

MONSTER MAZE OF ZORR

A TUNNELS & TROLLS™ ADVENTURE

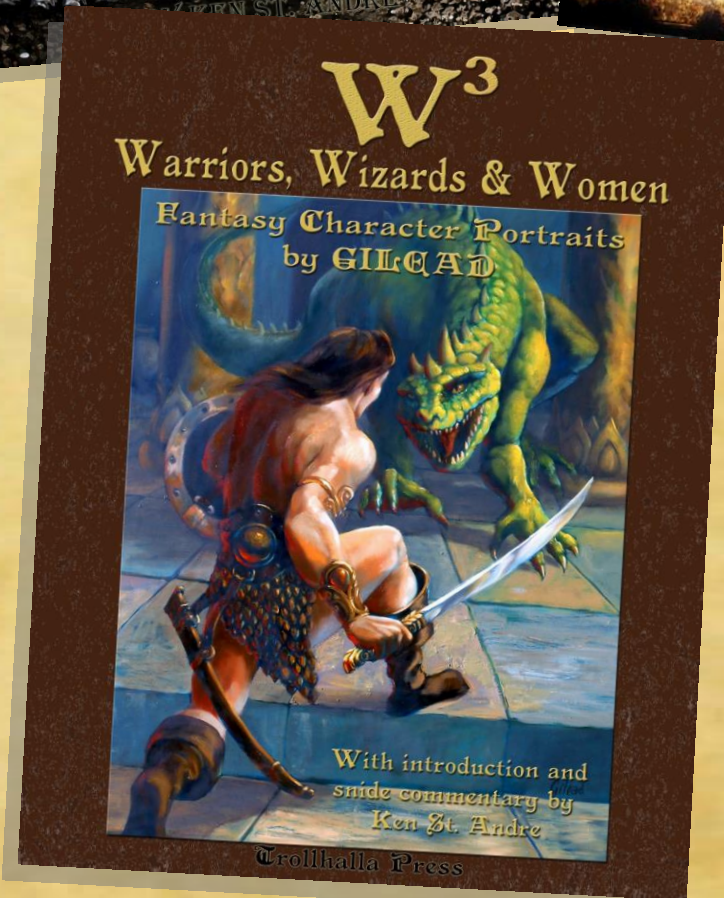
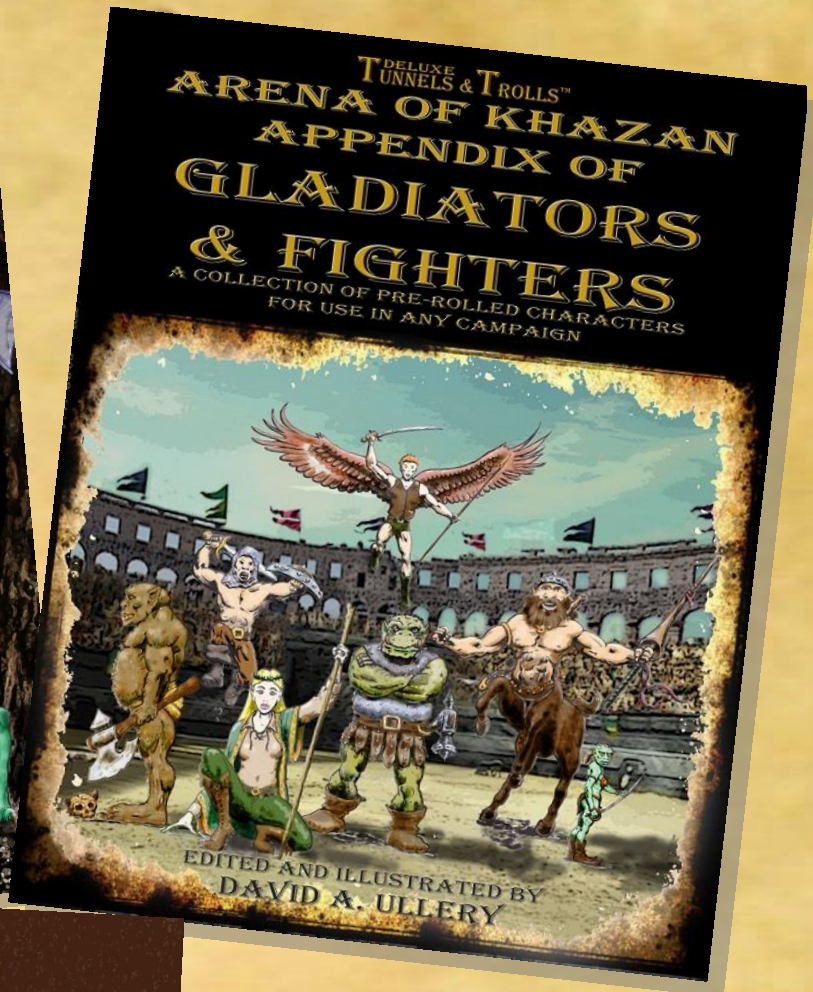
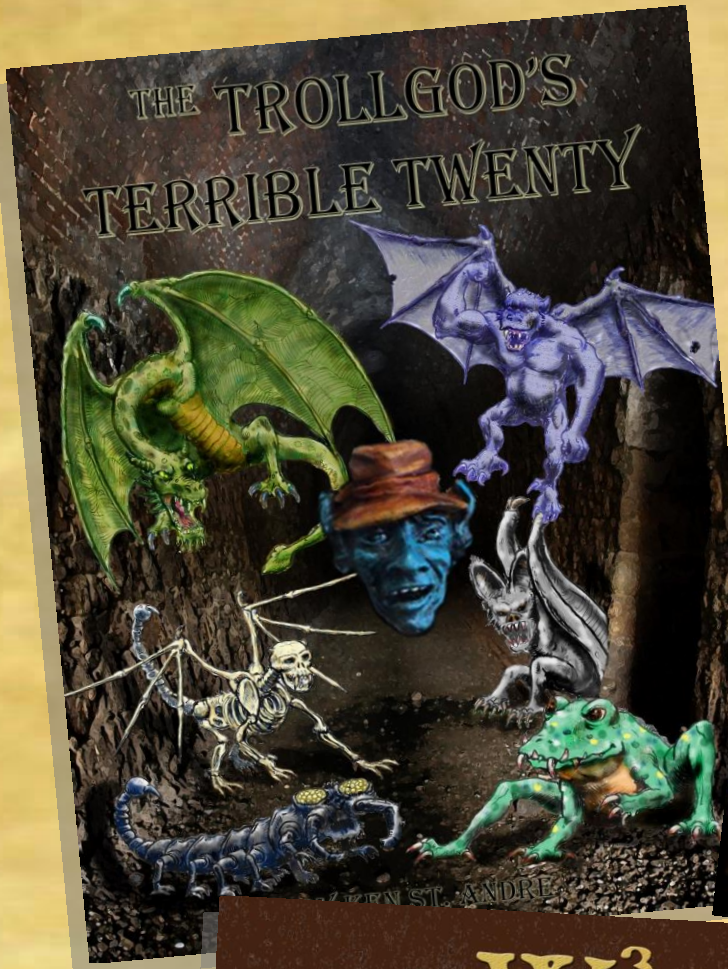
BY KEN ST. ANDRE



