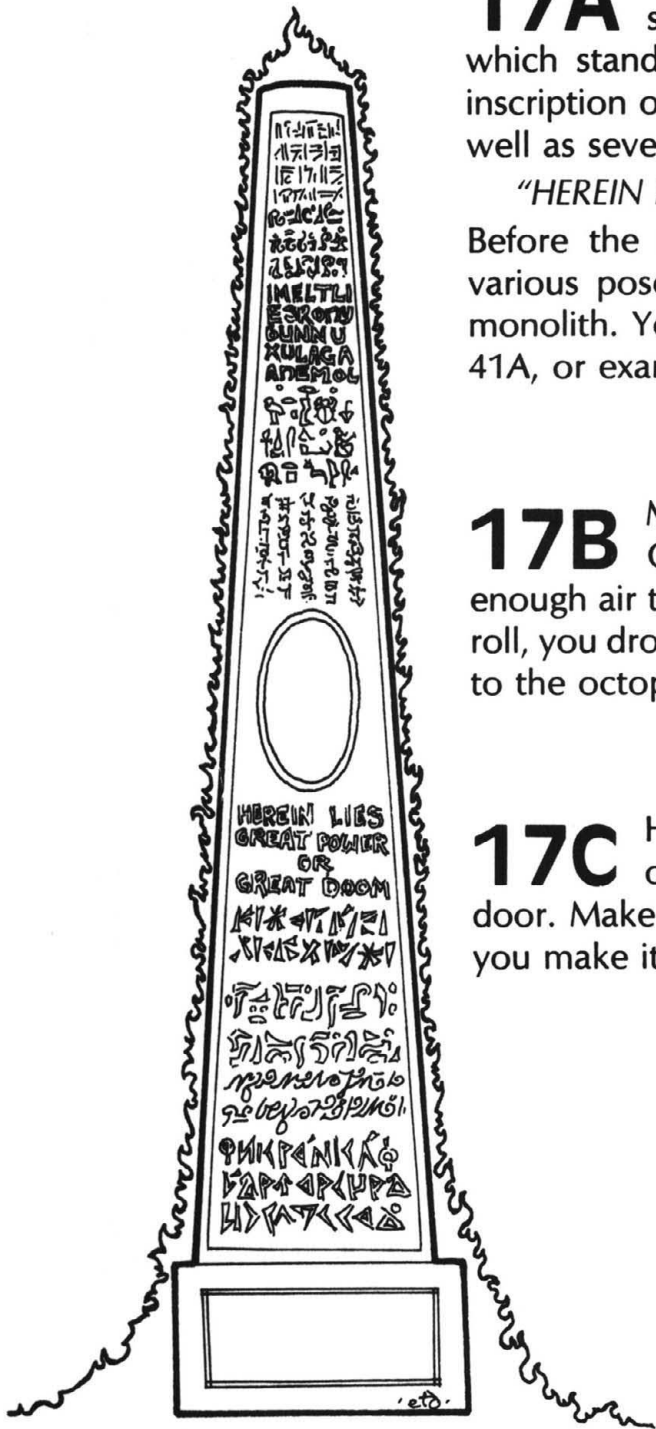
**16B** You find the catch hidden in one of the picture frames. Pulling this allows the picture to swing out from the wall. Behind the picture is a compartment containing sacks of gold (200 g.p. total). Take it and say "enough" before whatever lives in the upside-down room returns! Go to 22E.

**16C** This whole room has been a strain on your sanity. This last shock is too much. Your mind snaps and you jump off the walkway. Go to 4E.



**16D** Kassamax continues his ranting, but nothing happens. You assume he is powerless in his present condition. The only treasure in the room is his other eye. You can take out the eye (go to 35C) or say "enough" and go to 18F.

**16E** The tomb is devoid of treasure. In the ashes that were the mummy, you find a medallion worth 500 g.p., and a ring with a cat's head carved on it. This mummy was a minor priest of Bubastis and this ring gives the wearer the power to control any animal in the cat family. Say "enough" and go to 22E.



**17A** You are in a 20 foot square room. The room's source of light is a 20 foot high monolith which stands before you. Purple light comes from an inscription on the monolith. In the Common Tongue, as well as several ancient languages, is written:

*"HEREIN LIES GREAT POWER OR GREAT DOOM."*

Before the monolith stand several statues of men in various poses, each with a hand stretched out to the monolith. You can either touch the monolith and go to 41A, or examine the statues and go to 22B.

**17B** Make a second-level saving roll based on your Constitution (25 - CON) to see if you had enough air to reach the surface. If you missed the saving roll, you drown: go to 2C. If you made it, you can go back to the octopus' lair after breathing . . . go to 40A.

**17C** He who hesitates is lost. You have remained on this spot too long and triggered a trap door. Make a second-level saving roll based on Luck. If you make it, go to 36B; otherwise, go to 28C.

**17D** You see you are in a small, empty room with a door in the east wall. You came through the mirror in the west wall. A white-green powder covers the floor. You have three options: try to open the door (go to 28F); wait outside the door (go to 22F); or say "enough" and go to 19C.

**17E** The room has but one exit. The slab must be dealt with in order to leave. Either attack and go to 34A, or touch it with your hand and go to 41A.

**18A** You are standing on a five-foot square. More squares are in front of you, forming an unending line. All around you swirl changing colors. Make a first level saving roll on your Constitution (20 - CON). If you miss, an attack of vertigo causes you to slip off the square; go to 38B. If you made it, you have four options: step forward (29C), backwards (12B), to one side (4E), or just wait (41B).

**18B** Opening the door, you find a dimly lit corridor. You follow the winding passage until you come to a door. Either open the door and go to 20B, or wait outside the door and go to 3C.

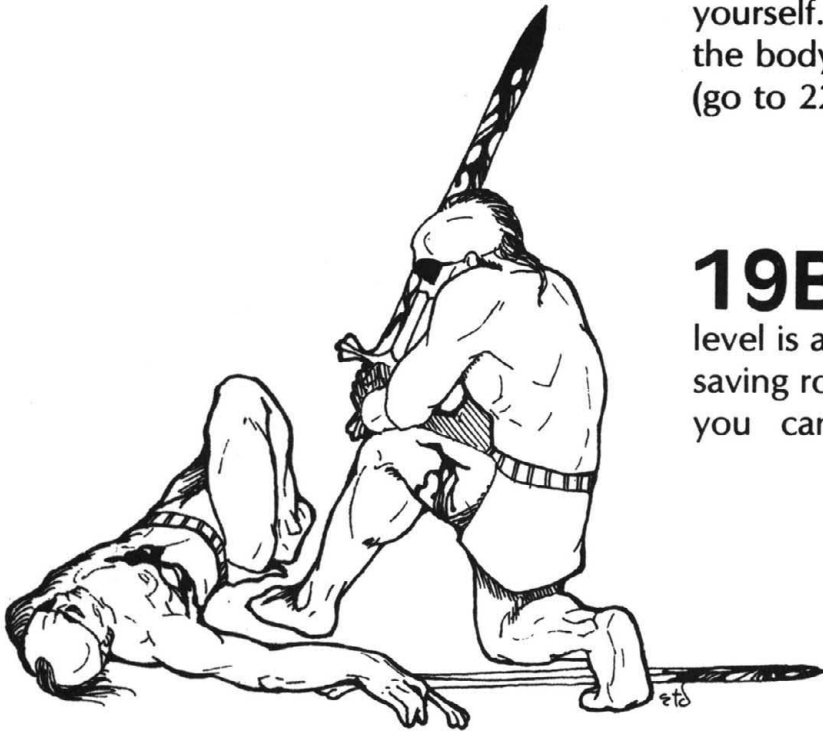
**18C** Behind the tapestries you find sacks of gold (450 g.p.). Now either say "enough" and go to 22E, or search the chest and go to 30D.

