

# The Anvil of Power

## A Tunnels and Trolls solo

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## Introduction

Welcome to The Anvil of Power! The aim of this Tunnels and Trolls solo is to create a magic weapon for yourself that both has the powers you want and also has the ability to grow with you so that it will be the only magic weapon you will ever need.

I found it a pain in games that you could get a magic weapon that became yours. A weapon you took with you on all of your adventures that served you faithfully and saved your life on many occasions. A weapon that became part of your identity, and, when you got to a high enough level, a weapon that you had to get rid of because it just wasn't good enough anymore. How could a great hero have an iconic weapon if they had to trade up every level?

This was a question that left me, lying awake at night, worried for all of those heroes who had to explain to everyone that they met that their iconic weapons were no longer with them because they had outgrown them. [Well, how about a weapon that grows with you?](#)

I came up with powers that you can give your weapon from levels 1-20 and a system that allows you to choose powers above your current level at a discount, so that when you reach that level, your weapon gains new powers.

However, the quest to obtain a signature weapon is almost as famous as the weapon itself, so you cannot just buy this weapon. No, this weapon is formed by your experiences on the quest and that is why you buy these powers with adventure points. You can only get this magic weapon because you will be given a magic item that allows you to convert your adventure points into Magic Weapon Points (MWP). When you feel that you have enough Magic Weapon Points to make your dream weapon, you will go to a magic forge where you can make it yourself and then imbue it with the powers that you want.

All ready? Well first, you need to know the rules for this solo. I didn't want anyone to be left out, so I've come up with a system for this solo to be played by a delver of ANY level!

## Solo rules

I love how Tunnels and Trolls had solos from pretty much the get go. If you were a week away from playing with your group but still needed your TnT fix, you could pick up a solo and play it. However, it is difficult to write solos for an RPG system which has so many rules to take into account. Which is why I have tried to make it slightly easier by using these rules.

I want these rules to encourage players to take their characters from their RPG campaigns and use them in solos too. This means that they can give their character some background or have something to do if the campaign has ended. They can continue this character's story.

### **Total attributes Score (TAS) and dice rolls**

Characters in a Tunnels and Trolls game can be a varied bunch. You can get a level 4 delver who is useless at combat because they put all their AP into CHA, so you can't just sling a MR 100 monster at them. You could have a level 1 warrior who has 28 adds because their combat attributes are all 19, roll an extra d6 in combat and whose armour is twice as effective. It is for this reason that MRs of monsters will be determined by adds and Saving Roll difficulty will be determined by the attribute being tested. However, what about making encounters or treasure fit the level of the character? This is where Total Attributes Score comes in. When rolling for an encounter or treasure, you may be able to modify the roll based on the total number of your character's attributes. You will know this when the die roll says d6 + TAS modifier. The TAS modifier is determined below:

Total Attributes Score (TAS)	TAS Modifier
119 or less	+0
120-139	+1
140-159	+2
160-179	+3
180-199	+4
200-219	+5
220-239	+6
240-259	+7
260-279	+8
280-299	+9
300-319	+10

## Fighting monsters

Monsters have a monster rating which determines their combat dice and adds. Although your weapon and class determines your combat dice and adds, your level does not. You could have a CHA of 30 but your combat relevant abilities (STR, DEX, SPD and LK) could all be 12 or less meaning you have no combat adds. So, instead of MR being determined by level, you will determine your opponents' MRs based on your combat adds.

Your opponent's MR is equal to  $2 \times$  your personal combat adds (**just the ones from your stats**). This is the monster's **standard MR**. The minimum standard MR a monster can have is 10. Harder monsters will have a number added to their standard MR. Easier monsters will have an MR lower than their standard MR.

For example, Loris the Lucky has a short sword (a 3d6 weapon). She has a STR of 13, a DEX of 15, a SPD of 14 and a LK of 7 (it's an ironic nickname), so she has 5 combat adds. A monster with a standard MR will have an MR of 10. A monster designed to be more of a challenge may have a standard MR +15, so Loris has to fight a monster with an MR of 25. An easier monster might have a standard MR -5, so Loris would fight a monster with an MR of 5.



## Saving rolls

Saving rolls in solos do not have levels. Instead, to make sure that the saving roll is fair, but challenging, it is based on the statistic that the saving roll is made against. This is called a **standard saving roll (SSR)**. In a standard saving roll, you take the attribute that the saving roll is made against and divide the number by 10, rounding fractions down. This is known as your attribute level. Take the attribute level and multiply it by 10. Then add 10. This is the number that you need to roll equal or greater to on 2d6 + the attribute tested in the saving roll. Another way of putting it is that if you round your attribute up to the nearest 10 that is the number you need to beat.

Attribute range	Attribute level	Number you need to get equal to or greater than by adding 2d6 + your attribute.
4-9	0	10
10-19	1	20
20-29	2	30
30-39	3	40
40-49	4	50
50-59	5	60
60-69	6	70
70-79	7	80
80-89	8	90
90-99	9	100

Sometimes, a saving roll is more challenging than normal. In that cast, there will be a number added to the number you have to beat. For example, if you are told to make a standard saving roll against SPD +5, you would work out the number you have to beat and then add 5 to it. Someone with a speed of 14 would have to get 25 or more with 14+2d6. Sometimes, easier saving rolls allow you to subtract numbers from the number you have to beat.



## **Citizens**

If you fancy a challenging game or if you are into thinking that adventurers are simply ordinary people who are just braver/more foolish than others, then you might want to play as a citizen. If you do, you can take the following benefits to make being a citizen easier.

You may raise any attribute that is below 12 to 12.

When making rolls with a TAS modifier, you may add or subtract 1 from the roll, depending on which is more beneficial for you.

You may have up to 300AP.

Subtract up to 5 from the standard MR of any monster.

You may choose 1 extra talent.

You have +2d6 in a talent that is related to your trade.

## **Talents**

Tunnels and Trolls has an excellent talents list (dT+T rulebook pages 209-211). You may choose any talent from it as you wish. When that talent is relevant to a saving roll, it will appear in parentheses next to the saving roll. For example when you are tying a rope around your companion to lower them into the well, you make a standard saving roll against IQ (Knot tying). If you have the knot tying talent, you get to add its bonus. Sometimes, more than one talent will be mentioned. If it is, the talent with the best bonus will be used. Only 1 talent can be used. Sometimes, the broad talent will do. If a broad talent is mentioned (such as anatomy, athlete or builder), you may use all talents on the list underneath the broad talent. If you have used your own talents, you need to use your judgement on whether they are relevant.





## **Combat**

Before combat, you may *either* cast one spell that can be used before combat (see below) *or* use a ranged weapon. To hit your opponent, you must perform a SR on DEX (with suitable talents involved). The SR depends on the range you can fire from and the size of your opponent. The table of SRs is found on page 77 of the Deluxe TnT rulebook. Or you can use a standard saving roll.

