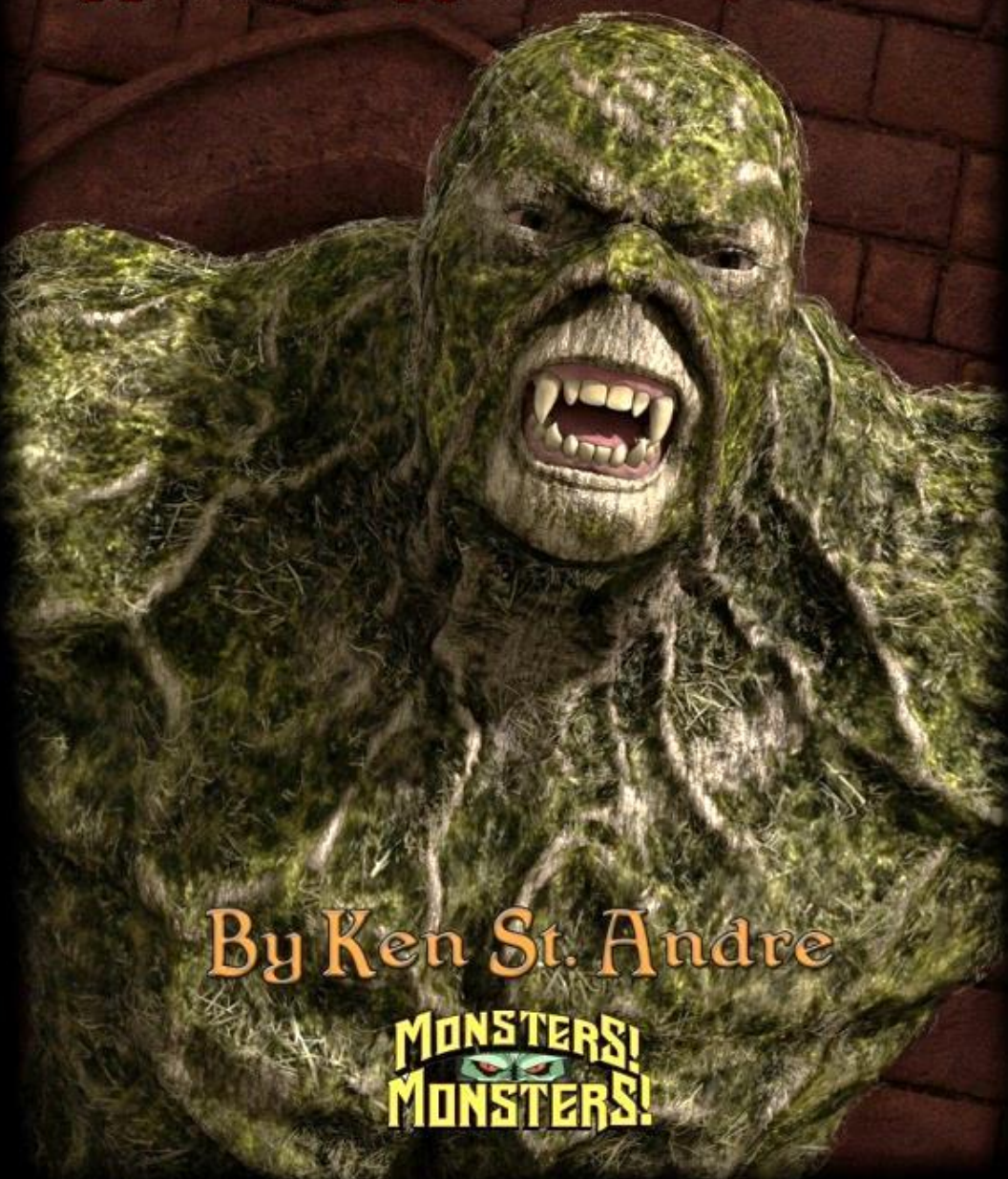


Monster Maze of Zorr

Deadly Combat:

MONSTERS! MONSTERS! Version



By Ken St. Andre

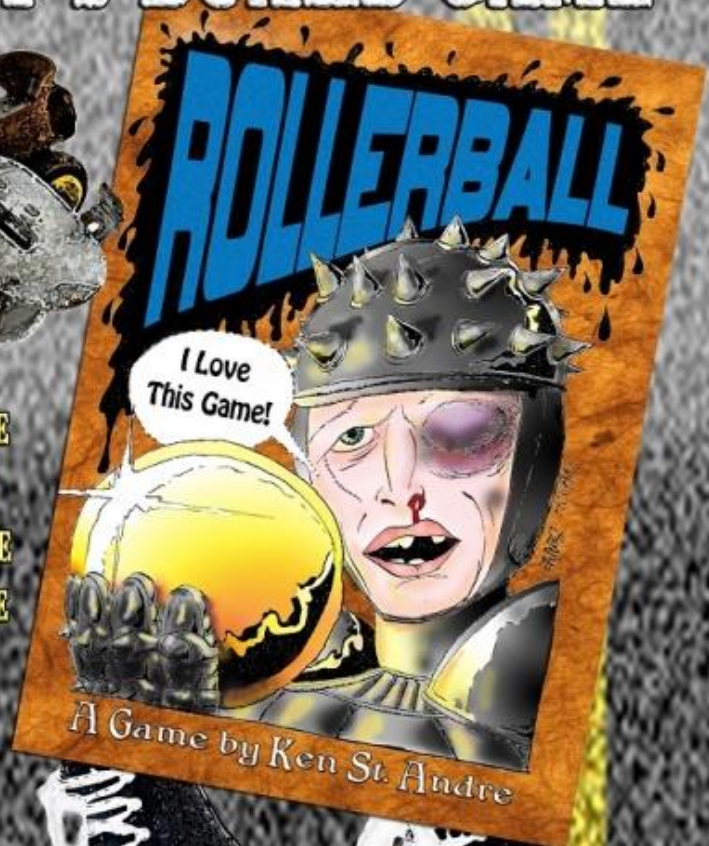
MONSTERS!

