

DEWDROP INN



FBI0087

BY KEN ST. ANDRE



Don't kick my dog! But do come have fun with

The Trollgod's Elite in Trollhalla

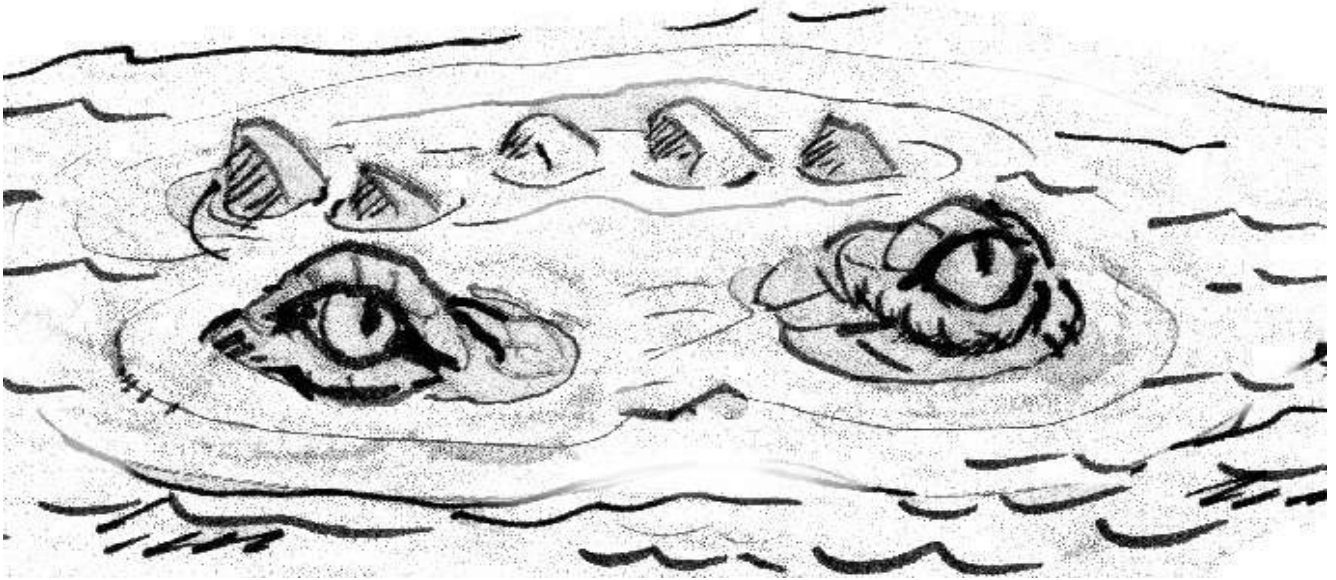
Go to <http://Trollhalla.com> and make your saving roll

on intelligence.

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The DewDrop Inn



Imagined and written by Ken St. Andre

Illustrated and tweaked by David Ullery

With a sexy succubus by Katje Romanov

TROLLHALLA PRESS

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TROLLHALLA PRESS

Getting Out of the Dewdrop Inn

By Ken St. Andre

Introduction

You know that there are establishments in many different lands--perhaps many different worlds. Still, this is the first time you've actually found one, and not seeing any other accommodations around, you decide to spend the night there. As you approach, the sounds of merriment and mirth echo out into the street--yes, this looks like your kind of place. Let's hope that the food is good, the beds are bug free, and the ladies (or gentlemen) are friendly.

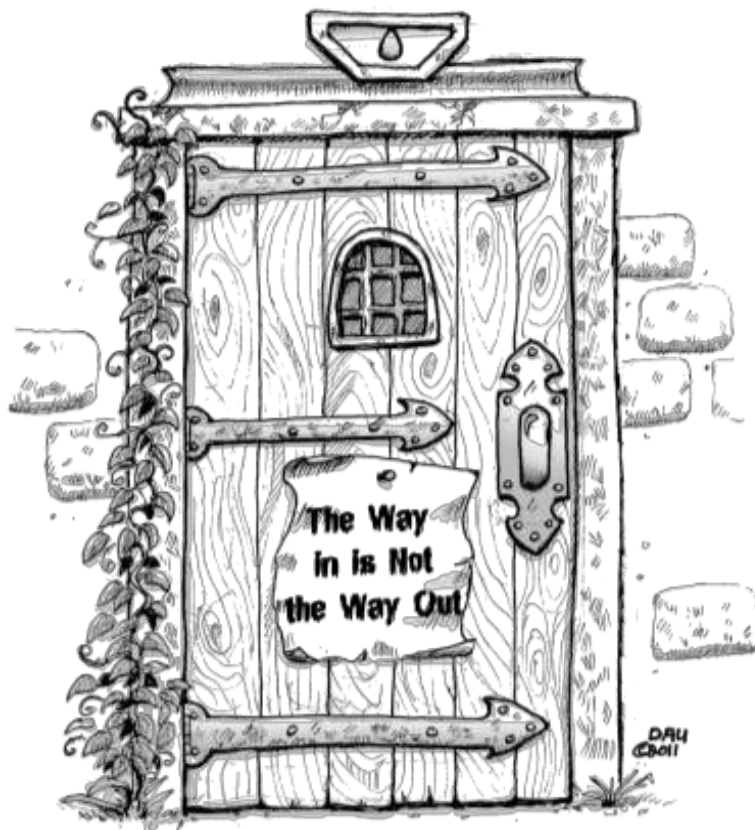
This is a solitaire adventure for **Tunnels and Trolls** using the 7.5 edition rules. You can play by 5th edition rules if you wish, but you will find a few things different in the mechanics. The adventure is for any humanoid character of any level no more than ten feet tall. The Inn simply isn't built for creatures larger than that, and if you're really big, you need to go down the street to the Giant's Castle Inn. Although you can take anyone at all, the adventure is really aimed at characters of levels 1 through 5. You will need a T & T character, a copy of the rules, lots of 6-sided dice, a writing implement--pencils are good because you can erase and write over--and paper. You will need to keep track of things such as how many rooms you've been in, whether you've been in this one before, and what level you're on. You will want to keep track of your adventure points in order to gain attribute points as you play (you couldn't do that in 5th edition). And you will need to keep track of your attribute points-- they may be changing all the time. The object of this adventure is very simple-- get your character back out of the Inn alive. For some of you it may be very simple; for others it may be impossible.

While playing this adventure, some conventions will be observed. Numbers and types of dice will be expressed thusly: 4D6 or 7D20 where the first number is the number of dice to be rolled, and the second number is the number of faces the dice have. When asked to make a Saving Roll, you will see this format: L2SR on LK which means Level 2 saving roll using your Luck attribute. It could just as easily be L10SR on SPD or any other combination. At any point during the adventure when you are told that your character is resting or eating, then you may cash in adventure points (a.p.) for attribute points. It takes ten times the attribute point level in a.p. to get the next point, and once spent the a.p. are gone forever. Example: Rufus has a CON rating of only 7, and would really like to build himself up. By spending 70 a.p. he brings his CON up to 8. Rufus has 204 a.p. when he starts. He spends 70 and then 80 to bring his CON up to 9. He has 54 a.p. left over which he retains. The 150 points that he spent are gone. One more

thing: don't bring your best magical stuff into the Dewdrop Inn. You won't get to use it. Yes, you can have your vorpal blade that does double damage and glows in the dark. No, you can't have the Dagger of Mind Control that automatically enslaves anyone you meet with a CHR rating lower than yours. There is no way for me, as author, to anticipate all the marvelous things you might have, so I'm taking them all away from you at the start.

Special thanks to my play testers, Mark Evans and Andrew Greene. This adventure would have been much buggier without your keen-eyed assistance.

To walk right through the front door and begin your adventure, turn now to paragraph <10>. If you arrived on a riding beast of some sort, and need to take care of it before entering, go instead to paragraph <20>.



<1> You start to read: THE RULES of the DEWDROP INN.

1. Use magic sparingly. Kremm does not recharge.
2. Avoid property damage. It won't help you escape and it will get you killed.
3. There are safe areas where you may rest and regain your health. Find them and use them.
4. Don't worry about your stuff. The Management will give it back to you if you survive.
5. Not everyone in here wants to kill you, although some do. Courtesy is always appreciated.
6. Remember that the object of the game (yes, it is a game, adventurer, and you are the player) is to escape from the DewDrop Inn. If you find the way out, you win.
7. Be careful what you say and do. You are being watched.

And that's all there is – not much of an explanation, but at least you have some idea of what's going on. You have whatever your character was carrying of a non-magical nature including food and other supplies. Magical weapons have been replaced with ordinary weapons of the same general sort (see the rulebook for dice ratings). If you had a magical staff, wand, or other focus, you still have it.

Go now to <30>.

<2> The stable boy mutely watches you as you walk toward the DewDrop Inn. When your back is completely turned, he sticks his tongue out at you. Go to <10>.

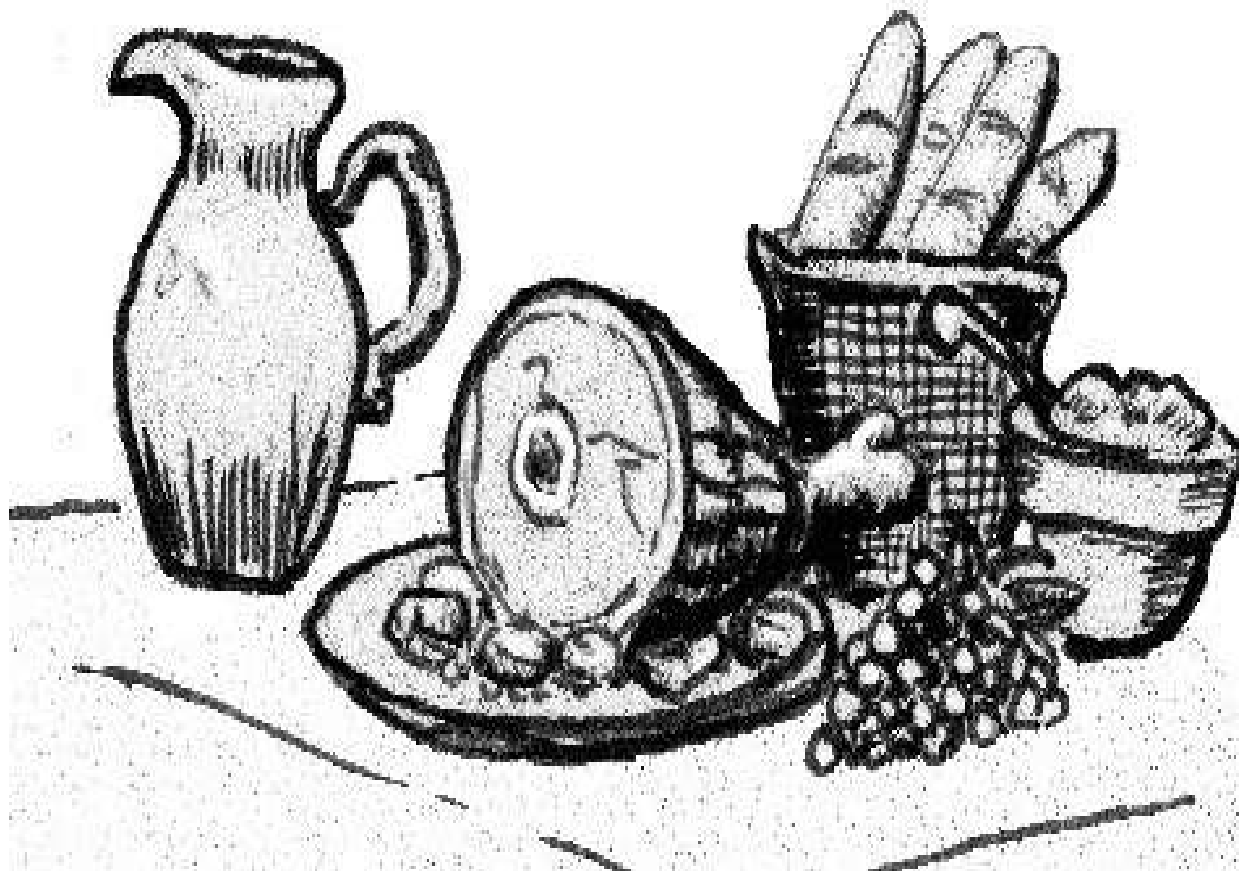


<3> You roll yourself up in a horse blanket and go to sleep. Make a L1SR on Luck. If you make it go to <23>. If you fail, go to <33>.

<4> Make a saving roll on Charisma (CHR) equal to the level of the inn that you are on. If you

make the saving roll, go to <99> and ignore all that stuff about citizens. (You have passed some obscure character test, and have been released.) If you miss the saving roll, then go to <50> and continue your adventure.

<5> You lose the fight. The last thing you remember is great stabbing pain and then everything goes black. Roll 2D6 and make that level of a saving roll on CON. If you make it go to <93>. If you fail, go to <100>.



<6> That was delicious. Roll 1D6 and add the number to your STR rating. You no longer feel either hungry or thirsty--you are ready to exit now. Go to <28>.

<7> “Yes, a snow globe would be nice,” you answer, stalling for time.

“Good! Here you are.” He hands you a cube of milky quartz about 2 inches square

“That’s no globe,” you protest.

“Quite right! It’s a battery. It has exactly as much supplementary kremm in it as your current WIZ rating. You may need it.”

“Oh, thanks,” you answer, “but I’d rather just get out of here.” You look at him move closely and see a sign on the desk that says Arrth Khenn.

“Do you know a teleport spell?” the old wizard asks. If you say yes, go to <37>.

If you say no, go to <47>.