## **Stunts in combat**

Combat isn't just all about wearing down your opponent's MR while trying to stop them hitting you. In a TnT RPG, you can suggest your own stunts to the GM who can work with you to find out the result. However, you can't do that in a solo, so instead you will have stunts suggested to you.

If you fight a combat, you may be given the option of performing certain stunts. These stunts are saving throws against a particular attribute (and possibly talent, such as talents in the weapon you are using) which may produce an extra effect in your favour. You may choose to perform a stunt at the end of the round after damage has been determined and you have cast a spell, if you chose to. You may perform a stunt if you win or lose the round, but only one stunt at a time. If you are using the rulebook, stunts occur between steps 8 and 9 (page 87 of the Deluxe Tunnels and Trolls rulebook).

Here is a list of stunts that you may perform in every combat. There is one stunt for each stat. These stunts require a standard saving roll against the stat.

STR: You deal a number of d6 in spite damage to a creature equal to your Attribute Level in STR.

DEX: Reduce the adds of one of your opponents by your Attribute Level in DEX for the rest of the combat.

SPD: If you next round, you may reroll a number of your dice equal to your Attribute Level in SPD.

CON: For the rest of the combat, at the end of each round, you automatically deal an amount of spite damage equal to your Attribute Level in CON. This is cumulative with your other spite damage.

IQ: For the rest of the combat, you may reduce one opponent's armour score by an amount equal to your Attribute Level in IQ.

WIZ: In the next round of combat, any spite damage that an opponent inflicts on you is redirected back to the opponent. Also, any abilities the monster may use through rolling a number of 6s works on the monster rather than on you.

CHA: In the next round, reduce the number of dice your opponents' roll by a number equal to your Attribute Level in CHA.

LK: In the next round, you may reroll a number of opponents' dice equal to your Attribute Level in LK.

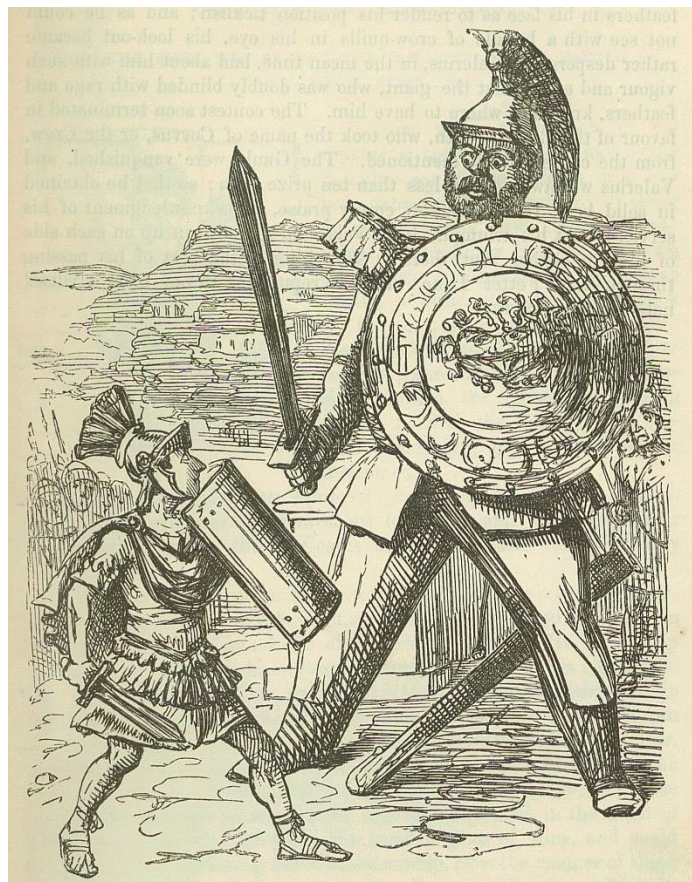
If you succeed, you get the effect listed. If you fail, you take spite damage equal to Attribute Level of the stunt. You may try the same stunt again on the same opponent, but each time, the difficulty of the roll increases by 1 as they become wise to your tricks (If you fight multiple opponents, it still increases as they can all see what you are up to).

You come up with the story of what you do to pull off such an effect – a saving roll on IQ may come from you spotting a chink in your opponent's armour. A saving roll on STR may be because you slammed your staff into their belly and winded them. You come up with the action.

Also, sometimes, monsters may try stunts on you! Watch out for that!

### **Evading combat**

You may be given the option of evading a hostile creature which you may take at the end of any combat round. This does not necessarily mean that you will run away from it. It may mean that you break off combat to try another tactic. In any case, beware as the creature will most likely get a free hit on you unless you are swift (you will be instructed on the paragraph that you turned to when you evaded the creature).



## **Spells**

Below is the list of spells from the Deluxe Tunnels and Trolls Rulebook and when you may use them. There are some spells that may be used before combat, some that may only be used when named in the text, some that may be used at any time and some that may only be used on a willing target (as you are playing a solo, however, these will almost never be used). Some spells may be used in other circumstances. For example the It's Elementary spell may be used in place of a tinderbox. Bear in mind that some spells may be mentioned in the text even if they are in the combat list.

### **Level 1 (IQ + DEX 10)**

**Spells you may use before or during combat:** Oh Go Away (if fighting multiple opponents, you don't have to fight the target for 2 rounds – one when they are fleeing you and one when they run back), Take That You Fiend, Unerring Blade,

**Spells you may use on another, willing target (not too useful):**

**Spells you may use on any paragraph you are not fighting or performing a saving roll:** Hocus Focus,

**Spells you may only use when the text demands:** Detect Magic, Lock Tight, Oh There It Is, Will-o-Wisp

### **Other notes:**

It's Elementary: Can be used in place of a tinderbox or when lighting a fire.

It's Elementary: Can be used in place of a waterskin or when putting out a fire.

Knock Knock: Can be used when you have to make a saving roll to pick a lock.

Will-o-Wisp can be used any time you are asked if you have a light source, but since it doesn't last very long, you have to recast it every time you are asked. Each power up allows it to be used an extra time.

Know Your Foe is redundant in solos as you have to be told the MR of an opponent anyway to fight them.

## **Level 2 (IQ + DEX 12)**

**Spells you may use before or during combat:** Alaka-Scram, Curse You, Magic Fangs, Shake and Break, Shrug it Off, Vorpall Blade,

**Spells you may use on another, willing target (not too useful):** Crème de la Kremm, Teacher,

**Spells you may use on any paragraph you are not fighting or performing a saving roll:** Poor Baby,

**Spells you may only use when the text demands:** Cateyes, Ding-a-Ling, Omnipotent Eye,

### **Other notes:**

Hidey Hole: Doubles an attribute for the purposes of hiding or sneaking SRs.

