

# Devotion To Duty



*A Tunnels & Trolls Solitaire Adventure*

*By Sid Orpin*

# Devotion To Duty

A TUNNELS AND TROLLS™  
SOLITAIRE ADVENTURE

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## Introduction

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At the southernmost tip of the sprawling arms of the East Brahm Mountains sits the market town of Solihar. At the crossroads of the main streets, close to the river, is the Hospice of the Brotherhood of the Integument of the Great Goddess Hoepht. Your year as a novice of that good order is nearly at an end. For months you have helped give succour to the needy and protection to the vulnerable. Your compassion and empathy for your fellow beings has been exemplary. Early one morning, the head of the brotherhood appears at the door to your cell. The Abbott, Ijanfar the 'Unctuous', is a small, punctilious human with fair skin, thinning grey hair and a calm manner that borders on the serene. He tells you that your trial of progression is about to begin. Pass the tests laid before you, and you will become an Aspirant, or initiate, a wandering cleric charged with upholding the vows of the order all over the Dragon continent. Fail, and you will be cast out into the secular world from whence you came.

No further words are exchanged between you two. You know that you must follow, and you do so with head bowed, keeping precisely 2 paces behind the elder. You begin the ascent of the Tower of Advancement and slowly climb the 393 steps. At the top, you emerge breathless, though the Abbott doesn't appear to have even broken sweat. You are on a flat round platform 12 feet across with a black marble plinth at its centre. There is no handrail or other barrier to prevent potential falls. It's a Health and Safety nightmare!

The platform, far above the valley floor, is enveloped in a thick mist that deadens all sound and obscures even the views across to the distant mountains. Ijanfar directs you to the plinth and then turns and begins to walk back down the stairs. The moment you take your first step, four wooden doors, each painted a different colour (black, brown, red and green), appear at the very edge of the platform. A quiet voice in your mind tells you that you will need to pass through them all before the trial is over. Your future in the service of your goddess depends on how well you perform in the next few hours...



'Devotion to Duty' is a short Tunnels & Trolls™ solo adventure for use with a newly created character. It was designed for use with version 7/7.5 of the rules, but could easily be adjusted for use with earlier editions. Unlike most other scenarios, you do not play a devil-may-care adventurer striving for treasure, magic, power and influence, though those things may come your way within these pages. Your character is dedicated to help others and has forsworn these things in the pursuit of self-enlightenment. If you survive and go on to have other adventures, you may make an interesting addition to a party of delvers. There certainly could be some opportunities for good role-play as you are unlikely to see eye to eye with many of the bold wanderers that seek out danger in these magical lands.

Now go to **73** to create a character whose devotion to duty will be tested this day.

**1**

You have finished the trials of advancement. Congratulations, you are still alive. Many do not return to face the goddess's judgment.

Empty your scrip.

For every silver coin within, you get 2 marks.

For every copper coin within, you get 1 mark.

If you have any brass farthings, they reduce your score by 1 mark each.

Add up the number of APs you have been awarded throughout the trials for combat success, saving rolls and any bonuses you may have been given. Divide this total by 20, round down and add this number to the total from your coins. This is the 'number of judgment'. Find your result in the table below and go where indicated.



Number of Judgment	Destination
20 or more	Paragraph 37
14 – 19	Paragraph 77
8 – 13	Paragraph 45
7 or less	Paragraph 17

**2**

Attempt to make 1<sup>st</sup> level SRs on INT and CHR. If you make both rolls successfully, go to **42**. If you fail one of the rolls, it doesn't matter which one, go to **10**. If you fail both rolls, go to **81**.

### 3

You glance up and see the mountains of East Brahm, normally 30 miles and more distant from Solihar, blocking out the entire sky. You are at the brotherhood's farm in the foothills, surrounded by grazing land. Next to you there is the most enormous pile of manure you have ever seen. Not surprising really as the herd of vashta (imagine a cross between a cow and a rhinoceros, only 3 times the size) are fabulous beasts, producing lakes of milk, mountains of meat and unfeasible quantities of excrement. The latter is highly prized as it can make even the rockiest field fertile. Your order gives the manure away to any who ask for it and, judging by the long line of peasantry with their handcarts and buckets you see stretching away down the valley, today is collection day. The crude wooden spade in your hand suggests you have been given the task of shifting all the shit for these poor unfortunates.

Roll a D6 + 10. This is the number of turns it will take you to move the pile of manure. Add up your STR and CON to produce a 'shoveling rating' that produces dice and adds like a MR. Because of the high altitude here, and the physical nature of the task you are up against, your 'shoveling rating' must compete against a 'fatigue rating' 4 higher (i.e. your rating is 20, so the fatigue rating is 24).

For every turn you shovel when your roll is equal or higher than the opposing roll, you get 5 APs and can continue your task. Every turn your roll is beaten, your STR drops by 1 point (as does your 'shoveling rating').

If your STR drops to 0, you will become unconscious and could potentially die!

You may decide to stop shoveling at any time by going to **83**. If you keep digging until your STR drops to 0, go to **49**. If you shift the entire pile of manure, go to **14**.

### 4

The great goddess may be listening. Attempt to make a 2<sup>nd</sup> level SR on CHR. If you are successful, you find yourself at **59**. Fail, and you come to a very sudden end when you land; henceforth, your epitaph will persist as a dark stain on the cobbles of the courtyard. Go to **28**.

**5**

You open your eyes and discover you are back on the ledge overlooking the treasure-filled cavern. Somehow, your CON has been completely restored. The vibration and sounds of a really large creature approaching have grown more intense. You are almost deafened, as well as nearly thrown from your rocky perch. Go to **12**.

**6**

You have survived your latest challenge and find yourself back at the top of the Tower of Advancement. The quiet chink of money in your scrip alerts you to the reward you have received. When you look, you discover a single copper coin has been added to your total. Perhaps you failed to impress the goddess Hoepht on this occasion. Now return to **40** and continue the trials.

**7**

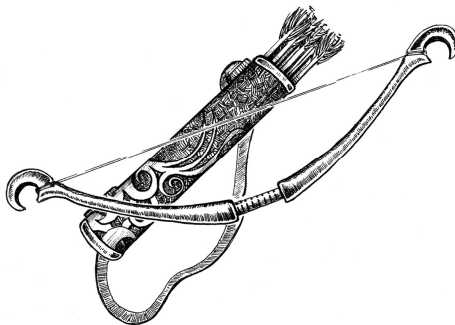
Your torch reveals a large cavern, with a high vaulted ceiling at least 40 feet high, and one small tunnel entrance directly ahead of you. There are hundreds of seams of blue-green crystal running through the rocks of the floor, walls and roof. Eerie beams of green light begin to reflect all around the cavern, as if you were at some kind of subterranean disco. More and more of the beams appear and then one strikes you on the foot, burning a small hole in your boot and making you wince with pain. There must be more than a thousand of these beams reflecting all around the cavern. The great goddess alone knows what damage they might do to you if you got in the way of more of them.