**18D** If you want to search the skeletons, go to 29E. If you wish to search the chest, go to 20E.

**18E** The hobbits each have a MR of 17. If you wish to surrender, go to 23E. If you wish to fight, then do so – if you kill them, go to 36D. If you die, go to 2C.

**18F** Breathe a sigh of relief and go to 22E.





**19A** You have beaten a most formidable opponent: yourself. Now you may either search the body (go to 38D) or say “enough” (go to 22E).

**19B** The current is too strong for you, and now the water level is at your neck. Make a first-level saving roll based on Dexterity to see if you can shuck any armor and/or weapons which weigh more than a dagger. If you do, go to 22D. If you don't, you will drown – go to 2C.

**19C** Sorry; go to 2E.

**19D** The dragon says that he holds the eye to keep the demon imprisoned, and can't let you have it. He adds a large sack of gold (1500 g.p.) as further inducement. You can either take it, say “enough” and go to 18F, or attack the dragon and go to 28A.

**19E** You failed to notice the trip wire attached to the chest. A ceiling block smashes you flat. Go to 2C.

**19F** There is a dim light above. You can now head for it (go to 20C) or follow the current and go to 24B.

**20A** She is attracted by your animal magnetism. You enjoy hours of mad, passionate love, ending only because of mutual exhaustion. Give yourself 2000 experience points for doing something few free men have done, witness the passion of an amazon. After a good night's sleep to restore your strength, you have a light breakfast and enjoy another tumble in the furs. Say "enough" and go to 22E.

**20B** Fifty feet before you is a ten-foot-long monster of the glowing green variety. It has a snakelike body, six stumpy legs, and two four-foot-long heads. You have three options: attack it (29A), talk to it (25A), or wait (3D).



**20C** Make a first-level saving roll based on Constitution (20 - CON) to see if your air lasts. If you miss, go to 2C. If you make it, you surface in a pool that is fed by a waterfall. At the pool's edge stands a beautiful girl. Either swim to her and go to 26A, or dive and go to 13A.

**20D** She looks deeply into your eyes; you can't look away. Make a first-level IQ saving roll (20 - IQ). If you made it, go to 33E. If you miss, 7C.

**20E** The octopus overcomes his fear of your light when you threaten his treasure, and attacks. It has a MR of 45, and you will have to make first-level saving rolls on CON (20 - CON) every combat turn to see if you still have air. If you miss a roll or are killed in combat, go to 2C. If you kill it, octopus ink fills the area, and you see nothing even if you have a light. Go to 40A.



**21A** You reach the door in the ceiling, open it, and climb up into a lighted room. The water stopped rising when you opened the door, and is now draining out of the room below. In the room with you is an old man dressed in a robe of royal blue. He appears to have no weapons. On his fingers are many strange rings. You sense great magical power. Either attack him and go to 12C, or talk to him and go to 10B.

**21B** Searching the dwarves will take time. If you take the time, go to 41B. If you would rather advance instead of searching, go to 26D. If you want to go back, go to 12B.

**21C** She breaks through your guard and attaches a sucker to your face. Take 3 off both ST and CON. Now, make a second level saving roll on Strength (25 - ST) to see if you can break free. If you make it, go to 23A. Each combat turn you don't break free, take 3 from your ST and CON. If either of these attributes hits zero, go to 2C.

**21D** As you start to search the table, 7 black hobbits (MR 17 each) come out from behind one of the tapestries. If you surrender, go to 23E. If you fight and kill them, go to 9B. If they kill you, go to 2C.

**21E** If you are female, make a first level saving roll on Charisma (20 - CHR). If you make it, go to 38F. If you don't make the roll, or if your character is male, go to 40F.

**21F** You clumsy oaf! You've fallen down the slope. Make a first level saving roll on Luck (20 - LK). If you made it, go to 20B. If you missed it, then you dropped whatever you were holding in your hands (weapon, treasure) and can't find it again. Go to 20B.

**21G** If your light source is an open fire, go to 14C. Otherwise, go to 17D.

**22A** You now see the room is octagonal. There are full-length mirrors on the west, northwest, and northeast walls. There is a door in the north wall. You stepped from a mirror on the south wall. The other walls are covered with murals depicting great and bloody battles. You hear a sound from the mirror on the northwest wall. Your reflection begins to speak to you.

"I am your mirror image, activated by your light. I have all your attributes and powes. I carry whatever weapons and belongings you now carry. This room was built as a tribute to the War God, and you may only leave by killing me." He then steps through the glass and attacks. Fight to the death. If you die, go to 2C. If you kill yourself, go to 19A.

**22B** Great anguish is frozen on their faces. They share another characteristic: only their bodies are sculpted but the rest of each statue is real clothing and equipment. Some are dressed as magic-users, others appear to be warriors. You may either touch the monolith and go to 41A, search for a way out by going to 17E, or say "enough" and go to 19C.

**22C** Either search the lighted room by going to 23B, or say "enough" and go to 22E.

**22D** Congratulations, you are quick enough! Go to 14E.

**22E** Marcelanius heard you. You begin to glow redly. Go to 2D.

**22F** The door opens. The other room is brightly lit, and you see two centaurs. You are blocking the doorway, so only one centaur (MR 54) can attack you. If you kill this one, the second will attack. Fight to the death. If you die, go to 2C. If you kill them both, go to 22C.





**23A** Continue fighting until either you die (2C), she dies (32B), or you sustain five or more hits during any one combat turn (21C).

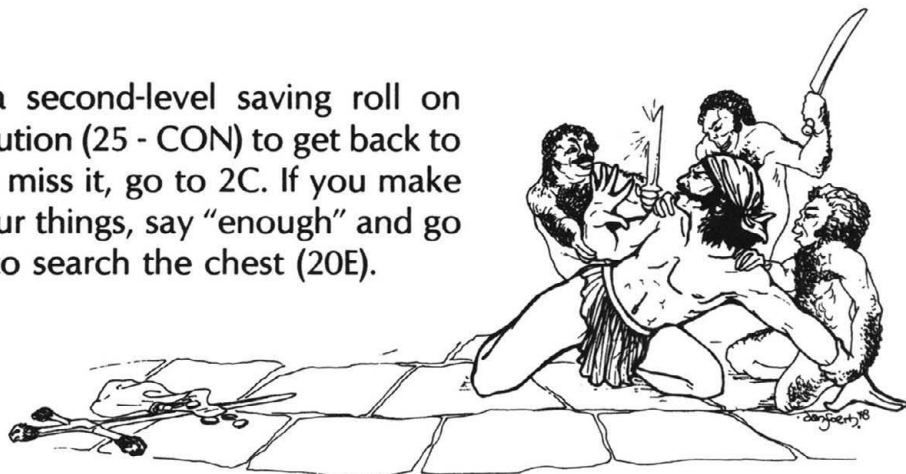
**23B** You find a chest. You can either open it and go to 10D, or say "enough" and go to 22E.