Boom Bomb can be used in the ranged attack phase before combat.

Cateyes may be used when you need a light source, but not underground when lack of light means complete darkness. You will have to use your judgement on this one.

## **Level 3 (IQ + DEX 14)**

**Spells you may use before or during combat:** Befuddle (If multiple opponents, target fights another one for the duration, otherwise no action for the duration), Beast Master (if the animal is alone, continue as if you beat it. If it is in a group, you may use it against its former comrades), Blasting Power, Curses Foiled, Dem Bones, Dis-Spell, Freeze Please, Glue You, Little Feets, Whammy.

**Spells you may use on another, willing target (not too useful)**

**Spells you may use on any paragraph you are not fighting or performing a saving roll:** Healing Feeling, Duraspell,

**Spells you may only use when the text demands:** Fly Me, Hard Stuff, Hollow Tree, Mirage, Slash-Yuck.

### **Other notes:**

Better Lucky than Good can be used whenever you have a Saving Roll to do.

Blindsight can be used whenever you need a light source and always works.

Little Feets can be used for Saving Rolls.

#### **Level 4 (IQ + DEX 16)**

**Spells you may use before or during combat:** Double Double, Fire at Will, Healthy Glow, Rock-a-Bye (counts as winning the combat if opponent is alone), Shield Me, Shield You, Smog, Tough It Out, Tree Fiend, Wink Wing (escape combat without taking damage if option is present).

**Spells you may use on another, willing target (not too useful)**

**Spells you may use on any paragraph you are not fighting or performing a saving roll:** Too Bad Toxin,

**Spells you may only use when the text demands:** Dastardly Distraction, Dum Dum, Protective Pentagram, Spirit Mastery, Upsidaisy,

**Other notes:**

Dastardly Distraction: Can be used in wizarding duels.

Double Double: Can be used for any SR. The halving only lasts on the next paragraph.

Dum-Dum: Can be used in wizarding duels.

Health Glow can be used to negate damage from missiles.

#### **Level 5 (IQ + DEX 18)**

**Spells you may use before or during combat:** Breaker Breaker, Gotcher Back, Mind Pox, Stone Fist, Storm Force Five, Unlucky Bees,

**Spells you may use on another, willing target (not too useful)**

**Spells you may use on any paragraph you are not fighting or performing a saving roll:** Resist Magic (lasts the whole gamebook or until you get a spell cast upon you, may not restore WIZ while in operation),

**Spells you may only use when the text demands:** Dryad, ESP, Second Sight, Zingum

**Other notes:**

Gotcher Back can be used to negate one spell cast upon you.

Sux2BU can't really be used as monsters with MRs don't have LK scores.

### **Level 6 (IQ + DEX 20)**

**Spells you may use before or during combat:** Divine Disapproval, Temper Temper,

**Spells you may use on another, willing target (not too useful)**

**Spells you may use on any paragraph you are not fighting or performing a saving roll:**

**Spells you may only use when the text demands:** Mystic Visions, Porta Vision, wall spells,

**Other notes:**

### **Level 7 (IQ + DEX 22)**

**Spells you may use before or during combat:** Imp Whistle, Zapparmour, Zappathingum

**Spells you may use on another, willing target (not too useful):**

**Spells you may use on any paragraph you are not fighting or performing a saving roll:** Energizer

**Spells you may only use when the text demands:** Invisible Wall

**Other notes:**

Imp Whistle can be used in place of a similar animal. You will have to use your judgement on this one.

### **Level 8 (IQ 25 + DEX 24)**

**Spells you may use before or during combat:** Zombie Zonk

**Spells you may use on another, willing target (not too useful)**

**Spells you may use on any paragraph you are not fighting or performing a saving roll:** Patterns of Cosmic Fate

**Spells you may only use when the text demands:** Metamorph Me, Rock the Walk,

**Other notes:**

Metamorph Me – can be used to automatically succeed at any disguise SR.

Zombie Zonk – can be used on the body of an opponent after combat.

**Level 9 (IQ 28 + DEX 26)**

**Spells you may use before or during combat:** Death Spell #9, Medusa,

**Spells you may use on another, willing target (not too useful):** Metamorph Thee

**Spells you may use on any paragraph you are not fighting or performing a saving roll:** Mortal Source

**Spells you may only use when the text demands:** Pygmalion

**Other notes:**

**Level 10 (IQ 31 + DEX 28)**

**Spells you may use before or during combat:** Hellbomb Burst, Smaller is Smarter,

**Spells you may use on another, willing target (not too useful)**

**Spells you may use on any paragraph you are not fighting or performing a saving roll:**

**Spells you may only use when the text demands:** Blow Me To... Wizard Speech

**Other notes:**

**Level 11 (IQ 34 + DEX 30)**

**Spells you may use before or during combat:** Bigger is Better, Blow You To (auto win, no treasure)

**Spells you may use on another, willing target (not too useful)**

**Spells you may use on any paragraph you are not fighting or performing a saving roll:**

**Spells you may only use when the text demands:**

### **Level 12 (IQ 37 + DEX 32)**

**Spells you may use before or during combat:** Banishing (only against demons), Invisible Fiend,

**Spells you may use on another, willing target (not too useful)**

**Spells you may use on any paragraph you are not fighting or performing a saving roll:**

**Spells you may only use when the text demands:** Nefarious Necromancy, Seek Ye,

**Other notes:**

### **Level 13 (IQ 40 + DEX 34)**

**Spells you may use before or during combat:** Earth, Fire and Water, Exorcism (against possessed or undead opponents only), Force Shield (Can be used to protect you or to trap opponents, giving a chance to escape with no damage).

**Spells you may use on another, willing target (not too useful)**

**Spells you may use on any paragraph you are not fighting or performing a saving roll:**

**Spells you may only use when the text demands:**

**Other notes:**

Earth, Fire and Water can be used when you need a creature for various tasks. Use your judgement.

### **Level 14 (IQ 44 + DEX 36)**

**Spells you may use before or during combat:** Slyway Robbery

**Spells you may use on another, willing target (not too useful)**

**Spells you may use on any paragraph you are not fighting or performing a saving roll:**

**Spells you may only use when the text demands:** s

**Other notes:**



### **Level 15 (IQ 48 + DEX 38)**

**Spells you may use before or during combat:**

**Spells you may use on another, willing target (not too useful)**

**Spells you may use on any paragraph you are not fighting or performing a saving roll:**

**Spells you may only use when the text demands:** Omniflex, Shatterstaff

**Other notes:**

Shatterstaff may be used in a wizarding duel.

Omniflex is not too useful against creatures with MRs

### **Level 16 (IQ 52 + DEX 40)**

**Spells you may use before or during combat:** Summoning

**Spells you may use on another, willing target (not too useful)**

**Spells you may use on any paragraph you are not fighting or performing a saving roll:**

**Spells you may only use when the text demands:**

**Other notes:**

Summoning may be used to perform many tasks that a companion may do. Remember that the demon is permanent.

