

LEGENDS OF OGUL-DUHR

I: HALLS OF THE GORGON

By A. R. HOLMES



A FREE MINI SOLO ADVENTURE
FOR TUNNELS & TROLLS™

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and to provide a meditative space in which to contemplate the Gorgon's stare.*

LEGENDS OF OGUL-DUHR I: HALLS OF THE GORGON

**SOLITAIRE ADVENTURE FOR
TUNNELS & TROLLS™**

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**TAVERNMASTER
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INTRODUCTION

The shadowed Halls of Ogul-Duhr slumber 'neath the cold, harsh, jagged peaks of the Goblin Mountains. Once the lair of a proud race of mountain dwarves, the Halls are now almost in ruin.

Since the dwarves left the mountain, adventurers have explored the deep caverns in search of dwarven gold, and some have found great riches.

However, recent travellers' tales speak of an evil Gorgon that has claimed the Halls of Ogul-Duhr for her own, turning to unliving stone anyone foolish enough to enter.

Still, rumours persist that the Halls are rich in gold, silver and gemstones, discarded by the dwarves. Some say that there are also magical dwarven weapons and armour in the deepest caverns. The Halls await you, filled with treasure and mortal peril.

HOUSEKEEPING

This solo is aimed at beginner warrior characters with no more than 20 Combat Adds. Magic-users may enter, but are handicapped by the arcane enchantments of the caves and may cast only *Take That You Fiend* and *Vorpal Blade* spells. Equip yourself with some scrap paper for notes. **Important:** scribble down the paragraph numbers as you journey, as you may sometimes need to return to a previous paragraph.

You may be directed to roll on the *Encounter Table*, the *Minor* and *Major Treasure Tables* and the *Magic Item Table*. These are all at the back of the book.

In this solo, AP, Adventure Points, are noted only for special events. Also take AP after saving rolls, spell-casting and combat, in accordance with your normal practice.

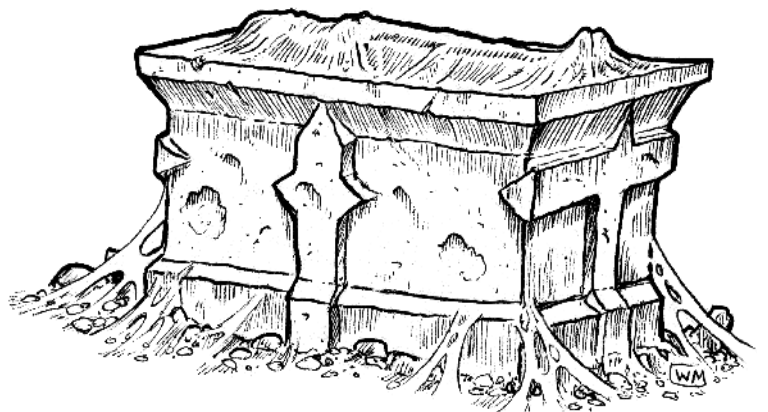
There are different editions of the rules for *Tunnels & Trolls*[™]. This solo is suitable for all editions but is phrased with 7th Edition rules in mind, and 7th Edition characters may of course use relevant *Talents*. 7th Edition players should ignore alternatives provided in brackets for 5th Edition players.

5th Edition players please note: 7th Edition abbreviations are used for Prime Attributes throughout, so Intelligence is *INT*, Strength is *STR* and Speed is *SPD*; you may be used to *IQ*, *ST* and *SP* respectively. If you don't use the optional Speed attribute in your games, then when the text calls for a saving roll on *SPD*, use *DEX* instead. Where differences between editions are significant, appropriate alternatives are given in brackets. For example: "Make an *L2SR* on *WIZ*. (5th: *L2SR* on *INT*.)" Finally, AP have quite a different function in 7th Edition and are given out sparingly: 5th Edition players should *multiply by 5* the amounts of AP given in the text. (Compared to 5th Edition, 7th Edition characters tend to have easier saving rolls and harder combat, so it balances out.)