**23C** Roll one die. Subtract this number from your Constitution. If you die, go to 2D. Otherwise, go to 13C.

**23D** What! You think that you don't need air by now? You sleep with the fish. Go to 2C.

**23E** They quickly strip off your armor and weapons, and take away your treasure. Not satisfied, six hobbits grab you and force you onto the table. Make a first level saving roll on Strength (20 - ST). If you make it, go to 7D. Otherwise, you are held helpless on the table and the remaining hobbit cuts you into little pieces. Go to 2C.

**23F** Make a second-level saving roll on Constitution (25 - CON) to get back to the surface. If you miss it, go to 2C. If you make the roll, gather your things, say "enough" and go to 22E, or return to search the chest (20E).





**24A** Make a first-level saving throw based on Dexterity (20 – DEX) to see if you can make a fire in time. If you miss, go to 25D. Mummies are known for their inflammability. Once set afire, the mummy will burn up in 3 combat turns. You have to stave off his attacks for those three turns. In addition to any hits you take from his attack, you get burn damage of 4, 3, and 2 points on the three respective turns. The mummy's MR is 54. If you die, go to 2C. If you kill it, go to 16E.

**24B** Make a first level saving roll based on Constitution (20 - CON) to see if your air lasted. If missed, go to 2C. If you made it, the current gets stronger as you dive, becoming a whirlpool. You wash out over a falls which empties into a pool. At the water's edge stands a beautiful girl. You can either swim to her by going to 26A, or dive and go to 13A.

**24C** Roll two dice and subtract that number from your CON. If that kills you, go to 2C. Otherwise, go to 13C.

**24D** You find no treasure in this part of the room. Go to 5A.

**24E** You can now either find the ruby and return to the green room (go to 38A), or take three pieces of jewelry, or as much gold as you can carry and say "enough" (go to 18F). (If you choose jewelry, roll on the Treasure Generation chart in the T&T rulebook; none of the items are magical.)

**24F** Make a second-level saving roll on CON (25 - CON) to see if your air lasts. If you miss, you drown – go to 2C. If you make it, you can go back to the octopus' lair (go to 29E) or you can go to shore, gather your things, and say "enough" (go to 22E).

**25A** Nevet says his name once, then gives you a blank stare. He is not known for being especially bright. Go back to 20B.

**25B** You are in shock when the ogre attacks. Take the amount by which you missed your saving roll off your CON and fight using the Tunnels & Trolls combat rules. If you die, go to 2C. If you kill it, go to 27F.

**25C** Roll three dice and subtract that number from your Constitution. If that kills you, go to 2C. Otherwise, go to 13C.

**25D** The mummy has a MR of 53. Personal adds and non-magical weapons count at only half value (round up) when fighting a mummy that is not burning. He is immune to magic that doesn't reduce his monster rating to zero with one spell. Good luck fighting this centuries-old warrior-priest! If you die, go to 2C. If you kill him, go to 27C.

**25E** These are tough bandits. Each gets three dice plus 12 adds each, and has a CON of 20. Concentrate your attack against one bandit. They will combine and attack you together. You can surrender at any time by going to 6D. If you kill one of the bandits, go to 33D. If they kill you, go to 31F.

**25F** With an amazon warcry, she hurls her spear – you take 3 dice worth off your CON, less shield and armor. Then she attacks. She gets 6 dice + 22 adds, and has a CON of 40. If you kill her, go to 30B. If you die, go to 2C.



**26A** As you leave the pool, your knees buckle. The girl helps you to her camp. There is a pot boiling over a fire, and sleep rugs spread out. As you lay down on a rug, she offers you a steaming goblet to drink. Make a first-level saving roll on IQ (20 - IQ). If you miss the roll, you drink the goblet down . . . go to 34C. If you make it, go to 31E.



**26B** With a groan, the room rights itself. Unfortunately, you were on the ceiling, and now you take a 30' fall. Make a second-level saving roll on the average of your Luck and Dexterity (25 - LK + DEX / 2) to see if you got hurt badly. If you made the roll, go to 23C. If you missed the roll by less than 10, go to 24C. If you missed the roll by more than ten, go to 25C.

**26C** The paragraph scheduled to be put here disappeared while editing the dungeon. Since you were never directed to this paragraph, subtract 5 from all your attributes for being nosy . . .

**26D** You come face to face with an ogre (MR 66). This ogre looks familiar; as you look closer you see that it has your face. Make a second-level saving roll on your IQ (25 - IQ). If you make the roll, go to 39D. If you miss by more than 10, go to 16C. If you miss by 10 or less, go to 25B.

**26E** The rest of the pool is barren. You are running out of air. You can either return to the surface (24F) or go back to the octopus' lair (23D).

**27A** After making a light, you see that you are in a 20' square room that was constructed of finely-carved granite, but now the walls and floor are covered with lichen. The floor is cluttered with several suits of armor and weapons in various stages of rust. Two of the suits of armor contain bodies. One is just a skeleton, the other is a decomposing corpse. On one wall, you see a door. You can either explore the armor by going to 40C, or try to open the door on the wall and go to 13D.

**27B** Drive a stake through her heart, just to make sure. There are 30 doses of sleep potion in the pot for the taking. This potion has to be ingested to work. A search of her body turns up 500 g.p. in jewelry. Make a second-level saving roll based on Luck (25 - LK). If you made it, go to 41E. If you missed, say "enough" and go to 22E.

**27C** When you finally kill him, his body begins to decompose rapidly. Soon all that remains is dust and ashes. Either search the tomb by going to 16E, or say "enough" and go to 22E.



**27D** You may immediately search the octopus' lair by going to 23D, or return to the surface and go to 17B.

**27E** Nothing happens aside from an increase in your nausea. Go back to 9A.

**27F** As you strike the death-stroke, you find yourself back in the mirror room. Around your neck is a jewel-encrusted gold necklace worth 3000 g.p. Any experience gotten from combats is multiplied by ten. Go to 2D.

**28A** The dragon has a MR of 75. Fight to the death. If you die, go to 2C. If you kill it, go to 24E.

**28B** Nothing happens so long as you do nothing. Go back to 40E.

**28C** *OUCH!* You have skewered yourself by falling 30 feet and landing on a ten-foot steel spike. You die – go to 2C.

**28D** You reach the bottom of the slope. To find out what you see, go to 20B.



**28E** Under the false bottom of the chest, you find a flamberge with a black hilt and blade. This is no ordinary weapon. It has the following attributes: ST Needed 20, Dice 6 + 3 adds, Weight 100, DEX Needed 20. Any time you score a hit with this sword,  $\frac{1}{4}$  of your opponent's CON or MR is added to your Strength for one combat turn. If you try to get rid of this sword, your Strength and Constitution are dropped to ten *permanently*. If this weapon is carried but not used, it subtracts 20 from your Dexterity. Once this sword is drawn from its sheath, it must be blooded within an hour (6 turns) or it causes the wielder to attack the nearest being; if you are alone, the blade will turn on you and slay you. Say "enough" and go to 22E.