### **Level 17 (IQ 56 + DEX 42)**

**Spells you may use before or during combat:**

**Spells you may use on another, willing target (not too useful)**

**Spells you may use on any paragraph you are not fighting or performing a saving roll:**

**Spells you may only use when the text demands:** Hidey Soul

**Other notes:**

## **Level 18 (IQ 60 + DEX 44)**

**Spells you may use before or during combat:**

**Spells you may use on another, willing target (not too useful)**

**Spells you may use on any paragraph you are not fighting or performing a saving roll: Born Again**

**Spells you may only use when the text demands:**

**Other notes:**

### **Recovering WIZ**

You may recover 1 point of WIZ on any paragraph that does not involve a combat or a saving roll. If there is an \* by the paragraph number, you may restore your WIZ to its initial level (this will be due to a long period of time passing over that paragraph).

### **Adventure points in a solo**

The number of adventure points you are awarded in a solo depends on the following factors.

Monsters defeated = MR

Saving rolls = Dice roll x Attribute Level

Casting magic = personal WIZ points expended.

Completion of adventure = number allocated.



# The Anvil of Power

## 1

It starts as a normal day. You are travelling along the River Khosht in the hope that no one will try to either murder you, entice you into the sewers to find a long lost magical artifact or try to sell you scented candles for once, but to be honest you know in your heart of hearts that at least one of those things is going to happen. You just hope that it's not going to be the scented candles again.

Then you see her. There is a woman in robes lying face down in the dirt on the river bank. You go over to her and shake her. She doesn't wake, but you can tell that she's still breathing. She has a band of cloth around her head and over her eyes. As you turn her over, you see an eye symbol on it. You give the woman some water and stay with her. About half an hour later and she wakes up. She tries to speak but her voice is cracked and weak, so you give her food and water and sit her up. Eventually, she recovers.

'Thank you, my friend. I had a close call with a beast in the Blasted City whilst I was searching for an ancient tome there.'

'The Blasted City is hundreds of miles away.'

'I can see you have a sharp mind. You're an adventurer too. I may be of some help.'

'How did you know that with...?'

'With something over my eyes? I don't need eyes to see. I am called Sorceress and I discovered magic far more superior to vision many years ago. You, on the other hand will need your eyes for what I have planned for you. You are an adventurer. One day you may become a hero. And what do heroes need to perform great feats and have great ballads written about them?'

'I don't know. Haven't managed it yet.'

'They need a weapon worthy of their name. I can help you with that.'

Sorceress pulls a glowing blue cubic crystal from her robes it is about half the size of your fist.

'In the tunnels of The Great Escarpment, there lies a hammer and anvil near a lake of magma. This place is where legendary weapons are forged. Weapons with many magical powers that are fit for heroes. To help create this weapon, you need to go on quests to gain power. When you have obtained all you need, you need to go to the Great Escarpment. The crystal will take you where you need to go. I have here the chance to create a magical weapon that you have dreamed of. What say you?'

If you take the crystal and agree to the quest, turn to [165](#)

If you refuse the crystal, turn to [244](#)

## 2

You look down the hole. The sides of it are quite spikey so you could attempt to climb down it. If you have a rope, you could attempt to tie it to a rock and climb down that. Or if you have a spell that allows you to fly, float or teleport then you can use that.

If you climb, turn to [36](#)

If you use a rope, turn to [67](#)

If you use a relevant spell, turn to [46](#)

If you ignore the hole and investigate the door, turn to [108](#)

If you leave the cave, turn to [147](#)

### 3

You traipse around but find nothing.

If you have not already done so, you can head to the castle. Turn to [151](#)

If you use the crystal to teleport elsewhere, turn to [6](#)

### 4

You swim to the surface and pull yourself out of the disgusting water. Then you open the casket. Inside it are some gold rimmed spectacles. These spectacles are magical and allow you to read at 10 times the normal speed and give you perfect recall of what you read.

Do you head to the castle, if you haven't already done so? Turn to 151

Or will you use the crystal to leave? Turn to [6](#)

### 5

You enter the labyrinth and start exploring the tunnels. It is a bit old and smelly, but no worse than any other abandoned dungeon you've explored. You have come across a lot of dungeons in your time. In fact, you always had a suspicious feeling that someone was creating dungeons purely for your benefit.

Codswallop, you think. Then you realise that if you don't act soon, you are going to get lost.

Make a SSR +10 against your IQ (Navigation). If you have some chalk, you get a +3 bonus. If you have a map, you get a +10 bonus.

If you fail, lose 1d6 CON through exhaustion. Then make the roll again with a +1 bonus for every previous failed roll.

When you succeed at the roll, turn to [123](#)

### 6

You look into the crystal and see the myriad places it presents to you. Eventually, it settles on three images.

If you decide on going to a vast library, turn to [72](#)

If you want to go to a massive labyrinth, turn to [248](#)

If you decide to explore some ancient ruins, turn to [31](#)

### 7

You look around the beach. Make a SSR against LK. If you succeed, you find a pearl. Roll 1d6 to see what kind of pearl you have found.

1 Silver pearl - Heals 10 CON if swallowed.

2 White pearl - Cures all poisons in your body if swallowed.

3 Black pearl - When swallowed, it restores 10 WIZ

4 Red pearl - If you throw this pearl at an opponent, it will explode, dealing 15 damage.

5 Gold pearl - Cures all diseases in your body if swallowed.

6 Copper pearl - If you swallow it, it makes your skin metallic, giving you an extra 7 armour points for 1 combat.

You can use these pearls whenever you could do a stunt in combat or any time out of combat. You continue on your way.

If you have not already done so, you can explore the forest. Turn to [163](#)

If you use the crystal to leave, turn to [6](#)

## 8

You run to the nearest temple where you squeeze yourself in. You can just barely make out a dwarf in a rainbow coloured robe dancing about at the front, chanting and waving a stick with feathers on the end. After a few minutes, he drops to his knees and screams at the top of his lungs. Then stops. All goes silent and the crowd say something. You just mouth what you think they are saying. Then everyone leaves. Well that was interesting.

You decide to explore elsewhere. Turn to [10](#)

## 9

You wander the streets enter the taverns on the lookout for an interesting piece of gossip to aid you in your quest. Then the bells start ringing and you see everyone running through the streets. You stop an elf carrying a pig's head to ask her what the fuss is all about.

'It's the ceremony of the rainbow moon! Everyone must get to a temple to pay their respects on pain of death!'

If you follow the elf to the nearest temple, turn to [8](#)

If you decide to ignore this ceremony, turn to [35](#)

## 10

You appear in a bustling market of elves and humans. Here you can buy many items here and visit many places before you continue your quest to make your magical weapon.