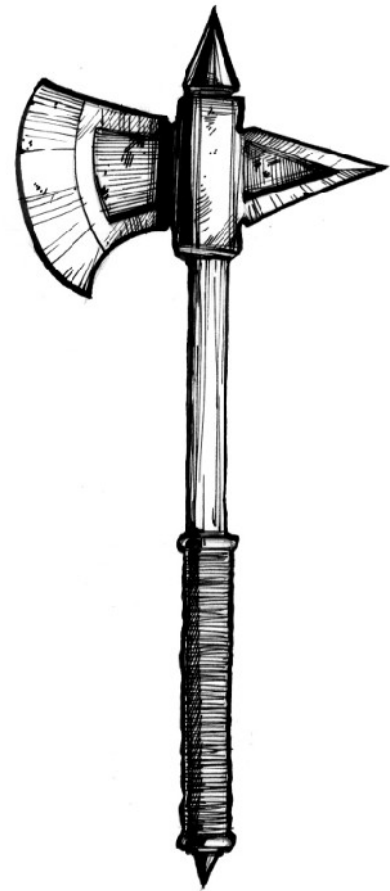
Now begin your adventure at **1!**

- 1** The journey through the lower regions of the mountain was uneventful, and you now stand on a narrow outcrop of granite. It opens into the first great cave that marks the location of the Halls of Ogul-Duhr. Standing in the opening is the statue of a warrior. With his sword raised high and his tower shield held above his head, the warrior stands frozen in time, turned to unliving stone, presumably by the dreaded Gorgon. As you prepare to enter the cave, make an L1SR on LK. If you fail, go to **14**. If you make it go to **24**.
- 2** As you shrink-back into the shadows, the monster makes a vile hissing sound and then vanishes into the darkness once more, leaving behind a trail of slime and a smell akin to an Orc's underwear. Return to the paragraph that sent you here and resume your journey.
- 3** You are in a dark tunnel. Roll 1D6. If you roll a 1, go immediately to **35**. Otherwise, to go north go to **28**. To the south you can see daylight: to go this way go to **24**.
- 4** You are in a narrow winding tunnel that climbs upwards to the east. To head down the tunnel to the west go to **37**. To head upwards go to **13**.
- 5** You hear something moving, or rather slithering around in the cave mouth. Something hisses ominously; but after a few minutes all goes quiet. Cautiously you peer out from behind the rocks and the cave mouth is once again deserted. Taking great care you enter. Go to **24**.
- 6** You are crouched low in a narrow crawlway. There is hardly room to move let alone fight, so you can only hope that you do not encounter any monsters here! Make an L1SR on LK. If you fail go to **41**. If you make it, go to **20** if you go east or **46** if you head west.
- 7** You are in a short tunnel. A foul odour hangs in the air, and there is slime on the floor. Roll 1D6. If you roll a 1, go immediately to **35**. Otherwise you may go south to **37** or north to **20**.
- 8** You are in a narrow crawlway, cramped and claustrophobic. Make an L1SR on LK. If you fail go to **48**. If you make it, you may go south to **46** or north to **34**.
- 9** You are in a narrow crawlway that slopes down towards the north, where the tunnel opens into the wall of a deep, dark abyss. If you would rather avoid this, you can go south along the crawlway to **34**. Otherwise, you may attempt to climb down the abyss by making three L1SRs on the average of DEX & LK. If you fail any, you fall and take 4D6 damage (no warrior bonus for armour!). If you succeed – or survive the fall – go to **30**.
- 10** A large scaly creature appears in the cave mouth. It is around 14 feet tall with the body of a serpent below the waist and the upper half of a woman. Its head is serpentine and is crowned with a nest of vipers. The creature glares at you with glowing green eyes. You might try to raise your weapon or cast a spell, but it is futile: your limbs are stiff and heavy! Go to **39**.
- 11** If you want to attack the Orcs using the element of surprise, roll one round of combat as you charge upon them; calculate damage then go to **55**. If instead you wish to creep out of the passage back through the crawlway, go to **34**.
- 12** You are in a corridor that runs north and south. To the south is an opening into a large cave. To go this way, turn to **28**. To the north, the corridor narrows to not much more than a crawlway. If you go this way, get down on your hands and knees and creep to **46**.