**28F** Make a first-level saving roll on your Strength (20 - ST). If you miss it, the door does not open for you. Go to 5B. If you made it, the door opens and you enter a room containing two centaurs. The room is brightly lit, but your eyes are already adjusted. The centaurs attack together as you come through the door. They each have a MR of 54, and they will fight to the death. If you die, go to 2C. If you kill them, go to 22C.



**29A** Nevet (MR 25), the guardian of the niche, has two special powers. Whenever he is struck by a metal weapon, he transmits an electrical charge to his attacker (drops ST by 3 each combat turn you are in combat). Remember that as your Strength decreases, you will be unable to handle the heavier weapons. Secondly, non-metal weapons have no effect on Nevet. They just bounce off his slimy hide. Use the T&T combat rules. If you kill him, go to 12D. If you die, go to 2C.

**29B** What have you got to lose? Pull the lever and go to 26B, or leave empty-handed and say “enough” – go to 22E.

**29C** As you step onto the square before you, the square behind you disappears. Either advance by going to 14D, or wait on this square and go to 41B.



**29D** You find passages leading off in every direction, with hundreds of doors and staircases scattered around. You are soon hopelessly lost. Marcelanius can't hear your cries of “enough” since this maze is not in any of the mirror planes. You will eventually starve to death. Go to 2C.

**29E** You see a golden glint from the skeletons. Either investigate the glint by going to 5C, or search the chest by going to 20E.

**30A** Your skin has been transmuted into an alien metal. It can take up to 12 hits. Your body weight is quadrupled, so bodies of water can be death traps for you (your Strength would have to be around 80 to be able to tread water). Your fists are four-die weapons (2 each). Count your added body weight to your total weight being carried. Your new skin needs an occasional oil bath to avoid corrosion. You may still perform all bodily functions. Say “enough” and go to 22E.

**30B** The chest is full of weapons of all kinds – take any you want. Her necklaces and armband are worth 1000 g.p. Say “enough” and go to 22E.

**30C** The pool is too dark to see more than a few feet below the surface. You can either dive into the pool (32C), or grope around underwater with your hands (8B).

**30D** Make a first level saving roll on Luck (20 - LK). If you make it, go to 13F. If you miss, you have sprung a trap when you opened the chest. You pricked your finger on a poisoned needle concealed in the lock mechanism. Go to 2C, unless you are immune to all poison. In that case, the needle stings you but does not kill. Go to 13F and ignore the first sentence.

**30E** You materialize in a treasure room. There are heaps of gold, silver, gems, and jewelry. Resting on the treasure is a large dragon. You can either try to talk to it (33B) or you can attack it (28A).

**30F** Nothing more molests you. You gather your belongings, say “enough” and go to 18F.



**31A** Nothing happens. Go to 36B.

**31B** The chains break easily. The girl falls against you, and tries to kiss you. You can either kiss her (3B) or refuse to do so (20D).

**31C** Fight to the death. As each goblin dies, it falls over the side of the square and disappears. If you die, go to 2C. Otherwise, you may advance and go to 32E, or wait where you are and go to 41B.

**31D** You were quick enough to grab one of your weapons before they attack. Go to 18E.

**31E** You are suspicious of this girl. Something tells you to be very careful. You can either drink what she offers (34C), or you can refuse (5D).

**31F** Your corpse is stripped, mutilated, and thrown out the door. Go to 2C.



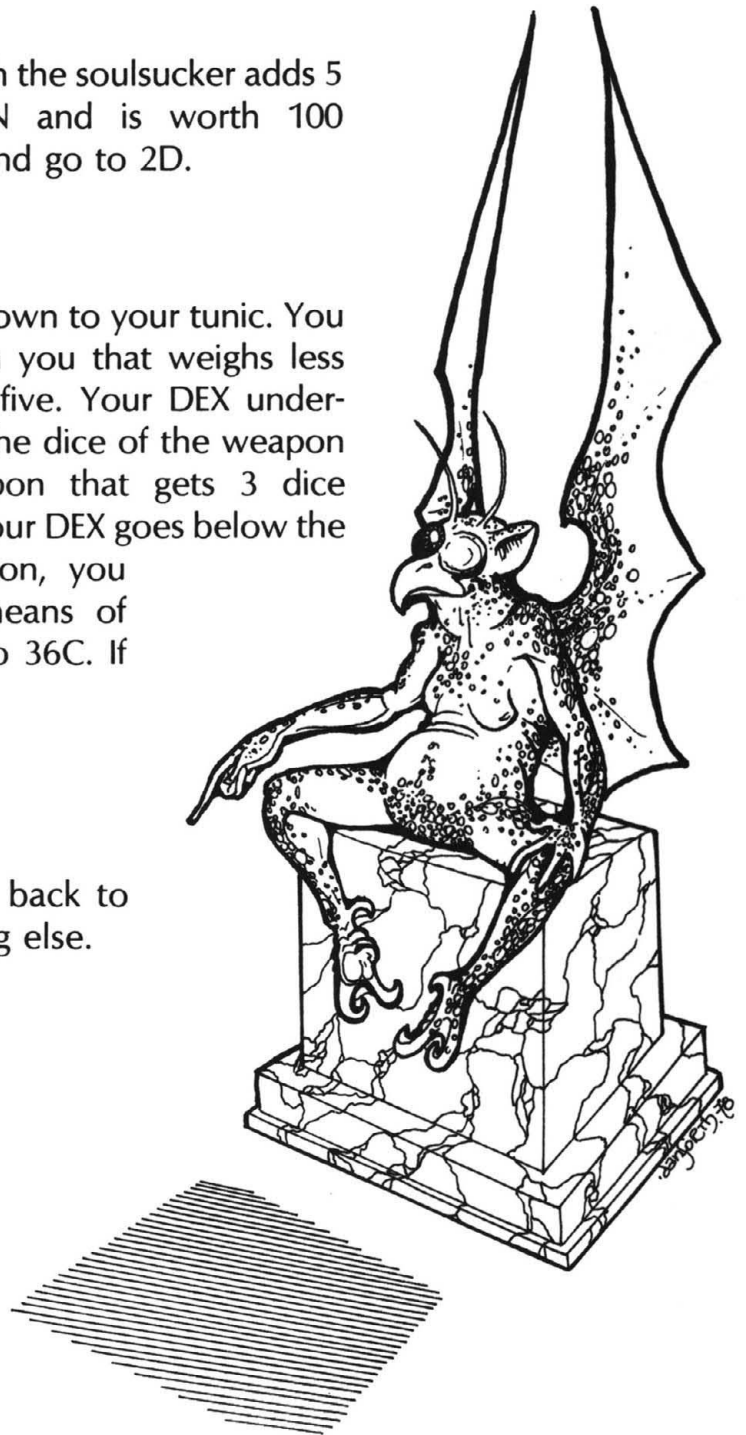
**32A** A light comes into his eye. "Excellent, now step onto the black square." As you do so, it continues, "The eye is part of a dragon's hoard. You must now go and kill this thief. When you get back my eye, you will be returned here." Make a second level saving roll on Dexterity (25 - DEX) for a chance to jump off the square. If you make it, go to 40B. If not, go to 30E.

