

LEGENDS OF OGUL-DUHR
II: THE HIDDEN HALLS

BY A. R. HOLMES



A FREE MINI SOLO ADVENTURE
FOR TUNNELS & TROLLS™

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and to scribble a map that you won't be able to follow next time.*

LEGENDS OF OGUL-DUHR II: THE HIDDEN HALLS

**SOLITAIRE ADVENTURE FOR
TUNNELS & TROLLS™**

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TAVERNMASTER
GAMES



Image created at www.wordle.net

This mini-solo first appeared in 2006 and has been reworked for this edition.

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INTRODUCTION

You sit huddled in your cloak in a dark and smoke-filled alcove of the Stormy Ghyll Tavern. Draining your tankard of strong, dark ale, you prepare to head for bed. Your purse is almost empty, and you need to find either adventure or employment soon. As you are about to leave the common room, a dark stranger approaches you, and beckons you to return to the alcove and sit back down at your table. He sits across from you and lowers his hood. The man is grizzled and his face is long and hard. From beneath his heavy hemp cloak he produces a rolled parchment tied with cheap string. "Here, take this," he says. "It's yours for only three gold coins. I have no further use of it."

You ask the man what it is. He looks around furtively before answering, in hushed tones: "Why, friend, this is a map! It shows you the way to the old caves of Ogul-Duhr! There's treasure there, my friend."

Shaking your head, you tell him that these caves are no secret, and anyhow, the old Gorgon was slain months ago, and since then the caves have been picked clean of treasure. You have even heard that Orcs have moved in!

"Ah, to be sure, squire," he replies, grinning. "Ye foul creature is dead, 'tis true, but this map shows a *secret* entrance to the Halls that lie *beneath* the upper caves of Ogul-Duhr! For there lies great wealth and magic! Take the map, squire, all I ask is three gold, to feed and rest my weary bones for a few nights. Just don't ask where I got it..."

Well, this is a tempting offer indeed. You have heard tell of these treasure-filled halls beneath the upper caves, and as far as you know they have not yet been plundered. You pay the man! And quickly he is gone, firmly pulling forward his hood and vanishing into the smoky tavern. Licking your lips, you unroll the map...



HOUSEKEEPING

This solo is aimed at beginner warrior characters with no more than 30 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.

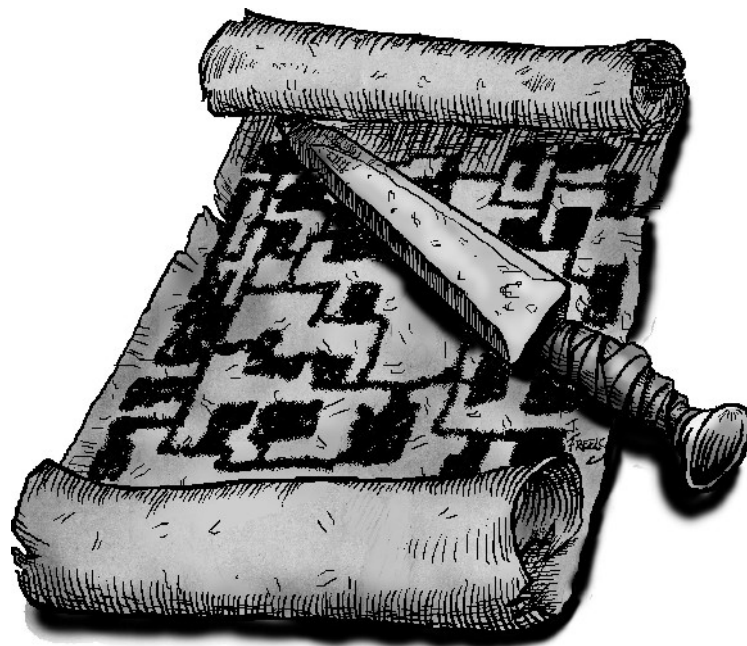
You may be directed to roll on various tables. These are all at the back of the book.

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 *INT*, *STR* 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 With the slaying of the old Gorgon, the Halls of Ogul-Duhr became once more relatively safe for delvers to enter. However, when word spread of the vile creature's demise, treasure-seekers quickly looted the caves of all that remained. Orcs claimed part of the cave system as their den, and would not allow anyone to enter without paying an entrance fee, also demanding a share of any booty found in the tunnels upon exit. However, nothing now remains in the upper Halls, and most of the Orcs have moved-on.

It is therefore with some excitement that you journey through the foothills of the mountains, and prepare to make your way deep into the hidden levels, armed with the ancient map. If you can avoid any rogue Orc patrols you may be able to escape with a veritable King's ransom in treasure! If you head for the well-known entrance to the upper Halls, go to **25**. If instead you want to find the secret entrance shown on your map, go to **15**.