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**T^{DELUXE}
TUNNELS & TROLLS™**
MONSTER MAZE
OF ZORR

A TUNNELS & TROLLS™ ADVENTURE

Written by Ken St. Andre

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Monster Maze of Zorr

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



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

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

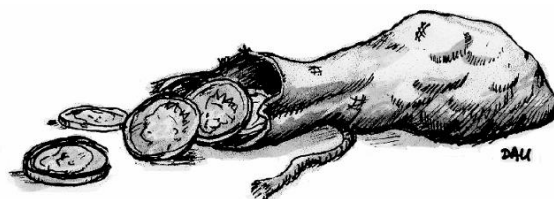
 You step into a room about 20 feet square. It has green walls the color of ichor and a high ceiling. (If you have been in this room before there is a dead creature on the floor--it has nothing of value, because you already took the pouch. Go to <C>, so ignore the part about finding money. You already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

There is something green on the floor in front of you. It looks like an animal carcass, but as you step closer, it rises to its feet, and you see a creature unlike anything you have ever seen before. It is about the size of a pig, but it has the head of an eagle, the body of a scorpion, and the claws of a bear. It scuttles toward you and attacks.

There is no choice but to fight. The creature has a monster rating of 14 (2D6 + 7). The body is lightly armored, and the first point of damage will bounce off it. Fight! If you win, go to <C>. If you lose, you're dead.