**32B** Surviving your bout with the soulsucker adds 5 to your normal CON and is worth 100 experience points. Say "enough" and go to 2D.

**32C** You will have to strip down to your tunic. You can take anything with you that weighs less than your strength multiplied by five. Your DEX underwater is decreased by two times the dice of the weapon you use. (For example, a weapon that gets 3 dice decreases your Dexterity by 6.) If your DEX goes below the minimum needed for that weapon, you can't use it. If you have the means of making an underwater light, go to 36C. If not, go to 3E.

**32D** Nothing happens. Go back to 16A and try something else.

**32E** You come upon three dwarves, all of whom look like Marcelanius. They wave their weapons at you menacingly. Either attack them by going to 7E, wait by going to 41B, or retreat and go to 12B.



**33A** Lorac is a courteous host. He shows you to a table on which are some shields and rings. He tells you that each is special in some way, and you are to take any *one* thing.

- A tower shield . . . . . 34E
- A viking spike shield . . . . . 35E
- A figure-eight shield . . . . . 36E
- A translucent green ring . . . . . 37E
- A gold ring . . . . . 38E
- A jet black ring . . . . . 39E

**33B** If your adds are 30 or more, go to 4C. If not, make a first level saving roll on IQ (20 - IQ) to see if the dragon will talk to you. If you make it, go to 19D. If not, then you bore the dragon and it attacks you – go to 28A.



**33C** Nothing happens so long as you do nothing. Go back to the paragraph you just came from.

**33D** If your Constitution is more than ½ of its original amount (when you started this fight), then go to 38C. If not, then 36A.

**33E** The illusion of a torture chamber disappears. You are now facing an angry soulsucker (MR 53). If you take five hits in any one turn, go to 21C, or else fight to the death. If you die, go to 2C. If she dies, go to 32B.

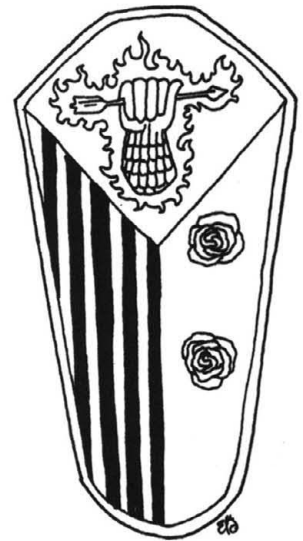
**34A** You are either very brave or very scared, to attack an ancient monolith. Your violent act brings your doom. As your weapon strikes, there is a blaze of purple light. Go to 35B.

**34B** Behind one of the tapestries you find a small door. You may either try to open the door by going to 39A, or go to the table by going to 21D.

**34C** The drink is a strong sleep potion. Make a second-level saving roll on your Constitution (25 - CON) to see if you fall asleep. If you make the roll, your Strength is halved – go to 5D. If you miss it, you will fall asleep and this beautiful vampire sucks you dry. You become a vampire. Go to 2B.

**34D** You see next to you a 10' steel spike that you just missed impaling yourself upon. You also see a ladder leading up to the trapdoor which you can now climb while holding your light. Go back to 22A.

**34E** This is a normal tower shield. It is special because of its historical value. This shield was used in the famous battle at Fire Giant Pass. You have quite a conversation piece there! Say "enough" and go to 22E.



**35A** Because you have not created a light, you fail to see the ground begin to slope steeply downward. Make a second-level Dexterity saving roll (25 - DEX) to see if you fall. If you do fall, go to 21F. If you don't, go to 28D.

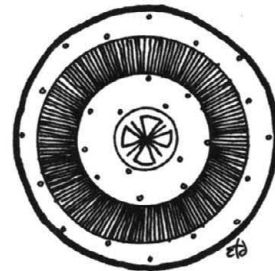
**35B** The power of the monolith overwhelmed you. You have become another of the statues of the monolith. Go to 2B.



**35C** As Kassamax swears oaths that make your skin crawl, you climb the statue and remove his eye (worth 1500 g.p.). Make a second-level saving roll on Dexterity (25 - DEX). If you miss it, go to 13B. If you make it, say "enough" and go to 22E.

**35D** You remember hearing of a substance that glows greenly in the dark and burns even when underwater. This torch is made of that substance. Go to 37C.

**35E** This shield is made of a stronger-than-steel metal. It takes five hits and weighs 427 weight units. Say "enough" and go to 22E.

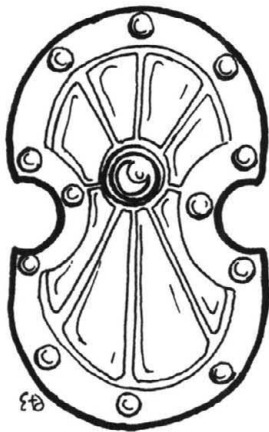


**35F** If you missed by more than ten, go to 35B. Otherwise, go to 6E.

**36A** Enraged by the death of his partner, the other bandit offers you no quarter. If you kill him, go to 40D. If you die, go to 31F.

**36B** You have landed on something soft, suffering only minor bruises. Either make a light and go to 34D, or stay where you are and go to 31A.

**36C** The light reveals an underwater ledge, below which is a young giant octopus. Your light startles it, and it retreats as you advance, staying on the edge of your light. You see it was protecting a chest and some human skeletons. Either investigate what the octopus was guarding (go to 18D) or search the rest of the pool (go to 26E).



**36D** You find a dirty hobbit hole. Hidden in a food cupboard are 247 gold pieces. Say "enough" and go to 22E.

**36E** This shield is made of a light alien metal, so it weighs only 20 pounds, but still takes 4 hits. Say "enough" and go to 22E.

**36F** You can see the chest contains a mixed variety of coins and gems. It will take you several trips to get the treasure to shore, as the chest is too rotten to take out. Use the treasure generation table in the T&T rulebook, once for gems and twice for coins to value the treasure. (Nothing here is magic.) Take what you can carry away, say "enough" and go to 22E.



**37A** These bandits are ugly – Charisma of eight. Your good looks bother them, so they decide to change them. Make a second-level saving roll on Luck (25 - LK). If you make it, you managed to dodge both Rodansk and Vålkum, and escape. Say “enough” and go to 22E.

If you missed the saving roll, they catch you and carve your face and body, reducing your Charisma to eight. Take twice the amount of your lost Charisma off your Constitution. If this kills you, go to 31F. If you still live, you are thrown out of this room with their laughter ringing in your ears. Moan “enough” and go to 22E.

**37B** As you walk towards the dark side of the room, the glow gets brighter. If you want to make a light, go to 6B. If not, go to 35A.