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Graphic Renderings by Robin Stacey

Edited by David A. Ullery

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An Alternate Combat Method for TUNNELS AND TROLLS or MONSTERS! MONSTERS!

by Ken St. Andre

Players: Read this twice, maybe 3 times. It's a little tricky, but it's intuitive and I think you will figure it out.

It has often been suggested that we use Saving Rolls for combat instead of rolling all the dice and comparing totals. Actually, Saving Rolls have been used in combat since the beginning, but only for accomplishing specific feats, such as dodging an attack, or running away. One can make the story of the game considerably more interesting if Saving Rolls are added into the combat mix.

The problem of using Saving Rolls as the entire combat mechanism is a bit more difficult. What do the players and GM make their Saving Rolls against? Which attribute or Talent do they use? When we use the Monster Rating system to tell how dangerous the monsters are, they don't even have attributes. The

Saving Roll system doesn't work very well with Monster Ratings.

But I have been thinking about it, and it involves adding a new attribute called **Combat Essence (ESS)**. **Essence** is a derived attribute, and for player characters Essence is defined as the current average of the character's 8 primary attributes. Add **Strength, Constitution, Dexterity, Speed, Intelligence, Luck, Wizardry, and Charisma** and then divide by 8. This number is **Essence** and it is used exclusively for Saving Rolls in combat. For example, Fang, Daughter of Terror, has an **Essence** rating of 11.25. That would round down to 11. Fang really isn't a very good fighter. For things with Monster Ratings, Essence would equal $MR/2$. The same would be true for npcs with Human Ratings in the MONSTERS! MONSTERS! 2d edition rules. Essence equals $HR/2$.

Essence is a composite number that represents everything a character could bring to a battle: intelligence, training, health, skill, luck, speed. Test them all at once for each combat round.

When it is time to fight, each character would simply make a Saving Roll using their Essence Rating as determined by the number or difficulty of each opponent. See the following chart:

Number of Foes	Essence Rating	Saving Roll Required
1	1-20	1
2	21-40	2
3	41-60	3
4	61-80	4
5	81-100	5

...and so forth.

The chart works by multiplication. Multiply the number of foes times the Saving Roll required for different essence ratings to find the level of the Saving Roll needed for each round of combat. One foe with an essence rating of 35 would require a L2SR for each round of combat. (1 x 2). Most of the time combat should be one on one. Remember that all Saving Rolls in this new combat system are made with the new computed attribute Combat Essence (ESS).

NPC characters/monsters that are fully statted would have Essence scores just like player characters.

Characters that only have Monster Ratings would need to calculate an Essence Rating before combat started. For example, a troll with a Monster Rating of 100 would have an ESS rating of 50. If that troll was

fighting 3 player characters with a combined essence of 90, it would have to make a L15 Saving Roll to damage them all on the same turn. (3 x 5). The target for level 15 is 90. The troll would have to roll 40 on 2 dice (DARO) to hurt them all. However, that troll could just attack 1 of the 3. Let's say it attacked the strongest one who had an Essence rating of 40. Then it would only need a L2SR (Target 25--an automatic success for something/someone with a combat essence of 50 unless it rolled a fumble). For any of them to hit the troll with its essence rating of 50 and damage it would require a L3 Saving Roll (1 x 3).

Damage would only be rolled if the attack Saving Roll was made successfully. Damage depends on weapon dice plus combat adds just as it normally would, except that no totals are compared and subtracted. If you do damage, you do major damage--the whole thing. You do not need to roll for spite in a case like this.

Alternately, you may specify at the beginning of combat that you only want to do stun damage. Stun damage is computed exactly the same way as Kill damage, but it never kills the target. If enough damage is done to bring the target's CON to zero or less, the number of negative points below zero is how many combat turns (assumed to be 2 minutes each) that the victim will be unconscious and helpless. Unconscious characters recover CON points at a rate of 1 point for

every 2 minutes of game time. Characters taking stun damage may be severely damaged, but they don't die.