<C> You are locked in a green room with a dead creature. When you search the creature, you find 1D6 worth of gold pieces in a small pouch on its underbody. Why would such a monster carry gold? Could it have been intelligent? The door behind you is locked, but after a few minutes you hear a click and it unlocks. Exiting, you find yourself at <M>. (If you have been here before, there is no pouch.)



<D> As you go through the door, you hear it lock behind you. You are in a small room with crimson walls, and also in that room is a deathtoad--half toad, half goblin, all trouble. It has a big jagged bronze dagger in its hand, and it's striking down at you. Luckily, your weapon is in your hand, and you're ready to fight. The deathtoad has a monster rating of 26 (3D6 + 13). If you win the fight, go to <H>. Otherwise, you're dead.



(If you have been in here before, the deathtoad is still dead--go to <H>.)

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



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

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

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



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

<J> You are in an L-shaped chamber with four doors in the dark gray walls. At the south end of the corridor the doors are opposite each other. One door is marked with a *--if you go through it, go to <G>. Across from it is a door marked []--go through it to <N>. At the other

end of the corridor is a door marked !!--go through that to <Q>. Nearby on the northern wall is a door marked @@--go through it to <P>.

<K> You are in a room 40 feet long and 20 feet wide. Also in that room is a Tiger-man--humanoid, but about 8 feet tall with a big frill of hair surrounding his head and shoulders, and the face of a big cat. He wears leather armor and is armed with a huge broad-bladed spear. He has a monster rating of 58 (6D6 + 29), and his armor will take 6 points of damage for him. Fight to the death. If you win, go to <T>. If you lose, close the book.





<L> You find yourself in a twisty corridor with mirrored walls. One end of the corridor has a door marked with a }--if you go through it you are back at <I>. After walking for a long time you see something that isn't your own reflection. It is a Hawkman. (If you have been here before, it is a dead Hawkman--go directly to <O>.) The savage warrior has a heavy iron skyblade in his hand, and has a monster rating of 38 (4D6 + 19). He is wearing feather armor that will take 5 hits for him, and has a small shield that will take another 3--thus he has 8 points of armor. With a horrid shriek, he charges you. Fight to the death. If you win, go to <O>. If you lose, you're dead.

<M> You are in a very long corridor with olive-green walls. The corridor is so long that it will take you nearly 20 minutes to walk from one end to the other. Make a L2SR on Luck every time you are in this corridor to see if you set off a trap. If you make the saving roll, nothing bad happens. If you miss the saving roll, then a chunk of the stony wall suddenly flies out and hits you with considerable force. (Take damage equal to the number of points by which you missed the saving roll. If you only missed the saving roll because you rolled a 3 (1, 2) then take 10 points of damage, and you now have an ichory head wound and a concussion---if you are not dead.) The door by which you entered this hall is marked with a + sign. If you go back through it, go to <I>. The door at the other end of the hall is marked with a ## sign--entering there takes you to <U>.





<N> When you open the door, a savage swamp troll jumps you. The good news is that this big green troll-thing is not made of living stone. The bad news is that it regenerates 1/10 of its current monster rating each combat turn. (It starts with a monster rating of 68 (7D6 + 34--and it always gets 7D6 each turn in combat). It is fast and strong, loud and gruesome, and determined to kill you and get out of this room. You must fight. If you beat it down to a monster rating of zero, the troll will look dead and stop attacking you. (If you have entered this room before, guess what, the troll has regenerated and is 10 points higher in monster rating than it was the last time--you must fight again.) If you defeat the troll, go to <V>. Otherwise, it devours you, and that's the