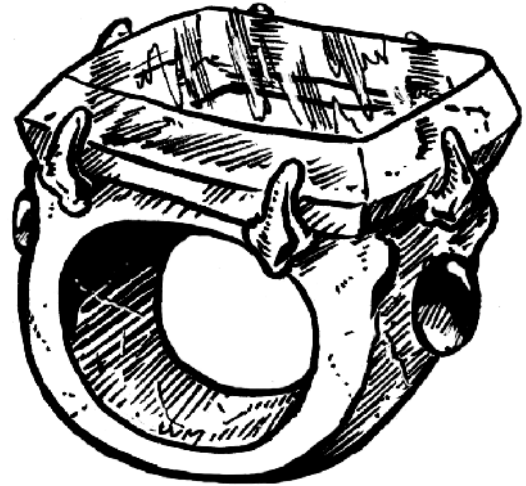
- 13** You are in a small cave, with an exit in the roof through which you can see the sky! However, it is 25 feet above you. If you have enough rope and a grappling hook or similar device, you may have 3 attempts at an L2SR on the average of LK & DEX to exit the dungeon. For every attempt you try, make an additional L1SR on LK. If you fail this, you must roll on the *Encounter Table* and resolve combat, returning here afterwards. If you are successful and manage to exit the dungeon, you may re-enter at **24** or close the book, seeking adventure elsewhere. If you fail to make the LK & DEX rolls or do not try, return down the tunnel that brought you here and go to **37**.
- 14** You hear a shuffling sound in the cave mouth; you see a large dark shadow approaching the entrance; and you smell foulness in the air. If you hide, go to **32**. If you wait and see what happens, attempt an L1SR on LK. If you fail, go to **10**. If you succeed, go to **5**.
- 15** You are in a small cave. There is a narrow opening towards the west of the cave, which leads outside! If you leave the adventure now, take 40 AP and fare thee well! If you would rather head back into the dungeon, enter the crawlway in the east wall at **34**.
- 16** Make three L1SRs on the average of LK & DEX. If you fail any, you fall back to the floor of the abyss, taking 3D6 damage – and at least 1 point must be deducted from CON. You may try a set of three rolls as often as you wish. If you have pitons and a piton hammer, you need only make two rolls. If you make all the rolls go to **40**. If you give up and explore the floor of the chasm, make an L1SR on LK. If you fail go to **51**. If you make it go to **18**.
- 17** You are in a dark tunnel. Roll 1D6. If you roll a 1, go immediately to **35**. Otherwise, to go north go to **37**. To the south you can see daylight: to go this way go to **24**.
- 18** Apart from the rough-hewn steps up the north wall of the chasm, which you may attempt to climb at **16**, you find a tunnel leading from the eastern wall of the pit. If you head this way go to **52**. If you search, make an L2SR on LK. Success means you may roll once on the *Minor Treasure Table*; but if you fail the LK roll, go to **51**. No matter how long you search, you will not find more than 3 treasures.
- 19** You emerge outside amongst the jagged rocks. Congratulations! You have survived the adventure! Either leave the adventure now with 40 AP or re-enter at **24**.
- 20** You are in a very large cavern, which has exits to the north, south and west. The cave contains a stone sarcophagus in the centre, which has the likeness of a dwarf warrior lying atop it. Around the edge are runes in a language you cannot understand. The chamber is otherwise empty, although the floor is covered in slime trails and old bones. The exit to the north is a dark passage sloping down. The exit to the west is a crawlway high up on the western wall, reached by stone steps carved from the rock. The exit to the south is a dark tunnel. Roll once on the *Encounter Table*. When you have resolved the battle, you may either leave via the south exit at **7**, the west crawlway at **6**, or the north exit at **43**; or you may inspect the sarcophagus at **31**.



- 21** You detect a series of cleverly disguised slots around the edge of the tomb, obviously a trap. Take 5 AP. If you open the tomb anyway go to **54**. To leave the cave go to **20**.
- 22** The tomb contains the rotted remains of a dwarf warrior of renown, and he still holds his axe. You may claim it. It is called *Kotakuk* and it requires a STR of 15 and a DEX of 12 to use. It weighs 180WU and in combat it scores 8+6 damage, *doubled* in the hands of a dwarf. Take the axe if you want it (it will sell for 300 GP). In addition, you may roll once on the Major Treasure Table and once on the Magic Item Table. Then leave the room at **20**: if you return here, the tomb remains empty.
- 23** You travel down a short corridor with an arched ceiling and carvings on the walls, and enter a small cave. In the centre is an ancient mine-working rig, but it is disabled and partially collapsed. Hanging on the walls are old mining tools like shovels, pickaxes, ropes and pulleys. All are still in quite good condition. You may take a pickaxe if you wish (3D6 damage, STR 15, DEX 10, weight 160WU).
- Suddenly you hear a noise behind a pile of old barrels and crates! Preparing to fight, you approach quietly. An injured hobb leaps out of his hiding place and begins to flee the chamber! If you cut him down, roll a combat round of damage and go to **57**. If you stop and subdue him, assuring him that you pose no danger, go to **47**.
- 24** You stand in the cave mouth that serves as the entrance to the upper levels of the Halls of Ogul-Duhr. The cave mouth stinks of filth and the ground is littered with small bones. You figure that these caves are frequently used by orcs and goblins as a privy! Once inside you can see by your flickering torchlight that there are two tunnels leading from the rear of the cave. Both are dark. If you take the left tunnel go to **3**. If you take the right, go to **17**. You may leave the adventure from this paragraph at any time.
- 25** You are back in the large cavern, but there is no sign of any activity through the wide northern archway. To leave the cavern by the south corridor, where you can see a bridge, go to **40**. If you leave by the northwest cavern go to **23**. If you leave by the northeast corridor go to **42**. If you take the large northern archway go to **58**. You may not take the northwest or northeast corridors if you have already been that way.
- 26** You return to the old mining cave and rescue Duncan Dimmock of Khazil. The hobb is delighted and you see him safely out of Ogul-Duhr. He rewards you with 100 GP and an opal gem worth 45 GP that he had hidden in his cloak, and tells everyone he meets of your promise and rescue. You may add 3 points to CHR permanently. He also gives you a 'lucky' rabbit's foot, hoping that it brings you better luck than he had! Whilst carrying it your LK will be 2 points above normal. Now go to the paragraph you were told to visit following killing the Gorgon.
- 27** You are in a narrow tunnel that winds upwards through the rock. Make an L1SR on LK. If you fail, you must roll on the *Encounter Table* and resolve the combat. Go to **4**.