- 2 You successfully creep unnoticed through the cave mouth and begin to make your way through the upper level of Ogul-Duhr in search of the second level. Go to **10**. AP 10.

- 3 Make an L2SR on CHR. If you succeed, the Orc leader grunts, frowns, urinates on the cave wall and then allows you through. He makes you promise however to pay him 10% of your treasure haul on your return, should you survive. Go to **10**. If you miss the roll, the Orc snarls and laughs, spitting at your feet. He kicks dust at you and aggressively demands that you pay him 50% of your treasure haul on your return! You would not have a chance in a fight against him and his minions, especially considering that there are more Orcs hiding in the rocks surrounding the cave entrance. If you agree to his extortionate fee, go to . If not, you can try the secret entrance instead, tomorrow. Cursing the foul Orcs under your breath you depart: go to **15** in the morning.



- 4 If you made the roll, add the amount by which you exceeded the target to the attribute you rolled against. If you failed the roll, roll 1D6 and deduct the result from the same attribute. Return to the paragraph that sent you here and continue your adventure.
- 5 You collapse. When you awake you are still in the corridor where you drank the water. You feel very strange indeed. Swap **either** your STR with your CON, your LK with your INT or your DEX with your CHR, and recalculate your adds if necessary. Continue the adventure from the corridor where you drank the water, and **do not** drink from it again in this adventure! You have been warned...
- 6 You tripped a trap! Roll on the *Trap Table* then return to the room or corridor you were in and continue your adventure, if you survive...

- 7** You are in a large hall down in the second level of Ogul-Duhr. Roll on the *Encounter Table* and deal with what appears before going on.

A broad set of stone steps leads up through the roof. This is the way back to the upper level of Ogul-Duhr. You can climb these steps to leave the dungeon: go to **60**. You may also leave the room to the north at **20**, east at **29** or west at **45**.

- 8** Something is wrong, very wrong, and you don't like it one bit. You turn and go back the way you came, ignoring this long, dark corridor. Go to **43**.
- 9** Something makes you leap backwards and into an alcove in the wall. As the doors open many spear traps are sprung and a volley of crossbow bolts is released down the corridor. You thank the gods and pass through the doors. Go to **34**.
- 10** You quickly and carefully head towards the old Gorgon's chamber, following the bridge over the chasm into the large chamber containing the blocked stairway. However, you notice that it has been partially cleared recently. If you would like to attempt to clear more of the rubble, go to **59**. If you would rather continue down into the Gorgon's chamber, go to **41**.
- 11** You were warned, were you not? The Justice of Solos decides that you are both very brave and very stupid at the same time. He demands that you play dice with him for your life. Roll 2D6 for you and 2D6+1 for the Justice of Solos (*for he cheats ever so slightly*). If you roll more than him, your life is spared. Leave this adventure now, with 200AP for your dice game with the Justice of Solos.

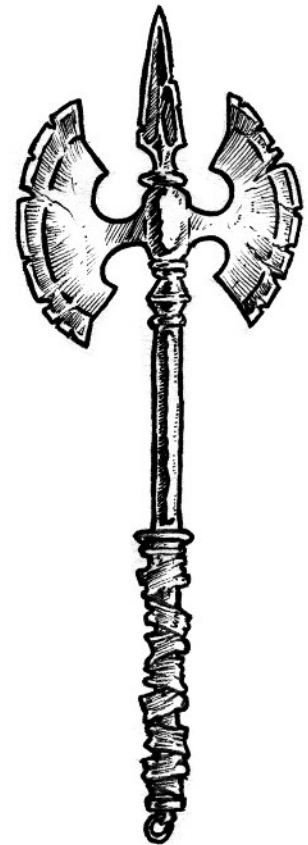
If you roll less or equal to him, you are cast into a paragraph that cannot be accessed, by anyone anywhere, along with hundreds of other adventurers who have died in solos ever since *Buffalo Castle* first opened its doors.