If you decide to go to the general store, turn to [176](#)

If you want to talk to a weapon smith, turn to [117](#)

If you want to buy a bow from the bowyer, turn to [139](#)

If you want to buy special arrows from a fletcher, turn to [78](#)

If you want to see the apothecary, turn to [99](#)

If you want to talk to the tailor, turn to [193](#)

If you want to study at the Wizards' Guild, turn to [127](#)

If you want to find a less "official" way of learning spells, turn to [166](#)

If you want to search the streets for anything interesting, turn to [9](#)

When you have finished here, turn to [104](#)

If you go to the armourer, turn to [223](#)

## 11

You find a large store owned by a flesh troll which is packed to the rafters with everything you need.

You may buy any item from pages 58-60 in the dT&T rulebook. In addition, you may buy the following items:

Medium pick (page 36 of the dT+T rulebook) - 80gp

Glass skeleton key (opens any lock, but then shatters into shards which cause 1d6 damage) - 100gp

Dish of metal detection (beeps when there is metal within 20' of where it is pointed) - 250gp

When you have finished here, you decide what to do next. Turn to [183](#)

## 12

The door swings open. Make a SSR +3 against IQ (Engineer, Mechanics, Thievery)

If you succeed, turn to [218](#)

If you fail, turn to [106](#)

## 13

The sticky liquid on the casket is a potent toxin that will drain both your physical and magical strength.

Lose 25% of your current CON (round down) and 25% of your current WIZ (round down).

However, you can still get the treasure. You are rewarded to see a nice big pile of coins and gems. On top of that is a brooch made of gold and set with a gem that shines and sparkles with all kinds of different colours.

The jewel in the brooch is a sun jewel and is capable of casting a light equivalent to a Will to Wisp spell at will (so even warriors can use it).

You can also get some treasure worth  $2d6 \times 2d6 \times 3d6$  gold pieces (minimum 600gp). Remember that DARO and TARO apply!

When you have finished, you try to return to the entrance of the labyrinth. Turn to [76](#)

## 14

You run as fast of you can from the berserk ogre. Now you have to try something else.

If you have not already done so, you can explore the rest of the library. Turn to [141](#)

If you use the crystal to leave, turn to [66](#)

## 15

Kruthak gleefully rubs his hands and gets ready to do his work.

Since you have Kruthak with you, the weapon will get an additional +3 adds.

Now make a SSR against IQ (Blacksmith, Swordsmith if you are making a sword only). Since you have Kruthak, you may add 10 to the roll. If you have the hammer of Boros, you get its bonus for this roll Note down the number you reach.

Make a SSR against STR (Endurance). Since you have Kruthak, you may add 10 to the roll. If you have the hammer of Boros, you get its bonus for this roll Note down the number you reach.

Make a SSR against WIZ (Mental Discipline, Knowledge of rites and rituals). Since you have Kruthak, you may add 10 to the roll. If you have the hammer of Boros, you get its bonus for this roll Note down the number that you reach.

Add all the numbers together and multiply that number by 10. This is how many MWP you get when you make the weapon.

There are a few more things you need to think about with this weapon. Turn to [197](#)

## 16

Your lasso tightens around the statue's neck. You pull as hard as you can and it crashes to the ground. It takes no trouble to prise the gems from the statue. As you touch them, you feel the buzz of magic run through you. You can use each gem once to restore 10 WIZ and 10 CON. After you use it, you still have the gem, which may be useful to sell later.

You use the crystal to teleport elsewhere. Turn to [6](#)

If you have not done so already, you can explore elsewhere in the swamp. Turn to [192](#)

## 17

You wander round the streets, looking for something interesting. As you reach the end of a road, you hear loud crashes and shouts. Then you see the huge building site - a group of large rocky trolls are hauling massive stones and beams of wood around, trying to construct some kind of huge building.

If you want to help them, turn to [267](#)

If you want to explore another part of Khazan, turn to [183](#)

## 18

You contemplate your next move. What will you do now? You may only pick an option that you haven't tried before.

If you go down the left hand tunnel, turn to [23](#)

If you go down the right hand tunnel, turn to [161](#)

If you go down the middle tunnel, turn to [172](#)

If you use the crystal to leave, turn to [211](#)

## 19

You try to dodge out of the way, but the minotaur catches you with its horns.

Make a SSR +4 against LK. If you succeed, roll 5d6 and lose that much CON. If you fail, roll 10d6 and lose that much CON.

However, the minotaur soon gets bored with you and rushes into the labyrinth, eager to make itself at home.

Deraj eventually catches up with you 'Nice work. You did almost as well as I did on my first minotaur hunt. Terence and Philip, his name was. He was a rare breed that had two heads, and they started arguing over whether they should follow my bait or go after a nearby adventurer. They finally agreed on me. They're doing really well - they killed their hundredth delver last week. They sent me a postcard.'

As much as you would like to listen to Deraj reminisce, you have a magic weapon to forge.

You get a number of AP equal to  $30 + \text{your level} \times 30$

If you haven't already done so, you may decide to enter the labyrinth. Turn to [5](#)

If you decide to use the crystal to leave, turn to [66](#)

## 20

The spell takes you up to the battlements. It takes not trouble to prise the gems from the statue. As you touch them, you feel the buzz of magic run through you. You can use each gem once to restore 10 WIZ and 10 CON. After you use it, you still have the gem, which may be useful to sell later.

If you decide to explore elsewhere in the swamp, turn to [192](#)

You use the crystal to teleport elsewhere. Turn to [6](#)

## 21

You approach the thief who spins around and draws a dagger. The thief has the standard MR and they have put hellfire juice on their dagger. This means that on their first hit, they deal an extra 1d6 damage. On their 2nd hit, they deal an extra 2d6 damage. On their third hit and every hit after that, they deal an extra 3d6 damage (see page 54 of the dT&T rulebook for more information on hellfire juice). You can start with a attack and do the standard stunts on the thief.

If you win, make a note of the thief's MR and, turn to [69](#)

## 22

You search all you can, but you cannot find anything.

If you have not already done so, you can explore the ruins. Turn to [216](#)

If you use the crystal to leave, turn to [66](#)

## 23

You go down the tunnel and get a bat in your face. You yank it off and fling it to the ground, but more of them fly at you and start to bite and buffet you as you fight them.

The bats have a standard MR + 10. You may use the following stunts:

SSR on IQ (Caver, Miner): You may reduce all damage from the bats by 3 for the rest of the combat.

SSR on CHA (Singer, Bard): Reduce the bats' dice by 1 for the rest of the combat.

If you defeat the bats, remember to calculate your AP then, turn to [48](#)

## 24

You fight this Trollkin beast. It has a standard MR + 75. Its armour absorbs 5 hits. You may try the standard stunts.