28 You are in a large cave, the floor of which is littered with skeletons and broken weapons and armour. Standing in here are several stone statues of previous adventurers, all petrified in horrific poses with fear in their frozen faces. You may search the room for as long as you like. For every turn you search however, roll 1D6. If you roll a 1 go to **35** immediately. If not, you may make an L1SR on LK, and if successful you can roll once on the *Minor Treasure Table*. If you miss the roll you find nothing. When you have finished searching, you may leave via the south corridor at **3** or the north corridor at **12**.



29 You have slain the dread Gorgon in her own lair! The creature falls dead to the floor of the cave and immediately begins to rot, oozing slime and putrescence. You may take 120 AP for this heroic deed and you are free to search the remainder of this upper level of Ogul-Duhr unhindered. Roll three times on the *Minor Treasure Table*, twice on the *Major Treasure Table* and once on the *Magic Item Table*. Then leave the adventure. You may also claim the Gorgon's magic scimitar (5+6, STR 11, DEX 12, weight 110WU) that will always deduct 1 point of CON or MR from any foe you fight regardless of their armour protection.

~ The End ~

30 You are at the bottom of a deep, dark abyss. In the gloom you can hear scuttling noises, and occasionally you see small red eyes glowing in the dark. You can see that the north wall of the chasm has rough, steep, uneven steps cut into it. If you attempt to climb them, go to **16**. If you explore the bottom of the chasm, make an L1SR on LK. If you fail, go to **51**. If you succeed, go to **18**.

31 The sarcophagus is old and worn, with many of the runes having been scratched off. The image of the dwarven warrior atop the tomb has been damaged. If you search the tomb for traps go to **56**. If you attempt to open it, make an L2SR on STR. If you fail, you cannot do it: return to **20** and make another choice. If you make the roll go to **54**.

32 Make an L1SR on SPD to quickly dive behind some large rocks. If you fail, go to **10**. If you make it, go to **5**.

33 You run in terror and do not stop running until you leave Ogul-Duhr. Your hair has turned white! However, this increases your CHR by 1 point. Also take 100 AP. You have survived your adventure, but the Gorgon lives!

~ The End ~

34 You are at a wide intersection of the crawlway. You may go north to **9**, south to **8** or west to **45**, where the crawlway opens into a small cave. But first, make an L1SR on LK. If you fail, roll on the *Encounter Table* and resolve the combat.

35 Suddenly, a monstrous figure looms up ahead of you! It is around 14 feet tall with the body of a serpent below the waist and the upper half of a woman. Its head is serpentine and crowned with a nest of vipers. The creature's eyes are dull, but a faint green light can be seen within them. You are not sure if it has detected you! Make an L1SR on LK. If you fail, go to **50**. If you make it, go to **2**.

- 36** You have entered a large hall whose ceiling is supported by many ornately sculpted pillars. The walls are covered in intricately carved friezes depicting scenes from dwarven life, and the floor is tiled in a complicated mosaic pattern of red, white and black tiles. To the east of this grand chamber is a large stone throne that stands upon a wide dais, with grand statues of dwarf heroes at either side. Behind the throne is a dark opening in the wall. **If you have visited this chamber before, go directly to 44.**

Make an L1SR on LK. If you fail go to **44**. Otherwise, you may search the chamber for up to 6 full turns. On each turn you must make an L2SR on LK. If you fail go immediately to **44**. If you make the saving roll you may roll once on the *Major Treasure Table*. After you have finished searching you may investigate the dark opening behind the throne at **38** or leave the hall, returning to the large chamber at **25**.

- 37** You are in a small cave, which serves as a junction between three dark tunnels. Roll 1D6. If the result is 1 or 6, roll on the *Encounter Table* and fight! If you're still here, make an L2SR on LK. If you make it, go to **49**. If you fail, you may go south to **17**, north to **7** or east to **27**.

- 38** As you approach the dark opening, something large moves in the shadows and emerges from the hole in front of you. Irrational fear grips you and you break into a cold sweat. Make an L1SR on INT. If you fail go to **33**. If you make it go to **44**.