☞ *The End* ☞

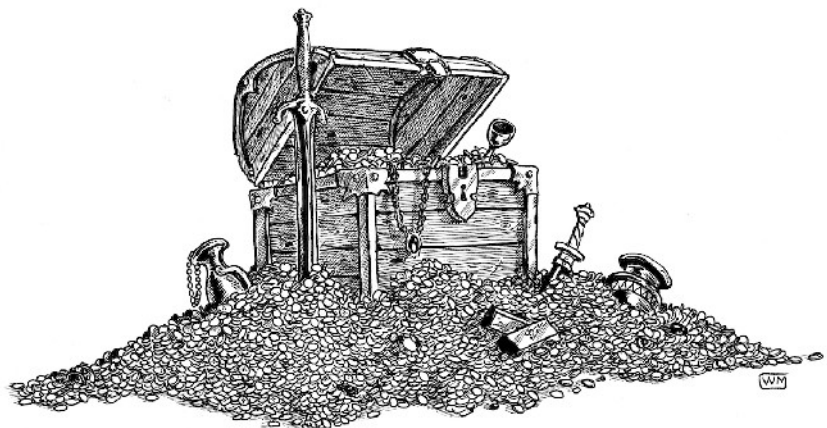
- 12** You cannot harm the glowing mist with anything you have. It envelops you. Go to **47**.
- 13** The water tastes different than the last time you drank from it. Suddenly you feel odd, kind of confused and disoriented. Make an L2SR on LK. If you fail go to **55**. If you make the roll, go to **5**.
- 14** You are not afraid. The creature, sensing your strength, stops laughing, throws down its bow and unsheathes a longsword, approaching you. It has an MR of 36, and each combat round you lose 1 point of CON as the foul undead abomination drains life from your bones. If you kill it, go to **58**.
- 15** Make an L1SR on the average of INT and LK. If you fail, you cannot find the location shown on the map, which is difficult to relate to the terrain. Either try the main entrance at **25**, or if you have already been there and have been turned away, you may try and enter at night, when the Orcs may not be present, at **21**. You may return to this paragraph to try the saving roll twice only. You may leave the adventure from this paragraph at any time.

If you make the SR go to **38**.

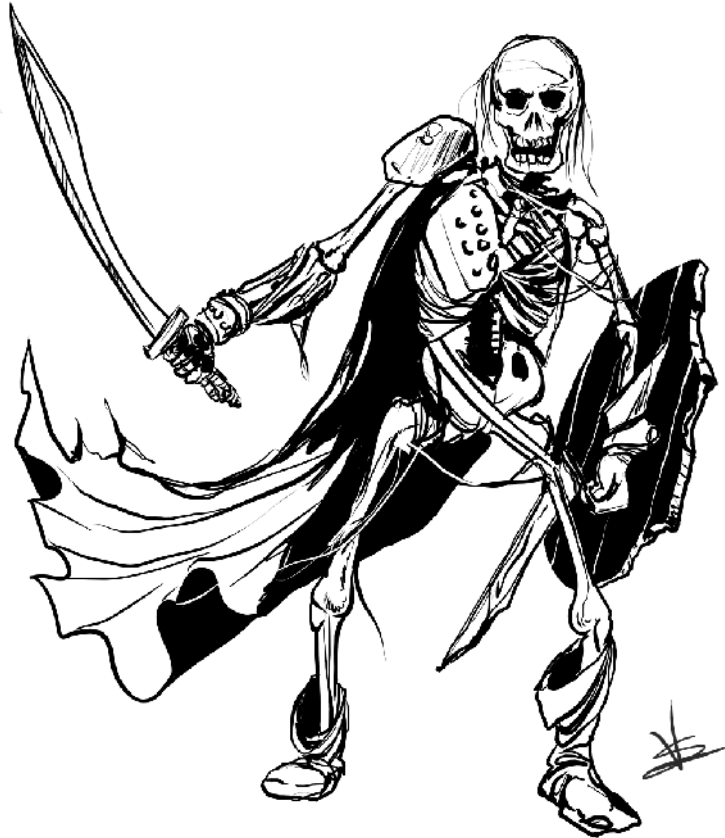
- 16** You are in a large pillared hall with a flagstone floor and mosaic walls. In the centre of the room a huge Stone Golem stands. It immediately turns to face you, and declares, in tones that sound like an army marching across gravel: "YOU SHALL NOT PASS. SORRY ABOUT THE CLICHÉ, BUT THAT'S THE WAY IT IS." If you go back the way you came return to the paragraph that sent you here and resume your adventure. If you attack him go to **75**. If you try to reason with him go to **61**.
- 17** You pass through many dismal, stinking chambers that contain only some broken stone statues, until you discover an old archway, and behind that, stone steps heading down into the darkness. At the bottom you pass through another ancient archway, with a pair of axes carved into the keystone. Beyond this arch is a large chamber that has partially collapsed. Two thick pillars remain, supporting what's left of the ceiling, but most of the room is in ruin. The only other exit is in the west wall. Suddenly, the room begins to shake and dust falls from the ceiling, followed by small lumps of rock. You must run quickly to the exit before the room collapses upon you! Make an L1SR on SPD. If you miss, go to **57**. If you make it, go to **23**.
- 18** You are in a large hall. Four huge thick pillars support the ceiling. There are exits to the south and east. The walls are covered in images depicting dwarven battle scenes. In the middle of the room, lying on the floor is a double-bladed-broad-axe. If you leave, go to **73** for south or **33** for east. If you pick up the axe, go to **70**.
- 19** Your light goes out. Your attempts to relight it fail. It is suddenly very cold. Make an L1SR on LK. If you fail go to **51**. If you make it, go to **44**.
- 20** You are in a north-south corridor. In the east wall is an old water fountain. Above it, carved into the rock, is an image of a laughing skull wearing an open-faced helm. If you drink from the fountain go to **49**. Otherwise, go south to **7** or north to **43**.
- 21** Carefully, beneath the moonlight, you creep around to where you know the main cave entrance to the upper level of Ogul-Duhr is situated. You can see and hear nothing in the way of Orcs. If you try and creep through the cave entrance, make an L1SR on LK: if you fail, go to **51**; if you make the roll go to **2**. If you don't wish to try tonight, you may try to find the secret entrance tomorrow, at **15**.
- 22** As the ghost fades under the ferocity of your attack, another appears, drifting across the room towards you, having oozed out of the carvings on the wall. This ghost has an MR of 40. If you drop the axe and run, go to **73** to leave south, or **33** to run east. If instead you fight – and win – go to **64**.
- 23** You are in a wide corridor running east to west. To the east, the way is blocked by tons of rubble. To the west are a series of ornate archways that lead to some broad rising steps. But you are not alone! Roll once on the *Encounter Table* and deal with the consequence. If you survive, go up the steps to the west at **43**, for the rubble to the east is impassable.