<8> The Vampire has a monster rating of 50 times the level of the inn where you meet her. She can only be harmed by magical weapons or magical spells. If your weapon is not magical, you may be able to beat her back, but will not reduce her monster rating. When she sees that you intend to fight her, she quickly switches back to her bat form and flies at you. She moves with a fluttering motion that makes her very hard to hit. If you can resist her for 3 combat turns without taking any damage, go to <25>. If you take any damage at all (including spite damage on sixes) then she managed to bite you and drain some of your blood--go to <101>. If you are using spells against her in combat- -such as Take That You Fiend, or Blasting Power, the amount of damage done by the spell is the amount of defense you have against the Vampire's attack. You may also count armor as part of your defense. If you manage to kill her within 3 combat turns, go to <44>.



<9> You must either shed some armor, or you will drown. Getting rid of boots and hat are not going to be enough--you must remove your main piece of body armor and drop it. To do so while half stunned and sinking in a pool of black water, make your L1SR on DEX (modified by the inn level). If you have any Talents based on DEX, you may use them instead for the saving roll. If you make the saving roll, go to <39>. If you fail, then you can't hold your breath any longer and you are still sinking--go to <100>.

<10> Above the main entrance is a sign that reads: “THE WAY IN IS NOT THE WAY OUT.” You wonder about that, but you enter anyway.

The DewDrop Inn is a first-class tavern. The food is delicious. The ale goes down smoothly.

There's plenty of good conversation. You stagger off to your bed after midnight and when you wake up in the morning you notice that things have changed.

On the table beside the bed is a printed leaflet that says: "The Rules—read this if you want to survive."

The second thing you notice is that some of your stuff has been taken. Everything that you had of a magical nature (except your focus object if you are a wizard) is gone, and has been replaced with a cheap non-magical imitation. If you had good equipment, you're probably pretty angry about that.

The third thing you notice is that the door now has a sign on it that reads: "START HERE. GOOD LUCK." You are on level 1.

If you want to read the rules, turn to <1>.

If you ignore the rules, grab your stuff and head out the door, go to <30>.



<11> On the other side of the portal you find yourself in a clearing in a forest. Several different paths exit the clearing, but each ends in a shimmering portal just like the one you just came through. There is a sign on each path showing the destination of your journey. The signs all warn that this is a one-way trip. Consult the list of adventures below and choose one that you own. When you go through the next portal, you will find yourself in the middle of another adventure elsewhere. At that point you may give yourself 100 times your current level of deepness in the DewDrop Inn adventure points. These are the adventures you may enter:

1. Gamesmen of Kasar--go to paragraph 15A. Because you have bypassed the safeguards at the beginning of the adventure, you still have your own equipment and may use it inside the Game.
2. Arena of Khazan--go to page i and read the instructions for beginning a tour as a gladiator in the arena.
3. Deathtrap Equalizer Dungeon--go to the Introduction page to see why you suddenly have a frog ring and what to do with it.
4. Khara Khang's Random Rainbow Maze--go to paragraph 1 for a new sort of challenge.

5. City of Terrors--go to paragraph 17A. You are in an action situation, and you'll just have to figure things out on the fly, but you're not in the DewDrop Inn any more.

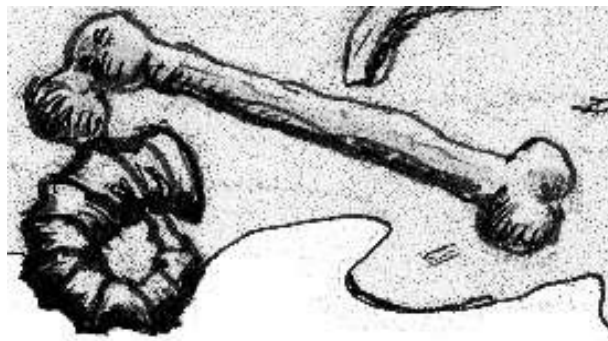
6. Buffalo Castle--go to paragraph 12B. When you went through the portal you left the DewDrop Inn and were teleported into Buffalo Castle.

<12> The lout takes your coin and looks at it disappointedly. —A more generous tip would be appreciated, sir, he says. If you ignore him and head for the inn, go to <10>. If you offer him a second copper, he wishes you a good night and opens the stable door for you – go to <10>. If you give him a silver coin, turn to <32>. If you offer him gold, go to <42>.

<13> You lift your arms in a warding gesture and yell "Stop! Don't attack me!" as loudly as you can.

Make a L1SR on CHR! (Remember to multiply saving rolls by the level of the inn that you are on.)

If you make the saving roll, go to <25>. If you fail it, go to <8>.



<14> Copy this paragraph and keep it with you as long as you and the Vampire are together.

Only use this sequence of paragraphs if the Vampire needs to feed. Keep track of your current paragraph number in order to return to it should you survive the vampire experience.

You are allied with Chalchi the Vampire. This is mostly a good thing. As long as you are with her, you will not meet any other vampires in this inn--it just won't happen. If you are fighting any other people or creatures, Chalchi fights on your side, getting whatever monster rating she had when you first met her plus any increase she has gained while you were together. Each time the two of you manage to kill something, Chalchi will drink its blood and her monster rating will go up by 10 points.

The bad side of the deal is that Chalchi gets hungry quite often. If she has not managed to drink the blood of something in the last 5 paragraphs, she will start thinking about you as dinner. Make a little Chalchi character card to keep track of her monster rating and how long she has gone between feedings. Put a mark on the card for each numbered paragraph that you read. Every time you reach the 5th mark since feeding, Chalchi is hungry again. You must persuade her not to attack you. Make a L1SR on CHR. (Remember to multiply the saving roll level by the level of the inn.) If you make it, go to <103>. If you fail, go to <97>. But now, return to the paragraph that sent you here, and continue your adventure.

<15> Beyond the Orange door is a hexagonal room. In each wall there is a door with a different number on it from 1 to 6. Choose a door and go through it, or simply wait to see what will happen.

If you choose: door number 1, go to <24>; door 2, go to <34>; door 3, go to <46>; door 4, go to <54>; door 5, go to <64>; door 6, go to <74>. If you wait, go to <84>.

<16> Goblins it is then! You'd much rather fight Alligators, but you got the more advanced reptile. Roll 1D6 and add 1 to see how many hostile Goblins you must deal with. Each Goblin has a monster rating of 25 multiplied by the inn level. They have the strange Goblin ability of being able to walk on the water. You see some open water between you and the shore--you might be able to make a break for it and escape. If you stay and fight, go to <139>. If you flee, go to <133>. If you try talking to them, go to <118>.



<17> “No snow globes for me,” you quip. “They make me sneeze.”

“Oh, a tough guy,” he responds. “I like that. Good luck!” He turns transparent and before you can protest, the old wizard and his office are gone. You find yourself in a hallway with six painted doors in the walls. Go to <50>.

<18> There is a note beside the plate. You pick it up and read: THIS IS YOUR LAST FREE MEAL. THE MANAGEMENT HOPES YOU HAVE ENJOYED YOUR STAY AT THE DEWDROP INN AND WILL NEVER COME BACK. You finish your meal and walk over to the exit door. Go to <99>.

<19> The gators are killing you. Your only chance to live is to get out of the water by flying. If you can do a Fly Me spell or if you have Fight or Flight ring that hasn't been used yet, then you levitate out of the water, and take your bleeding body off toward the narrow shoreline that you can see--go to <87>. If you can't do that, and you'd like to pray for divine intervention to save your life--go to <86>. Or you could return to <36> and fight to the finish.

<20> You take your riding beast over to the nearby stable. A lout comes out and asks for payment in advance. A horse is 1 silver piece per night, a lizard is 3 silver pieces per night, a bird is 4 silver pieces, and anything else costs 5. When your mount is stabled, you think about giving the stable boy a tip. A single coin should do, but what coin?

If you give him nothing because he was only doing his job, go to <2>. If you give him a copper piece, go to <12>. If you give him a silver, go to <32>. Or, if you give him gold, go to <42>.

<21> For 100 gold pieces the Armorer will teach you a new skill--Weapon Mastery. If you do not have enough cash on you to pay for the training, then you don't get it, and must depart, by going to <84>. If you already have the skill of Weapon Mastery, you may improve it by one point for the same cost. Weapon Mastery does not improve your ability to do damage, but it does give you a chance to perform special tricks such as disarming a foe, breaking a weapon, or weapon toss and catch. After an hour of practice you now have the Weapon Mastery skill at DEX + 1.

Before you leave, subtract 1 from your STR rating. All that exercise wore you out. Go now to <50> to continue your adventure.

<22> Alligators it is then! You'd much rather fight Goblins, but you got the more primeval reptile. Roll 1D6 and add 1 to see how many hungry gators you must deal with. Each reptile has a monster rating of 20 multiplied by the inn level. You see some open water between you and the shore--you might be able to make a break for it and escape. If you stay and fight, go to <62>. If you flee, go to <69>.



<23> Morning comes. You awake, rested and ready to continue your journey. When you get your mount and leave, then the adventure is over. You were prudent, and nothing bad happened to you. Take 100 a.p. for avoiding trouble and go your way. You didn't drop in to the DewDrop Inn.

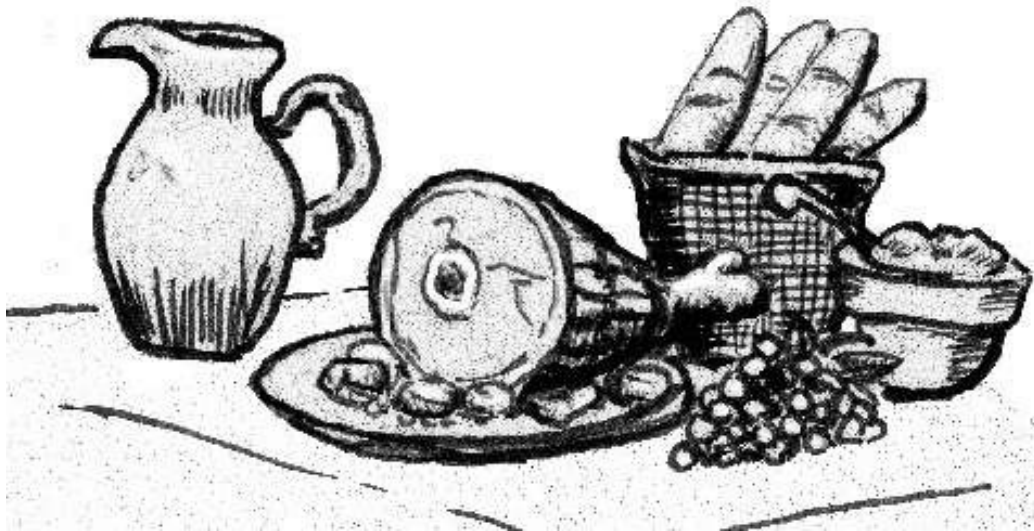
The End.



<24> You step into a room full of tables and chairs. The tables are laden with all kinds of delicious foods, and most of it smells great. On one wall is a large sign that says: Beware! This food may be a trap.

The door by which you entered has vanished. At the far end of the room is a door that says: EXIT.

Each table has food appropriate for a different kindred. There is a table full of berries, roots, and fruits with a slab of barely cooked venison that would delight most Elves. There is a table full of mossy porridge flavored with light metals that is just right for Dwarves. There is one full of meat and potatoes for Men. Whatever your kindred may be, you can find something that appeals to you.



There are also liquids to drink. There is cool fresh water, room temperature wines, cold ale in a keg, steaming hot teas, and even something that looks like a chalice full of blood. Whatever your taste, you can find something to drink.

If you don't eat or drink anything, but just head straight for the Exit door, subtract 1 from your STR rating. If that brings STR to 0, then go to <28>. If you're okay and wish to exit without eating, then go to <28>. If you decide to eat something, go to <98>. If you just drink something, go to <88>. If you sit down and both eat and drink, go to <78>. If you just stand around waiting, or sit down and wait, that will count as resting. Add 1 point to STR (but do not take it higher than its starting value when you entered the inn. Then make a saving roll on Luck equal to the number of the level you are on. If you make the saving roll, go to <68>; if you fail it, go to <58>.

<25> The vampire bat backs off and transforms back into the beautiful Vampiress. She looks at you more closely. "You are not acting a bit like food," she says. "Have I made a mistake?"





You seize the opportunity to talk to her. "No! I am not your food. I am (insert your name here), and I am just an adventurer trapped in this crazy tavern. I noticed a chalice of fresh blood over there." You point to the opposite side of the room. She walks quickly to the indicated table, grabs the chalice, and gulps down the crimson fluid. She is a messy drinker, and blood splashes on her chin and throat.

When she finishes her drink, she speaks to you again. "I needed that. I also am lost and trapped in this inn. You may call me Chalchi, although you

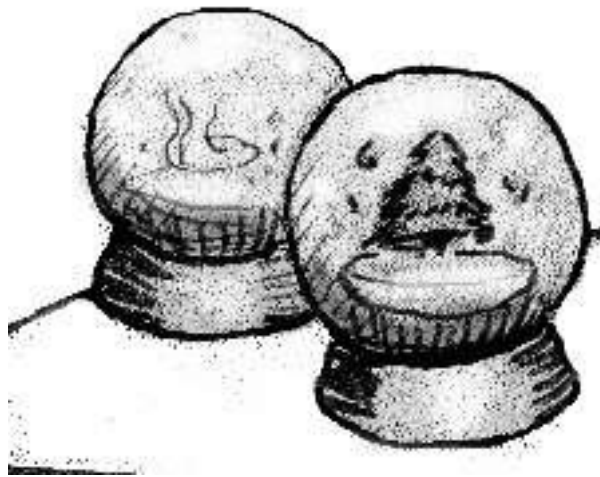
understand that is not my real name. Since we both seem to be trapped in this place, would you care to combine forces with me?

Make a L1SR on INT. If you make the saving roll, go immediately to <102>. If you fail it, read on.

The chance to ally yourself with a powerful creature like Chalchi seems too good to ignore. You agree to her proposal. Go to <14>.

<26> The water is more than ten feet deep and you're still sinking. If you are wearing armor, go to <9>. If you don't have armor, you can kick and fight your way to the surface--go to <39>.