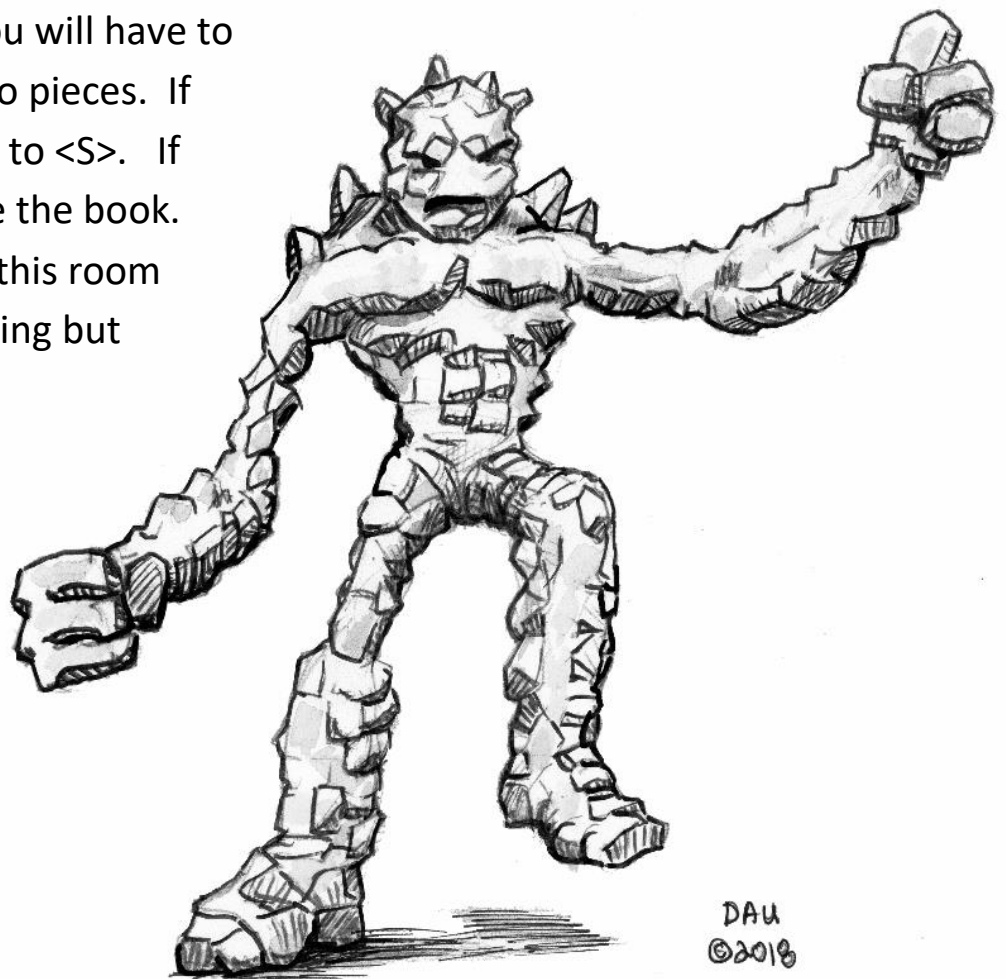
end of that. It also gets out into the dungeon, but that won't matter to you unless you'd prefer to continue playing the adventures of a troll. If you do that, go to <V> (For this adventure you only have your monster rating—if get out alive then create stats for a creature with combat adds equal to what you have, and a CON equal to its monster rating. Just roll 3D6 for any other attributes not already assigned.

<O> The Hawkman had an iron skyblade worth 4D6 in combat and a shield that will take 3 hits of damage. You may have them if you wish. He also had something else--go to the Random Treasure Generator to find out what and then return here. (If you have been here before, you probably already have his stuff. If you don't, you may take it now, or leave it behind. Retracing your steps though the long, twisty, mirrored passageway will bring you to a door marked with {--go through it to <I>.



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

<Q> You find yourself in a rectangular room with mauve walls--mauve the color of madness. Also in the room is a Jewel-Ugger--humanoid and about nine feet tall. It is no friendlier than any of the other inhabitants of this maze. It has a monster rating of 88 (9D6 + 44), and its diamond-like skin will take the first 10 points of damage without being hurt. To beat this creature you will have to literally shatter it into pieces. If you win the fight, go to <S>. If you don't, then close the book. (If you have been in this room before, there is nothing but diamond dust to be found--go to <S>.)