- 39** You get a case of terminal cramp as your body turns to stone.

~ The End ~

- 40** You stand upon the northern edge of a huge chasm. Roll 1D6. If you roll a 1, go immediately to **35**. Otherwise, you may cross the bridge to the south side of the chasm at **43**, or head north at **53**.

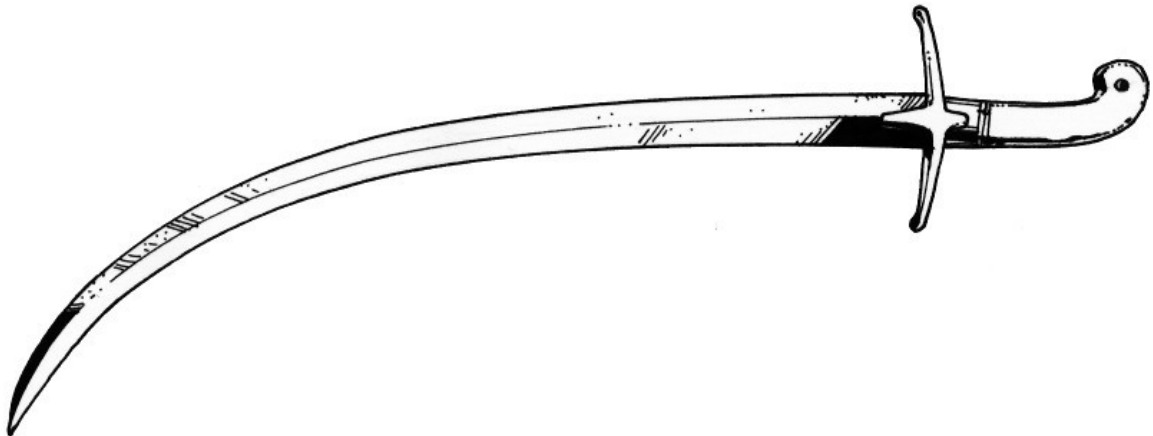
- 41** You are horrified to see a giant lizard heading your way, huge jaws snapping, yellow orb-like eyes gleaming in the torchlight. It attacks instantly with an MR of 18. However, as you are cramped in the crawlway, you score only half of your personal adds (rounding down). (If you visit this paragraph again, the lizard is not present but you must roll once on the *Encounter Table* and fight, with the same penalty for cramped space.) If you kill the creature, return to the paragraph that sent you here and continue your adventure.



- 42** You are in a long winding corridor, which shows signs of old dwarven architecture. Make an L1SR on LK. If you fail go immediately to **35**. If you make it, got you go west to **25** or east to **59**.

- 43** You stand at the southern side of a huge chasm. As you stare down into the abyss, every tiny sound is first amplified, then echoed, and finally swallowed altogether by the bottomless darkness. You may cross the bridge to the other side by going to **40**, or go south into a large cave at **20**.
- 44** Suddenly a large scaly creature emerges from the dark opening behind the throne. It is around 14 feet tall with the body of a long, thick serpent below the waist, whilst the upper half is that of a woman, albeit a startlingly hideous one. Its head is serpentine and is crowned with a nest of vipers. The creature glares at you with glowing green eyes. You are facing the dread Gorgon!

She is in her chamber and is at full power, so you must fight fast and fight hard! She fights with a scimitar sword, which always scores 1 CON point of damage each combat round that you fight her! Her MR is 42 (for 'CON' purposes) but she actually scores 5D6+6 in combat using the scimitar, plus 21 Combat Adds. In each combat round, make an L1SR on LK. If you fail, go to **39**. In addition, the Gorgon has a long serpent-like tail, and tries to topple you with it as you fight, so you must also make an L1SR on the average of DEX & SPD each round. If you fail the Gorgon gets a free round of combat upon you whilst you are on the floor: your only defence is your armour. The very next combat round you regain a secure footing and combat continues. If at the *end* of any round you wish to flee the combat, make an L2SR on the average of LK & SPD. If you make it, go to **33**. If you fail the roll to escape, go to **39**. If you kill the Gorgon, go to **29**.



- 45** You are in a small cave. There is a crawlway leading into the east wall and a narrow passage sloping upwards to the west. In the cave are 1D6 Orcs, eating *something* as they squat beside a rough cooking pot over a flickering fire. Hunks of unappetising meat float in the broth and the cave is filled with a loathsome smell and the greedy slaving of the Orcs.

Make an L1SR on LK. If you make it, they are too busy chewing to notice you, go to **11**. If you fail go to **55**.

- 46** You are at a wide intersection of the crawlway, allowing you to stretch out and flex your cramped and aching limbs. Roll 1D6. If the result is 1, roll on the *Encounter Table* and fight. If it's 6, go to **49**.