<27> —Wrong answer!! shouts the old wizard. He gestures at you and you feel like you are exploding. Multi-colored lightnings flash before your eyes and you are teleported into a strange hallway on Level 2. Keep track of that. Remember that the difficulty of all saving rolls is now doubled, as is the monster ratings of all foes. Go to <50>.



<28> Put a mark by this paragraph. If this is the tenth mark or greater, go to <4>. If not, go to <50> when you step through the door.

<29> There is an old wizard and a couple of young apprentices sitting in this room. The wizard is unusual in that he is a hyena man--a dhole. The sign on his desk says, "G'noll the Dhole". He motions for you to have a seat and put your weapon on the table, then asks how much you have to spend on enchanting the weapon.

If you say less than 20 gold pieces, go to <167>.

If you say 21 to 50 gold pieces, go to <142>.

If you offer 51 to 100 gold pieces, go to <143>.

If you offer 100 gold pieces or more, go to <145>.

If you decide you can't afford an enchantment, turn and leave at <84>.

<30> You step through the door that says start HERE. You are on level 1. [Keep track of your level number. It is a multiplier for the difficulty of saving rolls and monster ratings. A L1SR on LK on level 1 is a L3SR on LK on level 3. An uruk with a monster rating of 30 on level 1 has a monster rating of 120 on level 4. Unless you are a really big character, try not to go too deep. The challenges get more difficult as you descend.]

If your character type is a Citizen, go to <40>. If it is a Warrior, go to <50>. If it is a Rogue, go to <60>. If it is a Wizard or a Specialist of any kind, go to <70>.



<31> The urukin sees your hostility and throws his throwing axe at you. Make a DEX saving roll on the same level as the inn, or if you have a Dodge or Acrobatics Talent, you may use either of them instead. If you fail the saving roll, go to <100>. If you make the saving roll, go to <138>.

<32> “What do you want me to do with your mount if you don’t come back, sir?” he asks you as you start to walk away. You turn back to him. “What do you mean by that?” you ask. “Some people never come back from that tavern. If you don’t come back...” he lets the question hang. “You can have the riding gear,” you tell him. “Give the animal to an orphanage.”

You feel that you have received an obscure warning and resolve to be watchful and careful inside the inn. For the remainder of the adventure you may add +1 to any saving rolls that you are told to make. Just a little nervous, you head for the inn. Go to <10>.

<33> Something wakes you up – a sound that doesn't belong in a stable at midnight. There it is again – a scraping noise, a muffled oath. Robbers! Killers! You have dealt with such thugs before. You took your boots off, but otherwise you are still dressed. Your weapon is close at hand. It's very dark – just some moonlight coming in thru cracks in the timbered wall. You move into a corner and wait.

The first robber is carrying a dark lantern. As his head comes into sight you reach out and whack him with your weapon. HE falls back down onto his mates and they all begin to curse and swear.

You have a position of strength in the loft. If you want to wait for their attack, go to <43>. If you want to threaten them, go to <53>. If you want to carry the fight to them, go to <63>.



<34> It's always difficult to tell what is in the next room before you step into it- -like the air is very hazy, or the universe hasn't decided to put there yet. You enter and find yourself on the edge of a stairway. Subtract 1 point from your STR. It's a great, fine stairway--wide, curving, made of polished marble, with nice slick banisters that invite you to slide down them. Resist the temptation. There is probably something lethal waiting to impale you at the bottom.

If you are on level 1, the stairway only leads down to level 2. Go to <153>.

If you are on any other level, the stairway might go either up or down, but it will not go both directions. Flip a coin. Heads = Up--go to <45>. Tails = Down--go to <153>.

There is no way out of this room except to take the stairs. Follow them.

<35> In the next section of the hallway, you meet a Wanderer going the other way. The wanderer is a ferocious-looking urukin, dressed in battered leather armor and wearing a floppy green hat. He has a throwing axe in his left hand, and a bone-hilted falchion hanging at his belt. He looks tough.

He is an urukin--a monster kindred, and you're not in Khazan now where such kindreds are well accepted. If you wish to attack him, go to <31>. If you choose to speak to him courteously, go to <129>. If you just walk by without saying anything, go to <119>. (If you have already met this urukin, then this doesn't happen at all--lose 1 STR point and go on to <66>)



<36> Treading water and flailing madly means you can only fight at 1/2 your normal combat strength--roll your dice and include your combat adds then cut that in half for your combat total. Alligators are at home in the water. They get their full combat totals. However, only two of them can get at you on any given combat turn. If you slay or seriously wound one, another will take its place. Although a level 1 gator only has a monster rating of 20, remember to multiply their monster ratings by the level of the inn. Fight one combat round. If the alligators reduce your CON to zero, go to <100>. If the alligators injure you, and it looks like you might die in the next combat round or two, go to <19>. If you are winning your fight against the alligators, then read this paragraph again and keep fighting as long as there are gators to attack you. If you slay all the gators, you may take the sum of their monster ratings in adventure points and continue safely to the shore--go to <87>.

<37> “Yes, I know the Blow Me to... spell,” you answer.

“Then use it and you’re out of here, but this is the only chance you’ll get. It won’t work from anywhere else in the DewDrop Inn.” He gives you a twisted smile.

If you can really cast that spell and wish to do so, go to <57>. If you choose to remain, go to <47>.



<38> You are in a short section of corridor that makes a right turn about ten feet in front of you. As you walk along, you hear a door opening and a muffled voice in front of you. Suddenly the floor drops away below your feet and you are falling.

Subtract 1 point from your STR rating. If you have the ability to fly, expend the kremm and go to <77>.

If you can't fly, you are falling. Make a saving roll on LK equal to the level of the inn that you are on when the fall begins. If you made the saving roll, go to <59>. If you failed it, go to <96>.

<39> You fight your way to the surface and tread water for a few moments while you get your bearings. Then you notice all the gleaming yellow eyes looking at you. This can't be good. Would you rather face Goblins or Alligators? If you choose Goblins, go to <22>. If you choose Alligators, go to <16>.

<40> You find yourself in a short stretch of hallway. There are 2 closed doors. The door you just came through has vanished – you suspect magic is involved. One door says “EXIT.” The other door says “DANGER.” If you walk through the door that says EXIT, go to <99>. If you go through the one that says DANGER, go to <50>.

<41> You broke both your legs in the fall. You cannot walk. If you know the Poor Baby healing spell and have enough kremm to power it so that the damage you took becomes less than 10 points, use it, pay the cost, and go to <67>. If you have a healing potion in your supplies, drink it, apply the effect, and go to <67>.

If you cannot heal yourself you have two choices: lie where you have fallen and hope that someone comes along to help you, or drag yourself painfully through the door you see ahead of you into the next room.

If you lie there waiting for help, go to <107>. If you drag yourself painfully down the corridor and to the next room, go to <54>.



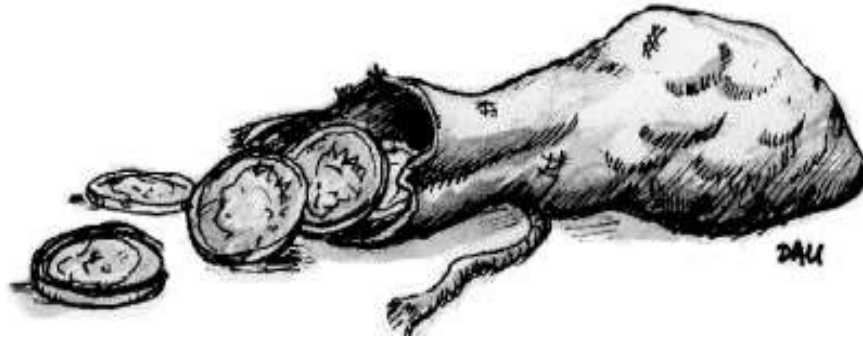
<42> The lout takes the gold and grins broadly. "Listen to me, sir," he says with some urgency. "You have been generous to a poor man, and I feel that I should warn you." "Warn me of what?" you ask. "Many people who enter the DewDrop Inn never come out again. You would be much safer sleeping in the stable tonight. I'll have some extra blankets if you'd like to sleep safely."

You think about the stable boy's offer. He seems sincere, but it could be a trick to get you to stay out where he can rob you.

If you take his offer and sleep in the stable, go to <3>. If you thank him for the warning, but go into the inn anyway, then you will get to add +1 to all saving roll attempts because you are extra wary. Go to <10>.

<43> You have the high ground. Now that the thieves know you are awake and waiting for them, and with one guy complaining that he needs a healer, they refuse to attack. After much cursing and name-calling they depart. You are a bit perturbed by the attack and wonder if they will return with reinforcements, but they don't. Take 50 a.p. for driving off the bandits. Eventually you fall into an uneasy sleep. Go to <23>.

<44> You have slain a Vampire--no easy task. You get a.p equal to her monster rating. You may also loot the body. She wears a strange sort of partial armor that will not fit you--you may as well leave it behind. She carries a magical sword that gets 6D6 in combat, yet feels as light as air itself. She has a pouch with the level number times 100 small golden coins inside it. Return to <24> and try something different.



<45> At the top of the stairs there are three doors. Each one has a picture on it. The first door has a picture of a person reading--to pass through it, go to <74>. The second door shows the picture of a treasure chest--to enter there, go to <94>. The third door has the rune for the unknown on it--to pass through it, go to <50>. [The rune looks like a ? only jagged instead of rounded.] The stairs fade from existence. You cannot turn around and go back down.

<46> There is a horrible THING waiting for you inside this room. Alien! Hideous! Larger than a man with some kind of scaly hide that ripples through shades of red, black, and green. It has tentacles. They have claws. They have mouths in their ends with row after row of triangular little teeth within them. The THING oozes a grayish slime, and it burns to the touch.

The THING is a pure monster. All it wants to do is eat you, and use your slime-covered bones to enhance its hideous nest. Yes, the room is full of slimy bones. It is disgusting. And it smells bad too--it makes you want to vomit just to be there. If you have eaten anything within the last 10 paragraphs, you do vomit.



You have to kill it. The door leading out of the room will not appear until you do. While contemplating that thought, subtract 1 point from your STR rating.

It attacks you, or vice versa--hard to say in a pure survival situation like this. If you wish to fight with magical spells, go to <61>. If you rely on physical weapons, go to <104>.

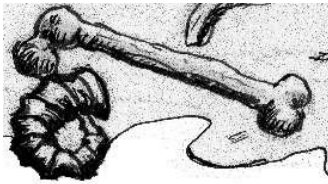
<47> “Well, no I don’t,” you admit. “Can you teach me one?” “I could, but I won’t. I’m already granting you favoritism with the battery. Other Adventurers don’t get such help. Hell! I’m really tough on Warriors. They get no help at all.”

“Then how do I get out?” you ask.

“Just explore until you find an exit.” He stands up and shakes your hand. “Good luck, young ‘un. Take care of your battery, and it will take care of you.”

As he speaks he grows more and more ghostly and transparent. In about a moment Arrth Khenn and his office fade away completely. You find yourself in a hallway with six doors in the walls. Go to <50>.

<48> You won the fight. Take adventure points equal to the THING's monster rating. A door magically appears at the far side of the room. Yes, you will have to wade through some slimy bones to get there. It is faintly acidic and will cause any armor you are wearing to weaken by 1 point in its protection value. If you wish to search for treasure before exiting the room, make a L1SR on Luck (modified by the level of the inn). If you make it, go to <120>. If you fail, go to <130>. If you don't bother with treasure and just exit, go through the door to <50>.



<49> Make a saving roll on INT at the level of the spell you tried to cast. If you fail the saving roll then the spell fizzles--go to <76>. If you make the saving roll, the the spell works--go to <89>.

<50> You are in a lighted hallway with 6 doors in the walls. The doors are colored: orange, red, purple, blue, green, yellow.

Orange = go to <15>

Red = go to <84>

Purple = go to <35>

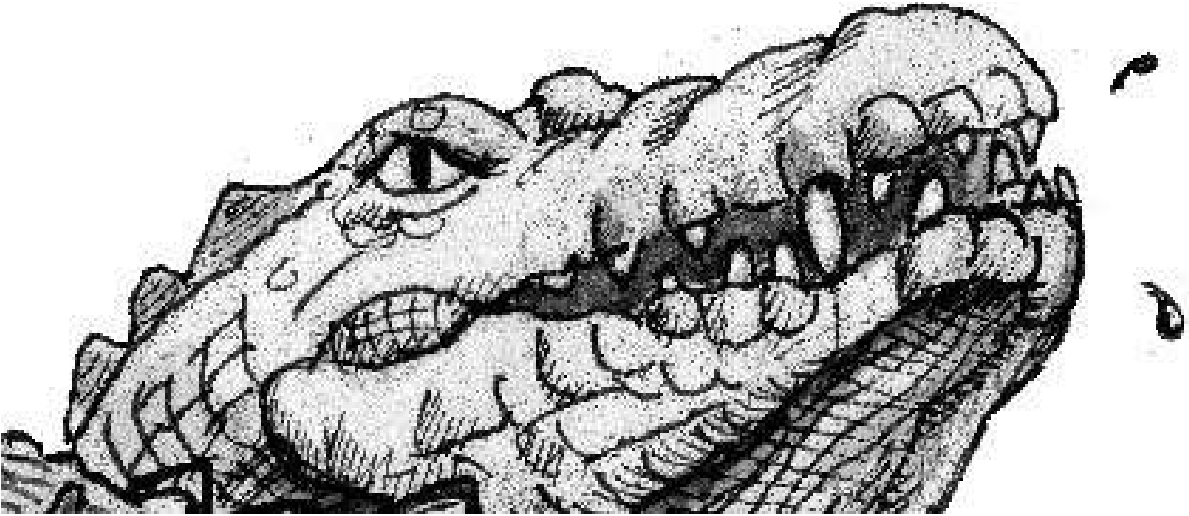
Blue = go to <34>

Green = go to <95>

Yellow = go to <75>

<51> The drink tasted pretty good, but left a bitter aftertaste. You have been subtly poisoned. Make a note that whenever your character takes either STR or CON damage for the rest of its life, you must double the amount of damage taken. You no longer feel either hungry or thirsty--you are ready to exit now. Go to <28>.