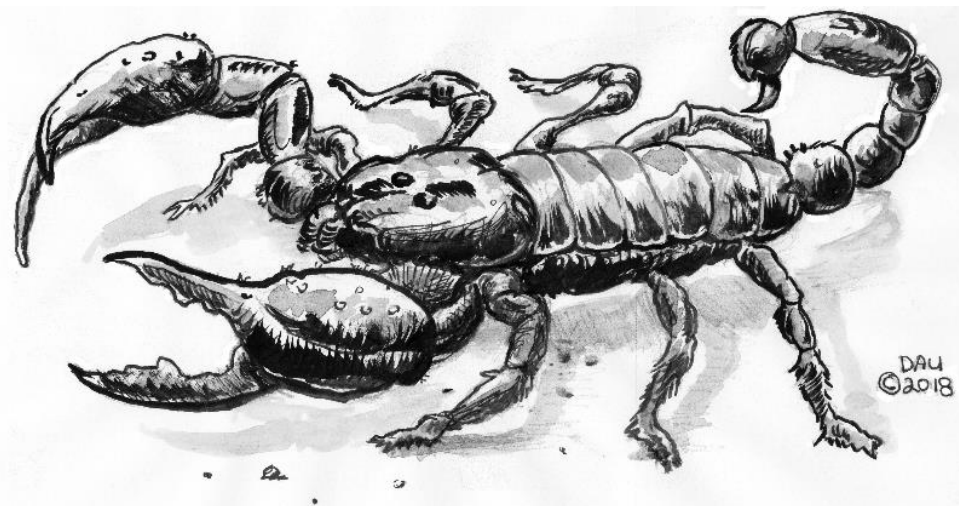


<R> This is a long, twisty corridor open to the sky and overgrown with tall greenish-crimson weeds. At one end of the hallway is a door marked with #%--if you go through it, go to <P> As you walk through the weeds, make three L3SRs on Luck (30 - LK). Each time you make the saving roll, you step on a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

<S> The broken Jewel-Ugger has shattered into 2D6 shards of diamond worth 100D6 gold pieces each. There is also a lot of dust and tiny fragments too small to bother with. After about 10 minutes the door unlocks and you find yourself back at <P>.

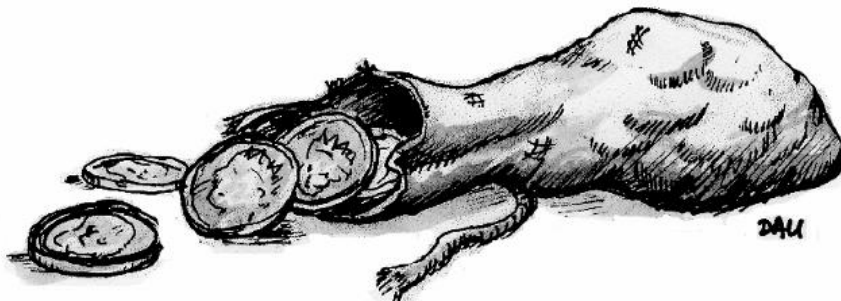
<T> The Tiger-Man is dead. You've ruined his armor, but the spear is useful. If you take it you will gain a large 6D6 weapon. Careful searching of the body discovers a pouch hidden beneath the Tiger-Man's bushy beard. Go to the Random Treasure Generator on the last page to see what you found in it. (If you have been here before, you find nothing new) After about ten minutes the door behind you unlocks and you can go to <G>.

<U> There is a giant green scorpion, about the size of a sheep, in this emerald green room, and it is attacking you. It has a monster rating of 42 (6D6 + 26) Its venom is mildly poisonous, for each hit of damage that you take, lose 1 combat add. If you slay it, go to <X>. If it slays you, then remember the old saying, "You are what eats you." If you have been in the room before, the scorpion will be dead, but you can make a L2SR on Luck to search the place. If you make the saving roll, go to <X>. If you miss the saving roll, exit at <M>.



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

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



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

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



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

<AA> You have successfully completed the *Random Rainbow Maze of Zorr*. You can either walk away with your winnings, or you can take Khang's new offer. He wonders how much you have learned, and offers to let you try the maze again, but at double the difficulty. Monsters encountered will be twice as tough. Saving rolls will be at twice the previous level. Treasures found will be twice as much. (Example, if the treasure would have been 100 silver pieces, on the second try it would be 200 silver pieces. Or, if you are given one roll on the Random Treasure Generator, you will be given two rolls. Etc.) Damage done by traps will be twice as great. Before you enter, you may spend adventure points to increase your attributes, or money to buy better equipment. You may not assume that you remember which door leads to what. If you actually do remember, that's fine. But, no fudging, by saying "oops I didn't mean to go that way." This option may be

exercised as often as you wish, but each time you send the same character through the maze, you must double everything inside it--saving rolls, monster ratings, traps, and treasures.--THE END.