If you put your head down and run at top speed straight to the tunnel ahead of you, go to **60**. If you think a less direct route trying to dodge the green lights is the order of the day, you should go to **51**. Alternatively, you could just stand still by going to **66**.



## 8

As you prepare to take your first shot, a tremendous breeze starts to blow up. Crosswinds, headwinds and tailwinds buffet you, making your marksmanship more about luck than any inherent skill. Attempt to make LK SRs at 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> level. Make a note of how many shots are successful and go to **32**.



## 9

These hill men are more driven by passion than logic. However, they are prepared to listen to you. Attempt to make 1<sup>st</sup> level SRs on INT and CHR.

If you succeed with both rolls, you manage to get some sort of agreement between the factions that stands some chance of holding. Go to **19** with a 20 AP bonus.

If you make the CHR roll but not the INT one, you achieve some success, though not a complete truce. Go to **67** with a 10 AP bonus.

If you make the INT roll, but not the CHR one, the leaders listen to your most cogent arguments, but clearly intend to continue to knock lumps out of one another. Go to **59**.

Should you fail both rolls, you must go to **76**.

## 10

Your attempt to talk your way out of trouble is singularly unsuccessful. You are taken as a hostage and it is several days before the Abbott can negotiate your release. Go to **6**.

**11**

Passing through the door and stepping out on to what appears to be nothing is a bit off putting, but in the blink of an eye you find yourself standing at the edge of a raised circular ring made of clay and surrounded by wooden benches. You recognise it as the 'Theatre of War', where you usually undertake weapons training surrounded by your brothers in the order. Today, there is no audience, but there is a breathless quality of tense anticipation to the place.

As you wonder who or what your opponent will be, the ground opposite you bubbles up and a roughly humanoid form slowly takes shape. The golem appears as a crude version of a member of your own kindred. This creature has a MR equal to the total of your two highest level attributes (STR, DEX, SPD and LK if you are a warrior) and can regenerate 5 points of damage at the start of every even numbered combat turn. Do battle against this man of clay. You may not loose off missile weapons or cast combat magic here. This must be a purely hand-to-hand encounter.

If you are the victor, take the APs and go to **19**, unless you won after only one combat turn, in which case you should go to **62**. If your CON drops to 0 or below, proceed to **28**. The rules of this arena are such that if you step outside the ring, the fight ends. If you wish to do this, you can do so at the end of any round by going to **52**.



## 12

Suddenly, the vast bulk of a huge gold-green dragon emerges into the cavern below. It must be all of 70 feet from tip to tail! You try to stay still and think small, but clearly the beast knew where you'd be as he is heading straight over to you.

The great drake sits down and looks at you. His fiery eyes are at precisely the same level as yours. He moves his head slowly towards you until his flaring nostrils are just a few inches from your face. You scent the aroma of bonfires, with a subtle aftertaste of roasted hobb. From thin air, or so it seems, he produces the largest pair of pince-nez you have ever seen and perches them on his nose. After looking you over for a moment or two, he begins to speak...

*"I am Mahsden, the Master of Wyrmlore. You and I, little person, are going to have a riddling contest. The goddess Hoepht sends many an aspiring novice to pit their wits against me. Few have any success, but most taste delicious!"*

The last part is said with a distinct twinkle in the eye and you cannot quite make up your mind whether he is being serious or not.



Mahsden will ask you 4 riddles of increasing difficulty. Attempt to make INT SRs at levels 0 through 3. Every time you succeed, you guess a riddle correctly. Fail any roll with a fumble, and you got that riddle wrong. Fail without fumbling, and you can turn failure to success by making a 1<sup>st</sup> level CHR SR with a negative modifier equal to the amount you missed the INT roll by (i.e. your CHR is 14, normally you would need 6 to make a 1<sup>st</sup> level SR, but because you failed the INT roll by 3, you now need 9).

Keep a record of your successes and failures, and when you have finished, go to **89**.

**13**

Even though she is a bit of a featherweight, the return leg with the old woman clinging to your back is going to be considerably harder than getting across to her. Roll  $2D6 + 8$ . This is the force with which the stream is pulling and pushing at you. You will counter this with the average of your own STR and DEX. It will take 3 combat turns to get across. Roll a different rating for the stream, each turn to simulate the variation in flow. Use these totals to create dice and adds like a MR. If you lose any round, your 'wader rating' drops by the amount you were beaten by for the next round.

If you get to the end of the 3<sup>rd</sup> round and your rating is still above 0, you get across safely and should proceed to **19**. If you won all 3 rounds, you get a bonus 25 APs. If your 'wader rating' drops to 0 or below, go to **69**.





## 14

Despite the thin air and inadequate tools, you have moved the entire pile of vashta excrement. A long line of citizens still waits expectantly while you take a breather. You glance to the side and discover an even bigger pile of manure.

This time it will take a  $D6 + 14$  turns to move and the fatigue rating you are up against is another 2 points higher, though the brief rest has allowed your STR to return to normal levels. If you think you have shoveled enough shit for one day, you should go to **61**. If you continue shoveling, then for every turn you shovel when your roll is equal or higher than the fatigue roll, you get 5 APs and can continue your task. When your roll is beaten, your STR drops by 1 (as does your 'shoveling rating').

If your STR drops to 0, you will become unconscious and could potentially die!

You may decide to stop shoveling at any time by going to **83**. If you keep digging until your STR drops to 0, go to **49**. If you shift the entire pile of manure, go to **19**.

## 15

To be completely honest with you, trolls are not high up in the goddess's popularity stakes. You will have to pray hard to save the creature. Attempt 1<sup>st</sup> level SRs on all of your non-physical attributes (INT, WIZ, LK and CHR).

For every successful roll you make, note the number you rolled and add them all up. Do the same for all the rolls you fail. Subtract this fail total from the success total.

If this number is positive, Hoepht smiles upon your trollish friend and sees fit to soften his fall. Go to **67**.

If this number is negative, the goddess ignores your plea and leaves the troll to his grisly fate. Go to **6**.

If the total is 0, go to **71**.

**16**

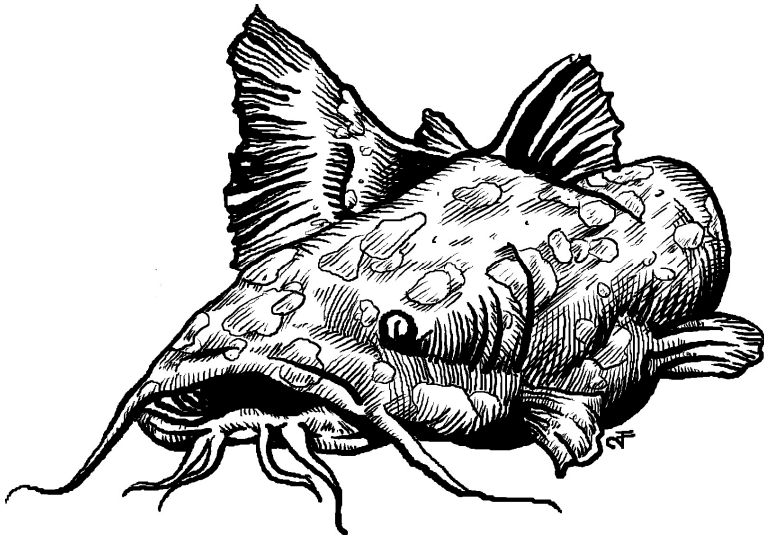
You are standing at the edge of a stretch of calm, very still water. A sign appears, or maybe you just hadn't noticed it straight away, displaying the words,

*Catfish Pond*

*Give a man a fish and you feed him for a day.*

*Teach him to fish and you feed him for life.*

Leaning against the sign are various poles, rods, nets and even spears that might be used for fishing. Your task, it would seem, is to honour the great goddess with a catfish for supper.