<52> An alligator catches you from behind and gets one free attack on you. It has a monster rating of 20 (multiplied by the inn level). Roll the damage and subtract from your CON. If that brings your CON to zero, go to <100>. If your CON is still positive, go to <62 and fight, though the chance to cast magic is now gone.



<53> An exchange of insults ensues. You tell them that if they come up, you will crack their skulls. They tell you that there are three of them and only one of you. You had better surrender now, give them your money and they won't hurt you.

If the odds impress you, and you wish to surrender, go to <83>. If, knowing that there are only three of them, you wish to carry the fight to them, go now to <63>. If you decide to wait them out, go now to <43>.

<54> You have found the Facilities. This room contains a large sink, a flush toilet, and a big bathtub standing up off the floor on four brass lion paws. There is hot and cold running water. There is a linen closet with clean towels and bandages. There is a medicine closet with some healing potions inside it.

There is magical music playing in the background, and there may even be



elvish singing. This is a comfort station indeed. Clean yourself up. Heal your wounds back to your original CON value. Add 1 point to your STR rating. Arrthkhenn is a civilized wizard. He won't attack you in the bathroom.

He will, however, play a trick on you. When you are ready to leave, the door will open on a hallway that is one level deeper than you were before. So clean yourself up, and get yourself ready--the price of adventuring at the DewDrop Inn just went up--and you went down—again. Go to <50>.

<55> The Goblins are all dead. You may loot the bodies. They don't have much. Each one has a knife worth $2D6 + 3$ in combat. Three of them have money pouches. Roll 2D6 and multiply by the level number of the inn for the amount of gold coins in each pouch. You may also have 40 a.p. times the level number of the inn for each Goblin slain. When you have finished looting, you may continue your explorations. Go to <50>.

<56> Make a L1SR on Luck (multiplied by the level of the inn). If you make it, you found treasure. Roll once on the Random Treasure Generator in the T & T rulebook for each level of the inn. After calculating your treasure, walk on to <34>. If you failed it, you found a trapped piece of jewelry and take damage simply from touching it--damage equal to 1D6 of hits to CON for each level of the inn. In addition, the floor drops out from under you--go to <84>.

<57> BAMPH! The sulfurous smell of teleportation fills your nostrils and you are gone. Go to <99> and just ignore all that stuff about Citizens.



<58> A Vampire enters the room. She is a large woman, wearing strange armor that leaves her half naked. Her skin has the pallid waxy look of someone who has never seen daylight. She looks around the room and spots you. She smiles an evil smile showing great big fangs at the sides of her mouth. She notices the tables all full of food, and you just sitting at a table not eating or drinking. She decides that you must be her food--it's only logical. To your horror, she transforms into a devil bat and swoops toward you. If you jump up and fight the attacking devil bat vampire, go to <8>.

If you try to talk to her before the fight actually starts, go to <13>. If you want to leap up and run for the exit, go to <144>.

<59> You fall and hit with a tremendous splash. You have fallen into some kind of pool. Make a saving roll on Luck of the same level of the inn as you are now on. It should be one level more difficult than the last one was. If you succeed, go to <115>; if you fail, go to <26>.

<60> On the other side of the door is a small, red-haired man who reminds you of a fox. —Hey, remember that fox in Khazan?|| he says. —Her name was Reynard and so is mine. Take this!|| He shows you a gold ring with a red jewel set into it.

“What’s this?” you ask.

“It’s a Fight or Flight ring,” explains Reynard. “Because you are a rogue, the local Rogue’s Guild wants you to do well on this challenge.”

“How does it work?” you ask.

“If you need to fight, point the ring at your foe and say Take That, You Foe!‘ A kill spell will flash out of the ring, hopefully killing your enemy. “[The amount of damage done is actually equal to your INT rating.]

“Awesome,” you gush. “Will it do that every time I try to use it?”

“No, it only works once, so save it for dire need.”

“And the flight part?” you query.

“If you need to fly, say Fly Me!‘ and it will allow you to fly like a bird for about a minute.’

“That could be handy,” you quip. “One use?”

“That’s all we can do for you,” says Reynard. “Good luck!”

The Foxy Man steps through the nearest door and lets it close behind him. You find yourself all alone. Go to <50>.

<61> When you think about using magic against this creature you get a very bad feeling--a this isn't going to work kind of feeling. If that makes you switch to a physical attack with weapons, go to <104>. If you ignore the feeling and cast your spell anyway, then go ahead and subtract the kremm points from your WIZ rating, imagine the effect your spell is going to have, and go to <110>.

<62> Alligators are hard to fight, especially when you're in the water with them. There are a couple of strategies available to you. You could tread water and flail madly with your weapon, or you could try to dive under the alligators and disembowel them from below. Or, if you know magic, you'd have time to cast one combat spell at one gator. To tread water and fight from above, go to <36>. To dive under and fight from below, go to <39>. To cast magic at a reptile, write down your spell and go to <49>.

<63> Only 3 of them? Ha! You vault down out of the loft and attack. Your foes are 3 half-goblins – a low crossbreed between men and hobgoblins. You can't see them very well in the dark stable, but your impression is of squat, low-browed men with long arms, short legs, big ears, and tusks. One is armed with a bludgeon. The other two have large knives. They have monster ratings of 30, 30, and 20 for the wounded one. They don't have armor. However, they only have CONs of 15, 15, and 10. You don't have to beat their monster ratings down to zero – you only have to do enough CON damage to take them out. If you know combat magic, you may cast a spell on one of them before the fight begins, or you may enchant your weapon.



Fight regular T&T combat to the finish. There is no backing out now. If you win go to <73>. If

you lose, go to <5>.

<64> You find yourself walking into what looks like a garden. Beautiful flowers and small trees are growing in patches of soil scattered between the marble walkways. The walls have receded into the middle distance and can scarcely be seen through all the vegetation. Suddenly you hear a howl, growl, or roar. A pack of savage and hungry animals is coming to attack you. Subtract 1 point from your STR rating.

If you know spells you may use them to fight in this room--one spell per combat turn, and one spell per target creature. The damage total done by your combat spell will also serve as your defense total. Or, you may defend yourself with your weapons. You cannot do both at the same time.

If you would like to try and run for the exit before the beasts reach you, make a L1SR on Luck, followed by a L2SR on Speed. (Modify those by the inn level you're on.) If you make both of the saving rolls, you manage to get to a wall and find an exit door before the animals reach you--go to <50>. If you fail either of the saving rolls, then the animals overtake you, and you must fight for your life--go to <105>. And no, you can't climb a tree--they are just saplings that could not bear your weight.

<65> In the next section of the hallway, you find five doors, each bearing a sign. You experiment and discover that only one door will open for you. If you are a Warrior, go to <46>. If you are a Wizard, go to <70>. If you are a Rogue, go to <60>. If you are a citizen, go to <99>. If you are anything else, go to <84>.

<66> You step through the door and enter a dimly-lit passageway. From the shadows emerges a pale skinned, black haired girl with a generously curved hourglass shape. She is dressed head to toe in dark clothing. She wears a leather jerkin, altered to display a deep cleavage, a wide belt and tight leggings tucked into knee high boots. Her hair is long and wavy, seemingly moving and flowing on it's own, though there is no wind. Her bare arms are tattooed and branded with ancient runes and odd protection symbols. "Hello," she coos as she approaches. "How lucky I am to meet a strong warrior like you! I have heard that there is a vampire in these halls, but I just had to go out and get a breath of night air, and now here you are, just in time to escort me safely back to my chamber. I would be so grateful if you could accompany me, and lend me your protection." She has a tendency to pant slightly while conversing, as if overly excited and out of breath, and this makes her speech slow and breathy. There is no apparent threat in this woman. She is just another guest of the Inn who finds herself attracted to you. If this has happened to you before, you experience a feeling of déjà vu, although you do not remember the previous meeting. Did she say something about night air? Does she perhaps know a way out of this labyrinth that she could show you? You stop and begin to speak to her, telling her your name and learning that she is called Kattije (pronounced Cat-Ya). The longer you speak to her, the more attractive she seems, and yet, something also seems a little bit wrong. It is hard to tell in the dimness of this corridor, but are her eyes slitted like a cat's eyes instead of round like a human's? And those tattooed arms--the symbols seem to move

with their own life. And what long black fingernails she has--those could be as dangerous as daggers. But why look at those unsettling things when her face is so lovely, and her breasts are so inviting? And now she has taken your arm and is nestled into your side, and is leading you down a passage that you hadn't noticed before. You shake your head as if trying to clear it of her attractive musky scent. Make a saving roll on your Charisma equal to the level of the Inn that you are currently on. If you make the saving roll, turn to <159>. If you fail it, go to <165>.



<67> You manage to heal enough damage to get up and stagger painfully onwards. Subtract 1 point from your STR rating. Go to <25>.

<68> Time goes by but nothing much happens. Subtract 1 point from STR and return to <24> and make another choice.

<69> You see the shore--how fast can you swim? If you have a Swim Talent, you may use that instead of the DEX saving roll. If you know a Fly Me spell, or have some other means of flying (like a magic ring), you can levitate out of the water and fly to safety--go to <87>. Make a L1SR on SPD (multiply that by the inn level) and a L1SR on DEX (multiplied by inn level). If you miss either one, go to <52>. If you made them both, go to <87>.

<70> You find yourself in an office with a desk. Behind the desk sits a grizzled old man wearing a battered brown fedora and a purple robe decorated with bright green stars. You sense incredibly powerful magic all around you.

—Would you like a snow globe? asks the strange wizard.

It seems a strange question. If you say yes, go to <7>. If you say no, go to <17>. If you say anything else, go to <27>.



<71> Your muscles lock up and you are paralyzed. It is all you can do to breathe. The guards laugh at you and then search you. If you have injured any of them, they take healing potions. Then they rob you. Any money or jewels you may have on you goes into a treasure chest. Your weapon is removed and thrown through a hole in the wall. You hear it go clunk. Then two of them pick you up and take you outside. They find a stairway, and take you down one level, then go through a door and put you down on the floor. With an ironic salute they leave you there--one level deeper than you were before. In about an hour you get movement back. You don't feel so good, and you're effectively helpless. Go to <50>.

<72> You were dead, but now you are undead. You have come back to unlife as a Vampire. Your attributes are all the same as they were when you died, but your CON has increased by 1D6. Nonmagical weapons can't hurt you, but for the remainder of this adventure, you may assume that anyone using weapons against you has a magical weapon. Beasts do not have magical fangs and claws, and are helpless against you in combat. Treat their combat rolls as zeroes. Your only real weakness is direct sunlight--it does 3D6 CON damage to you for every minute that you are exposed to it. If you are damaged you will regenerate your own STR rating in CON per combat turn. You may shapeshift into a devil bat, and in that form you can fly. If you knew any magic, you still know it. If you didn't, then you still don't. You wake up in a bedroom, but it is not the bedroom where you started. You are now one level deeper in the Inn than you were when you met the Vampire that did this to you. When you get up and start moving around, go to <40>.

<73> Your foes are all dead. You may loot the bodies. These guys don't have much worth taking. There are two knives of battered iron that get 2D6 + 3 in combat, and a metal-studded bludgeon worth 4D6. The one with the bludgeon also had a pouch with 2D6 silver pieces in it. You get 90 a.p. for defeating the 3 half-goblins. If you decide that this is enough excitement for one town, go to <23>. If you decide that you want to see what's inside the DewDrop Inn after all, go to <10>.

<74> An aura of peace settles upon you as you step through this door. Add 1 point to both STR and CON attributes. Inside you find a spacious chamber, well lighted with many lamps upon the walls. Between the lamps are many tall bookcases in which hundreds of books are nearly arranged. There are some large and comfortable chairs placed near the lamps. In the center of the room is a circular desk with one or more pleasant-looking young women behind it (one for each level of the inn that you are currently on). The desk has a sign on it that says INFORMATION. Across the room is a door that says EXIT.

You have several choices. If you wish to ask for information, approach the desk and speak to a librarian by going to <106>. If you don't want to waste any time here, you may exit by going through that door to <50>. If you'd like to randomly browse through the shelves, go to <116>. If you wish to attack the librarians or steal a book, go to <126>. If you wish to just sit down in a chair and rest a while, go to <136>.



<75> There is a small leather sack lying in the center of the room on the floor. If you wish to pick it up and open it, go to <56>. If you ignore it and keep walking, go to <34>.

<76> You fail to hurt the reptiles with your spell. They, however, get to do their full combat damage to you. If this reduces your CON to zero or less, then go to <100>. If you still live, then return to <36> and fight to the finish.

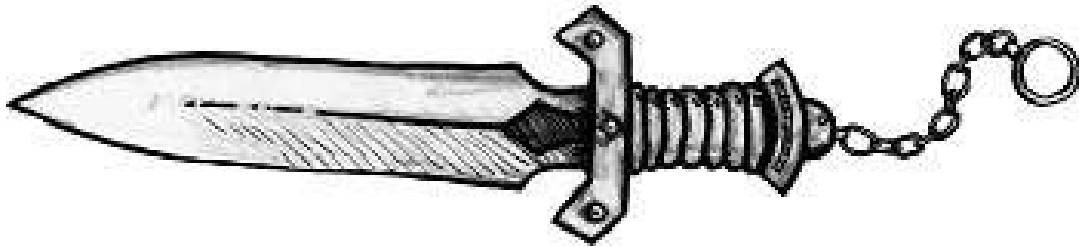
<77> You may either fly to the next door by going to <45>, or fly down to the next level by going to <50>.

<78> Put a mark by this paragraph. If this is the tenth mark, go straight to <18>. If not, keep

reading.