<BB> You open the door and edge into the room sideways, taking care to angle the mirror shield in such a way as to see what is inside. The image that greets you is horrifying enough--a warrior thing some ten feet tall with a brace of writhing tentacles rising from its insectoid head. It has a symmetrical face that is emotionless and frightening. Its skin is light green and scaly. Its armor is of polished pink enamel, and it is armed with a sword and shield made of some unknown yellow metal. It wears an iron cuirass and skirt of overlapping metal plates, and it clanks as it moves, but even so, it is swift and deadly. Its monster rating is 94 (10D6 + 47), but its Constitution is only 24--that is, if you can score 24 hits on it, it goes down, and you can finish slaying it at your leisure. Because of the difficulty of only seeing it in the mirror, you must make a L3SR on DEX (30 - DEX) at the beginning of each combat turn. If you make it, fight normally. If you fail, oops,



you caught a glimpse of it directly, and you turn to sand--that's the end of the adventure for you. There is no escape from this fight once you begin it. It will follow you through doors, and into the halls, and it is faster than you. If you win the fight, go to <FF>. If you lose it, well, death is a beach.

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

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

<EE> When you open this door, you see bright sunlight and the outside world. You have successfully navigated the entire maze. The same wizard who sent you into it is waiting for you at the end. He congratulates you, and presses a bag of coins into your hand. It isn't any preset award, but just the first thing he found when he reached

into the *Pocket That Is Never Empty* in his robe. Go to the Random Treasure Generator and roll to see what reward you were given for your courage. In addition, you may roll 2D6 and multiply by 100 to see how many adventure points you gained for solving and surviving the maze. The wizard tells you that his name is Khang, and he offers you a position in an adventuring group that he is forming. If you accept his offer, go to <W>. If you turn him down, go to <AA>.

<FF> You have slain a sandgorgon--an awesome feat. For treasure you may take its magical sword--it is a 10D6 weapon. The shield is also a nice piece of equipment--it will take 10 hits in combat for you each round, and is incredibly light and easy to maneuver. If this is your second time in this room during this trip, or if you wish to search the body, go to <GG>.



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

RANDOM TREASURE GENERATOR

You have found some treasure in the room or on the body of a slain creature.

All the treasures in this maze are

relatively small, and there is no explanation for

why the creatures have the treasure that they do. You are in the City of Gala, and the Monster Kindreds are welcome here; thus these

creatures may be guards on the job, and when they are off duty, you

could possibly meet them within the city. As such, they would need

money, and what you are taking from their bodies, might have been

their wages or life savings.



Roll 2D6

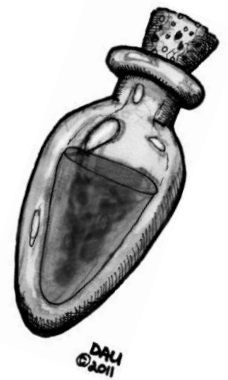
2--You found a jeweled item. Roll once on the item table below, then once on the Jewels table, then once on the value table. Put the three rolls together to construct the item.

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

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

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

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



7--You found a sandwich made of mystery meat. If you dare to eat it, then make a L2SR on Luck (25 - LK). If you make the saving roll, the sandwich tastes good and you gain +1 to CON and STR permanently. If you fail the saving roll, the sandwich is tainted--you quickly spit it out,

but you have been poisoned. Roll 1D6 and subtract that from your CON. If it kills you, then reduce your CON to 1 instead.

8--You found a vial of weapon poison. Spread it on any bladed weapon and increase the weapon effectiveness by 1D6. There is only enough for one dose.

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

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

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

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



Items.

Roll 1D6 to determine the item.

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



Type of Jewel

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

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



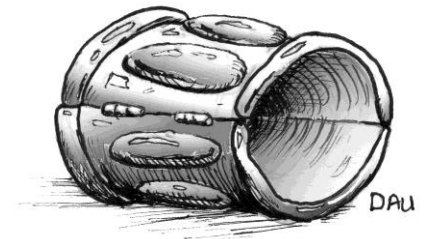
Value

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

Magical Effects:

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

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



TROLL WORLD

| MAP KEY | |
|---------|-----------|
| | Forest |
| | Open Land |
| | Water |
| | Mountain |
| | City |
| | Highway |
| | Lowland |
| | Swamp |
| | Sea |
| | Island |



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Rooms of Terror? Yes?
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to your heart's content.

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