If you defeat it, turn to [202](#)

## 25

The Wizards' Guild is the largest building in the Wizards' Quarter. There are many robed wizards of all kindred's coming and going from the place. You enter and soon find the area where the classes are.

You may learn any spell here at the cost of 1000gp per level of spell.

When you have finished here, you think of somewhere else to go. Turn to [183](#)

## 26

Do you have any treasure that you wish to sacrifice to the weapon?

If you do, turn to [111](#)

If you don't, turn to [58](#)



## 27

The potion maker is a human who works in a cottage on the edge of the city. He offers you the following things (pages 141-142 of the dT&T rulebook):

A bottle of Silly Sal's Biters (contains 5 doses) - 200gp (6 bottles available)

Auntie Dottie's Best Spider Squeezing's - 300gp (2 bottles available)

Dromgoole's Perfect Balm - 420gp (2 bottles available)

Bottle Fairy dust - 30gp (4 bottles available)

Dose of Scorpion venom (see p55 of the dT&T rulebook) - 65gp (3 bottles available)

Dose of Poison Dart Frog Toxin (see p55 of the dT&T rulebook) - 500gp (1 bottle available)

When you have finished here, you think of what else you can do, turn to [183](#)

## 28

H'rrothgarr shows you to his library. It has an extensive collection of books on all subjects. You only have time to read one book, so roll a die to work out what talent the book will improve.

- 1 Herbalist
- 2 Troll Lore
- 3 Historian
- 4 Literature
- 5 Poet
- 6 Comparative religion

If you do not have the talent, you get that talent with a +1 bonus. If you do have that talent, you get a +1 bonus to that talent.

When you have finished, you leave the hovel. Turn to [80](#)

## 29

You arrive at a rocky mountain. Above you, you can see the distant, snow-capped peak. Below you, you can see little villages dotted at sea level. You are very high up. As you approach the cave entrance, you notice something glowing and pick it up. It is a yellow jewel making its own light. This is a sunstone and it can act as a light source. If you will it, the sunstone can also make rainbow sparkles that surround you as you move for a few minutes. This does not require your WIZ, so warriors may use this power. It may be used in place of a toy wand.

Add the sunstone to your adventure sheet. It counts as a light source. Note its sparkle power too.

If you decide to enter the mine, turn to [243](#)

If you use the crystal to go elsewhere, turn to [50](#)



### 30

The city is labyrinthine and the buildings are treacherous.

Make a SSR against IQ (Builder). If you fail, you are hit by falling masonry and lose 3d6 CON.

Then make a SSR +5 against IQ (Streetwise).

If you succeed, turn to [168](#)

If you fail, turn to [74](#)

### 31

You find yourself in a rubble covered square in a city long past its height. Crumbling towers and buildings of all shapes and sizes surround you. Some of the architecture is beyond your comprehension with staircases leading seemingly in on themselves and towers bending round at right angles. You have no idea who or what built and lived here aeons ago, but it is just home to scavengers and beasts now.

Off to your right, you can see a trail of green slime leading off somewhere into the ruins.

If you follow the trail of slime, turn to [251](#)

If you explore the ruins, turn to [216](#)

### 32

The potion shop is tended by a pixie who flutters from one shelf to the other. Upon hearing your story, the pixie points out various potions that you might find useful

You may buy the following items (pages 141-142 of the dT&T rulebook):

A bottle of Silly Sal's Biters (contains 5 doses) - 200gp (9 bottles available)

Auntie Dottie's Best Spider Squeezing's - 300gp (1 bottle available)

Dromgoole's Perfect Balm - 420gp (1 bottle available)

Bottle Fairy dust - 30gp (1 bottle available)

Dose of Sea Snake venom (see p55 of the dT&T rulebook) - 600gp (1 dose available)

Dose of Stonefish venom (see p55 of the dT&T rulebook) - 525gp (1 dose available)

The shopkeeper also offers you the chance to use his lab to make your own potions for the cost of 500gp.

If you decide to use the lab, turn to [260](#)

When you have finished here, turn to [195](#)

### 33

You approach the large gunner shop where there is a portly jolly man behind the counter. He offers to show you his gunners for purchase. Remember that although gunners are powerful weapons, if you ever roll a radical fail (3) when firing one, it will explode, causing you the damage it normally would. See page 41 of the dT&T rulebook for the stats of these gunners.

Light handgun - 1000gp

Medium handgun - 2000gp

Large handgun - 2500gp

Large shotgun - 3500gp

15 bullets (for light or medium handgun) - 15sp

1 large bullet (for large handgun or large shotgun) - 5sp

When you have finished here, you decide what to do next. Turn to [195](#)

### 34

The elf greets you warmly 'Greetings, fellow elf. How are you? I have been told by my tribe's seer to stay here until one deserving of a gift arrives. You must be that one. I have been told to offer you one gift from a choice of two. You could either have a block of mithril or a block of Elvish Moonsilver.'

The Elvish moonsilver (ril) will provide extra adds for your weapon.

The mithril will only be useful if you are capable of casting spells. It will allow you to have a kremm battery in your weapon.

Decide which one you want to take before you continue your journey.

If you have not already done so, you may strike out into the forest. Turn to [145](#)

You may decide to use the crystal to go elsewhere. Turn to [6](#)

### 35

You decide to lie low and wander the streets. Within minutes, they are empty. It is an eerie feeling to wander around a deserted city. Then you hear someone else. At first, you think its guards and slink into the shadows. Then you see a robed figure carrying a sack coming out of a house. This is a thief, taking the chance to swipe whatever loot they can get whilst the city is deserted.

If you stop the thief, turn to [21](#)

If you stay hiding, turn to [182](#)

### 36

You start to climb down the hole.

Make a SSR against DEX (Caver, Mountaineer). If you succeed, you climb down without any problem. If you fail, you fall and lose 2d6 CON (remember DARO applies).

You then go down the tunnel. Turn to [158](#)

### 37

Now that you have the Seadog's treasure, you think of your next move.

If you take the rowboat to the Seadog's ship, turn to [170](#)

If you use the crystal to leave, turn to [211](#)

### 38

Here is the fun part. Now you get to spend all of those Magic weapon points you have been building up. [Turn to page 84 where the magic weapon creation rules are](#). Think of all the juicy powers you can spend your MWP on. Think about the type of weapon you want. Do you want it to make you strong? Do you want to make a weapon that will turn you into one of the world's most powerful spell casters? It's up to you. Enjoy!

Note that any magical weapon you create will already have the following powers:

The weapon will always remain shiny and rust free. It will require supernatural force to actually break it – more than is usually available in most combats.

It will be able to harm non-corporeal beings and creatures that cannot normally be harmed by normal weapons.

The weapon is bonded to you. If you ever lose it, or even if it is destroyed in an adventure, at the end of the adventure, you will find it in your possession again.

When you have finished spending your MWP, any remaining points you don't want to use will be converted into AP.