You eat; you drink, you enjoy a well-balanced meal. Roll $1D6 + 3$, and add that amount to your current STR rating. If that takes your STR above its starting value, remember that it is only a temporary boost in Strength. When you can eat and drink no more, go to <28>.

<79> Toad-Killer Dog tells you that he will accompany you. For the rest of this adventure, or until such time as Toad-Killer dies or gets separated from you, he will accompany you. You make all the decisions, but when it comes time to fight, Toad-Killer fights on your side. He gets $4D6 + 94$ in combat. He has a CON of 32 and his armor will take 8 hits for him. If saving rolls are required, Toad-Killer will always make his saving roll, but that won't keep you from suffering the consequences of missing your own saving rolls. If you should ever get down to level 10 of the Inn, do not follow the paragraph instructions for the first paragraph down there--go instead to <11>. Toad-Killer leads you through several passageways, twice going through secret doors that you would have missed and finally brings you to a staircase going up. There is also a black door on the wall. If you wish to ascend, you should both go to <45>. If you prefer to stay on this level, go to <50>. (See the end of the adventure for a Toad-Killer character sheet. Copy it and keep it with you until such time as Toad-Killer dies, you die, or you reach level 10 of the Inn.



<80> The Vampire appreciates your generous offer. She really tries to restrain herself and not kill you. (She might need another snack later.) She embraces you like a lover, and somewhere while she is caressing you and kissing your neck, there comes the sharp sting of the vampire bite. The wound gets numb very quickly, and she crouches over you, draining away your vital fluid. Roll $3D6$ to see how many points of CON she drains while feeding. If your CON is greater than 9 after she finishes, you will come out of the trance a bit weaker, but able to continue. If your CON is less than 10 when she finishes her meal, you will pass out. If your CON is reduced to zero or less, go to <72>. If it remains positive, you will wake up later in an empty hall. Go to <50>.

<81> You pay the Dwarf and learn that the armor you bought is 50% superior to store-bought. For example, a suit of chain mail that would normally provide 8 hits of protection will provide 12 hits if you buy it from Sturdy. After you have suited up, Sturdy asks if you'd like to engage in a friendly round of combat training with him. If you agree to it, go to <111>. If you say you'd rather get back to finding your way out of the DewDrop Inn, Sturdy offers to show you the stairs, and tells you that you'll never get out without using the stairs at least 7 times. That is

news to you. If you opt for the stairs instead of the training bout, go to <34>.



<82> "Food!" snorts the Goblin leader. "You offer us food? Fool, you are the food. Attack my brothers!" The Goblins resume their attack. This time you must fight to the death. If they reduce your CON to zero or less, go to <100>. If you manage to kill them all, go to <55>.

<83> Are you really this dumb or timid? As soon as you disarm yourself and come down, and give them your money, the three bandits begin hacking at you wildly with their knives. Make a L10SR on CON. If you make it, go to <93>. If you miss it, go to <100>.

<84> The floor falls away below your feet and you start to fall. If you can fly, go to <154>. If you fall, make a saving roll on CON equal to the level you are currently on. For example, if you are on level 3 when the floor falls away, make a L3SR on CON (30 – CON). If you make the saving roll, you fall down to the next deepest level, but are unhurt. If you fail the saving roll, you take damage to your CON equal to the number by which you missed the saving roll. If that reduces your CON to zero or less, go to <100>. If not, lose 1 STR and pass through the only door in the room where you land. Go to <160>.



<85> "Money is a very good bribe," says the Goblin leader, "but why shouldn't we just kill you and take all your money anyway?"
"You might be able to do that, although some of you would certainly die," you answer.
"However, I don't have much money on me, so you will spend lives for a small reward. But if you come with me, we will get back to my room where I stored several hundred coins (you may be lying about this), or we may meet others that we can rob. What do you say?"

The Goblins are seriously considering your offer. Make a L1SR on CHR or any kind of Persuasion or Bargaining Talent you may have (modified by inn level). If you make the saving roll, go to <158>. If you fail it, go to <113>.

<86> Make a L10SR on Luck. (65 - LK). If you succeed, go to <128>. If you fail, go to <132>.

<87> You either flew or swam out of the situation. In either case you reach solid land, outdistance your pursuers, and dash through the first door you come to. That door is orange. Subtract 1 point from your STR rating and go to <15>.

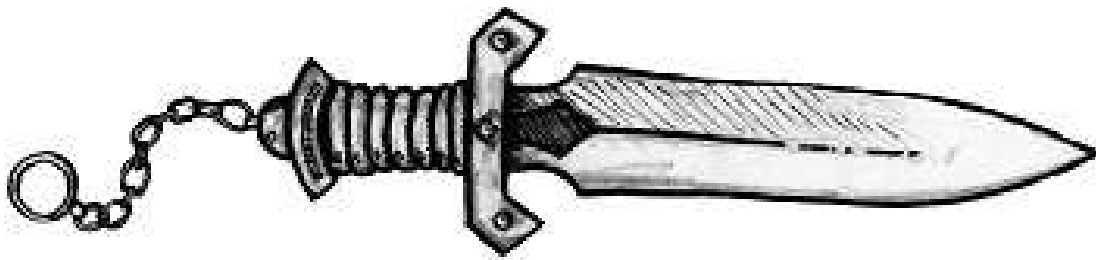
<88> You have found something good to drink, and you quaff it thankfully. Awww, yeah! That hit the spot. Now make a saving roll equal to the level of the inn that you are on using your CON attribute. If you make the saving roll, go to <6>. If you failed it, go to <51>.

<89> The spell worked. Do your damage. If you killed all of your opponents, then go to <55>. If any of them are not slain, then return to <36> and continue to fight, but you cannot cast any more magic. There simply isn't enough time for it.

<90> Chalchi attacks you in her form of devil bat--you know her monster rating. She can only be harmed by magical weapons or magical spells. If your weapon is not magical, you may be able to beat her back, but will not reduce her monster rating. If you can resist her for 3 combat turns without taking any damage, she emits a frustrated shriek, flies off, and goes through the first door she comes to. She has deserted you. If you meet again, she will not remember you. If you take any damage at all (including spite damage on sixes) then she managed to bite you and drain some of your blood--go to <101>. If you are using spells against her in combat--such as Take That You Fiend, or Blasting Power, the amount of damage done by the spell is the amount of defense you have against the Vampire's attack. You may also count armor as part of your defense. If this is a magical combat, you must fight it to the finish. If you manage to kill her, go to <44>.

<91> You tell Toad-Killer Dog that you're having a hard time in the DewDrop Inn, and that you're afraid that you may die in here before getting out. He looks concerned. "I'll help you if you'll trust me," he tells you. If you trust this half-uruk, go to <79>. If you don't trust him, go to <123>.

<92> Now that you have a nice new weapon, you might wish to train with it, or have it enchanted. The DewDrop Armory provides these services for a modest fee. If you wish to improve your skills, go to <21>. If you would like to have your weapon enchanted, go to <29>. If you just want to leave, go to <50>.



<93> You go down in a flurry of blood and pain. All goes black.

You wake up in a nice clean hospital bed. A matronly nurse notices that you are awake, and comes over to see you. She tells you that you were found almost dead and brought to the Inn's hospital, where you have been completely healed--in fact your CON is 1 point higher now than your basic CON was when you were admitted. She tells you that all your stuff except your clothing was taken when you were stricken. However, hospital service is provided free by the inn. You may depart whenever you wish. You find yourself back on level one of the inn, but without weapons or money. Go to <50>.

<94> As you walk through the door a commanding voice rings out, "What's the password? If you think you know the password, write it down, and go to <155>. If you don't know the password, but wish to barge in anyway, go to <156>.

<95> You have entered a circular room where the floor is all covered with sand. The place is dimly lighted, and when you look upwards, you see only grayness. It seems like an arena of some sort, and when you have that thought you suddenly hear crowd noises. Looking at the nearest wall, you see it is about 20 feet high, and beyond it are rows of seats full of people, who are all laughing and cheering and pointing at you. You hear a bugle call, and a strident voice calls out, "Release the beasts!" Go to <105>.

<96> You hit the floor of the room below you pretty hard--it is a very hard stone floor. Take damage to your CON rating equal to the number you missed the saving roll by. If that damage brings your new CON rating down to zero or less, go immediately to <100>. If the damage is 10 points or greater, but not enough to kill you, go to <41>. If the damage is less than 10 points, you are hurt by the drop, but not enough to keep you from moving on. Go to <50>.

<97> Chalchi stops to tell you that she can't control her hunger any longer, and that she must have some of your blood. If you offer her your blood voluntarily, go to <80>. If you draw your weapons or prepare a spell to fight her, go to <90>.



<98> Put a mark by this paragraph. If this is the tenth mark, go straight to <18>. If not, keep reading.

The food is as delicious as you thought it would be. Roll 1D6 and add that number to your current STR rating. You are satiated. You couldn't eat another thing. If all this eating has made you thirsty, go to <88>. If you are ready to exit, go to <28>.

<99> You find yourself on the street outside the inn. A Dwarf is sitting in a booth by the door, and he calls you over. He gets your name and then hands you a large sack with all your missing stuff. He has you sign a release and also hands you a pouch with 10 gold pieces in it. You get a bonus of 100 times the level number from which you escaped in a.p. You have escaped from the DewDrop Inn.

(If it seemed kind of easy, that is because Arrth Khenn, the wizard who runs the DewDrop Inn, never intended to cause trouble for ordinary citizens. His establishment was built with Adventurers in mind.)

THE END

<100> You die! Close the book!



<101> She manages to drain some of your blood, and with the blood loss goes Strength and willpower. You quit fighting. She changes back into her female form, and handles you like a doll. She bares your throat and sinks her gleaming fangs into your throat. You can feel your life ebbing away, but nothing has ever felt so good before. Roll 1D6 for each level of the inn and subtract the total from your CON rating. If the loss takes you to zero or less, go to <72>. If you are still alive when she finished feeding, you will pass out from blood loss. You don't know how long you are unconscious, but you regain 1D6 CON points while you are sleeping, and you wake up in a hallway with six colored doors. Go to <50>.

<102> It occurs to you that the Vampire is only inviting you to go along with her in order for you to provide her with a ready meal if she gets hungry. After that disquieting thought, you still have to decide whether to accept her offer of alliance or not. If you decide to join her anyway, go to <14>. If you say no and decide that it is time for a precipitous exit, decline politely and walk calmly to the exit door at <28>.

<103> You convince Chalchi not to attack you. You may continue through another 5 paragraphs before her hunger overwhelms her. If she has not fed within the next 5 paragraphs, then go to <97>.

<104> The first time you meet the disgusting THING, it will have a monster rating equal to your own CON rating times the level you meet it on. Keep track of that monster rating in this space: _____

Each time you meet it after the first meeting, the monster rating will have increased by 10 points. It will also get the level multiplier. Thus, no matter how many times you kill it, the next time you meet a THING like this, it will probably be larger and tougher than the last time.

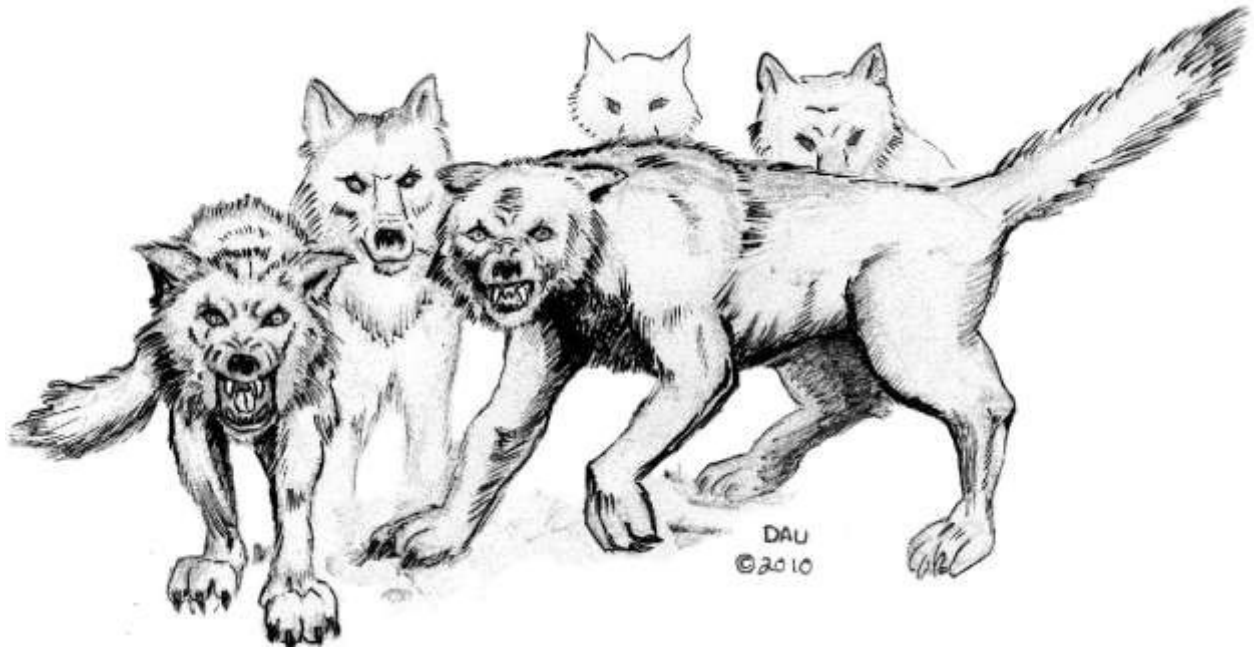
Fight! Standard T & T combat. You have to win. There is no way to escape it. If you win by reducing its Monster Rating to zero, then go to <48>. If it wins, go to <100>.



<105> Roll 1D6 and add 1 to see how many beasts attack you. These are simple animals, fighting with fang and claw, but they are also fearless and hungry. They will not give up and run away from the fight. You will have to slay them all. After you know how many are attacking you, roll 1D6 on the table below to see what kind of animals you are fighting. Remember that animals can do spite damage also. Remember also that the monster ratings are multiplied by the level of the inn.