If combat is unopposed as in the example of 3 to 1 against a troll, every player character would still have to roll against the troll's essence rating of 50 in order to hit it, but they would be using their own essences in the fight. So let us say the 2nd strongest character had an essence of 30, and the weakest character had an essence of 20. Character number 2 has a target number of 30, and it already has a combat essence of 30, so it hits on anything that is not a fumble, and does

full damage to the troll's Monster Rating. Let's say

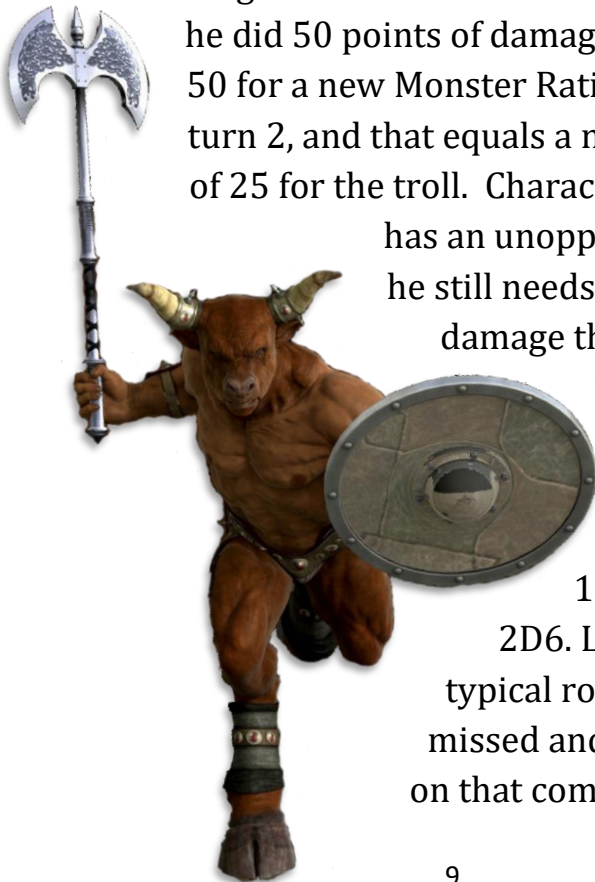
he did 50 points of damage. $100 - 50 = 50$ for a new Monster Rating on combat turn 2, and that equals a new essence rating of 25 for the troll. Character number 3 also

has an unopposed attack, but he still needs a L3SR to hit and damage the troll. The target is 30 for level 3.

His combat essence is 20.

He needs to roll a 10 or better on

2D6. Let's say he has a typical roll of 7 (6, 1). He missed and does no damage on that combat turn.



But what happens after the Saving Rolls have been made (or missed)? Misses are easy. That character does no damage. What happens when the Saving Roll is made? Weapon damage would then be calculated, and the target must take damage. In a two person fight, if Fang makes her combat Saving Roll and Gringrin the Goblin misses his, then Fang does full damage. And vice versa. But if they both make the Saving Roll, things get tricky. How is damage allocated? It could be gruesome but they both take the full damage that the other dishes out? Wicked! Lots of casualties that way. Of course, armor would still take damage and help protect in such situations.

Going back to the example of the troll fighting 3 characters--it chose to fight only one, the toughest one. It easily made the L2SR to hit. It hit that tough guy for $11D6 + 50$. That would probably kill the tough guy. Yikes! In normal T & T combat three fairly tough characters have a good chance to beat a troll with a Monster Rating of 100 and suffer only spite damage. Not any more. Oh my! Combat just got real dangerous.

But how about big melee combats? Ouch! How would the Saving Rolls even be calculated? Could the Game Master manage 20 different Saving Rolls for each round of combat? Does he break it down to one on one fights? Or maybe two or three to one. Typical situation: 8 bandersnatchi vs. 5 midlevel characters. The bandersnatchi have Monster Ratings of 60 each. Each

bandersnatch would have an Essence Rating of 30, requiring only a L2 Saving Roll to hit. But if characters faced 2 bandersnatchi at once, the total would be 60 and that would require a L3 Saving Roll from the pc in order to do damage to both. The characters' Essence average only about 30 each. That's a piece of cake--only fumbles keep them from hitting. On the other hand, both of the monsters only need L2 Saving Rolls to hit--automatic for them unless they fumble their Saving Rolls. Ouch indeed!

I don't think most players would ever switch to this style of combat. It would actually be slower to execute than the original style. On the other hand, for small melee situations, it could be a blast. I'm going to redo some of my earlier solos using this style of combat and the MONSTERS! MONSTERS! 2d edition rules. Bwa ha ha ha ha ha haaaaaaaaa!

End

IMPORTANT NOTE: The combat in these fights can be fairly complicated. Be sure to read the whole paragraph without taking any action first. For example, the text may tell you to do 3 combat rounds at the beginning of the paragraph, but it may also say if either fighter's CON goes to zero or less, then go to some other paragraph. Those instructions clearly take precedence over doing 3 combat rounds. Be sure you

understand the whole situation before you start rolling dice and making Saving Rolls.

Talent Saving Rolls. This solo may allow you to use a Talent to improve your chances of making a Saving Roll. Most Talents have a value of 3, but may have any value depending on how you developed your character. To make a Talent Saving Roll, simply add the Talent value to the attribute that you are using to get a modified attribute as the base of your Saving Roll attempt.

Player Character Survivability

Since Deadly Combat is so likely to kill our players very quickly, let's do something to improve their chances of surviving in the solo game. In face to face play, the smart players would be trying stunts to avoid taking damage, so let's assume that also happens in solo play.