Which method of catching fish should you employ? If you try to use rod and line, remember to bate your hook and go to **79**. If you think throwing out ground bait and then using a net is the better option, you should go to **55**. You could try to spear yourself a catfish by going to **22** or, if all the paraphernalia looks too complicated, you could just jump in and try to grab a fish by hand at **34**.

**17**

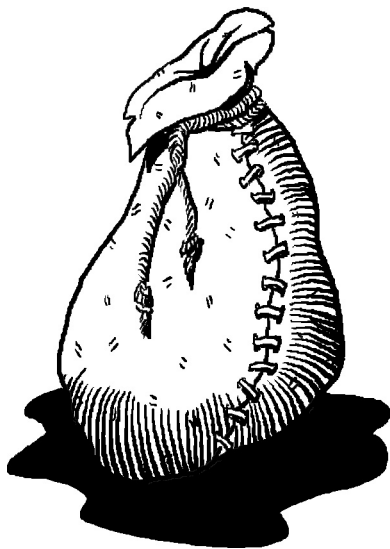
Your attempt at the trials of advancement has ended in dismal failure, alas. The Abbott is clearly trying hard not to look at you with too much disdain on his placid face. For your year as a novice, you are given a gift of 50 GPs and you get a bonus of 150 APs. You just weren't cut out for this life. Do not take it too much to heart. Many are called, but few are chosen.

**18**

Attempt to make a 1<sup>st</sup> level SR on LK. If you are successful, go to **24**, otherwise you should return to **47**.

**19**

You have survived your latest challenge and find yourself back at the top of the Tower of Advancement. The gentle chink of money in your scrip alerts you to the reward you have received. When you look, you discover 2 silver coins have been added to your total. You have impressed the great goddess Hoepht on this occasion. Roll a D6 and note whether it is even or odd, and then go to **87**.



**20**

The further you move, the more uneven the floor of the cavern becomes and the harder it is to avoid stumbling and getting injured. Attempt to make 4 1<sup>st</sup> level SRs on the average of your DEX and LK. Every point you fail any roll by inflicts that many hits, though you may count armour at face value for protection. If your CON drops to 0 or below, go to **28**. If you make all 4 rolls successfully, you get a bonus 10 APs.

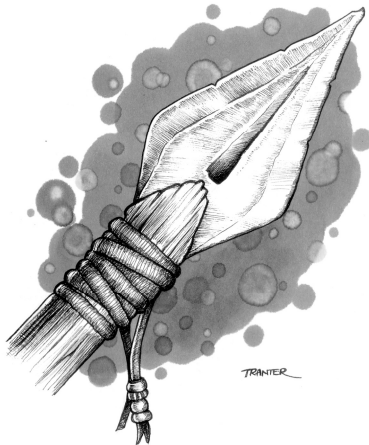
You haven't found anything of note, nor discovered a way out of the cavern. Go to **59**.

**21**

The goddess Hoepht is always attentive to the members of her brotherhood. Attempt to make a 1<sup>st</sup> level SR on WIZ. Success earns you a bonus 25 APs and your salvation. Go to **6** to continue the trials. Fail, and either your deity doesn't listen or chooses to leave you to your fate. The dark stain you leave on the cobbles of the courtyard below the tower is named in your honour, "*Fabramar's Folly*", or some such like, so that you will never be forgotten by the brotherhood. Proceed to **28**.

**22**

The art of spear fishing is a difficult one to master even in clear tropical waters, let alone the slightly murky shallows of a caffish pond. Attempt to make a 2<sup>nd</sup> level SR on DEX and a 1<sup>st</sup> level SR on LK. If you make both rolls successfully, you manage to catch a fish, but it isn't a caffish. Go to **67** with a bonus 10 APs. Otherwise, you spend a fruitless afternoon stabbing weeds and stones and should go to **59**.





## 23

You find yourself amongst a group of ragged hobb peasants trekking through the foothills of the East Brahm Mountains. Discussions between members of your rag tag band reveal that they have been displaced from their village by a dispute between human hill clans that has spilled over into open warfare. As you continue with your party down the valley to Solihar and the hospice, you begin to hear calls for retaliation against the humans and their sympathisers. Very quickly the mood of the crowd turns ugly, and before you can do anything about it you have been stripped of your weapon and held fast by a pair of diminutive humanoids. Even if you are not human, the majority of the members of the brotherhood are, and that seems to be a good enough reason to vent their frustrations on you. A particularly thuggish-looking hobb soon has a knife at your throat and is threatening to make you their first victim.

How are you going to get out of this with your hide in tact? You could try to placate your tormentor by going to **75**. Alternatively, you could try to free yourself from your captors and disarm their leader at **36**. Staying quiet and letting the anger subside might work at **81**, while you could try to persuade less aggressive factions amongst the mob to free you at **2**.

## 24

By a stroke of good fortune, a few hundred yards upstream you discover a tree that has fallen across the stream, forming a crude natural bridge. You can cross here, dry-shod, by making a level 0 SR on DEX. If you fumble this roll (a "1" and a "2" on 2D6), you must go straight to **69**.

Just after you step on to the far bank, the tree is washed away by a great surge of water. You will have to bring the old woman back through the flood by going to **13**, or you could decide not to risk the return journey by going to **52**.

**25**

You grab hold of the troll's wrist just as his grip on the platform fails. Gee is he heavy! Your screams for help are answered from the courtyard below, but your brothers will take 3 combat turns to get up to your level.

Attempt to make STR SRs at 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> level.

If you succeed at all 3, you manage to hold on until help arrives. You receive a bonus 25 APs and can proceed to **19**.

If you fail any of the SRs, make a note of the margin(s) of failure and go to **44**.

**26**

As one clan prevaricates over who will be their chosen warrior, a huge, muscled, giant of a man steps forward to represent the other side. You are just thinking that you don't fancy his opponent's chances when you are informed that you have been nominated as the other champion. Oh dear! Dare you risk the wrath of the tribes by declining this honour by going to **76**? Otherwise, gird your loins and head to **58**.