**37C** You can now search the pool by going to 30C, or say “enough” and go to 22E.

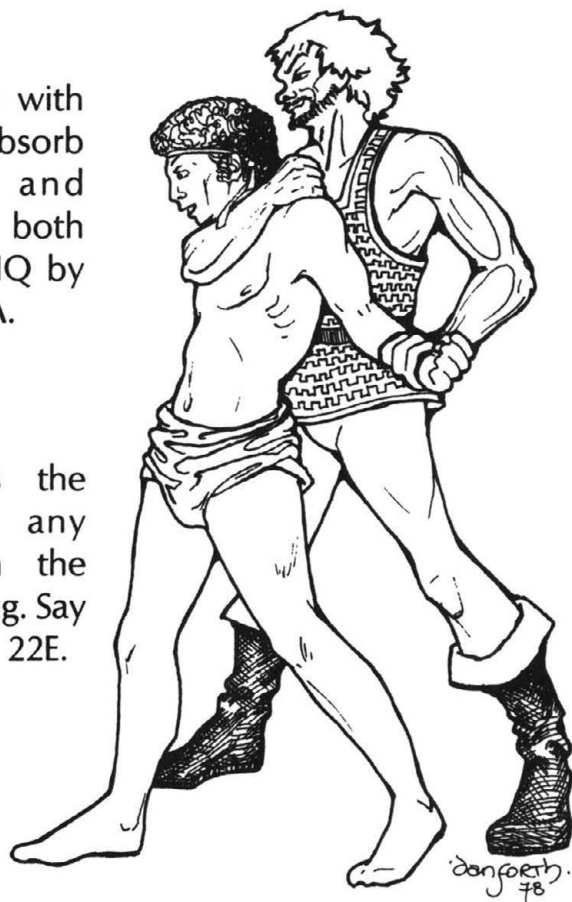


### 37D

From your contact with the monolith, you absorb both strength and knowledge. Raise both your Strength and IQ by 5 points. Go to 30A.

### 37E

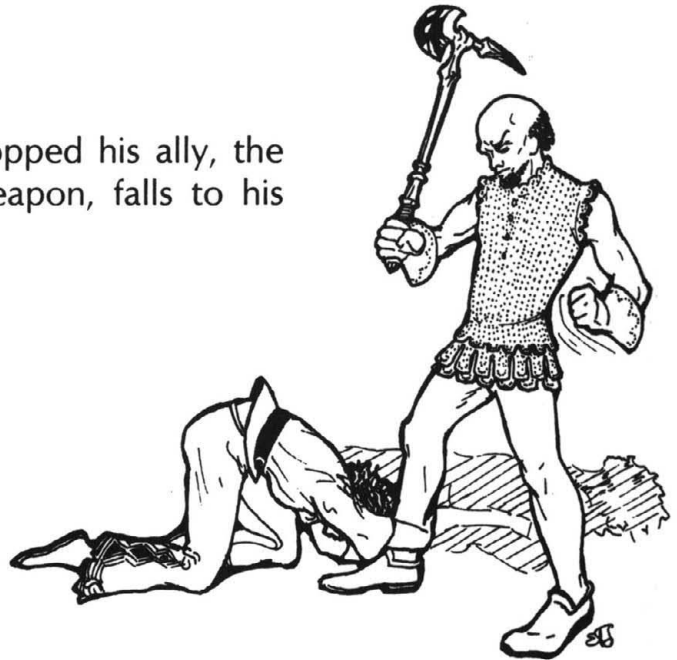
This ring doubles the effectiveness of any dagger used with the hand wearing the ring. Say “enough” and go to 22E.



**38A** Kassamax is filled with unholy joy, and tells you to put in the eye. When you do, the statue becomes animated. Laughing, the demon spreads his wings and begins to fade away. You can remind him of your reward by going to 15E, or do nothing and go to 11F.

**38B** Goodbye. Go to 4E.

**38C** Seeing how easily you dropped his ally, the other bandit drops his weapon, falls to his knees and begs you not to kill him. If you kill him, go to 40D. If you decide to spare him, go to 9D.



**38D** Very good. You have been smart enough to take the gold pouch from your dead body. Inside is the same amount of treasure you already have. Say "enough" and go to 22E.

**38E** This is a plain gold ring, worth 50 g.p. It was the only gold item on the table. Say "enough" and go to 22E.

**38F** She finds something in you to admire. She pulls off one of her necklaces and hands it to you (worth 100 g.p.). Then, from a concealed place beneath the fur hangings she brings out a dirk (2+1) in a worn sheath. She explains that it is magically balanced. When used as a thrown weapon, "pointblank" and "near" may both be treated as "pointblank" (i.e. the base saving roll to hit is first level, up to the maximum range of 10 yards). Thank her politely and say "enough". Go to 22E.

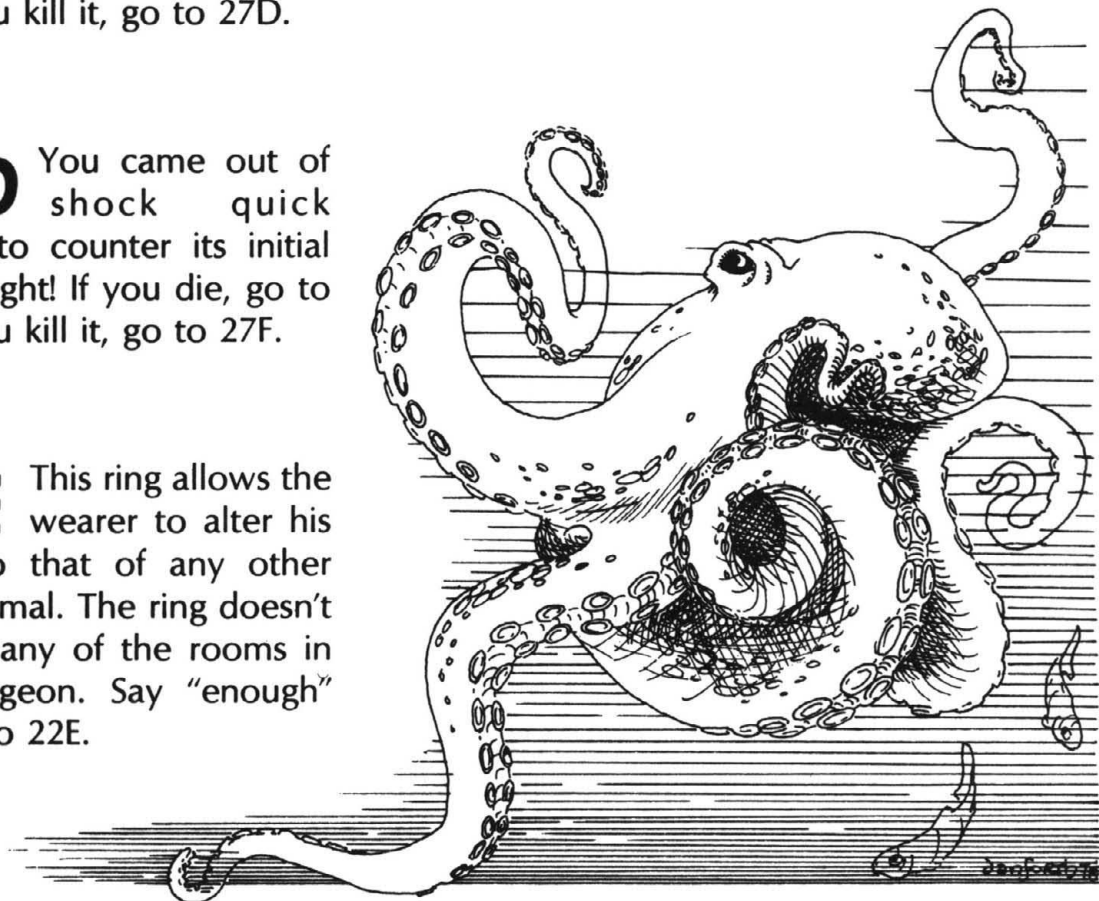
**39A** The door opens, revealing a dirty hobbit hole. Seven black hobbits are inside in the midst of their second breakfast. They scoop up their weapons and attack you. Since you surprised them, you can take your first attack right off their monster rating (MR 17 each). If you kill them, go to 36D. If you die, go to 2C.