Afterwards, if you head north, go to **8**. If you go east, go to **6**. If you go south go to **12**.

47 The hobb, Duncan Dimmock of Kazil, tells you that he has been hiding in here for weeks, too afraid to come out for fear of the monster that stalks these caverns. He fell foul of a goblin attack in the mountains and fled to these caves, but the goblins stole his pack and equipment. All he has is a kukri dagger (2+5, STR 6, DEX 6/30 to throw, range 15 yds, weight 20WU) and some meagre provisions. His water is all gone. Duncan is too weak to try and escape, but he gives you his dagger. He tells you that the Gorgon wanders the caves but usually remains in her chamber, which lies through the north exit from the large chamber you have just left. While she is in that hall, she fights with greater strength than when she wanders the tunnels and caves.

You promise to return and rescue Duncan if you slay the beast. Return to the large chamber at **25** with 50 AP, remembering that you have made a promise to Duncan. Note down that later, if you slay the Gorgon, you should go to **26** immediately, before any other paragraph you are directed to.

48 You are horrified to see a giant orange worm crawling towards you! Writhing blindly, it attacks instantly with an MR of 12. However, as you are cramped in the crawlway, you score only half of your personal adds (rounding down). (If you visit this paragraph again, the worm is not present; but if you score 1 or 6 on a D6 you must roll once on the *Encounter Table* and fight, with the same penalty for cramped space.) If you kill the creature, return to the paragraph that sent you here and continue your adventure.

49 You spot a shiny object on the floor, half-hidden by dirt and small rocks. Eagerly you scoop it up and wipe away the grime. Make an L2SR on LK. If you are successful, roll once on the *Magic Item Table*. Otherwise, roll once on the *Minor Treasure Table*. Then return to the paragraph that sent you here to resume your adventure. **If you visit this paragraph again**, only roll 1D6: a 1 or a 6 means you must roll on the *Encounter Table*; otherwise, there is nothing here.

50 You are facing the dread Gorgon! However, she is not in her chamber and she is old, so not at full power. Her eyes are dull but getting brighter by the second, so you must fight fast and fight hard! Her MR is 32 for 'CON' purposes, but she actually scores 5D6+6 wielding her enchanted scimitar, plus 16 Combat Adds. Each combat round you spend fighting her, make an L1SR on LK. If you fail, go to **39**. In addition, the Gorgon has a long serpent-like tail, and tries to topple you with it as you fight, so you must make an L1SR on the average of DEX & SPD each round. If you fail the Gorgon gets a free round of combat upon you whilst you are on the floor: armour is your only defence. The very next combat round you regain a secure footing and combat continues.

If at the *end* of any round you wish to flee the combat, make an L2SR on the average of LK & SPD. If you make it, go to **33**. If you fail the roll to escape, go to **39**. If you kill the Gorgon, go to **60**.

51 A huge, hairy mass drops upon you, inflicting 1D6 points of damage. It is a Giant Cave Spider! Its bristly legs with too many knees clasp your body and paw at your face, and its unfathomable claw-like jaws make to slice you up. You must defeat it to remain alive. It has an MR of 22 but no poison, luckily for you. If you kill it, you may explore the rest of the chasm at **18**.

52 You are in a long tunnel. Roll on the *Encounter Table* and fight with whatever has found you. After you have resolved combat – and assuming you are still alive – you may go west at **30** or east to **19**.

53 You stand in the south end of a very large natural cavern, although towards the north there are clear signs that the dwarves had begun to fashion the chamber in their austere but grand style. The walls are richly decorated with fluted columns and carvings depicting grand battle scenes. There are three other exits from this chamber, all with ornate archways guarded by stone statues of mighty dwarves. These do not look like victims of the dreaded Gorgon. In the centre of this grand chamber is a stone stairway leading down, but this is blocked completely by tons of fallen rock.

Suddenly, from the large archway to the north you hear hissing and slithering noises that send a chill up your spine! If you remain to see what appears, go to **10**. If you leave quickly you may take the south exit by turning to **40**, the northwest exit at **23** or the northeast exit at **42**. If you charge through the northern archway, preparing to face whatever is approaching, go to **50**.

54 As you lift the lid, there is a *click* and a *whirrrrr* and a *whoosh!* Sharp blades shoot out of the side of the tomb and slice the air around it at catapult speed. Make an L4SR on LK and if you miss deduct the difference *directly from CON!* If you survive this unexpected slicing, go to **22**.

55 The Orcs have an MR of 16 each. If you have already attacked them, reduce their MRs accordingly then continue combat until you or they are dead. If you kill them, you can loot their bodies by rolling twice on the *Minor Treasure Table* and then go to **15** to leave this cave.