- 24** As you step into the fighting circle, there is a flash of light and the great iron gate grinds upwards. Roll on the *Arena Table* to see who or what you must fight. If you win, you may fight again for the glory (and AP) with another roll. Alternatively, leave the room to the west at **33**, or leave the dungeon altogether through the monster gate to the east at **60**.
- 25** Make an L1SR on LK. If you fail, go to **36**. If you make it go to **10**.
- 26** Make an L2SR on LK. If you fail, go to **48**. If you make it go to **77**.
- 27** You are in a corridor leading down into the rock. You find a shaft in the floor, but the corridor continues beyond. If you drop through the shaft, go to **72**. If you continue down the corridor go to **37**. To return up the corridor go to **38**.
- 28** Make an L1SR on LK. If you make it, you find something: roll once on the *Treasure Table*. If you fail, the tomb is empty: return to the crypt at **77** and make another choice.
- 29** You are in a corridor running east and west. Roll 1D6. If you roll a 1 or a 6 you have met something nasty: roll on the *Encounter Table* and fight. If not, or if you survive, go west to **7** or east to **65**.
- 30** Roll 12D6. Multiply the result by 10. This is the value of loot in GP that you gather before the mist completely surrounds you. Go to **47**.
- 31** You stand at the west end of a very long, wide corridor. The roof is supported by two rows of six pillars that stretch into the distance, beyond the reach of your light. Something feels wrong. Make an L1SR on INT. If you make it, go to **8**. If you fail, go to **56**.
- 32** Make an L1SR on LK. If you fail, go to **74**. If you make it, leave the room by the west archway at **29** or the east at **50**.
- 33** You are in a wide corridor that slopes down to the east. Roll on the *Encounter Table*. If you survive the ensuing combat, go up to the west at **18**, or head down to the east, go to **79**.
- 34** You are in a grand chamber. Four stout pillars support the roof and the floor is a mosaic of dwarven life. The walls are lined with statues of mighty dwarven warriors. Heaped against the east wall is a huge mound of treasure: gold, jewels, trinkets, weapons, armour, goblets, crowns, and so on. In the south wall is a magnificent bronze door. No matter how hard you try or what magic items you can use, it will not open. Suddenly, a floating, glowing mist appears from beneath the door and flows towards you. The door you entered by slams shut, and will not open. If you attempt to fight the mist go to **12**. If you wait and see what happens go to **63**.



35 As you lift the lid of the tomb, there is a flash of light, and a fierce (if short) skeleton warrior appears, standing atop the tomb. The skeleton laughs at you, then attacks, his sword swinging wildly. You are fighting what remains of Nok of Khazil, a long dead but respected warrior of the Mountain Dwarves. His MR is 50. If you kill him, go to **62**.



36 Curses! An Orc patrol is in operation, and you are spotted. You are aware of Orcs hiding behind the jagged rocks all around you, so you decide to calmly approach the cave mouth, where several stone statues still remain, grim reminders of the Gorgon. The Orc leader laughs wickedly, and demands that you pay him 5GP to enter the cave, and 10% of your treasure haul when you leave. Four armed and armoured Orc rogues accompany him, so you figure fighting would be dumb. If you pay, you are allowed into the caves: begin your way to the next level at **10**. If you cannot afford 5 gold coins, go to **3**. If you leave and attempt to find the secret entrance the next day, go to **15**.

37 The corridor ends with a low archway. Through this you can see a dark chamber from which a foul odour emanates. If you go through the arch, go to **46**. To return the way you came go to **27**.