<u>Die Roll</u>	<u>Beasts</u>	<u>Monster Rating</u>
1	Wolves	40 each
2	leopards	50 each
3	Giant spiders	60 each
4	cave bears	70 each
5	cave tigers	80 each
6	dire lizards	100 each

It's a horrible melee without time to catch your breath or plan a strategy. If at any time after the first combat round you wish to try and run for it, go to <121>. Otherwise, just fight to the death. If you win, go to <131>. If you lose, go to <100>.



<106> The best way to find what you want in any library is to talk to the librarian. You introduce yourself and ask about the library. She tells you that it was established by the wizard Arrthkhenn to help adventurers develop their Talents. She asks if you have a Talent or skill that you would like to develop. If you answer yes, go to <122>. If you say, you're fine the way you are and would like to leave, go to <50>.

<107> You lie there in agony, desperately praying that someone will come along and help you. Make a L1SR on LK (multiplied by the level of the inn). If you make it, go to <117>. If you fail, no one comes to help you. Take CON damage equal to what you missed the saving roll by. If that brings your CON to zero or less, go to <100>. If you still live, go back to <41>.

<108> The guards are only men, but they are well trained and fight together as a team. Each one has a CON rating of 12, armor that takes 8 points of damage for them, and personal combat adds of 21. Their magic swords get $4D6 + 3$ in combat. They are enchanted to paralyze. If they do 5 or more hits of damage to a foe (including spite damage on sixes) the foe will be paralyzed and cannot fight at all. Luckily, their adds are not multiplied by the level of the inn, but the number of them is--so if you're fighting on level 4, you're in big trouble against 4 guards like this.

Fight it out. You may cast a combat spell, and count the damage as part of your combat total if your kremm is greater than 15 on the first round. After that there is no time to concentrate on another. If they reduce your CON to zero, go to <100>. If they manage to get 5 points of damage on you without killing you, go to <71>. If you somehow beat them all--each guard will

stop fighting and surrender if you get their CON down to 3 or less--go to <149>.

<109> The shimmer of the portal almost blinds you when you step through the door. It is a golden starburst in the air, large enough for you to step through it. There is a sign on the wall that reads: CAUTION. THIS MAGICAL PORTAL MAY TAKE YOU OUT OF THE DEWDROP INN, BUT WILL ALMOST CERTAINLY LEAD TO GREATER PERIL. DO YOU FEEL LUCKY?

Subtract 1 point from STR. (If you choose to use the portal, you will need to own copies of some of the other adventures available from Flying Buffalo, Inc.)

If you attempt to walk through the portal, go now to <11>. If you don't go through the portal, you have your choice of the door you came in by, or a door on the far side of the room. If you chose the door you came in by, go now to <75>. If you choose the other door, go to <38>.

<110> The first time you meet the disgusting THING, it will have a monster rating equal to your own CON rating times the level you meet it on. Keep track of that monster rating in this space: _____

Each time you meet it after the first meeting, the monster rating will have increased by 10 points. It will also get the level multiplier. Thus, no matter how many times you kill it, the next time you meet a THING like this, it will probably be larger and tougher than the last time.

Your spell fizzles and has no effect. The THING has a WIZ rating ten times greater than yours. Its aura even protects the room around it from magical effects. Any magical weapon used against it loses its magic--check the rulebook for its normal dice + adds. Your combat total for the first round if you cast a spell is zero. The THING gets a free attack using all its combat dice and adds. Your only protection is whatever armor you are wearing. If that reduces your CON to zero, go to <100>. If you still live, go to <104> and continue the fight using nonmagical means.



<111> Sturdy proposes a friendly match with training swords. He gives you an old dull broadsword worth 4D6 in combat. He chooses a wooden practice sword only worth 2D6 in combat. Sturdy has a CON of 36 and he gets 22 combat adds. (Add 10 points to both CON and combat adds for each additional level of the inn. Example, if you meet Sturdy on level 5, he has a CON of 86 and gets 72 combat adds). Sturdy's armor will take 34 points of damage for him on level one, and an additional 10 points for each additional inn level. On level 6, it would take 94 hits of damage, before you got through to wound him. You may fight for as many combat rounds as you wish. You gain adventure points equal to your combat total each round whether you win the round or not. Certain things can stop the fight. If Sturdy ever reduces your CON to zero or less in one combat round, then go to <100>. Whoops! Another dissatisfied customer!

If you do over 10 points of damage to Sturdy on any combat round, he will back out. In that case give yourself an extra 100 adventure points.

You have the option to stop on any combat round whether you win or lose it. If you choose this option during the fight, go to <125>.

<112> "Don't kill me!" you gurgle in Goblin. "I am a friend and will reward anyone who helps me." The Goblins are surprised to hear a big thing like you speak their language, and they halt their attack. "Reward? Reward how?" One who seems to be a leader asks you.

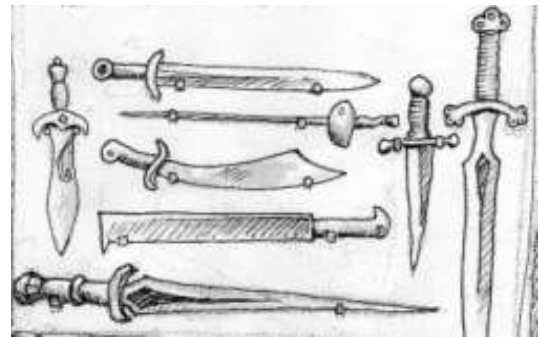
"If you offer them money, go to <85>. If you offer them food, go to <82>. If you can think of anything else to offer them, write it down and go to <134>.

<113> "Nah, this is too much like work," says one Goblin. He attacks you. When one Goblin attacks, all the Goblins attack. Go to <139>



<114> Subtract 1 point from your STR rating.

You will need the Tunnels & Troll rulebook in this room, because this turns out to be an armory. Here you can purchase any weapon in the rules. The prices get better the deeper you go. At level one you can subtract 10 gold pieces from the price of any item. At level two you can take 20 gold off the price. Level three subtracts 30 gold and so forth. If that would bring the price to zero, you may have the item for free. You may also sell weapons here, but they don't give you much for them. Sell your battered old weapon for just 10% of its rulebook price.



If you buy a weapon, go to <92>. If you simply sell or look and leave without buying, when you walk out you will find yourself at <84>.

<115> Your feet hit the bottom of the pool. You stand up, and your head comes out of the water. It wasn't very deep. You stand up and start to wade out of the water. Then you notice all the gleaming yellow eyes looking at you. This can't be good. Would you rather face Goblins or Alligators? If you choose Goblins, go to <22>. If you choose Alligators, go to <16>.

<116> As you browse through the books, you sense great magic all around you. After a short time, it seems that you are irresistibly drawn toward one bookcase and one particular book. When you pull the book off the shelf, you realize that it is about the one thing in Trollworld that has always seemed most interesting to you. You sit down to read and study. The book seems to have a magical feel to it. It almost feels like you are actually doing whatever you are reading about. (Choose any new Talent--it could be Persuasion or Thievery or Acrobatics or Music--you name it. Then choose the attribute that seems most appropriate for your new talent. Your new Talent comes in at the Attribute plus the level of the inn that you are currently on. Example: you choose Juggling as a Talent, Dexterity as your attribute, and you are currently on level 4 of the

inn. Your Juggling Talent value is DEX + 4, and you may use it in situations where Juggling comes in handy.)



After a couple of hours of study, the librarian comes over and tells you that the library is closing now. She takes the book away and indicates the door. If you go peacefully, go to <50>. If you argue or give her trouble, go to <126>.

<117> The wizard Khayd'haik comes strolling along the corridor and sees you. He quickly understands that you have fallen there. "How badly are you hurt?" he asks. "Both legs broken," you gasp. "Hmm," he says. "Healing is not really my specialty, but I could do it. To fix your legs will cause you tremendous pain and leave you weakened for the rest of your life. Or, I can grant you a merciful and painless death. The third option is to just leave you here? Which do you prefer?"

If you choose healing regardless of the Consequences, go to <127>. If you choose merciful death, go to <137>. If you choose to just lie there in pain, go to <147>.

<118> The question is, do you speak Goblin? It is a difficult language to learn--so many words just sound like "gurgle pop splosh" to other Humanoids. If Goblin is written on your character sheet, make a L2SR on INT. If you make it, go to <112>. If you fail it, then you mispronounced something--go to <139>.

<119> You have killed an urukin, and may loot his body. He has a hacked-up suit of leather

armor that might be worth 10 gold pieces still. He has a falchion worth 4D6 in combat. He has a dagger worth 2D6 and a throwing axe worth 3D6. He also has a pouch of money/treasure. Roll once on the Treasure Generator of your choice (5th or 7th editions) and take that loot. He is worth 94 adventure points times the level of the inn where you fought him. Once he is dead you may continue your journey by going through a door to <66>.

<120> Subtract 1 from your STR rating. You have found a small statue or charm. To see what it is, roll 2 D6 and consult the following table.

- 2 Ancient Crafts God (Magical--Adds +1 to any given Skill when carried) (value 100 gold pieces)
- 3 Silver Eagle (value 30 silver pieces)
- 4 Onyx Cat (value 40 silver pieces)
- 5 Jade Frog (value 50 silver pieces)
- 6 Copper Human Female (Fertility Goddess) (magic + 1 to Charisma of female characters when carried). (value 60 gold pieces)
- 7 Bronze Human Male (Possibly Ancient Hero) (magic +1 to Strength and Constitution when carried). (value 200 gold pieces)
- 8 Silver Human Female (Ornamental) (value 80 silver pieces)
- 9 Silver Fish (Magic. Gives carrier a Swim Talent at DEX + 6) (Value = 90 gold pieces)
- 10 Iron Dog (A charm for courage--no real magic in it) (value 1 silver piece)
- 11 Exotic Animal (Roll 1 D6, 1=Elephant, 2=Horse, 3=Lizard, 4=Owl, 5=Unicorn, 6=Ibex (Magical--when carried adds +1 to STR, SPD, LK, INT, WIZ, DEX respectively) (These animal items are all mithril and are worth 1000 gold pieces each. You hit the jackpot here.)
- 12 Leaden Illdefined Tentacular Deity (Magical--Adds +2 to any Attribute of your choice) (Cursed item--the carrier automatically fails all saving rolls on Charisma--treat as if you rolled a 1, 2.) (Value = 500 gold pieces).

After you pick up your treasure, go through the door to <50>.

<121> Escaping from your attackers will require Luck, Dexterity, and Speed. First make a L1SR on Speed to see if you can break free. If you fail it, go back to <105> and keep fighting. If you break free, make a L1SR on DEX to see if you can successfully dodge your pursuers as you run. You may use any Talent that increases your chance to succeed-Talents like Dodge or Agility or even Acrobatics. If you fail, return to <105> and keep fighting. If you succeed in the first two saving rolls, you still have to be lucky enough to find an exit door. Make your L2SR on Luck to see if you found an exit door. If you failed, then return to <105> and keep fighting. If you made it, you dashed through a door and go to <35>. (Remember to multiply the saving rolls required by the level of the inn.)

<122> She takes you to a bookcase and finds a book for you. The title is whatever Talent you would like to have. You sit down to read and study. The book seems to have a magical feel to it. It almost feels like you are actually doing whatever you are reading about. (Choose any new Talent--it could be Persuasion or Thievery or Acrobatics or Music--you name it. Then choose the attribute that seems most appropriate for your new talent. Your new Talent comes in at the

Attribute plus the level of the inn that you are currently on. Example: you choose Juggling as a Talent, Dexterity as your attribute, and you are currently on level 4 of the inn. Your Juggling Talent value is DEX + 4, and you may use it in situations where Juggling comes in handy.)

After a couple of hours of study, the librarian comes over and tells you that the library is closing now. She takes the book away and indicates the door. If you go peacefully, go to <50>. If you argue or give her trouble, go to <126>.

<123> After a few more moments of chatting, he goes his way, and you go yours. Roll 2D6 (DARO) and take that many adventure points for the encounter. You step through a doorway, and find yourself at <66>.

<124> Subtract 1 point from your STR rating as you walk through the door. You have walked into an armor shop. All kinds of shields, breastplates, helmets, vambraces, chainmail shirts, and such stuff is on display here. The proprietor appears to be a tall and brawny dwarf--he is nearly 6 feet tall, and he wears full Dwarven plate. This armor is made of an unknown green metal and it gleams with an eerie radiance. The Dwarf introduces himself, telling you his name is Sturdy and that he is a master armorsmith. He asks you if there is anything you would like to buy or sell.



You may need the T & T rulebook here. All of the different kinds of armor for sale in the book are also for sale here, but at reduced prices. Everything is 10 gold pieces less expensive per level of the inn that you are currently on. For example, if you are on level 3, everything costs 30 gold pieces less. If that would bring the price of the armor to zero or less, then that piece of hardware simply isn't for sale in this shop.

You may also sell armor here, but the prices are terrible. Sturdy will only pay 10% of the price of any armor listed in the rulebook.

If you buy any armor from Sturdy, go now to <81>. If you decide not to buy anything, you can exit at <84>. If you ask Sturdy for a demonstration of how good his armor is, go to <111>.

<125> "Enough! Enough!" you gasp. "Even my bruises have bruises. Let us stop now."

Sturdy stops and pulls off his helm. "You are a good fighter," he laughs, "and if you keep practicing, you will be even better." There is a little table off to the side, and on it are several small bottles full of a green liquid. He opens one and drains it down, giving a big sigh of relief. Then he offers one to you. If you take it, and drink it, go to <148>. If you decline to drink it, go to <146>.

<126> When you start to argue with her, or threaten her, the librarian begins to transform. Her skin turns a dark emerald green. Muscles appear--big bulging muscles. Her ears grow long and pointed. Her lovely smile turns into a mouth full of fangs. Her eyes begin to glow with a hellish red light. "You are making me angry," she hisses. "You won't like me when I'm angry."