**27**

In the enveloping dark, your hearing seems more acute and the dripping of water beats out an almost hypnotic rhythm. The mesmerising note nearly has you asleep when you notice a different noise and you are instantly alert, the pad of a furtive footfall from behind you, and an almost silent hissing, perhaps of a monstrous breath being taken. Is there someone, or something, out there stalking you?

If you would like to ignite a torch to shed a little light on the situation, go to **7**. Alternatively, you could try to move around in the dark trying to avoid your potential adversary at **84**, or you could continue to stand where you are at **46**.

**28**

The trials of advancement have bested you and you have paid the ultimate price. Hoepht, great goddess of alms, sanctuary and hope, clasps you firmly to her bosom, where you will dwell in everlasting comfort to the end of days.

Bad luck on not being successful this time. Perhaps you could create a new character and try to show your 'devotion to duty' to her again.

**29**

You emerge into a wide tunnel. It is much darker than the cavern and your eyes take some time to adjust. Despite this, you decide to run, but do not get very far when you bounce off a large mass blocking your path. As you quickly get back to your feet, you find yourself looking along the gnarled snout of an enormous dragon. Two intensely red eyes bore into you. They seem to have an instant hypnotic effect and you begin to fall into a deep sleep. You wake up at the beginning of the second paragraph at **12**.

**30**

You just manage to struggle across to the far bank of the stream. To attempt to carry the old woman to the other side, go to **13**. If you decide that such an attempt may prove too much of a risk, you can go to **52**.

**31**

The last beam to strike you causes you to drop your torch. It falls into a crevice between rocks and is immediately extinguished. Within a few seconds, the shards of green light have vanished and you are once more plunged into total darkness. You could ignite another torch by going to **7** if you wanted to, or you might try to search the cavern in darkness at **84**. Alternatively, you could stand and wait to see what happens at **27**.

### 32

If you hit all 3 targets, you get a bonus 25 APs and should proceed to **19**. If you managed to hit 2 out of 3 targets, you get 10 bonus APs and must go to **67**. If you were on target with only one shot, go to **59**, or to **6** if you had even less success than that.

### 33

Your booted foot comes down with a resounding crunch on the troll's last gripping finger. There is a satisfying crack of breaking bones before the monstrous creature falls to the courtyard below. As an acolyte of a brotherhood that eschews violence, unless it is unavoidable and purports to provide alms, sanctuary and hope to all in need, your actions might not be seen as deserving of praise. However, Hoepht has had many occasions when the Trollgod has thwarted her plans and is not displeased with your actions. She blesses you with a bonus 50 APs. Now go to **6**.

### 34

The water isn't too cold, but it is pretty murky, particularly with you churning the mud up. You will have to catch a catfish by feel alone. Attempt a 1<sup>st</sup> level SR on the average of your INT and LK. If you are successful, go to **72**. If you fail, you spend several hours getting wet and muddy before you finish up at **59**.

### 35

After a brief period of disorientation, you are suddenly aware of where you are. You are dressed and ready to run a footrace against the athletic and devilishly good-looking individual next to you. On closer inspection, your opponent looks rather like you, but has the facial features of a mixture of human, elf, dwarf and hobb.

There are 3 sections to the course – Uphill, Obstacle and Finishing Straight. Now go to **90** to start the race.

### 36

Choosing the right moment, you break free from your captors and grab the dirk from the mob's leader. This is quickly perceived as a challenge to him and soon you are surrounded by a crowd of baying hobbs calling you both on to do violence against the other. Your opponent is a hobb citizen with a CON of 21, combat adds of + 11, armed with a sturdy short sabre (3D6 + 2) and wearing a stout leather vest (2 points of armour). You only have the dirk (2D6 + 1) you just got hold of. Fight as if your life depends upon it. It does!

If you win, the crowd will be cowed and follow you back to the hospice. Go to **67** with 40 APs for your victory.

If you lose, you are hacked to death and trampled into the dirt by the revolting peasants. Go to **28**.

### 37

You have performed magnificently in the trials. The goddess Hoepht is pleased and bestows upon you a gift of healing – 'Hoepht's Kiss'. Once per day, while involved in an adventure, you can heal up to 2D6 of your own, or other individual's, CON damage. This is now an innate ability for you and you do not need to expend WIZ to cast a spell of any kind.

Now go to **77**.

### 38

A forceful approach, not allowing for much in the way of idle banter and high on passion, is definitely the way to inspire these barbarian types. Attempt to make 1<sup>st</sup> level SRs on CHR and WIZ.

If you make both rolls successfully, your arguments persuade the clans to come to a solid truce. Go to **19** with a bonus 20 APs.

If you succeed at one of the SRs, you seem to have some effect on the tribesmen and you persuade them to halt hostilities. Go to **67** with a bonus 10 APs.

If you fail both rolls, no promises to stop fighting are forthcoming, but a dialogue does start. Go to **59**.

**39**

By sheer luck, your clothes catch on a rock and you somehow manage to pull yourself gasping from the stream, battered and bruised but still intact. Your LK has increased by 1 point. The old lady is nowhere to be seen. Return to the hospice via **6**.

**40**

You are stood on the platform at the top of the Tower of Advancement. Before you, at the edge of the platform, stand the four wooden doors - red, brown, black, green. You must pass through each different coloured portal once and only once, though you may do so in whatever order you wish. Choose your colour, roll a D6 and consult the table below to see where the fates send you.

Between individual challenges, you may use magic or enchanted possessions to repair CON damage, or halt the effects of poison or disease. When you have returned here for the fifth time, having made all four of your trial journeys, you must go to **1**.

<b>D6 Result</b>	<b>1 or 2</b>	<b>3 or 4</b>	<b>5 or 6</b>
<b>RED</b>	<b>11</b>	<b>64</b>	<b>35</b>
<b>BLACK</b>	<b>80</b>	<b>3</b>	<b>47</b>
<b>BROWN</b>	<b>23</b>	<b>70</b>	<b>50</b>
<b>GREEN</b>	<b>43</b>	<b>16</b>	<b>56</b>

41

The old dragon smiles at you, revealing dozens of razor sharp teeth, and then starts to speak...

*"Bravo little humanoid, and very well played. For your performance you deserve a reward, though I know the brotherhood and your goddess disapprove of such gifts."*

Mahsden breathes on you. For a few moments your skin feels as if hundreds of tiny pins were sticking in it, and then the sensation is gone. You are now immune to the effects of fire, either natural or magical in origin, to the tune of up to 10 points of damage per combat turn. You get 25 APs bonus and can go to **19**.



## 42

You manage to win over the hobbs and convince them you are not their enemy. You are released and get to guide the displaced citizenry back down to the hospice. You may take a bonus 20 APs to **19**.

## 43

After a brief moment, when you have the strange sensation that you are falling, you find yourself sat at a small stone table. In the middle of the table there is a 4-inch cube of dark wood, the surface of which is intricately carved with vines and other floral features on 5 faces, while on the sixth the words "*Open Me*" are picked out in silver runes. This is a puzzle cube. Usually, a small object is secreted within that can only be got at by pushing on hidden pressure areas in the right order. Unless you have been shown how to do it, or you are incredibly clever, unfathomably lucky, or a mixture of the two, you will never be able to open it.