38 You are in a shadowed area amongst the jagged rocks of the Goblin Mountains. There is a passage leading into the rocks, which you may follow at **27**. This is the secret entrance marked on your map. You may leave the adventure from this paragraph at any time. Alternatively, you may also try the main entrance at **25**, or if you have already been there and been turned away, you may try and enter at night, when the Orcs may not be present, at **21**.

39 As you open the tomb, 1D6 Ghouls leap out and attack you. Each monster has an MR of 9. If you kill them, you see a dark, stinking tunnel at the bottom of the inside of the tomb, surrounded by old, chewed bones and skulls. If you enter the tunnel go to **76**. If not roll twice on the *Magic Item Table* and leave the room at **78**.

40 Your footsteps echo as you walk carefully down the pillared hall, into the gloom. Gargoyles stare mockingly at you as you pass. The hairs rise on the nape of your neck. Make an L2SR on INT. If you fail, you turn and run in fear: return to **43** and don't venture this way again in this adventure. If you make the saving roll, you may continue down the corridor at **19** or choose to return to **43** and go another way.

- 41** You stand in the pillared hall within which the foul Gorgon was slain. Behind the throne in the east wall there is a dark opening. It is through here that you believe you will find the way into the next level. Make an L1SR on LK. If you make it, go to **17**. If you miss, go to **53**.
- 42** You are in a long, wide corridor. Make an L1SR on LK. If you fail, go to **6**. If you make it, roll 1D6. If you score 1 you must roll on the *Encounter Table* and fight. When you are able, you may go south to **67** or north to **69**.
- 43** You are in an empty chamber. Make an L1SR on LK. If you fail go to **6**. If you make the roll, you may leave to the east at **23**, the south at **20** or the north at **31**.
- 44** There is a *whooshing* sound just by your ear, and suddenly the corridor is filled with green light. Ahead of you stands a ghostly figure. It is a skeleton, dressed in rags and bits of antique armour, holding an old longbow. The creature's eyes glow white and it laughs at you, its hollow tones filling the corridor with chilling, rattling noise. Make an L2SR on INT. If you fail, you run screaming, all the way out of the dungeon, whether you know the way or not! Go to **60**. If you make the roll, go to **14**.
- 45** You are in a long corridor running east to west. Make an L1SR on LK. If you fail go to **53**. If you make it you may go east to **7** or west to **78**.
- 46** As you pass through the archway, the rock shakes and a deep rumble can be heard. Suddenly the passage behind you collapses, showering you in dirt and rock. Make an L1SR on LK and if you miss take the amount by which you missed in CON damage. If you survive, dust yourself off and take a look at the chamber that you have entered. Go to **66**.
- 47** You are teleported, and find yourself outside, a long way from Ogul-Duhr. Hopefully your adventure will have earned you some gold and maybe a trinket or two for your trouble. Take 100AP and close the book.

~ The End ~

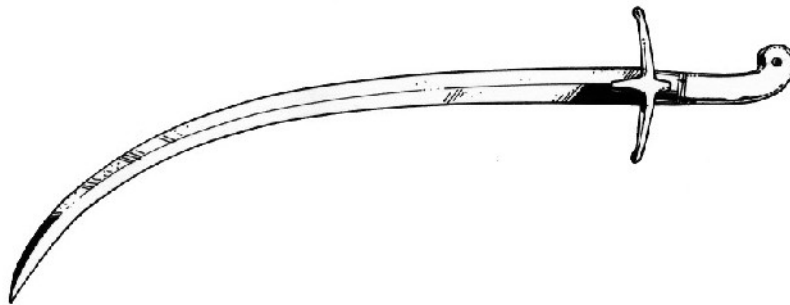
- 48** Two hideous ghoulish-wights attack you as you enter! They were hiding behind a crypt as you walked in. They stink of death and have putrid green flaking skin. Foul shrouds hang from their frames, and lacking legs, they float unnaturally in mid-air, dripping bile, pus and rotting flesh. Roll 1D6 and deduct the result from CON, damage caused by the creatures' foul surprise attack. They each have an MR of 22 and you must fight them. Your CON drops by 1 per combat round regardless of dice rolls as the ghoulish-wights exhale poison and disease. If you win, go to **77**.
- 49** Attempt an L2SR on any attribute you like. Make a note of how much you make or fail the roll by. Whether you succeed or not, go to **4**. If this is your *second* time of drinking from the water fountains in this dungeon, go immediately to **13**. If this is your *third* time of drinking, go to **11** at once!
- 50** You are in a corridor running east and west. In the south wall there is an alcove containing an old water fountain. If you drink from it go to **49**. If not, go west to **65** or east to **67**.
- 51** Suddenly as if from nowhere, a ragged arrow strikes you in the head, piercing any armour you may be wearing and killing you instantly.