Stunting Rule: If a player character is about to take damage in combat, they can stunt out of it by making a Saving Roll at the level of the attacking character's ESS. They can make this on any attribute of their choice except WIZ or CHR. Thus, if an attacking bear had an ESS rating of 50 which would require a L3 Saving Roll to hit, then consider it a level 3 character, and the Saving Roll the player must make to avoid damage would be level 3 with

a target number of 30. Let's imagine the player character is a dwarf with a best attribute of 24 in STR. The player chooses Strength and tries to roll a 6 or better on 2D6 to avoid damage. Rolling a 9 allows the player to mentally say something like "I jumped out of the way and took no damage." The player would also acquire 27 adventure points. Rolling a 5 would fail, and the player would have to take the full damage dealt by the bear. This salvation rule only works for player characters, and never works for nonplayer characters. Thus, the GM doesn't have to spend a lot of time making Saving Rolls for all of her monsters.

The Stunting Rule will not be mentioned in the adventure that follows. It's up to the player to remember that he or she might have a way of avoiding certain death. As always, we rely upon the player's honor to use this new rule fairly and sometimes let the bad guys win.

Ken St. Andre. 1/9/2021



NOTE 1: Is this adventure too deadly for your character? If so, you may wish to try again just using regular MONSTERS! MONSTERS! combat rules. Both sides roll their combat dice, add their combat adds, compare totals and the loser takes the difference. Spite rules would be in effect, and every 1 rolled is an extra point of damage that always gets through. Remember that your monster character has a chaos factor, and may alter any of his dice roll totals by up to the number of points equal to its level. Thus a level 3 character can change a total dice roll by 3 points either up or down, but can only do it once per combat turn.

Note 2: The MONSTERS! MONSTERS! version of the maze is more than twice as difficult as the dT&T version. Bring a big, tough monster if you hope to survive even the first encounter. A sample character is provided at the end of this adventure to give you some idea of what you should be running.

If your character is ready to go, and you have decided which style of combat you are using, turn now to paragraph <1> and begin the test.



Monster Maze of Zorr

Introduction:

A Few Words About Khara Khang.

Khara Khang is the undisputed king of the continent of Zorr. From his palace in the capital city of Gala, he rules with a very light touch, He collects no taxes, maintains no standing army, and seldom interferes in the affairs of the other cities on the eagle continent. He generally takes the form of an old black man with pure white hair and beard. He dresses like a wizard and carries a staff. He speaks very softly, but no one ever has any difficulty hearing him. He sometimes vanishes for years at a stretch. No one can remember a time when Khara Khang was not the king; no one can imagine a time when he won't still be king. Khara Khang is a shapeshifter, and often wanders the island in other forms. On Rrrlff he prefers the form of an old uruk shaman, and in that form he is known as Arahk Gnahk. He is considered to be Lerotra'hh's chief councilor, and is a very powerful wizard. Whether he is actually a god-wizard or not remains unknown.



Khara Khang rarely explains what he is doing or why to lesser mortals, but he sometimes explains to other high level wizards. He seems to enjoy creating dungeons, mazes, and puzzles. Many of the "dungeon complexes" on Zorr have legends associating them with Khara Khang. The well-known rainbow mazes that he has established in various parts of the world are actually an attempt to create an army of elite fighters. No one knows why he is doing this.

<1> You have just walked down a long, twisting path lined with incredibly detailed statues of all the humanoid kindred, but you didn't pay much attention to them. You are now standing on a small patch of ground at the corner of a large square stone building, and the Maze Master is explaining your task. "All you have to do is enter the maze here," he says pointing to two doorways, "walk through it, kill any foes you meet, and exit at the other end. This maze is a magic free zone, but the walls do change colors, hence it is sometimes called a rainbow maze. Any treasure you find is yours to keep."

You look at the old wizard coldly. He is a small black man wearing an elaborate robe, and he seems to crackle with an inner power. "I can do this. I hope you don't mind if your maze gets destroyed in the process." He just grins through his grisly gray beard. "Start when you're ready!"

You are facing two doors, one is labeled @ and the other has a # sign on it. If you go through the one marked @, go to <2>, If you go through #, go to <6>. If you get smart and exit right now, go to <5>

<2> You step into a room about 20 feet square. It has green walls the color of ichor and a high ceiling. (If you have been in this room before there is a dead creature on the floor--it has nothing of value, because you already took the pouch. Go to <3>, but ignore the part about finding money. You already found it.)

There is something green on the floor in front of you. It looks like an animal carcass, but as you step closer, it rises to its feet, and you see a creature unlike anything you have ever seen before. It looks like a crocodile standing on its hind legs. But instead of a crocodile head, it has the head and snout of a wild boar. It has great ripping claws on its forefeet, or maybe those are arms after all, and it looks like it has a nasty bite. There is no choice but to fight. The creature has a Monster Rating of 44 (5D6 + 22), (Combat ESS of 22), (make a L2SR on your ESS to hit it). You may do either standard combat using the deluxe T&T rules, or the Deadly Combat style--your choice. The body is lightly armored, and the first point of damage will bounce off it. Fight! If you win, go to <3>. If you lose, you're dead.