56 Make an L2SR on LK. If you fail return to **31** to open the tomb or go to **20** to leave this cave. If you make the roll go to **21**.

57 Whatever you scored is enough to kill the hobb, since he is weak and malnourished. Reduce your CHR by 1 point for this cruel and pointless act. Suddenly however you hear a frightening hiss behind you and the smell of the air turns foul. Something *looms* behind you! Turn to **50**.

58 You are in a corridor that runs north and south and which slopes down at an angle of 30 degrees. The ceiling is arched and the walls have been expertly carved with dwarven images. The floor is tiled but many of the tiles are cracked and broken. There are many torch holders but all are empty. To the north the corridor turns to the east and continues to lead down into the darkness, from which arises a foul odour that almost makes you sick. Make an L1SR on LK. If you fail go to **35**. If you make the roll, you may go down to the northeast at **36** or return south to the large cavern at **25**.

59 You are in a large cave whose roof is supported by many pillars. The walls are covered in grand dwarven carvings and treasure chests lie around the room, many open but some closed and covered in dust and cobwebs. There is a large archway to the east but it is blocked by tons of collapsed rock. If you search the room, make an L1SR at the *start* of each turn you spend searching and if you fail go immediately to **44**. For every SR you make you may roll once on the *Minor Treasure Table*. After 12 turns you will have exhausted the room; you must leave the room then if not before, returning to the large cavern to the west at **25**.

- 60** You have slain the dread Gorgon! The creature falls dead to the floor of the cave and immediately begins to rot, oozing slime and putrescence. You may take 100 AP for this glorious deed and you are free to search the remainder of this upper level of Ogul-Duhr unhindered. Roll 5 times on the *Minor Treasure Table*, twice on the *Major Treasure Table* and once on the *Magic Item Table*. Then leave the adventure, a hero!

~ The End ~



ENCOUNTER TABLE

Whatever you meet is hostile and must be defeated!

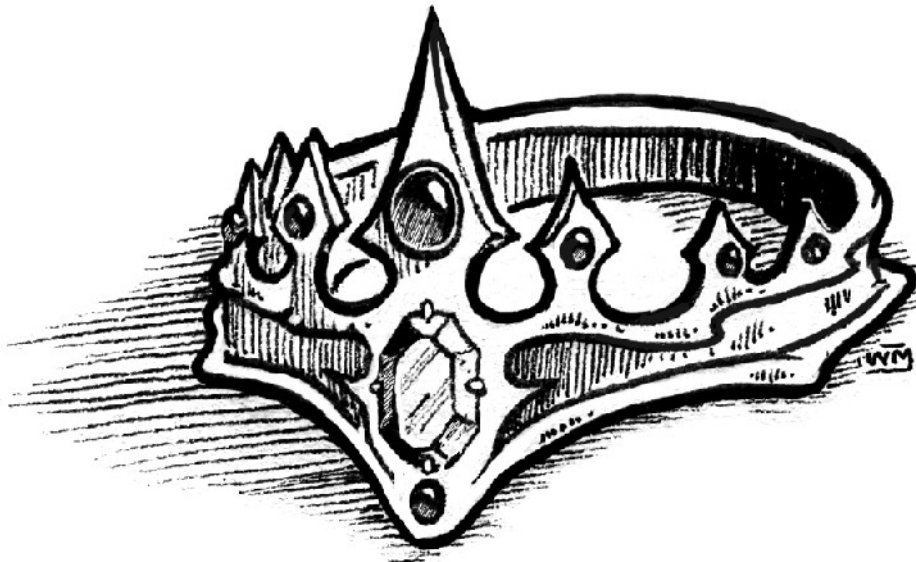
| Roll (1D6) | Encounter |
|------------|--|
| 1 | 1D6+2 large beetles. MR 4 each. |
| 2 | Giant centipede. MR 14. |
| 3 | Huge spider. MR 17. |
| 4 | Fire lizard. MR 20. Lose 1 CON per combat round from its flame-breath attack. |
| 5 | Poisonous snake. Make L1SR on LK to avoid being bitten. If you fail, lose 1 STR and 1 CON at each of the next 1D6 paragraphs. Snake slithers away. |
| 6 | Goblin warrior. MR 22. If you win, loot his corpse by rolling once on the <i>Minor Treasure Table</i> . |

MINOR TREASURE TABLE

| Roll (2D6) | Find |
|------------|--|
| 2 | Roll once on the <i>Major Treasure Table</i> . |
| 3 | 2D6 silver coins |
| 4 | 3D6 silver coins |
| 5 | 1D6 gold coins |
| 6 | 2D6 gold coins |
| 7 | 1 gem worth 1D6 GP |
| 8 | 2 gems, each worth 1D6 GP |
| 9 | 3 gems, each worth 1D6 GP |
| 10 | 1 gem worth 3D6 GP |
| 11 | 2 gems, each worth 3D6 GP |
| 12 | 3 gems, each worth 3D6 GP |