~ The End ~

- 52** Amidst the rubble left by the Golem's demise you may recover 4D6 small gems, each worth 1D6+3 GP. Return to **75** and leave the room.
- 53** Suddenly, the wall erupts and a Rock Troll steps out of the rubble, his eyes glowing yellow and his huge stone fists ready to beat you to a pulp. He utters only one thing, over and over again: "**YOU NOT WELCOME HERE. I MUST KILL YOU!**" The Troll has an MR of 40 and a CON MR of 60, which you must reduce to zero to defeat him: damage inflicted comes off his CON MR, but his fighting prowess remains unaffected, at 5D6+15 each round. If you survive and kill the Troll, return to the paragraph that sent you here and continue your adventure. Make a note of the room that you encountered this creature in and if you are told that you have encountered another Troll in the same room, disregard the instruction. You may claim 60AP and 1D6 small gems (worth 3D6 GP each) if you kill him.
- 54** Make an L2SR on LK to escape the Orc patrols in the mountains as you leave. If you fail, you are caught: the Orcs take your weapons, armour and treasure, and then kick your backside down the mountain. If you succeed in the saving roll, you escape without trouble and put Ogul-Duhr behind you. In either case, have 100AP.
- 🌀 The End 🌀*
- 55** You collapse. When you awake, you are outside. Make an L2SR on LK. If you fail, all your belongings, weapons, armour and treasure have gone. In either case, the water swapped your STR with your CON and your DEX with your CHR, permanently, then teleported you out of the dungeon, never to return. AP 600.
- 🌀 The End 🌀*
- 56** You may walk down the corridor at **40** or return the way you came, ignoring the corridor, at **43**.
- 57** Rubble falls from the roof as the chamber starts to collapse, and you are caught in the rock-shower. Roll 2D6. This is the number of large rocks and chunks of ceiling that hit you as you run from the chamber. Each rock causes 1D6 damage. You may use armour, doubling hits if you are a warrior, but the blunt impact of every rock that strikes you takes 1 point of CON at least, even if your armour completely protects you. If you survive, go to **23**.
- 58** The creature falls to the dungeon floor, its putrid bones crumbling to dust. You may claim its arming doublet, which is magical upon mortal beings. It will take 12 points of damage on its own (not doubled for warriors) and may be worn with other armour. In addition it will protect you from *Take That You Fiend* spells lower than level 4.
- At the end of the long pillared hall is an ornate bronze door, intricately carved with fantastic dwarven designs. If you open the doors, make an L2SR on LK. If you fail, go to **68**. If you make the roll go to **9**. If you return the way you came, go to **43** and continue your adventure.
- 59** Make an L2SR on the average of STR & DEX. If you make it, you successfully clear enough rubble to make a small opening, and you may squeeze through at **7**. If you fail the roll, or decide not to go this way, continue down to the old Gorgon's chamber at **41**.
- 60** You are out of the Hidden Halls of Ogul-Duhr! If you owe the Orcs a share of your treasure, pay it now. If you have no gold and cannot pay, go to **54**. Otherwise, congratulations! Say farewell to Ogul-Duhr and take 100AP.

🌀 The End 🌀

- 61** Make an L1SR on INT. If you make it, you persuade the Golem, who is not blessed with great intelligence that you actually *can* pass through the room, and the question is actually whether you *may* pass through. This leaves him pondering, and you may cross to the other side. Go to **78** to go south or **73** to go north. On the other hand, if you fail the roll, the Golem decides to reason with you with his massive stone fists. Either fight him at **75** or return hurriedly the way you came.
- 62** You cannot kill Nok outright, for his eldritch life goes on; but you have vanquished his remains for the time being. You may claim his enchanted scimitar (9D6, STR 10, DEX 11, 100WU.) and magic shield (*Shield of the Golden Eye*, takes 12 hits and protects user from *Take That You Fiend* spells). Take 50AP. You are then teleported out of the dungeon. Go to **60**.



- 63** A disembodied voice says, "*Take what you want, then leave!*" The mist begins to surround you. If you try to fight it, go to **12**. If you gather some treasure quickly, go to **30**. If you do nothing but wait, go to **71**.
- 64** As the second ghost fades, *dozens* of dwarven warrior ghosts walk out of the walls, surrounding you. But they do not attack. Instead, the leader tells you that for your display of prowess you may keep the axe. It is magical and will do 10 dice damage. In the hands of a dwarf it will score 15 dice. (ST 21, DEX 10, 220 WU, worth 1000 GP) Leave the room south at **73** or east at **33**. If you enter this room again roll on the *Encounter Table*.
- 65** You are in a large pillared hall. The floor is made up of coloured squares. There are arched exits to the west and east. If you leave immediately *by the way you came in*, go to **29** to go west or **50** to go east. To *cross* the room go to **32**. If you can fly, go to **80**.
- 66** You are in a large crypt. The east wall has partially collapsed and rubble blocks an old archway, blocking it off completely. Many dust-covered stone sarcophagi stand in here. They all appear to show images of dwarven warriors atop them. However, something smells bad in here – really putrid! If you search the crypt, go to **26**. If you leave by the north exit go to **78**.
- 67** You are at a three-way intersection. Roll on the *Encounter Table* and fight. Afterwards, go to **50** to go west, **72** to go south or **42** to go north.
- 68** As the great doors swing open, spears shoot out of the walls, floor and ceiling, and from behind the door a volley of crossbow bolts are released down the corridor. Speared and pierced many time over, you drop to your knees, and fall heavily to the dungeon floor, quickly dying as you bleed to death from a multitude of wounds.