<3> You are locked in a green room with a dead creature. When you search the creature, you find 1D6 worth of gold pieces in a small pouch on its underbody. Why would such a monster carry gold? Could it have been intelligent? The door behind you is locked, but after a few minutes you hear a click and it

unlocks. Exiting, you find yourself at <1>. (If you have been here before, there is no pouch.)

<4> As you go through the door, you hear it lock behind you. You are in a small room with crimson walls, and also in that room is a deathtoad--half toad, half goblin, all trouble. It has a big jagged bronze scimitar in its hand, and it's coming down on you. Luckily, your weapon is in your hand, and you're ready to fight. The deathtoad has a Monster Rating of 52 (6D6 + 26)(Combat Essence = 26) (L2SR on your ESS in order to hit it). If you win the fight, go to <8>. Otherwise, you're dead. (If you have been in this room before, the deathtoad is still dead--go to <8>.)



<5> You walk out of the Maze, and the Maze Master asks, "What are you doing? This is the beginning, not the end. You may either leave the adventure or go back into the maze at <1>.

<6> You are in a long corridor that turns at right angles several times. The walls here are painted purple. At one end of the hall is a door with a \$ on it--if you go through it, you are back at <1> Halfway through the hall, there is a door on the wall marked %-if you go through it, go to <4> At the other end of the hall is a door marked with a ^--if you go through it, go to <7>

<7> You are in a long straight corridor with four doors on it. There is a door at one end marked with ^--if you go through it go to <6>. On the green wall and close to the ^ door is another door marked with &--if you go through it, go to <9>. On the blue wall at the other end of the hallway are two doors, one marked with * and the other marked with {. If you go through * go to <10>. If you go through <, go to <11>.

<8> Another foe lies dead at your feet, and once again you find yourself locked in a small room. (If you have been in this room before, the deathtoad is still dead. If you didn't take his stuff the first time, you may take it now.) You search the deathtoad and find a bronze scimitar worth 6D6 + 1 in combat, and a small pouch with 2D6 gold pieces in it. After about ten minutes,

you hear a click, and you can open the door again. Coming out of the room, you find yourself back at <6>.

<9> After you step through the door you find yourself in a small green room. There are 3 doors in this room. The one marked with { takes you back to <7>. If you go through the one marked with } then go to <12>. If you go through the one marked with +, then go to <13>.

<10> You are in an L-shaped chamber with four doors in the dark gray walls. At the south end of the corridor the doors are opposite each other. One door is marked with a *--if you go through it, go to <7>. Across from it is a door marked []--go through it to <14>. At the other end of the corridor is a door marked !!--go through that to <17>. Nearby on the northern wall is a door marked @@--go through it to <16>.

<11> You are in a room 40 feet long and 20 feet wide. Also in that room is a Tiger-man--humanoid, but about 8 feet tall with a big frill of hair surrounding his head and shoulders, and the face of a big cat. He wears leather armor and is armed with a huge broad-bladed spear. He has a Monster Rating of 124 (12D6 + 62), (combat essence = 62), (L4SR on your ESS to hit it), and his armor will take 6 points of damage for him. Fight to the death. If you win, go to <20>. If you lose, close the book.



<12> You find yourself in a twisty corridor with mirrored walls. One end of the corridor has a door marked with a }--if you go through it you are back at <9>. After walking for a long time you see something that isn't your own reflection. It is a Hawkman. (If you have been here before, it is a dead Hawkman--go directly to <15>.) The savage warrior has a heavy iron

skyblade in his hand, and has a MR of 76 (8D6 + 38), (Combat ESS = 76), (L4SR on your ESS to hit it). He is wearing overlapping metallic feather armor that will take 10 hits for him, and has a small shield that will take another 3--thus he has 13 points of armor. With a horrid shriek, he charges you. Fight to the death. If you win, go to <15>. If you lose, you're dead.



<13> You are in a very long corridor with olive-green walls. The corridor is so long that it will take you nearly 20 minutes to walk from one end to the other. Make a L4SR on Luck every time you are in this corridor to see if you set off a trap. If you make the Saving Roll, nothing bad happens. If you miss the Saving Roll, then a chunk of the stony wall suddenly flies out and hits you with considerable force. (Take damage equal to the number of points by which you missed the Saving Roll. If you only missed the Saving Roll because you rolled a 3 (1, 2) then take 10 points of damage, and you have a bloody head wound and a concussion if you are not dead.) The door by which you entered this hall is marked with a + sign. If you go back through it, go to <9>. The door at the other end of the hall is marked with a ## sign--entering there takes you to <21>.

<14> When you open the door, a savage swamp troll jumps you. The good news is that this big green troll-thing is not made of living stone. The bad news is that it regenerates 1/10 of its current Monster Rating each combat turn. (It starts with a MR of 136 (14D6 + 68), (Combat ESS = 68, but may change each combat turn if you damage it or if it regenerates), (L4SR on your ESS to damage it). It is fast and strong, loud and gruesome, and determined to kill you and get out of this room. Fight! If you beat it down to a Monster Rating of zero or less, the troll will look dead and stop attacking you.