When you have finished, turn to [121](#)

### 39

You appear in front of a huge crowd of Hobbs, satyrs, centaurs and other human-beast hybrids. They are all drunk and cheer as they see you. You realise that you are standing on a stage and they are expecting you to perform.

Make a SSR +5 against CHA (Actor, Singer, Bard, Contortionist, Dance, Acrobat, Charming, Poet). If you have a funny wig, you get a +5 bonus.

If you succeed, turn to [153](#)

If you fail, turn to [177](#)

### 40

You enter the cave with the large metal lump in the middle of it. As you do, a funny feeling comes over you. You cannot use any spell or magical ability that is 5th level or lower whilst you are in the room.

You look around the room and see a large blue crystal embedded in the wall.

If you investigate the crystal, turn to [250](#)

If you investigate the metal, turn to [240](#)

If you decide to go elsewhere, turn to [147](#)

## 41

You speak to the creature, who finally begins to notice you. It looks you up and down before walking off and getting another block of blue ice before starting work on it. You watch it cut the ice for half an hour. The thing is cutting gems out of the ice. When it has finished, it gestures to them before going back to its original sculpture.

Roll 1d6. You may make a SSR on WIZ (Ancient Languages, Mechanics). If you succeed, you may increase the number by 1. You may try again, but you must increase the level of the saving roll by 1. You may repeat this as many times as you like, each time increasing the difficulty by 1 until you decide to stop or you fail. Every time you succeed, you may increase the roll by 1. If you fail reduce the roll by 1 and you cannot make any more SRs. Remember the DARO and TARO rules.

Die roll + TAS modifier	Result
2 or less	1d6 x 1d6 x 1d6 gp (minimum 50gp)
3-4	2d6 x 1d6 x 1d6 gp (minimum 100gp)
5-6	3d6 x 1d6 x 1d6 gp (minimum 150gp)
7-8	2d6 x 2d6 x 1d6 gp (minimum 200gp)
9-10	3d6 x 2d6 x 1d6 gp (minimum 300gp)
11-12	2d6 x 2d6 x 2d6 gp (minimum 400gp)
13+	3d6 x 2d6 x 2d6 gp (minimum 600gp)

If you now want to climb up the slippery slope of the tower, turn to [249](#)

If you want to use the crystal to leave, turn to [211](#)

## 42

You get to the top of the pit.

If you have not already done so, you can attempt to get through the door. Turn to [108](#)

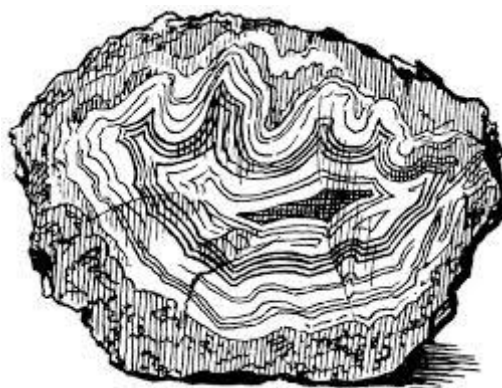
You can also leave and search elsewhere. Turn to [147](#)

## 43

Do you have meteoric iron?

If you do, turn to [61](#)

If you don't, turn to [26](#)



#### 44

Eventually, a blue liquid drips into a beaker. The pixie looks at it 'Oooh, good work. That's a potion that increases your physical power.'

You drink the potion. Roll 1 die to see which stat the potion will increase.

- 1 STR
- 2 DEX
- 3 CON
- 4 SPD
- 5-6 Roll again, but add 1 to the roll when determining how much the stat increases.

Then roll 1d6 to see how much the stat increases by (remember to add 1 to the roll every time you rolled a 5-6)

When you have finished, you look elsewhere. Turn to [195](#)

#### 45

You materialise on a wet ground. The air stinks. This is the Sod Squad Sinkhole, also known as the Dragon dung swamp. Why have you been sent here? The sky is clear and the sun is high. In the distance, you can see the ancient ruins of what looks like a castle.

If you head to the castle, turn to [151](#)

If you explore elsewhere in the swamp, turn to [192](#)

#### 46

You find yourself at the bottom of the pit.

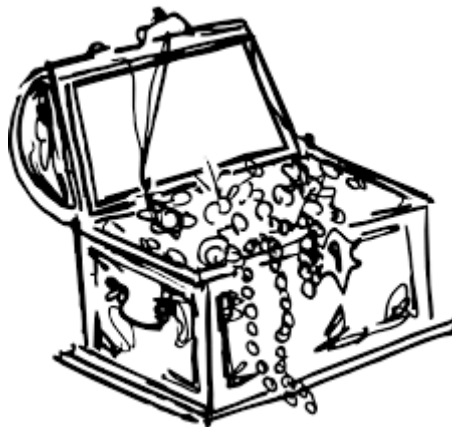
You go down the tunnel. Turn to [158](#)

#### 47

You sneak up to the pile of treasure and look for something to grab. You see several choice objects. You see a bar of silvery metal which you identify as rill, a metal highly sought after for making weapons. There is also a large blue crystal that glows faintly. You can only take one. Decide which one you will take and then make a SSR +3 against DEX (Stealth, Thievery, Sleight of hand).

If you succeed, turn to [217](#)

If you fail, turn to [159](#)



## 48

When you have slain the bats, you take a look round the huge cavern. There are at least a score skeletons here as well as half eaten backpacks and other gear lying around. It looks like these are the remains of miners who came here. However, the bats couldn't have done this. You wonder what else lives here that could have killed all of these miners. You also find the following things which you may take:

Medium pick (can be used as a weapon. See page 36 of the DT&T rulebook)

Studded leather armour (See page 45 of the DT&T rulebook)

Open faced helm (See page 45 of the DT&T rulebook)

10' pole

Brass lantern

30' hemp rope

Lump of chalk

You also find a note stating 'This isn't a mine. It belongs to the creature who lives here.' You have no idea what this means, but if you ever have to make a SR against IQ in these caves, you get a +5 bonus to the roll.

When you have finished here, turn to [18](#)

## 49

You try to keep ahead of the raging minotaur, but it catches up with you and gores you with its horn.

Make a SSR +4 against LK. If you succeed, roll 5d6 and lose that much CON. If you fail, roll 10d6 and lose that much CON.

Eventually, you reach the labyrinth entrance with some ground and turn to direct the minotaur into the it. However, it takes one last charge at you.

Make a SSR +4 against DEX (Dodge)

If you succeed, turn to [130](#)

If you fail, turn to [19](#)

## 50

You pull the crystal out, but you don't feel any buzz and its faces do not show you any images. You are going to have to do something before you can move on. Return to the section you came from and choose another option.

## 51

You are now back at the entrance of the labyrinth.