☞ *The End* ☞

- 69** You are in a huge pillared hall. Make an L1SR on LK. If you fail, go at once to **53**. If you make it, read on. The east wall of this hall has collapsed, but the remainder of the room still shows a lot of the original grand décor. To the north of the room is a tomb. Surrounding the tomb are the words:

**Beware, oh ye thieves, tomb-robbers and filchers!
Disturb my rest and die!**

If you leave now, go to **42**. If you open the tomb, go to **35**.

- 70** As you touch it, a ghostly dwarf warrior walks out of one of the pillars! It attacks you with an MR of 30. If you win, go to **22**.
- 71** The mist envelops you. Roll 1D6. If you roll odd, your LK is increased by 2 points. If you roll even, your STR is increased by 2 points. Go to **47**.
- 72** You are in a small chamber, which has partially collapsed. Make an L1SR on LK. If you fail go to **53**. If you make the roll, you may search the room. Make an L1SR on LK and if you are successful, multiply by 10 the amount by which you exceeded the target: this is the number of GP you find (minimum 10GP). If you fail the roll you find nothing. When you have finished in here, return the way you came at **67**, for there are no other exits.
- 73** You are in a corridor running north and south. In the west wall is an alcove in which you see an old stone water fountain. If you take a drink from it go to **49**. If you go south, go to **16**. If you go north, go to **18**.
- 74** Roll 1D6. If you roll 1, you are teleported to **79**. If you roll a 6, you are teleported to **66**. If you roll 2,3,4 or 5 go to **6**.
- 75** The Golem has an MR of 38 and a CON MR of 80. It will be a tough fight. If you wish to run past him, dodging his huge, swinging fists, make an L2SR on the average of your SPD, DEX and LK. If you fail, you take a full combat round of hits from the Golem, but assuming you survive, or if you succeed in the saving roll, you will have reached the other side of the chamber. Go to **73** to go north or **16** to go south. If you kill the Golem, you may leave the room by any exit you wish, but go to **52** first... You may stop fighting at any time and leave the room *by the same way you entered it*, with the Golem's heavy laughter in your ears.
- 76** This is the entrance to a giant warren of Ghoul tunnels that lurk beneath the dungeon. As soon as you enter you are grabbed by many clawed hands and dragged below the tomb. You are devoured.

~ The End ~

- 77** The crypt is filthy and rubble litters the floor, but you find nothing unusual. The smell seems to come from the largest tomb. If you leave now go to **78**. If you open the large tomb, go to **39**. If you open one of the other tombs (there are 8 tombs to try) make an L2SR on LK. If you fail go to **6**. If you make it go to **28**.
- 78** You are at a three-way intersection. Roll 1D6, and if you score 1 or 6 then you are not alone! Roll on the *Encounter Table* and fight. If you still live, you can go north to **16**, east to **45** or south to **66**.

- 79** You are in a large underground arena. Tiers of seats surround a circular fighting area, and filling the seats, half-seen and heard as at a great distance, are the cheering ghosts of hundreds of dwarven warriors. The exit is in the west wall, and there is a huge iron gate in the east wall. If you enter the arena go to **24**. If you leave, return to **33**.
- 80** As you rise above the floor, there is a crackle in the air, a flash of purple light and a strong smell of sulphur. A winged demon appears in the air next to you and attacks wildly. It has an MR of 38. Each combat round the demon will steal 1 point of STR from you and add 2 to its own MR! If you kill this foul creature, go to **65** and leave the room by any exit you wish.
- 81** Roll 1D6. Odd numbers increase CON by 10 permanently. If you roll an even number, you die instantly...
- 82** The dragon is aghast. (Not a gha**st**.) It has not encountered anyone who could actually speak to it before in this dungeon! Make an L1SR on CHR. If you succeed, the dragon gives you a magic sword that weighs 10WU, requires STR and DEX of 8 to use, yet scores 8D6 damage. However, if you use it against dragons you will die. If you fail the saving roll, the dragon speaks to you for hours on all manner of subjects, after which your INT has increased by 1D6.

In either case, the dragon finally advises you to leave the dungeon, as it really isn't a safe place. Go to **60** with 40AP.