(If you have entered this room before, guess what, the troll has regenerated and is 10 points higher in Monster Rating than it was the last time--you must fight again.) If you defeat the troll, go to <22>. Otherwise, it devours you, and that's the end of that. It also gets out into the dungeon, but that won't matter to you unless you'd prefer to continue playing the

adventure as a troll. If you do that, go to <22> (For this adventure you only have your Monster Rating—if you get out alive then create stats for a creature with combat adds equal to what you have, and a CON equal to its Monster Rating. Put all of those Combat Adds into STR--trolls aren't particularly dexterous, lucky, or fast. If some of the adds would be in DEX, LK, or SPD as shown when rolling 3D6 for those attributes, simply reduce STR by an amount that keeps the adds at the correct level. Just roll 3D6 for any other attributes not already assigned.

<15> The Hawkman had an iron skyblade worth 8D6 in combat and a shield that will take 3 hits of damage. You may have them if you wish. He also had something else--go to the *Random Treasure Generator* at the end of the adventure to find out what, and then return here. (If you have been here before, you probably already have his stuff. If you don't, you may take it now, or leave it behind. Retracing your steps though the long twisty, mirrored passageway will bring you to a door marked with {--go through to <9>.

<16> This is a very long and twisty corridor. The walls on one side are dark purple, and on the other side a pale chartreuse. There are doors at each end of the corridor and at the eastern end there is also a door on the northern wall. The door at the western end is marked with a @@--if you go through that, go to <10>. The door at the eastern end is marked with #%--if you

go through that to <18>. There is another door on the purple wall marked with \$#--if you enter there, go to <17>.



<17> You find yourself in a rectangular room with mauve walls--mauve the color of madness. Also in the room is a Jewel-Ugger--humanoid and about nine feet

tall. It is no friendlier than any of the other inhabitants of this maze. It has a Monster Rating of 176 (18D6 + 88), (Combat ESS = 88), (L5SR on your ESS to hit it), and its diamond-like skin will take the first 10 points of damage without being hurt. To beat this creature you will have to literally shatter it into pieces. If you win the fight, go to <19>. If you don't, then close the book. (If you have been in this room before, there is nothing but diamond dust to be found--go to <19>.)

<18> This is a long twisty corridor open to the sky and overgrown with tall yellow weeds. At one end of the hallway is a door marked with #%-if you go through it, go to <16> As you walk through the weeds, make three L3SRs on Luck (30 - LK). Each time you make the Saving Roll; you step on a serpent in the weeds and kill it. Each time you fail, a poisonous serpent strikes at your foot or leg. If you are wearing metallic leg armor, the bites will bounce off. If not, each bite will do 1D6 damage to CON. If this reduces your CON to zero or less, you're dead. At the other end of the corridor the hallway ends in a door marked with &*. If you go through &*, then go to <22>.

<19> The broken Jewel-Ugger has shattered into 2D6 shards of diamond worth 100D6 gold pieces each. (The smaller ones are worth the lower values and the larger ones are worth the higher values.) There is also a lot of dust and tiny fragments too small to bother with. After

about 10 minutes the door unlocks and you find yourself back at <16>.

<20> The Tiger-Man is dead. You've ruined his armor, but the spear is useful. If you take it you will gain a large 13D6 weapon. Careful searching of the body discovers a pouch hidden beneath the Tiger-Man's bushy beard. Go to the *Random Treasure Generator* at the end of this adventure to see what you found in it. (If you have been here before, you find nothing new) After about ten minutes the door behind you unlocks and you can go to <7>.



<21> There is a giant green scorpion, about the size of a sheep, in this emerald green room, and it is attacking you. It has a Monster Rating of 84 (9D6 + 42), (Combat Essence = 42), (Level 3 SR on your own Essence in order to hit it.) Its venom is mildly poisonous, so for each hit of damage that you take, lose 1 combat add. If you slay it, go to <24>. If it slays you, then remember the old saying, "You are what eats you." If you have been in the room before, the scorpion will be dead, but you can make a L2SR on Luck to search the place. If you make the Saving Roll, go to <24>. If you miss the Saving Roll, exit at 3.

<22> You are in a long passage that curves back upon itself. One wall is gray with black stripes; the other is black with gray stripes. It hurts your eyes. At one end is a door with a &* that leads to <18>. At the other end of the hall are two door. One has a *** on it that will take you to <25>. The other has a &&& on it that will lead you to <26>.

<23> You have just joined the Khara Khang's Elite Guard. Your duties will be to take on assignments from the wizard Khang when he needs you. You will be contacted magically when such an assignment is available. In the meantime, you may do whatever you wish, and you can go spend the purse of 700 gold pieces that Khang just gave you as a recruitment bonus. Say thanks to the kindly wizard, and exit this adventure. --The End.

<24> You are in an emerald green room with a huge dead green scorpion. Since you have been taught to search everything, you search the scorpion, and to your surprise find a leather pouch in a webbed-up corner of the room. Roll once on the Random Treasure Generator to see what you found. Then exit the room by going to <3>.



<25> Inside the door is a small alcove and another door. Hanging on the wall is a circular mirror about a foot in diameter. Beneath it is a sign that says, "Use this!" Make a L3SR on INT. (35 -INT). If you make the Saving Roll, go to <29>. If you miss it, go to <30>.