**39B** You are forced onto the couch. When they are finished with you, they throw you out the door. Say "enough" and go to 22E.

**39C** You swim right into the arms of a young giant octopus (MR 45). Its luminous eyes caused the glow you saw. Fight it to the death, checking every combat turn to see if you still have enough air (roll first-level CON saving rolls). If you die, go to 2C. If you kill it, go to 27D.

**39D** You came out of shock quick enough to counter its initial attack. Fight! If you die, go to 2C. If you kill it, go to 27F.

**39E** This ring allows the wearer to alter his shape to that of any other living animal. The ring doesn't work in any of the rooms in this dungeon. Say "enough" and go to 22E.



**40A** You feel human bones and a chest. In the chest you feel metal discs and sharp stones. It takes several trips to get all the treasure to shore. Use the treasure generation table in the T&T rulebook once for gems and twice for coins (nothing is magical) to get a value on the treasure. Take what you can carry, say “enough” and go to 22E.

**40B** “You are risking my anger, mortal!” roars Kassamax. “Do as I ask, or die!” Agree by going to 32A, or refuse his request by going to 16D.

**40C** You find nothing of use amongst the pieces of armor. Go back to 27A.

**40D** Either search the room (go to 18C), or say “enough” (go to 18F).

**40E** You find a door. Either open it by going to 13D, or just stand there and go to 28B.

**40F** You learn that she lives here because she wishes to be left alone. She shows you a trap door in the floor and tells you to leave. Either check out the trap door (go to 8E), tell her you won’t do it (go to 25F), or say “enough” and go to 9E.

**40G** As you descend, the trap door slammed shut and locked. Stepping off the last stair, you get a queasy feeling in your stomach. The stairs behind you vanish. Go to 29D.

**41A** As you approach the monolith, you feel great power emanating from it. Your body is bathed in purple light and your hand trembles as you reach towards the forbidding object. When you touch it, great pain races through your hand, up your arms, and into your body. Your skin feels as if it is crawling and tightening at the same time. Make a second level CON saving roll (25 - CON) to see if your body can stand this torture. If you make it, go to 37D. If you miss, go to 35F.



**41B** After 20 minutes, the square you are standing on disappears. Go to 4E.

**41C** You feel along until reach a wall. It feels smooth and cold. Continuing along, you find a door. Either open it by going to 11E, or make a light and go to 22A.

**41D** The room is filling with water. You have two options. Strip down to your tunic, drop any weapon heavier than a dagger, and tread water – go to 14E. Or, you can make for the door you opened by going to 19B.

**41E** A more thorough search turns up 2000 g.p. of gems buried under the fire site. Say “enough” and go to 22E.

**41F** The octopus overcame its fear of your light and attacked you. It has a MR of 45. If you are killed in combat, go to 2C. If you kill it, octopus ink fills the area and you can see nothing at all, even though you have a light. Go to 40A.

# The Rules of the Game

If you don't have the *Tunnels & Trolls* rules, you can play *Beyond the Silvered Pan* with a pencil, some paper, a few six-sided dice and these abbreviated rules.

**Who are you?** This solitaire game lets you be a warrior in mystical, magical times — an adventurer who seeks wealth, fame, and glory in ancient citadels filled with monsters and treasure galore. The mechanical part of the game is explained below. *You* decide the name and gender of your character — your alter-ego in this game. You're no novice, so you've got advantages a beginner hasn't. Being a "rogue" means you could learn magic if anyone had taught you, but so far, you never have.

Name: \_\_\_\_\_, a 2nd level human rogue.

- ST: 21      STRENGTH: the ability to move things around, physical prowess — you're above average.
- IQ: 17      INTELLIGENCE: how smart you are — not bad!
- LK: 18      LUCK: a measure of how chance and circumstance work for or against you — you're a lucky person.
- CON: 22      CONSTITUTION: general health, and how much damage you can take in combat — you're hardy!
- DEX: 18      DEXTERITY: how nimble, agile, and manually dexterous you are — you're pretty good for a human being!
- CHR: 16      CHARISMA: how appealing and good-looking you are — above average.

Adventuring is full of danger, and you already have weapons, armor, and supplies. You have a *heavy broadsword* (weight 50), a *tower shield* (weight 550), and a complete suit of leather armor (weight 200). On a previous adventure you found your prized possession: a magic dagger (weight 25) that casts a faint light when you say *Glow!* (the glow fades quickly) — and the one time you thought you lost it, you found it in its sheath again an hour later! (Assume you have it at the start of every trip.) You have a backpack with food and water, some torches, and flint and steel to light them if you need a fire (total weight 40). Finally, you have 50 gold coins left from previous adventures — enough for a while.

All this stuff weighs something, as noted: a total of 915 *weight units* (any 1 coin weighs 1 weight unit). You can carry 2100 weight units at full load (100 times your Strength). Keep track of this while you play: if you spend coins or lose items, the amount of weight you're carrying will decrease accordingly. If you buy or find something, add the weight noted. (If you find something with weight noted in *pounds*, multiply the number of pounds times 10 to get its weight in "weight units.")

**Combat:** You'll probably get into a fight when adventuring. But how good a fighter are you? The attributes listed above tell you. The ones important in

fighting are ST, LK, and DEX (strength, luck, and dexterity). If you are better than average in any of those attributes, you're a better fighter — you hit harder, control your weapon better, or are just more apt to get a lucky shot. Since "average" is between 9 and 12, for each point above 12 in your ST, LK or DEX, you get 1 point added to your "Personal Adds."

You have 21 personal adds.

You get 9 points from ST, 6 from LK, and 6 from DEX. In adventuring, those attributes *may change*. If those attributes go up, your personal adds go up. If those attributes go *below* 9, you must subtract 1 point from your personal adds for each point any one of the three attributes is less than 9.

Every weapon gets a certain number of dice to represent the amount of damage it can do. That plus your personal adds reflects how well you fight.

When you get into combat, pick the weapon you want to use: the sword gets 5 dice, and the magic dagger gets 2 dice plus 5 extra "adds." You can only use one at a time if you're carrying your shield, and generally the sword will be your first choice (unless you need your dagger's glow).

When you enter combat, start by rolling the dice for your weapon. (*5 dice for the sword or 2 for the dagger.*) Add the pips showing. (*Let's say you get 18 for the sword.*) Add the weapon's extra adds, if any (*the dagger gets +5; the sword, 0.*) Add all that to your personal adds. (*You have 23 personal adds, so your total would be 41.*) That result is your *hit point total*, and it represents your part in a single round of fighting.