Add up your INT, LK and WIZ ratings. Use this like a MR to develop dice and adds. It represents your skill at puzzles. You are up against a puzzle with a rating of  $2D6 + 25$ . Conduct 5 rounds of you battling to open the puzzle box. You don't score hits as such, you just need to note whether you won a particular round or not. Ties are decided by rolling a single extra D6 each and seeing who rolls the highest. Keep rolling extra dice until there is a winner. Any '6s' you roll act like spite and reduce the difficulty rating of the puzzle by one for the next round.

If you win 5 rounds, you get a bonus 25 APs and manage to open the cube. Go to **86**.

If you win 3 or 4 rounds, you come close to working out the secrets of the cube but cannot quite get it open. You get a bonus 10 APs and should go to **67**.

If you win 1 or 2 rounds, you get a few moves correct, but come nowhere near solving the puzzle cube. Go to **59**.

If you fail to win any rounds, you get nowhere towards completing your task. Frustrated, you can now go to **6**.



**44**

Your hold on the troll fails and he drops to the cobbled surface of the courtyard below. He has gone to Trollhalla to meet his god and feast with the rest of his race's honoured dead.

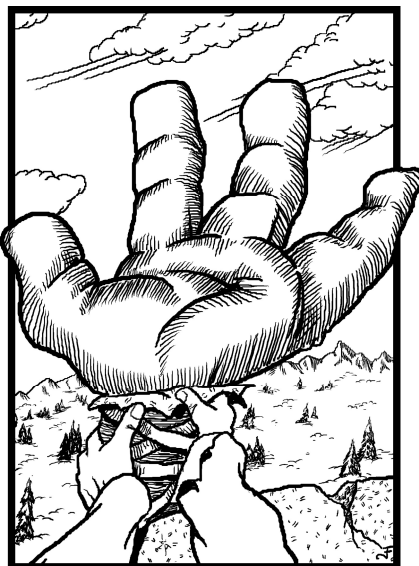
If you failed any single roll by more than 10, go to **63**.

If the total of your failures is less than 6, attempt to make a 1<sup>st</sup> level SR on DEX.

If the total of your failures is between 6 and 10, attempt to make a 2<sup>nd</sup> level SR on DEX.

If the total of your failures is more than 10, attempt to make a 3<sup>rd</sup> level SR on DEX.

Fail this DEX SR and you should also go to **63**, while if you succeed, you must proceed to **74**.



**45**

You have failed to pass the trials of advancement. Ijanfar 'the Unctuous' takes you aside and commiserates with you after a tremendous effort. You could even consider trying again in the near future.

You are given a total of 100 GPs worth of armour, weapons and other equipment to take with you back into the world at large. You also receive a bonus 250 APs for surviving.

**46**

The darkness is so deep that you might be in the very heart of the abyss itself. The brief sounds of movement you heard before have now stopped. Go to **19**.

**47**

You are standing on the bank of a mountain stream. It is in full flood since the spring thaw has begun, and what is usually a safe place to cross appears now to be very dangerous indeed. Opposite you, a frail, elderly, skeleton of a woman is standing on the far bank. She hails you and asks if you would attempt to come and fetch her across, as she needs to get to Solihar to see the healers at the hospice. The implication is clear, you will have to wade through a raging torrent and then repeat the feat with a little old lady on your back. Sweet!

If you really don't fancy the idea of risking life and limb in the stream, you can turn around and go to **52**. Otherwise, gird your loins and head to **78** to try to walk through the freezing stream, or if you think there might be a safer crossing nearby, you can search for it at **18**.

**48**

You manage to get through the narrow opening at the back of the ledge and struggle along a short passage until you come to an opening. Now go to **29**.

**49**

You shovel until you drop, literally. You wake to find several peasants have revived you with a draught of water from a nearby stream. Your STR has been restored to normal. You get a bonus 20 APs plus 2 APs for every point of STR you lost. Go to **67**, but make a note that your CHR is temporarily reduced by 5 until you can take a bath.

## 50

You have been sent to negotiate a peaceful solution following a dispute between two of the hill tribes in the East Brahm region. These nomads often get embroiled in minor skirmishes between clans, but rarely more than a few sore heads are the result. This incident has become all out war and the mountain villages caught in the middle have suffered greatly.

You are sat on a small hillock surrounded by the warriors of both sides in this dispute. The headmen of the respective clans come and join you. Clearly, everyone expects you to broker a peace or give some sort of judgment on the rights and wrongs of the case. What approach will your arbitration take? You could listen calmly to claim and counter claim and try to reach a logical compromise at **9**. If you prefer a more direct approach, trying to grab their attention and drive them towards ceasing hostilities and avoiding more bloodshed, go to **38**. Alternatively, suggesting some sort of trial by combat might be effective at **65**.

## 51

Ducking and diving, bobbing and weaving, you try desperately to avoid being hit by the bolts of green energy. D6 + 2 of them will strike you unless you can make a 1<sup>st</sup> level SR on DEX. For every point you exceed your SR target by, you may reduce the number of times you are hit by 1. For every point you fail your SR by, you should increase the number of times you are hit. Each strike scores 2 hits direct to CON.

If you are still conscious after these injuries, go to **31**. If your CON drops to 0 or below, go to **28**.

## 52

You have avoided the great goddess's challenge. You sense something has been added to your srip, and, when you look, you find a brass farthing, in addition to whatever else was there. Clearly, almighty Hoepht has passed her judgment on your actions. Now, return to **40** and continue the trials.

**53**

Mahsden looks at you over his pince-nez, an expression of utter disdain on his draconian visage. After a long pause, he eventually starts to speak...

*"I have riddled with humanoids for over 400 years. Never before have I come across anyone as completely inept as you. I've a good mind to roast you to a cinder on the spot! But perhaps that is being rather hasty. I know, I will let the fates decide."*

Roll a D6 and write down the result. Then roll another D6. If the two numbers match, go to **6**. Otherwise, go to **68**.

**54**

You are less than half way down the tower when the troll flashes past you on his way to his doom. You may as well turn round and climb back to the top. Go to **6**.

**55**

Cast after cast of the net produces no catch. Attempt to make a 2<sup>nd</sup> level SR on LK. If you fail, go to **6**. If you succeed, you do pull in a fish, but it is not a catfish. Go to **67**.



## 56

After a moment of feeling weightless, you start to nod off. Shaking yourself awake, you discover that you are sitting on a narrow ledge some 30 feet above the floor of a spacious cavern. Torches in elaborate bronze sconces illuminate the whole place. In the middle of the cave is a huge pile of treasure. Gold, jewels, ornate weapons and every other form of wealth you could ever imagine are all here. It is a fabulous horde. You can see at least half a dozen tunnels heading out of here in different directions, and a quick glance behind you reveals a narrow opening you might just manage to squeeze through. It appears to be a rather odd place for you to be taking one of your novice trials.