<26> You are in a long straight corridor. The northern wall is bright crimson; the southern wall is bright blue. There are doors at each end of the hallway. At the western end the door is marked with a &&&. If you go through it, go to <22>. At the eastern end the door is marked with a %%%--if you go through it, go to <31>.

<27> You have successfully completed the *Monster Maze of Zorr*. You can either walk away with your winnings, or you can take Khang's new proposition. He wonders how much you have learned, and offers to let you try the maze again, but at double the difficulty. Monsters encountered will be twice as tough. Saving Rolls will be at twice the previous level. Treasures found will be twice as much. (Example, if the treasure would have been 100 silver pieces, on the second try it would be 200 silver pieces. Or, if you are given one roll on the *Random Treasure Generator*, you will be given two rolls. Etc.) Damage done by traps will be twice as great. Before you enter, you may spend adventure points to increase your attributes, or money to buy better equipment. You may not assume that you remember which door leads to what. If you

actually do remember, that's fine. But, no fudging, by saying *oops I didn't mean to go that way*. This option may be exercised as often as you wish, but each time you send the same character through the maze, you must double everything inside it--Saving Rolls, Monster Ratings, traps, treasures, etc.--THE END.

<28> You open the door and edge into the room sideways, taking care to angle the mirror shield in such a way as to see what is inside. The image that greets you is horrifying warrior thing some ten feet tall with a brace of writhing tentacles rising from its insectoid head. It has a symmetrical face that is emotionless and frightening. Its skin is light green and scaly and it is swift and deadly. Its Monster Rating is 188 (19D6 + 94), but its Constitution is only 48--that is, if you can score 48 hits on it, it goes down, and you can finish slaying it at your leisure. Because of the difficulty of only seeing it in the mirror, you must make a L3SR on DEX (30 - DEX) at the beginning of each combat turn. If you make it, fight normally. If you fail, oops, you caught a glimpse of it directly, and you turn to stone--that's the end of the adventure for you. There is no escape from this fight once you begin it. It will follow you through doors, and into the halls, and it is faster than you. If you win the fight, go to <32>. If you lose it, well, death is a beach.



<29> You see the large mirror with a shield style grip on the back. You remember all the incredibly detailed statues of warriors that you saw as you approached this Maze, and a light goes on in your head. "What if the creature behind the next door could turn me into stone just by looking at it?" you mumble. "In order to fight it, I would need to watch its reflection in this mirror and do everything in reverse. That would be difficult." If you think that challenge is too hard, go

back to <22>. If you think you can handle it, then open the next door, and go to <28>.

<30> The creature waiting inside the room is a buggorgon. You didn't bring the mirror with you, and you do see it clearly. That is the last thing you ever see. You feel your body hardening and turning to stone. The last thing you have time to think is "Damn! I walked into that like an idiot."--THE END

<31> When you open this door, you see bright sunlight and the outside world. You have successfully navigated the entire maze. The same wizard who sent you into it is waiting for you at the end. He congratulates you, and presses a bag of coins into your hand. It isn't any preset award, but just the first thing he found when he reached into *the Pocket That Is Never Empty* in his robe. Go to *the Random Treasure Generator* and roll to see what reward you were given for your courage. In addition, you may roll 2D6 and multiply by 100 to see how many adventure points you gained for solving and surviving the maze. The wizard tells you that his name is Khang, and he offers you a position in an adventuring group that he is forming. If you accept his offer, go to <23>. If you turn him down, go to <27>.



<32> You have slain a buggorgon--an awesome feat. For treasure you may keep the shield--it will take 10 hits in combat for you each round, and is incredibly light and easy to maneuver. If this is your second time in this room during this trip, or if you wish to search the body, go to <33>.

<33> There is a dead buggorgon here. It is dead, but its looks are still fatal. Make a L3SR on INT (30 - INT) to see if you can avoid looking at its face (except in your mirror). If you fail, you catch a glimpse of her, and are turned into a statue of yourself. If you succeed, you may roll once on the Random Treasure Generator. If you gain treasure, you may leave the room by going to <22>.





RANDOM TREASURE GENERATOR

You have found some treasure in the room or on the body of the slain creature. All the treasures in this maze are relatively small, and there is no explanation for why the creatures have the treasure that they do. You are in the City of Gala, and the Monster Kindreds are welcome here; thus these creatures may be guards on the job, and when they are off duty, you could possibly meet them within the city. As such, they would need money, and what you are taking from their bodies, might have been their wages or life savings.

Roll 2D6

2--You found a jeweled item. Roll once on the item table below, then once on the Jewels table, then once

on the value table. Put the three rolls together to construct the item.

3--You found a pouch with 1D6 X 100 gold coins in it.

4--You found a pouch with 1D6 X 10 gold coins in it.

5--You found a pouch with 1D6 gold coins in it.

6--You found a vial of healing potion. When you drink it, it will heal 1D6 CON points.

7--You found a sandwich made of mystery meat. If you dare to eat it, then make a L4SR on Luck (35 - LK). If you make the Saving Roll, the sandwich tastes good and you gain +2 to CON and STR permanently. If you fail the Saving Roll, the sandwich is tainted--you quickly spit it out, but you have been poisoned. Roll 2D6 and subtract that from your CON. If it kills you, then reduce your CON to 1 instead.