Your opponents will fight back, of course. Some fight the way you do, with weapons and adds. However, most monsters have a *Monster Rating (MR)*. This number reflects how well the monster fights. When you're told a monster's MR, check this chart to see how many dice it gets:

Monster Rating	Number of Dice
1 – 9	1
10 – 19	2
20 – 29	3
30 – 39	4
etc.	etc.

An easy way to find out how many dice a monster gets is to divide the Monster Rating by 10 (discarding any remainder), and add 1.

Monsters also get "adds" like your personal adds: that number is *one-half* its Monster Rating, rounded up. When a monster fights, you roll the number of dice indicated on the chart. Add up the spots showing, then add the monster's adds. The result is the monster's *hit point total*. If your foe fights the way you do, roll dice for his weapon and add the weapon and personal adds noted to get your enemy's *hit point total*.

After you get your hit point total, and your foe's hit point total, compare the two numbers. The side that had

the higher number hurt the side that had the lower number. The difference between the two numbers indicates how badly the loser was hurt.

Follow this chart to conduct simple combat:

- Pick your weapon. \_\_\_\_\_
  - Roll the dice indicated, adding the pips: \_\_\_\_\_
  - Add weapon adds, if any: \_\_\_\_\_
  - Add your personal adds: \_\_\_\_\_
- This is your hit point total: \_\_\_\_\_
- Does your foe have a Monster Rating or weapons? \_\_\_\_\_
  - Roll the dice for its MR or weapon, and total: \_\_\_\_\_
  - Add foe's weapon adds, if any: \_\_\_\_\_
  - Add half its current MR or its personal adds: \_\_\_\_\_
- This is the monster's hit point total: \_\_\_\_\_
- Subtract the smaller hit point total from the larger hit point total. The result is the possible damage.
  - If you had the larger number, then:
    - Subtract the damage from your foe's MR or CON.
    - If the result is 0 or below, the monster is dead.
    - If not, use the result as the new MR or CON and continue fighting.
  - If the monster had the larger number, then:
    - Subtract 6 points from the damage for your leather armor and 6 points for your shield (they protect you every turn as long as you have them).
    - Subtract any remaining damage from your CON number. That's an actual wound; you're bleeding.
    - If your CON drops to 0 or below, you're dead. Sorry!
    - If you aren't dead, fight again or run away!

**Saving Rolls:** When the text of the game instructs you to "make a saving roll," use 2 dice to check your abilities against the hand of fate. The text will tell you on what attribute to make the roll, and at what level to make the roll. Then follow this chart:

- Note what number currently represents that attribute on which the roll is to be made.
  - Subtract the attribute number from 20 (for Level 1 roll), from 25 (Level 2 roll), or from 30 (Level 3 roll).
  - If the result is less than 5, make it equal to 5.
- This is your *number to roll*.
- Roll 2 dice.
  - If there are *no doubles*, just add the pips.
    - If the result of the dice roll is equal to or greater than your *number to roll* (from above), then you *made the saving roll*. If not, you missed the roll.
  - If the result is *doubles* (any pair from two 1's to two 6's), add the pips, pick up the dice, and roll again. Keep rolling and adding as long as you roll doubles consecutively. When you throw the dice and do NOT get doubles, make a grand total for the dice throws.
    - If the grand total is equal to or greater than the *number to roll* you found above, then you *made the saving roll*. If not, then you missed it.

The text will tell you what to do if you make or miss a particular saving roll, but generally it's a lot better to make it than to miss!

**Experience Points:** To find out how well you're doing in the game, see how many experience points you can collect (as a Level 2 rogue, you already have 1000 points). You get experience points (e.p.'s) any time something important happens: 1) any time you kill a foe, you get e.p.'s equal to its Monster Rating or its CON; 2) if you *miss or make* any saving roll, you get e.p.'s equal to the number you rolled on the dice multiplied times its level number; 3) anywhere else the text tells you. Keep a running total. When you get more than 3000 points, you should read the *Tunnels & Trolls* rulebook to find out what happens (*hint: it's good!*).

**Final notes:** You're not good with thrown weapons, so don't worry about them. If you find a weapon you can't use right now, Marcelianus will store it/them for you as long as you're adventuring here – you may be able to use it/them later. One hour has 6 turns ("regular" turns); one regular turn has 5 "combat" turns. If this is important, it will be noted in the text; take your actions accordingly. Plate armor takes 14 hits.

**You're ready to play!** Read the Introduction to the solitaire for additional information.

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### A Short Table to Randomly Generate Treasure

If you are told to roll for a treasure, roll 2 dice.

If you roll 2 or 12: you find a *jewel*.

If you roll 3 – 11: you find *coins*.

If you were told you found *jewelry*, you may go directly to the jewel generation section and roll for 4 jewels.

- If you find coins, roll 3 dice. If the result is *even*, you found silver coins; if it is *odd*, you found gold coins. Multiply the number you rolled times 10 to find *how many* coins. Ten silver coins equal the value of 1 gold.
- If you found a jewel, roll 1 die to find out how big it is:
  - 1 or 2: small (5x base value, 1 weight unit)
  - 3 or 4: average (10x base value, 2 weight units)
  - 5 or 6: large (20x base value, 4 weight units)
- To find out what kind of gem it is, roll 2 dice:
  - 2: Emerald (base value 18 gold pieces)
  - 3: Sapphire (base value 16 gold pieces)
  - 4: Pearl (base value 14 gold pieces)
  - 5: Topaz (base value 5 gold pieces)
  - 6: Aquamarine (base value 11 gold pieces)
  - 7: Amethyst (base value 6 gold pieces)
  - 8: Opal (base value 8 gold pieces)
  - 9: Garnet (base value 4 gold pieces)
  - 10: Jade (base value 12 gold pieces)
  - 11: Ruby (base value 15 gold pieces)
  - 12: Diamond (base value 17 gold pieces)

Multiply the gem's base value by its size multiplier to get the jewel's value, the number of gold pieces it is worth.

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### YOU'VE BEEN PLAYING TUNNELS & TROLLS

*Tunnels & Trolls* is one of the oldest fantasy role playing games. A complete line of solitaire games like this one is available from Chris Harvey, P.O. Box 100, Bath Street, Walsall, W. Midlands. The complete *Tunnels & Trolls* rules are also available – you can create your own character to play in this solitaire and you can learn to play T&T with a group of your friends.

# BEYOND THE SILVERED PANE

Step through the Magical Mirror of Marcelanius the Fair, dwarvish merchant of Talleymark! You will step into a series of strange adventures, where a one-eyed statue demands the return of his other eye... a pair of unscrupulous vagabonds would steal all your treasure... a bizarre and misshapen creature grunts its name, but will say nothing more... and a towering fiery monolith offers great power – or an even greater doom! If you are the hero you think you are, you can face them all in the Mirror Marathon, solving each situation in sequence. Will you reach the end, or cry "Enough!?" Only you can learn the truth when you step beyond the silvered pane...

*BEYOND THE SILVERED PANE is a solitaire adventure suitable for individual characters of any type or kindred, with up to 70 combat adds. Spell-casters will find their options very limited, but some magic can be used to good effect. Recommended for 1st to 4th level characters.*

**BEYOND THE SILVERED PANE is Solitaire Adventure #8 designed for use with the Tunnels & Trolls™ rules system. You will need the Tunnels & Trolls rules to play this game.**

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