MAJOR TREASURE TABLE

| Roll (2D6) | Find |
|------------|---|
| 2 | Small pouch containing 3D6+6 gold coins |
| 3 | Gold nugget worth 3D6 GP |
| 4 | 1D6 gold nuggets worth 3D6 GP |
| 5 | Small pouch of 2D6 gems worth 3D6 GP each |
| 6 | Small pouch of 2D6 gems worth 6D6 GP each |
| 7 | Silver crown worth 10D6 GP |
| 8 | Golden crown worth 1D6 x 100 GP |
| 9 | Iron box containing 1D6 x 100 GP |
| 10 | Treasure chest containing 2D6 x 100 GP |
| 11 | Treasure chest containing 3D6 x 100 GP |
| 12 | Roll on <i>Magic Item Table</i> |



MAGIC ITEM TABLE

| Roll (1D6) | Find |
|------------|--|
| 1 | Amulet of Speed. Increases SPD by 2. |
| 2 | Ring of Power. Increases WIZ (5th: STR) by 3. |
| 3 | Necklace of Courage. Increases CHR by 5. |
| 4 | Nimble Boots. Increase DEX by 4. |
| 5 | Health Potion, 1 dose. Restores up to 3D6 CON. |
| 6 | Teleport Egg. Smash it to instantly go home! |

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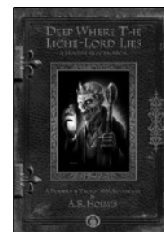
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***Deep Where the Liche-Lord Lies* by Andy R. Holmes**

Beneath an ancient mausoleum, deep within the Forest of Maugaral, there is a mighty dungeon; a stronghold of goblins, ogres, and worse.

At its deepest point, surrounded by earthly riches, lies the tomb of Vasarax, an ancient and malignant sorcerer. Though entombed for centuries, stories abound that the long dead mage has arisen as a powerful Liche-Lord. It is said that whoever steps foot into his resting chamber will instantly perish...

Deep Where the Liche Lord Lies: A Descent into Horror is a huge, multi-level GM Adventure for *Tunnels & Trolls* compatible with 5th or 7th edition rules. It will test even the strongest of parties as they penetrate its gloomy depths. Everything a GM requires to run what amounts to a mini campaign can be found within its pages, including detailed maps of each level and the surrounding terrain, plus descriptions of all of the rooms and contents. This is the largest GM module ever produced for *T&T* from the master of Gothic horror adventures, Andy Holmes.



***Rapscallion* by Sid Orpin**

A Solitaire Adventure module for play with *Tunnels & Trolls*. Any rogue character of 1st to 3rd level may explore its 142 adventure paragraphs.

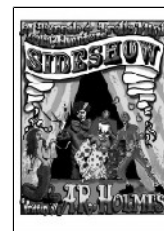
It has been written with the 7/7.5 edition of the Rule Book in mind, though it will adapt to earlier editions.



***Sideshow* by Andy R. Holmes**

Sideshow is a Mini Solitaire Adventure for use with *Tunnels & Trolls*. It was designed with the 5th edition of the Rules in mind, but can be easily adapted for other editions. It is suitable for first level characters only and some magic spells are permitted.

In addition to the Solo Adventure, this special edition includes a section with descriptions and a map that will allow it to be used as a GM Adventure.



***Tavern by the Sea* by Ken St. Andre & Andy R. Holmes**

A Mini Solitaire Adventure for use with the *Tunnels & Trolls* role-playing system. It has been designed for use with 7.5 edition of the rules, but could be adapted for use with earlier editions. You may use any humanoid character (except fairies or giants) of third level or lower, but the use of magic is not allowed, so warriors and rogues are most likely to fare best within this particular den of iniquity.

This Special Edition features an additional adventure, *The Tomb of the Sea Reaver's Gold*, as well as all-new artwork by Jeff Freels.



***Formication* by Sid Orpin**

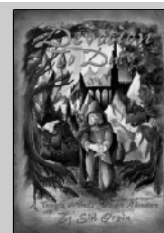
A Mini Solitaire Adventure for use with the *Tunnels & Trolls* role-playing system. It has been designed for use with the 7.5 edition of the rules, but could be adapted for use with earlier editions.

This adventure is designed for a newly created fairy warrior of first or second level.



***Devotion To Duty* by Sid Orpin**

A Mini Solitaire Adventure for use with the *Tunnels & Trolls* role-playing system. It has been designed for use with the 7.5 edition of the rules, but could be adapted for use with earlier editions.





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