ENCOUNTER TABLE

Whatever you meet is hostile and must be defeated!

Roll (2D6)	Encounter
2	Cave lion, MR 32.
3	Large serpent, MR 18.
4	Large spider, MR 20.
5	Mud troll, MR 22.
6	Bloodbats, 1D6 in number, MR 8 each.
7	Fire lizard, MR 22. Each combat round you lose 1 CON due to flame damage.
8	Rock troll: go to 53 .
9	Rogue Orc, MR 34. Has 2D6 GP.
10	Ghost, MR 36. Takes 1 CON from you each round.
11	Small dragon, MR 38.
12	Roll again, but add 1D6+2 to the MR.

TRAP TABLE

Roll (2D6)	Trap
2	You are teleported directly to the Arena at 24 .
3	Spiked pit trap. L1SR on LK to avoid 3D6 damage.
4	Acid spray trap. Roll 1D6+2 for damage. (If the damage is taken on armour, the armour will lose that many hits.)
5	Flying daggers. L1SR on LK to avoid 1D6+3 damage.
6	Fireball trap. L1SR on SPD to dodge 1D6 direct CON damage – armour no use.
7	Magic lightning. Deduct 1D6 from CON. Armour useless.
8	<i>Take That You Fiend!</i> Deduct 2D6 from CON. Armour useless.
9	Teleport trap! Roll 1D6 and go to paragraph shown: 1 – 79 ; 2 – 16 ; 3 – 43 ; 4 – 66 ; 5 – 7 ; 6 – 69 .
10	Poison gas! Deduct 1D6 from CON. STR drops by 1 at each of the next 1D6 paragraphs.
11	Large fireball. L1SR on DEX to avoid 3D6 direct CON damage – armour no use.
12	Death Spell #2. L2SR on LK to avoid instant death!

TREASURE TABLE

Roll (1D6)	Find
1	6D6 gold coins hidden in an old casket.
2	Silver statue worth 150GP.
3	Golden bracelet worth 15D6 in GP.
4	10D6 gold coins hidden in an old casket.
5	Golden skull with ruby eyes, worth 300GP. (There is only one of these in the Hidden Halls. If you roll 5 again, see 4.)
6	Roll on the <i>Magic Item Table</i> .

MAGIC ITEM TABLE

Roll (1D6)	Find
1	<i>Bracelet of Storms</i> . Wearer may call down a lightning bolt upon a single foe each combat round if outdoors, causing 20D6 damage. Three uses per day.
2	<i>Dr Feelgood's Potion</i> . Restores 2D6 lost CON. One dose.
3	<i>Trollgod's Pizza</i> . Adds 1D6 to STR permanently when eaten; costs 3 CON temporarily through indigestion. One serving.
4	<i>Quoghmyre's Axe</i> . A 7D6 axe, STR 10, DEX 10, 50WU.
5	<i>Casket of Verdius</i> . Always has 1D6 GP inside at dawn each day.
6	<i>Ring of Death</i> . If you put it on, go to 81 .

ARENA TABLE

Roll (2D6)	Fight! (And then return to 24.)
2	Gladiator troll, MR 30.
3	Ogre wrestler, MR 32.
4	Lizardman, MR 34.
5	Green dragon, MR 36.
6	Red dragon, MR 40.
7	Hobgoblin warlord, MR 42.
8	Minotaur, MR 44.
9	Giant, MR 46.
10	Gold dragon, MR 48. Lose 1 CON each round due to toxic breath. 20D6 gold scales can be collected, each worth 10GP. If you speak Dragon, go to 82 .
11	Winged demon, MR 50. Make L2SR on DEX each round to avoid being snared in its magic net and taken to the demon's realm forever! If you win, increase one attribute to reach next level. (5th: add AP to reach next level.)
12	Hydra, MR 60, made up of 6 heads MR 10 each. For each head slain (that is, MR reduced by 10), add 1D6 permanent WIZ or STR, your choice.

Found scraped on a rock in the Goblin Mountains:

*The Gorgon is slain, and what will remain
When the orcs have picked over the bones?
But not all is explored! You may find your reward,
Be your way blocked by golems or stones.*

*Perhaps you will fight in the dwarf phantoms' sight.
Perhaps you will plunder a tomb.
Perhaps you'll find treasure and gold beyond measure.
Perhaps you will meet with your doom.*

*When deep in their ale, men whisper this tale.
To be sung of therein is the lure!
Will they tell how you fought, or are you just a footnote
In the legends of old Ogul-Duhr?*

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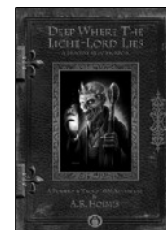
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Beneath an ancient mausoleum, deep within the Forest of Maugaral, there is a mighty dungeon; a stronghold of goblins, ogres, and worse.

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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