8--You found a vial of weapon poison. Spread it on any bladed weapon and increase the weapon effectiveness by 2D6. There is only enough for one dose.

9--You found a pouch with 10D6 silver coins in it.

10--You found a pouch with 100D6 silver coins in it.

11--You found a pouch with 1D6 gold, 10D6 silver and 100D6 copper coins in it.

12--You found a magical item. Roll once on the Item table and once on the Magical effect table.

Items

Roll 1D6 to determine the item.

1. Ring
2. Armband
3. Dagger (2D6 + 3)
4. Mask
5. Goblet
6. no item--just a jewel.

Type of Jewel

Roll 1D6 to determine the type of jewel on the item.

1. Turquoise
2. Opal
3. Jade
4. Garnet
5. Onyx
6. Glowstone.

Value

1. 1D6 gold pieces
2. 3D6 gold pieces
3. 10D6 gold pieces
4. 100D6 gold pieces
5. Add a random jewel to the item and roll again on value table ignoring the number 5 if it comes up.

6. Roll once on the magical effects table and roll over for value.

Magical Effects

Roll 1D6 for the magical effect of wearing/using the item.

1. Add 2D6 to STR while wearing/using this item.
2. Add 2D6 to CON while wearing/using this item.
3. Add 2D6 to INT while wearing/using this item.
4. Add 2D6 to Luck while wearing/using this item.
5. Add 2D6 to DEX while wearing/using this item.
6. Add 2D6 to CHR while wearing/using this item.

END



Pre-Rolled Character

For players who may not have a monster ready to go, I have provided this character, shown throughout the book as our protagonist, but you can use any monster you want.



Name: Furrdd, the Minotaur **Level:** 3 **Class:** Monster

STR: 30 CON: 33 DEX: 28 SPD: 15

CHR: 28 IQ: 12 Lk: 13 WIZ: 16*

Combat adds: +38 **ESS:** 20.25 = 20.

Talent: Weapon Skill with Great Axe +3D6 Chaos Factor: 3.

Weapons: Great Axe: 5D6 (plus 3D6 for his talent)
Horns: 3D6 each

Armor: None **Equipment:** None.

* Furrdd is a specialist in Wizardry, very unusual for a minotaur. He is not a trained wizard, but more of a rogue. He has picked up a natural healing spell (*Poor Baby*). At the end of any paragraph he may use his natural WIZ to heal his wounds, 2 points of WIZ heals 1

point of CON. He recovers WIZ at a rate of 1 point per 3 paragraphs of text.

Note 1: Assume he is in good condition when he starts the adventure, but totally lacking in money and armor. His chaos factor as a monster allows him to alter any total dice roll by up to 3 points. For example: if his combat total was 62 with his 8 dice getting him 24 points he could add 3 points to his 24 and have a combat total of 65. Alternately, if he is making a Saving Roll and comes up with a 6, 3, he could use his Chaos factor to change the 3 to a 6, giving him doubles and allowing him to roll again and add. He may also change an opponent's roll by up to 3, either a single die, or a total dice roll. He may only do this once per combat. If a battle lasts for 2 combat rounds and Furrdd uses his chaos factor on round 1, he cannot use it again on round 2.

Note 2: If you play with the Deadly Combat rules, Furrdd must make a Saving Roll on his ESS before he can roll dice against his foe. Foes must also make Saving Rolls on their ESS, usually half their Monster Rating against Furrdd's ESS, but 20 is only level 1 in order to hit him. Remember, if it looks like he's getting hit, he's entitled to one try on any attribute other than WIZ to avoid being hit that round. No attribute may be used as a *save* more than once in any combat. BE SURE YOU UNDERSTAND THE DEADLY COMBAT SYSTEM BEFORE TRYING TO USE IT IN THIS SOLO.

--Ken St. Andre



The Eagle Eye

Zarellos
City of Wisdom

Am'hezag

Goshin Glen

Kaf-el'Zoo

z'Zish

King K'yang
Mounaha

Zharia

Kal'zagan

Znylo
The Khyremni Terr

Pze-Undratt

A garazzz

Phizzard

Kyzz

Zippit Desert

Zaggurrri

Zellaathar

Zozobra

Zar Harsht

Zarhos Bay

Zin-Kol

Zagynobahl

Devilast

KEY

Rivers

Forests
& Woods

Swamp

Desert

Volcano

ZORR

The Eagle Continent

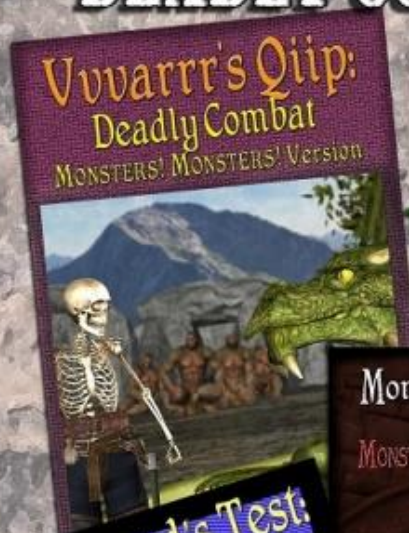


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