Just as you are pondering what the challenge may be, you sense a faint vibration through the very rock you are sitting on. It is very subtle at first, but quickly starts to increase in its intensity and the frequency with which it occurs. Before long, it is clear to you that very heavy footsteps are approaching the cavern below from one of the tunnels. Perhaps this will be your trial.

If you would rather not discover what enormous creature is closing on your position, you could climb down to the cavern floor and run off down a tunnel at **82**, or you could slip out the opening behind you by going to **48**. Alternatively, you could accept whatever trial the great goddess has in store for you and proceed to **12**.

## 57

You are knocked over by the force of the stream and barely manage to avoid being swept away. You take 1D6 in direct CON damage. If this renders you unconscious, go to **69**, otherwise, head to **30**.

## 58

Your opponent is a level 2 warrior with a CON of 23 and combat adds of 1D6 + 6. He is not wearing any armour. You will both fight with quarterstaves (2D6). If you reduce his CON to 5, you will be declared the winner and can take an extra 20 APs to **19**. If your CON drops to 5 or below, you lose. However, you have upheld the honour of the tribe, so they will heal you of any damage before you can go to **67**.

**59**

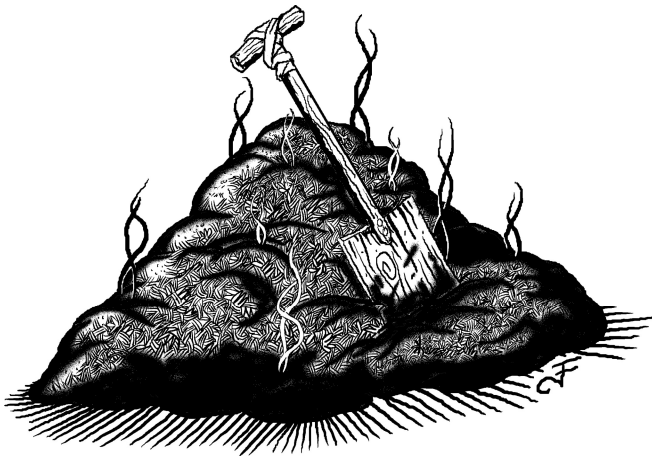
You have survived your latest challenge and find yourself back at the top of the Tower of Advancement. The soft chink of money in your srip alerts you to the reward you have received. When you look, you discover 2 copper coins have been added to your total. Perhaps the goddess Hoepht was less than delighted with your performance on this occasion. Now return to **40** and continue the trials.

**60**

As you dash towards the small opening, the beams of energy seem to be everywhere. Roll 2D6 + 2. This is the number of hits the lights inflict on you. Armour will protect at face value only. If you are still conscious after these injuries, go to **31**. If your CON drops to 0 or below, go to **28**.

**61**

You throw the shovel down and suggest to the waiting throng that they can help themselves to the manure. Turning your back to the farm, you start to trudge back to the hospice. You receive 1 AP for every turn you spent shoveling, plus a bonus 10 APs for completely moving the first mound. Now go to **67**.



## 62

Your victory was too easy and clearly represented no challenge to you. You may take the APs already earned, but the great goddess sends a further golem for you to fight. This time, your opponent will have a MR equal to the total of your 3 highest level attributes, in addition to its regenerative properties. Should you end up back here for a second time, the golem's MR will be equal to the total of all 4 of your level attributes. You will not, however, have to fight again even if you have 3 first round victories. Return to **11** and have at it.

## 63

Your efforts to hold on to the troll have forced you to overbalance and follow the great monster over the edge. As you race towards the ground, some 200 feet below, what do you do? If you offer up a prayer to the goddess Hoepht for the protection of your immortal soul, go to **4**. If your prayer is merely one of thanks for your time on this living plane, go to **21**. You may, of course, reflect upon the unfair nature of life and murmur the words most often heard at these moments, "*Oh shiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiiit!*", by going to **85**.

## 64

After a brief sensation of falling, you open your eyes and see that you are at 'The Butts', where you and other members of the brotherhood practice your skills with missile weapons. A small self-bow that you are capable of using is in your hand, and a quiver containing 3 arrows is strapped to your thigh. Three targets are set up at increasing distances downrange from you. Clearly, this challenge is a test of your marksmanship.

Take aim at each of the targets in turn. You will need to make DEX SRs starting at 1<sup>st</sup> level for the nearest mark and increasing by one level for each further target. Make a note of how many shots strike gold and go to **32**. If you are a ranger specialist and would find this challenge ridiculously easy, go to **8**.

**65**

You suggest at the outset that the best way to resolve the argument is to resort to trial by combat. A champion from each side must fight and the gods will smile upon the victor. You really are talking these clansmen's language. Take a bonus 25 APs.

Roll a D6. If you roll odds, go to **26**, otherwise, read on.

The fight progresses and eventually one of the contestants gets the upper hand. He spares his opponent, honour is satisfied and both parties go home happy. Go to **19**.

**66**

Roll a D6. This is the number of beams that hit you. They each do 2 points of direct CON damage. If you are still conscious after these injuries, go to **31**. If your CON drops to 0 or below, go to **28**.

**67**

You have survived your latest challenge and find yourself back at the top of the Tower of Advancement. The quiet chink of money in your srip alerts you to the reward you have received. When you look, you discover that one silver coin and one copper one have been added to your total. The goddess Hoepht has smiled upon you this day. Now return to **40** and continue the trials.





## 68

The ancient firedrake takes a deep breath, and before you know it you are engulfed in crimson flame. The heat is incredible, the pain excruciating. You scream out, and then suddenly everything is black. You cannot feel anything, see anything, smell, taste or hear anything. You are just consciousness, floating aimlessly in the space between life and what comes afterwards. Apart from the boredom you suspect this existence will cause you to suffer, being no longer attached to the mortal plane isn't as bad as you were expecting.

Suddenly, you hear something; the steady tread of booted feet approaching. Then you spot the flame of a guttering candle bobbing in your direction. The face of one of the council of brothers smiles at you knowingly. You are invited to follow him and instantly you have a body and limbs and can move. You emerge into bright light outside of the crypt beneath the Tower of Advancement. With a totally straight face, he says,

*"Dragons! They think they have such a fantastic sense of humour."*

Go to **6**. You will have to climb back up the tower to continue the trials.

## 69

The force of the stream has knocked you off your feet and you are being swept away down the mountain at high speed. Can you survive such a watery journey? Add your current CON to your LK. If the result is even, go to **39**, and if it is odd, go to **28**.

## 70

You blink your eyes open only to discover that you are in complete darkness. Quite literally, you cannot see your hand in front of your face. Water is dripping gently in the distance, and judging by the echoes it is making, you must be in a very large cavern or hall. Do you wish to ignite one of your torches to make a light, so that you can see where you are? Go to **7** to find out what there is to see. You could always try to search in the dark for your challenge at **84**, or you could just stand and wait for adventure to come to you at **27**.