If you turn and sprint for the exit door, make a L1SR on SPD (multiplied by the inn level). If you succeed, go to <150>. If you fail, go to <140>.



<127> Khayd'haik places one hand on your head and the other on a broken leg. Then he begins to chant. You feel energy leaving your body at your head-- it is a cold feeling. You feel energy re-entering your body at your leg--it is a warm feeling.

Khayd'haik heals all broken bones and restores your CON to its full value. In order to do that, you must subtract the number of points that were healed from your other attributes as a permanent loss. (For example: you must heal 15 points of CON. To do that, you give up 3 points each of STR, INT, DEX, CHR, and SPD. Those three attributes are now 3 points lower and will not recover naturally, but may be raised again by character growth or magic.)

"I have done my best for you, (insert your name here). The Trolf wizard rolls his eyes a bit and grins ruefully. "I suppose all I will get from this is a glory point and a little experience. Now I must go my own way. Good luck!" The wizard walks away, goes through a door, and is gone. You are still too weak to follow him, but when you do recover and stand up, then you walk to the same door and go through it. Go to <35>.

<128> A passing wizard sees your desperate plight, and decides to help you. He teleports you to safety at <54>.

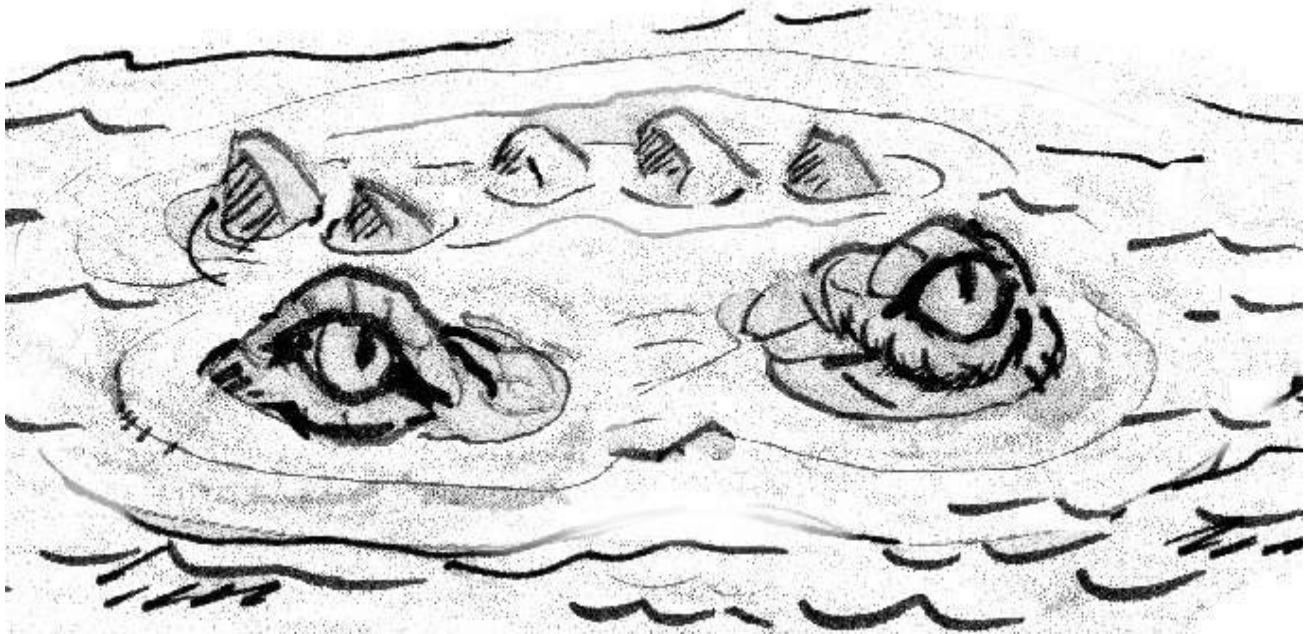
<129> You stop and speak to the urukin in the hallway. He answers courteously, and you learn that his name is Toad-Killer Dog. He asks how you're doing? If you tell him you're doing fine, go to <123>. If you say you're having a rough time, and are worried about surviving, go to <91>.

<130> Subtract 1 from your STR rating. In this case bad luck equals no luck. After futile searching, go to <50>.

<131> You are surrounded by dead beasts. You get adventure points equal to the total of the monster ratings of the beasts you have slain. You may at this time spend adventure points to increase attributes if you so desire. Then you had better find an exit and get out of this room--go to <50>.

<132> While you are praying for help, your relentless foes finish you off. Alas! You have become a meal for something that lives in the DewDrop Inn. Go to <100>.

<133> You see the shore--can you swim faster than a Goblin can run? If you have a Swim Talent, you may use that instead of the DEX saving roll. If you know a Fly Me spell, or have some other means of flying (like a magic ring), you can levitate out of the water and fly to safety--go to <87>. Make a L1SR on SPD (multiply that by the inn level) and a L1SR on DEX (multiplied by inn level). If you miss either one, go to <112>. If you made them both, go to <87>.



<134> The Goblins start to laugh at your counter proposal. "Why would we want _____?" (insert whatever you wrote down in the blank space.) Suddenly you are engulfed in a brilliant flash of light, and you are teleported away from the Goblins. Go to <128>

<135> The library demon summons help. A second one appears that is 50% larger than the first one. This begins to look like an unwinnable fight to you. If you turn now and run away, go to <150>. If you decide to stay and fight, go to <100>.

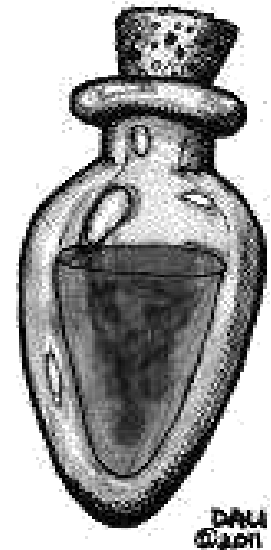


<136> You find a comfortable chair and relax into it. After a few moments of rest, you notice a magazine, *Dungeon Delving Daily*, on a small table beside your chair. Picking it up and looking through it, you find a story about yourself trapped in the DewDrop Inn on page 3. There is a picture of you, with weapon in hand, looking horrified, and the author speculates that you will come to a bad end. Add 1 point to both STR and CON for the rest you are receiving.

After a while, you grow bored, and decide to leave. You locate the exit door. As you walk through it, make your L1SR on Luck (multiplied by the inn level). If you make it, go to <50>. If you fail, go to <84>.

<137> Khayd'haik reaches into his pack and pull out a small vial full of dark blue fluid. He hands it to you and says, "When you are ready to die, drink this. Although you say you are ready, I will not be the one to actually kill you. My hands are clean. May you have a better fate in your next life, (insert your name here)." The wizard walks away, goes through a door, and is gone.

If you choose to drink the fluid, go to <93>. If you choose to wait and think about it a bit, go to <147>.



<138> The axe misses and you find yourself in ferocious hand to hand combat with the urukin. He has a sword that gets 4D6 in combat and he has 94 combat adds. His leather armor will take 8 points of damage for him, and his CON is 32. There is no time for magic. Fight a combat round. If he reduces your CON to 0 or less, go to <100>. If you reduce his CON to 0 or less, go to <119>. If you are both alive at the end of one combat round, go to <123>.

<139> You are fighting Goblins. You may use magic against them, but if you do, you cannot use weapons also. If you use magic, your defense is equal to the amount of damage you did plus whatever your armor may do for you. You are cut off from escape, but you could perhaps fly out of the situation. If you cast a Fly Me spell, or have the Flight ring and haven't used it, and you wish to fly right now before the fighting gets serious, go to <87>.

If you can't escape, you have to fight to the death--no way out of it. If your CON is reduced to zero, then go to <100>. If you kill all of them, you may take adventure points equal to their total monster ratings and roll once on the Random Treasure Generator or each dead Goblin. When you are finished with all of that, you can swim ashore, and find a door waiting for you. Go through it to <15>

<140> You find yourself fighting a library demon. It looks something like a woman, but has green skin, teeth and claws like daggers, muscles on its muscles. It has a monster rating of 100 times the level of the inn that you are on. You may attempt to fight it with magic if you wish, or do straight T & T combat. It has a WIZ rating equal to 1/5 of its monster rating. If it has more kremm than you do, no spell will work against it. If you have the higher kremm rating, your combat spell will work and do direct damage. It will also serve as your defense for the combat round.

Fight one combat round. If your CON is reduced to zero or less, go to <100>. If you have slain the library demon, you may take its monster rating in a.p. and the book you were reading/stealing--then go to <84>. If you are both still alive at the end of a combat round, she steps back and asks if you'll go peacefully. If you agree to leave, you get however many CON points you lost in this fight multiplied by the inn level as a.p.--you go to a door, walk through it to <50>. If you decide to keep fighting, go to <135>.

<141> Kattije's long fingernails are just as hard and deadly as daggers, and her leather armor is enchanted to take 6 times the level of the Inn that you are on in hits for her. Remember that her monster rating is 60 times the level of the Inn. Do regular T & T combat. If she slays you outright in the first round of combat, turn to <100>. If she manages to damage you without slaying you, go to <169>. If you manage to hurt her, she will hiss like a gigantic serpent and disappear in a flash of sulfurous smoke. The fumes will do 1D6 of CON damage to you before you can get out of range. After wandering for some time, you lose 1 point of STR and find yourself in the Hall of Colored Doors--go to <50>.



<142> An apprentice takes your weapon and blesses it. Then the Elven maiden pulls her hands apart and a ball of magical flame appears between them. The second Elf girl holds your weapon in the magical flame for a count of seven. Your weapon gets 1D6 extra dice in combat

and counts as a magical weapon when facing foes that can only be harmed by magical weapons. You may exit at <50>.

<143> The old dhole takes your weapon and spits on it--a nasty black tarry substance from his mouth. Then he takes a rag and wipes the gunk into the blade, polishing it until it all disappears into the metal. An elven apprentice tells you the weapon is now magically poisoned. Anything that takes damage from that blade will also take 3D6 worth of poison damage on the next combat round. The weapon is also technically magic, and will work against creatures than can only be harmed by magic. Go now to <50>.

<144> Everything depends on how quickly you can get through the nearest door. Make a saving roll on Speed equal to the level of the Inn that you are on. If you make the saving roll, you get through the door and slam it in the Vampire's face--go to <151>. If you fail the saving roll, go to <152>.

<145> The old dhole takes your weapon, flourishes it, and barks something in his own language. Lightning flashes in the air, and the boom of a thunderclap nearly deafens you. The metal of your weapon has turned black and a silver lightning bolt is imprinted on one side. Then he hands it to one of his apprentices, sits back down, throws his head back and begins to snore.

The elven apprentice explains to you that your weapon now has the Thunderstrike ability. This ability is powered by your own WIZ rating. The weapon now does twice its normal damage, and when you wish it will also do additional thunder damage in the form of a small lightning bolt. You get this effect by willing it. It also counts as a magical weapon in places where only a magical weapon will work. You decide how much kremm goes into the thunder strike, and the sword does that many more dice of damage that combat round. (Example, you need about 10 more hits of damage to start winning the combat rounds. You decide to put 4 points of kremm into your weapon each round in hopes that you will do an addition 10 to 13 points of damage. It works.) You are warned to be careful with the weapon. Once the ability is understood, anyone can use it. Then they show you the door at <50>.

<146> You politely decline the potion. "Your loss," laughs the Dwarf and quaffs it down. "Well, back to work for me. Would you like to exit via the front door, the back door, or the side door?" he asks. If you tell him front door you can exit at <50>; the back door will take you to <34>; and the side door will let you out at <84>. Onward!

<147> You lie there thinking about Death for a long time. It comes to us all sooner or later. The only difference is: Do you greet Death like a friend, or fight Her like an enemy? If Death is your friend, drink from the vial and go to <93>. If Death is your foe, summon all your courage, drag yourself to the next door and go through it to <54>.



<148> The draught is a powerful healing potion. Repair all damage to your CON and increase it by 1 point. You feel much better now. Sturdy tells you that he has to get back to work, and then shows you the way out. Go to <50>.

<149> You have won the right to take some treasure. Each chest in this room contains 5000 gold pieces. Each one also has 1D6 jewels in it from the random treasure generator in your T & T rulebook. Remember that each coin or jewel weighs 1 unit and you cannot take more than you can carry. You can carry up to 100 times your STR rating in weight units. You should probably assume that weapons and armor already account for 50% encumbrance. You may also take one of the guard's magic swords. It will work the same for you as it worked for hm. When you have looted the room, you may exit at either <34> or <50>.

<150> You make it! You escape! As the door closes, and the peals of hellish laughter echo behind you, you realize you may have jumped out of the frying pan into the fire. Go to <84>.

<151> You get through the door just in time and slam it in the Vampire's face. You hear a thud, and the door shakes as she crashes into it. You rush down a short hallway and through another door at the end of it. Go to <34>.

<152> The Vampire bat's claw falls heavily on your shoulder and grabs you. With effortless ease she throws you back into the room. You crash into a table laden with food, and it smashes to the floor beneath you. Roll 1D6 and subtract 1 to determine how many points of damage you took from your heavy fall. Armor will not protect you from this damage. If this damage brings your CON to 9 or less, then you are too stunned to resist her--go to <101>. If your CON is still

10 or greater, you get to your feet and realize that running away isn't going to work. Through blurry eyes you see her transform back into human form. You will have to either fight your way out of this, or talk your way out of this. If you decide to fight, turn to <8>. If you think you can talk your way out of this, go to <13>.

<153> You have just descended one level in the DewDrop Inn--adjust your records and saving rolls accordingly. Behind you, the staircase magically fades out of existence. You find yourself in a room barely large enough to hold you. Subtract 1 STR point. If your CON is not at full value, you may add 1 CON point. The only exit is a black door. Go through it to <66>.