**71**

The great goddess hears your plea and saves the troll by replacing him with another poor soul. That soul is you! Your epitaph in the brotherhood turns out to be a dark mark on the cobbles in the main courtyard. Go to **28**.

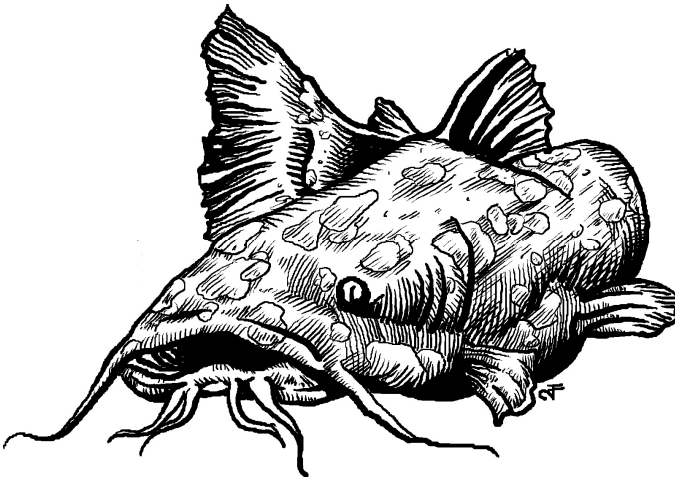
**72**

You put your hand down a hole in the mud under the bank of the pond. Almost immediately, a piscine mouth grabs at your fingers, and judging by the impressive barbells that brushed against you, it must be a catfish. With both hands, you grab the cold-blooded beast by the gills and start to pull. As you feel some movement, the force of mud and water and fish pulling against you gets stronger. Make 2 1<sup>st</sup> level SRs on STR.

If you succeed at both rolls, you get a bonus 25 APs and manage to pull your prey out of its muddy lair and fling it on to the shore. Go to **19**.

If you make only one roll successfully, you get the beast so far out of its hole, but can get it no further before it slips from your grip. Go to **67**.

If you have no success at the SRs, you just cannot move it at all. Go to **59**.



### 73

This adventure is for a single, newly created, first level, humanoid character. Warriors are perhaps best suited to the rigours of the trials. A paragon or rogue might attempt it, though there is no facility for them to employ magic, except between the individual challenges, when spells to heal CON damage, or stop the effects of poisons, may be used. A ranger or leader specialist might also make the attempt. Your new alter ego should probably be a human, elf, dwarf, or at a pinch, a hobb. Monster characters would be unlikely acolytes of the goddess Hoepht, but I suppose in a world of sorcery and marvels anything is possible, and you could play an uruk with a streak of compassion and care in his or her soul. The brotherhood would definitely not admit larger creatures such as trolls, ogres and the like.

Now roll your primary attributes in the usual way. If you wish, you may roll 4D6 and choose the best 3 for each attribute. As per 7<sup>th</sup> edition rules, 'triples add and roll over'. The only caveat to that is that none of the warrior level attributes (STR, DEX, SPD and LK) may be more than 19. This rule applies to kindred modifiers as well, so if you are a dwarf and get to double your STR, the maximum it can be is still 19.

You may not start with any of these attributes higher than this.

You needn't bother to roll for gold. You have given all your wealth to the order. Don't decide on a talent either; you can do that at the end, if you are a survivor.

Now go to **88**.



### 74

As your grip on the troll fails, you feel yourself pulled over the edge of the platform, and for a split second you are staring at the 200-foot drop to the courtyard below. Slowly, you manage to shift your weight so that you can step back from the edge. Go to **67**.

**75**

Attempt to make a 1<sup>st</sup> level SR on CHR. If you fail, go to **10**. If you succeed, go to **42**.

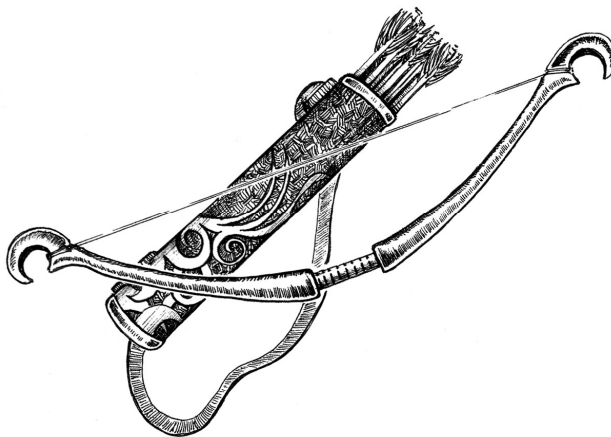
**76**

You have managed to offend both parties in this dispute. The one thing they can all agree on is that you are a complete buffoon and your presence here is an insult to the honour of all. You are manhandled by two muscle-bound barbarians and dragged to the edge of the little encampment. Several archers take up position on higher ground either side of your route back to the hospice. You are told to run as fast as you can to avoid being turned into a humanoid pincushion. Roll a D6 to determine how many combat turns it takes you to get out of range.

1-2 = 3 cts. 3-4 = 4 cts. 5-6 = 5 cts.

For each combat turn, attempt to make a 1<sup>st</sup> level SR on the average of your LK, SPD and DEX. For every roll you fail, you take the number you missed the rolls by in direct CON damage.

If you survive, go to **6**. If your CON drops to 0 or below, your corpse will be left for the carrion to feed on, go to **28**.



## 77

You have passed the trials and can become an Aspirant. Congratulations!

In your new position, you will leave the hospice and travel the world, trying to help any and all who need it. In this role, you may go anywhere and do anything. However, unlike the rest of Kabal's adventurers, you will not be motivated by the accumulation of wealth and will have to give 99% of all monies that come your way to charitable works and other good causes. By continuing to live thus, selflessly and simply, you will enjoy the goddess Hoepht's blessing. Being thus approved by your holy mistress, you will enjoy her protection from combat magic to the tune of a maximum of 20 hits absorbed on your behalf per day.

In addition to your gifts from the goddess herself, the brotherhood will furnish you with armour, weapons, and other equipment to a total worth of 150 GPs. Note that you are not permitted to wear a helmet of any sort as it is considered by the order to impair the communion between acolyte and deity. You also receive an additional 350 APs. Now go forward and bring your compassion to the world at large.

## 78

The freezing cold waters of the swift flowing stream cause you to gasp as you plunge in. You must attempt a 1<sup>st</sup> level SR on STR and 2 1<sup>st</sup> level SRs on DEX.

If you make all 3 rolls successfully, go to **13** with a bonus 25 APs. If you have more successes than failures, go to **30**, while if your failures surpass your successes, go to **57**, unless you failed all attempts, in which case you should head to **69**.

## 79

You select a rod, rig the line, bait the hook and then cast. The line makes a graceful arc into the water while the sounds of nature can be heard all around. How can you fail?

Time passes.

One hour, two....three and still not a single bite. Go to **6**.

## 80

A cry for help in gruff trollish tones brings you out of your reverie. You quickly discover a huge cave troll dangling from the edge of the platform at the top of the Tower of Advancement by just one hand. His fingers are beginning to lose their hold and it is clear he will fall to his doom without your help, though it is doubtful you have the strength to save him. There is also the possibility that if you do intervene on his behalf you could follow him over the edge.

If you decide to try to prevent him falling, go to **25**. If you don't wish to take the risk of trying to pull him back from the edge, you could race down the 390 steps to the monastery to try to find help by going to **54**. Asking the goddess Hoepht to intervene on the troll's part might be worth trying at **15**. Alternatively, you might hasten the vile creature's demise by stamping on his fingers at **33**.

## 81

Your approach is interpreted as arrogance by the mob and its leaders. A near riot ensues and you are trampled to death. Go to **28**.

## 82

The cavern wall below your ledge isn't terribly steep and there appear to be plenty of hand and foot holds available too. If you can make successful 1<sup>st</sup> level SRs on DEX and STR, you climb safely down with your CON intact. For every point you miss either SR by, you take that many hits with your armour only protecting at its face value. If your CON drops to 0 or less, go to **5**.

Once at ground level, you don't really have time to think about which way to go, you just head for the first tunnel you see. Roll a D6 and write down the result. Then roll another. If the two numbers match, go to **29**. If they do not match, go to **52**.

### 83

What proportion of the manure mountain did you shift? If you shoveled for less than half of the turns, go to **6**. If it was between half and three quarters of the time, go to **59**, while if it was more than this, go to **67**.

For every point of STR you lost you receive a bonus 2 APs.

### 84

It is not easy moving on the uneven surface of the cavern floor in complete darkness. Attempt to make 3 1<sup>st</sup> level SRs on the average of your DEX and LK. Every point you fail any roll by inflicts that many hits, though you may count armour at face value for protection. If your CON drops to 0 or below, go to **28**. If you make all 3 rolls successfully, you get a bonus 10 APs.

Unfortunately, you still haven't found anything. To continue to fumble around in the dark, go to **20**. You could light a torch at **7**, if you're fed up with working blind, or you could just stay still and wait at **27**.

### 85

It is likely that a more apposite phrase has never before been uttered in the grounds of the Hospice of Solihar. Your own goddess is unimpressed by such profanity, but Secaf, the spirit of lost causes and certain doom, places a huge pit of dung at the base of the tower to soften your fall. Return to **40**, but until you can take a bath your CHR is temporarily reduced by 2 points.

**86**

Inside the puzzle cube is a small jar containing 3 applications of 'Whammy' wax. It takes a combat turn to apply to any weapon, but will then triple the dice of said weapon for the next combat round. Once applied to a weapon, it will last a full turn before it wears away. Now go to **19**.



**87**

The goddess is so impressed with your performance that she allows you to raise one of your attributes by 1 point.

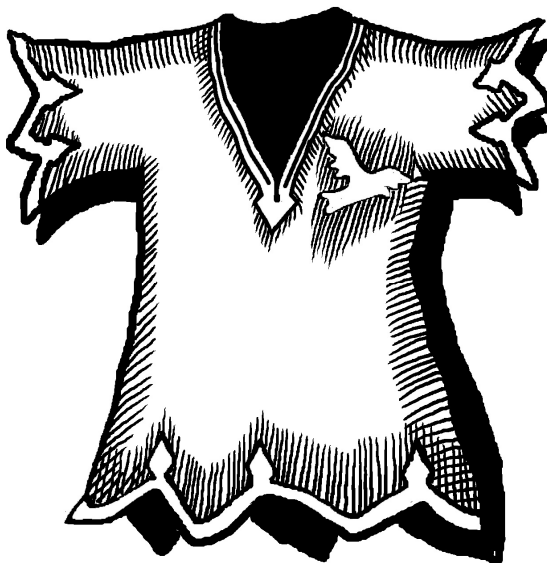
If you rolled evens, you may raise a physical attribute (STR, CON, DEX or SPD), and if you rolled odds, you may raise a non-physical attribute (INT, LK, WIZ or CHR). Now return to **40** and continue the trials.



**88**

You start out your trial with only what the brotherhood gives you. Shirt and trousers of good home-spun material and a decent pair of knee-high leather boots. On top of this you have a sturdy leather hauberk (takes 5 hits), marked with the image of a white dove over the breast, and good-sized scrip (a sort of purse) hanging at your hip. You also have a hemp shoulder bag containing a couple of torches and the means to light a fire. To top it off, there is a hooded cloak in dark green. You may choose a single, one-handed weapon that does no more than 5D6 damage to round off your accoutrements.

Novice of the Brotherhood of the Integument of the Great Goddess Hoephth, you may now step forward to **40** and begin the trials.



## 89

If you don't guess any of the riddles correctly, go to **53**.

If you have 1 or 2 successes, go to **59**.

If you have 3 successes, go to **67**.

If you get all 4 riddles right, go to **41**.

## 90

**Uphill.** The start is steep and uneven. Add up your SPD and CON and use it like a MR to generate dice and adds. Your opponent has the same SPD as you but CON of 2 less. Run 2 'combat turns' between the two of you, but just keep a running total of the hits you score or receive rather than reducing the loser's 'runner rating'.

This number represents the distance between you two in feet at the end of this section of the race. If this number is positive, you are winning, and if it is negative, you are trailing (i.e. You win one round by 3 and lose another by 1, so the running total is +2 to you and you lead by 2 feet).

**Obstacle.** The middle section contains hurdles and other obstacles. Add up your SPD and DEX and generate dice and adds as above. Your rival has a DEX rating 2 higher than you. Run 2 more rounds and note the overall total and add it to the result from above. Again, this number reflects which of you is ahead and by what distance.

**Finishing Straight.** The finish is long and flat. Use the total of your SPD and STR to produce dice and adds. Your challenger's STR is the same as yours. Run 3 final rounds and once again add it to the running total after the first 2 sections.

If this number is positive, you receive extra APs equal to twice this number. You have won the race. Go to **19**.

If this number is 0, the race is a dead heat. Go to **67**.

If the number is between -1 and -9, you lost narrowly. Go to **59**.

If the number is even lower than -9, you were thrashed. Go to **6**.

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Your year as a novice of the Hospice of the Brotherhood of the Integument of the Great Goddess Hoepht is nearly at an end. For months you have helped give succour to the needy and protection to the vulnerable. Your compassion and empathy for your fellow beings has been exemplary. Now your trial of progression is at hand.

Pass the tests laid before you and you will become an initiate of this good order, fail and you will be cast out into the secular world from whence you came.

'Devotion to Duty' is a mini solitaire adventure designed for use with the Tunnels & Trolls role-playing system. Though it has been written using 7th/7.5th edition rules, it can easily be adapted for use with earlier versions. It is intended for a single, newly created humanoid character of no more than 2nd level. There is limited scope for magic use.



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