<154> You fly safely across the pit and land in the continuation of the corridor on the other side. Not far from where you land you see a sign posted on the wall. Stopping to read it, you find this enigmatic message: Today's password is "cheese"; tomorrow's password is "biscuit". You can't go back, and you continue forward until the corridor ends in a small brown door that makes you stoop to pass through it. (If you are a Dwarf, Hobb, Leprechaun, or any other small kindred, you don't have to stoop.) Go to <94>.

<155> If the word you wrote down is "cheese" go to <157>. If you wrote down anything else, the guards in this room will jump up and attack you--go to <108>.

<156> You see a small room, perhaps 10 feet by 15 feet in length. In the far corner is one or more treasure chests (1 for each level of the inn) and one or more guards (1 for each level of the inn). When you walk in on them, one pushes a large red button on the wall. They all glare at you. They are armed with magic swords--you can tell because they shine with a strange red glare.

"Turn around and leave right now, and you may survive this," says the leader of the guards. "Take one more step toward us, and we'll kill you."

If you believe them, and exit, go to <50>. If you decide to attack instead, go to <108>.



<157> "You must be here to get some money," says the Captain of the Guard. "I was expecting you." He hands you a bulging sack of coins. (Roll 1D6 and multiply by 100 to see how many gold pieces are inside it.) If you are content with the treasure, go to <162>. If you decide to attack the guards and try to get more, go to <108>.

<158> "You talked us into it," squeaks the Goblin Commander. "I think three of us should be enough to make sure you don't try a doublecross. The rest of you gobbs stay here and guard the pool. Somebody else might drop in on us." The Goblins all laugh--a high-pitched tittering. You set off with your three Goblin guardians, and soon leave the pool behind.

But, after walking for about an hour, the Goblins start to get suspicious. "Ugh, Boss, I don't think this guy is leading us to any money," whines the smallest one. "I think Gorf is right," gargles the medium-sized one. "Let's killim, and take his stuff, and get back to the pool."

You realize the jig is up. You have two choices now--attack and kill them, or run for your life. If you attack, go to <163>. If you run, go to <164>.



<159> With a sudden jolt of terror, you realize what is happening to you. This is not a young woman at all--this is a demoness called a succubus. The tattooed arms are the proof of it. Only magical creatures bear such markings in Trollworld. You rip your arm out of her clutches and push her away. "I know what you are!" you gasp.

Her smile turns predatory. "If you know that much," she says in a sultry voice, "then you know how fortunate you are. This evening can either be very pleasant for you, or it can be very terrible. The choice is yours." She reaches up and pulls the top of her jerkin open wide, so that most of her breasts are visible. They are full and firm and lovely.

If you decide to let her finish her seduction, then go to <165>. If you spin and run for your life, go to <169>. If you pull out your weapon and attack her, go to <172>.

<160> You are in a lighted hallway with 6 doors in the walls. The doors are colored: brown, black, gray, crimson, azure, mottled viridian.

brown = go to <15>

black = go to <168>

gray = go to <169>

crimson = go to <34>

azure = go to <65>

mottled viridian = go to <75>

<161> Some time later you awaken to find yourself alone in a bedroom. You feel unusually weak, and you don't remember how you got there. Wasn't there a girl and some wine? Or, was that just your dream? You are alone now. This room is a safe place (now). You may spend adventure points to raise your attributes in this room. If you eat a meal, you will bring your STR back up to its full value, but will not change your CON rating. You will not recover any kremm spent on magical spells. If you do not have your own food to eat, you will lose 1 point of STR instead of recovering it. You are somehow one level deeper in the Inn than when you passed out. When you get dressed and walk out of the room go to <50>

<162> You take the cash and start to go out the way you came in, but the Guard Captain stops you. "You should take the short cut," he explains. Then he leads you past the treasure chests, and presses a big red button. There is a crackling sound and a gleaming white portal opens in mid-air. "Go through quickly, and good luck!" says the Captain. You thank him and step through it. Go to <11>.

<163> There are three Goblins fighting you. Their monster ratings depend on the level of the inn. The first one has a monster rating of 25 times the inn level; the second one has a monster rating of 30 times the inn level; the third has a monster rating of 35 times the inn level. If you have a Talent of any kind of Agility, Acrobatics, Dodge, etc., make a saving roll on the inn level (i.e. if you are on level 3 of the inn, you would make a L3SR on Talent) If you make it, you only have to fight one of the Goblins each combat turn (rotate through them). If you fail, you must fight all three of them each turn. Do standard T & T combat until either you are slain, or you manage to kill at least two of the three Goblins. When two are dead, the third one will run away--you probably don't want to chase him.

If you are slain, go to <100>. If you win, you may have their weapons--that could be good--for example a Goblin with a monster rating of 75 on level 3 would have an 8D6 blade. (M.R of 75 = 8D6 + 38--the 8D6 would be the weapon, the 38 would be his combat adds). They have nothing else of value.

When you have finished looting, keep walking and you will find yourself in a corridor with many doors. Go to <50>.

<164> Nothing but sheer Speed will save you here. Make a L1SR on SPD times the level of the inn that you are on. If you make the saving roll, you outrun your foe and escape and eventually find yourself in a familiar hallway with colored doors--to to <50>. If you fail, a pursuer catches you and strikes you down from behind. Make a L20SR on CON. (115-CON). If you make the saving roll go to <170>. If you fail it, go to <171>.

<165> Katttje leads you to a door that has no number, but only a crescent moon symbol on the wood. Inside is a simple room, containing a bed, a small table, a chair, and a few pegs on the wall for hanging up your weapons and armor. She opens a cupboard and bring out a bottle of wine and two glasses. She pours for you, and as she does, her leather armor and clothing magically melt away until she is naked--but she doesn't seem naked because there are many strange symbols inked into her creamy flesh. By the time this happens, you are already lost--you can no longer resist her, although deep inside your soul is a feeling of utter terror.

When the wine is finished, you somehow find yourself naked with her in the bed. She makes love to you, and it is wonderful beyond belief. She seems to be taking your strength from you with each kiss and caress, but it feels so good--ecstasy really. Finally, your eyes close and you sink into oblivion. (Roll 3D6 times the level of the inn that you are on and subtract it from your CON. If this brings your Constitution to zero or less, to to <100>. If you still have a positive CON after she has had her way with you, then you can increase both your CHR and LUCK

ratings by 1D6 points, but you will forget this encounter, and go to <161>.



<166> Cast your attack spell. Remember to make your INT saving roll on the level of the spell. If you fail the saving roll, and don't get the spell off successfully, then go to <169>. If you hit her with the spell she will hiss like a gigantic serpent and disappear in a flash of sulfurous smoke. The fumes will do 1D6 of CON damage to you before you can get out of range. After wandering for some time, you lose 1 point of STR and find yourself in the Hall of Colored Doors--go to <160>.

<167> You get what you pay for. An apprentice pours some oil on the weapon and says a blessing--something like "Strike true!" Your sword is now magical. It isn't any more powerful than before, but it will do damage to creatures that can only be harmed by magical weapons. You may exit at <50>

<168> Make a saving roll on Luck equal to the level of the inn that you are on. If you fail the saving roll, go to <84>; if you make it, go to <34>.

<169> If you have encountered Kattjie before, she lets you go--you will dash through a maze of halls and corridors and go to <84>. If this is your first meeting, she will leap upon you like a panther when you try to escape. She will bear you to the floor, and when you smack your head against the paving, you will lose consciousness. She will turn you face upwards and give you a long slow kiss--a kiss that will drain 3D6 times the level of the inn of CON points from you. If this embrace reduces your CON to zero or less, turn to <100>. If your CON is still positive, she will pick you up and carry you into the Hall of Colored Doors--you will wake up at <160>.

<170> Why are you running away from these guys? You are tougher than Ghawdd. Turn and fight. Return to the paragraph that gave you the run or fight choice and fight.

<171> You take as many hits from the blow as you missed the saving roll by. You may count armor as protection from those hits. If the blow reduces your CON to 0 or less, you are dead--go to 100. If you still have CON points left, then you have been knocked unconscious and left for dead. Go to <93>.

<172> Kattje is perfectly willing to fight with you--she enjoys it. She has a monster rating of 60 times the level of the Inn on which you meet her. If you are a wizard or a rogue and wish to fight her magically, go to <166>; if you use ordinary weapons, go to <141>.



Characters you may meet in the DewDrop Inn

Name: Toad-Killer Dog

Kindred: Urookin

Class: Rogue Level 3



STR26

CON 40

DEX 45

SPD40

INT 30

WIZ 20

LK 31

CHR 32

Combat Adds: 94

Weapon: Scimitar (4D6), longstaff (2D6)

Armor: Urookin leather (takes 8 hits in combat)

Talents: Befriend (CHR + 3), Roguery (LK + 5)

Magic: Toad-Killer has been blessed. He never misses a saving roll on Luck or Dexterity. If he should miss, change the dice roll to allow him to succeed.

Characters you may meet in the DewDrop Inn

Name: Khayd'haik

Kindred: Trolf

Class: Wizard Level 13

STR31

CON 36

DEX 129

SPD25

INT 130

WIZ 130

LK 20

CHR 71

Combat Adds: 157

Weapon: Deluxe Staff (2D6)

Armor: Wizardly robes (takes 100 hits)

Talents: Monster Lore (INT + 2) Empathy (CHR + 4)

Magic: Khayd'haik is an ancient and powerful wizard who knows all the T & T spells from levels 1 to 13.



Characters you may meet in the DewDrop Inn

Name: Chalchi

Kindred: Vampire Human

Class: Specialist Lvl 3

STR30

CON 34

DEX 38

SPD43

INT 13

WIZ 25

LK 21

CHR 24



Combat Adds: 84

Weapon: falchion (3D6 + 4)

Armor: None

Talents: Persuasion (INT + 5)

Magic: Chalchi has the ability to transform herself into a demon- bat with a monster rating equal to her total of STR + CON. Each time she feeds on blood, her STR and CON go up by 1D6 points. If she goes more than a day without feeding, they drop by 1D6 points and she feels hungry.

Characters you may meet in the DewDrop Inn

Name: Katje

Kindred: Succubus

Class: Demon Lvl 10

STR30

CON 42

DEX 78

SPD35

INT 57

WIZ 38

LK 25

CHR 105

Combat Adds: 120

Weapon: talons (10D6 per hand)

Armor: None

Talents: Seduction (CHR + 6)

Magic: Katje is a demoness that has the ability to drain life force directly from her victims. She prefers to do it while making love to them, and only takes 3D6 worth at any one time.



SOLITAIRE ADVENTURES FOR USE WITH TUNNELS & TROLLS

All on your lonesome and you want to play T&T? Well, how about a couple of T&T Solitaire Adventures? The book is the gamemaster, and each can be played many times. The solo adventures listed here are coded for difficulty, number & type of characters permitted within. "War" means warrior; "Wiz" means magic-user; "any" means any character class allowed (warrior, wizard, or rogue). "L1-3" means it is for 1st through 3rd level characters. "MM" means Magic Matrix is included. [Note: Missing numbers are out of print. Please don't ask us for them.]

#1: Buffalo Castle by Rick Loomis. Good basic training for warriors. 1 War, Level 1-2. Available on the internet at: www.flyingbuffalo.com/bcintro.htm and included in the rulebook.

#2: Deathtrap Equalizer by Ken St Andre. Adventure on the incredible Trip of the Lion - or for the fainthearted, the Trip of the Frog. 1 Any, L1-4 (up to 70 adds recommended.) Out of Print.

#3 Labyrinth by Lee Russell Sorry OOP

#4 Naked Doom by Ken St Andre. They caught you...and now you must go on a forced march through the Royal Khazan Gauntlet of Criminal Retribution and Rehabilitation. 1 War, L1-2. - Sorry OOP

#8 Beyond the Silvered Pane by James and Steven Marciniak. Step into the mirror worlds of Marcelanius the Fair - if you're lucky you'll step out again! 1 War, L1-4 up to 70 adds. -\$8.95.

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#13 Sewers of Oblivion by Michael Stackpole. Takes place beneath the City of Terrors. 1 Any, up to 7th level, up to 425 combat adds. Sorry OOP

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#22 Caravan to Tiern by Andrea Mills. Tiern sounds like the perfect place to travel toward, but you'll have to pass through the Plain where the Raradin have begun raiding. So you join a caravan for safety! 1 Humanoid, any level, up to 72 personal adds, MM. - OOP

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TUNNELS & TROLLS BONUS PACK #1: This package contains a reprint of the long out of print solo adventure ABYSS by Paul Creelman (a solo adventure that will let you get a dead character back to life), plus the "Survival Kit" from the old (also long out of print) T&T Gamemasters screen (charts for the gamemaster), plus a NEW short gamemaster adventure by James Walker "Tomb of the Mummy King", plus an expanded treasure generator chart, a random monster encounter chart AND a pack of T&T character sheets. All this for only \$9.95

MAIN RULES FOR THIS GAME: Buy any of the pocket-book sized double adventures above, and you will get a short version of the 5.0 T&T rules. Or you can buy a copy of the 5.5 rules from Flying Buffalo for \$19.95. Or you can buy the version 7.5 boxed set for \$35. (These solo adventures can be played with any version of the rules.) Most of the "out of print" adventures can be purchased from DriveThruRPG.com or Steve Jackson's E23.com as pdfs.

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Notes



Dandelion the Ogress says, "I wasn't in the DewDrop Inn, but I do hang with the Trollgod in Trollhalla.

For some great fantasy rendering visit <http://greywulf.net> and follow [@Greywulf@Twitter.com](https://twitter.com/Greywulf)



There are some unusual guests in the DewDrop Inn. You probably don't want to meet this one. If you should find its room, it will assume that Room Service sent you up for lunch--you're the lunch, and it's a sloppy eater. And you were just trying to find the way out. Well, you found one of them!

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