If you have not already done so, you can explore the hills. Turn to [140](#)

Otherwise, you can use the crystal to leave. Turn to [66](#)

## 52

You manage to outrun the guards, leaving them to yell curses as you get away.

Once you are safe, you look in the thief's sack. There is plenty of treasure in there, with a gold piece value equal to the thief's MR x5.

Happy with your find, you find somewhere else to explore. Turn to [10](#)

### 53

You throw the grapnel up to the battlements to climb up.

Make a SSR against DEX (Throwing, Mountaineer).

If you succeed, turn to [273](#)

If you fail, turn to [84](#)

### 54

The ogre lies dead at your feet. It has no treasure or possessions. At least the library will be quieter now.

If you have not already done so, you can explore the rest of the library. Turn to [141](#)

If you use the crystal to leave, turn to [66](#)

### 55

You look around the strange ruins before finding a pile of hay, a box full of mouldy bones and some other items lying around. You notice a particularly shiny hammer, which you can take. It is the hammer of Boros, a legendary blacksmith of half trollies' blood. It counts as a utilitarian hammer in combat (see page 35 of the dT+T rulebook), but it also gives a bonus to any saving roll that you can apply the Blacksmithing talent to. The bonus is equal to your level.

If you have not already done so, you can explore the ruins. Turn to [216](#)

If you use the crystal to leave, turn to [66](#)

### 56

Your argument wins the debate. The philosophers look to you as some kind of intellectual paragon.

Gain 100 x your level in AP + 100AP.

Eventually, you leave the crystal to leave. Turn to [120](#)

### 57

You decide to go back to a more wholesome part of town. Until you run straight into a muscular humanoid. It's skin is a variety of different colours from pink to green to blue. It has a small tree shaped tattoo. It is not wearing much and it looks very angry.

"The boss don't like people that like to keep their money." He leers.

You are either going to have to fight this humanoid or hand over some money. 100gp is enough to distract it long enough to run. If you decide to fight it, it has the standard MR and you cannot use a ranged attack against it.

If you beat the humanoid, you run off to explore elsewhere. Turn to [195](#)

### 58

Do you have a crystal orb that glows orange or red?

If you do, turn to [199](#)

If you don't, turn to [187](#)



## 59

You find a Troll weapon smith who has an array of large weapons to sell. You may buy the following weapons, all made by a master smith and from high quality steel:

Heroic great sword (7d6 +3) - 120gp

Gigantic sword (10d6 +3) - 145gp

Heroic sabre (7d6 +3) - 130gp

Gigantic sabre (10d6 +3) - 160gp

Grat Outre sword (7d6 +3) - 130gp

Gigantic outre sword (10d6 +3) - 170gp

Heroic battle dagger (2d6 +5) - 40gp

Trollish dagger (2d6 +5) - 50gp

Great ax (7d6 +3) - 170gp

Gigantic ax (10d6 +3) - 200gp

Great maul (7d6 +3) - 170gp

Trollish war club (10d6 +3) 200gp

War pick (7d6 +3) - 170gp

Gigantic pick (10d6 +3) - 200gp

Heroic spear (7d6 +3) - 225gp

Heroic pole arm (8d6 +3) - 240gp

Trollish pole arm (12d6 +3) - 260gp

When you have finished here, you may spar with the troll and learn some combat techniques for 500gp (, turn to [266](#)

Or go somewhere else (, turn to [183](#)



## 60

You enter the small cavern and look at the furniture. Then you hear a gruff voice 'Halt! What do you want?' You see an old dwarf with a long beard wearing well-made armour.

'I want to make a magical weapon for myself.'

'Oh. Oh. Well, then I can help you. I'm Kruthak. As long as you aren't going to try to sell me goblin liver, I like you. You should find blue crystals. They contain a lot of magic and their powers get even stronger the more you have. Also, I just happen to be a master Dwaven Smith. If you make the price right, I can do the job with you and make a better weapon. I'll do the job for 2000gp.'

You can try to haggle with the dwarf. If you do, make a SSR +3 against CHA (Blacksmith, Daily life skills). If you succeed, you can get the price down to 1500gp.

If you manage to pay the dwarf, make a note that you now have the services of a dwarven smith.

You then think of somewhere else to go. Turn to [147](#)

## 61

You may use the meteoric iron in your weapon. If you do, it will give +2 adds and also give your weapon an anti-magic aura. This will protect you against spells of 5th level or lower, but it also means that you cannot use spells and magical effects of 5th level or lower.

Do you have any treasure that you wish to sacrifice to the weapon?

If you do, turn to [111](#)

If you don't, turn to [58](#)

## 62

You land on a sandy beach dotted with palm trees. Further inland is impenetrable jungle. It is blazing hot. In the distance, you see three dog headed humanoids. They wear black hats with a skull and crossbones on them and carry cutlasses. One of them has a handgunne tucked into its belt. There is a rowboat nearby and the ship in the distance also has a skull and crossbones flag on it. One of the humanoids is looking at a piece of parchment and barking orders at the other two who are scrubbing in the sand. These must be Seadogs - a race of creatures that make their living through piracy.

If you approach the Seadogs, turn to [180](#)

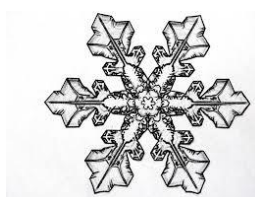
If you use the crystal to leave, turn to [50](#)

## 63

You look around the icy courtyard and find something interesting. It is the size and shape of a human but it is completely made of ice. It also ignores you and simply continues carving a block of ice into some shape. Around the figure are several items made of ice - there is a rose made of ice, a bust made of ice and an axe made of ice.

If you leave the figure and go to the tower, turn to [249](#)

If you talk to the creature, turn to [235](#)



## 64

The general store in Bookfell is a stone tower with many levels containing different categories of items. It is run by several leprechauns.

You may buy any item from pages 58-60 in the dT&T rulebook. In addition, you may buy the following items:

Medium pick (page 36 of the dT+T rulebook) - 80gp

Self-tying rope (gives a +5 bonus to any Saving Roll that the Knot tying talent would give its bonus to) - 500gp

Pot of fish head creation (fills up with fish heads when you spend 3 WIZ. An experiment gone wrong) - 100gp

Goggles of Gnomish reading (translates all Gnomish text to common. Other text looks like gobbledegook) - 200gp

Once you have finished here, you explore elsewhere. Turn to [195](#)

## 65

The elf sees potential in you, but he sees that you need to be more accurate. He offers to teach you a technique to be more accurate. If you pay him 2000gp, he will show you how to narrow your aim so you can get the more vulnerable parts of a target. Whenever you make a ranged attack with a bow, for every 5 points that you roll over the number of the saving roll, you can roll an extra d6 of damage. So for example, if the saving roll is 40 and you roll 48, you get to deal 1 extra d6 of damage.

When you have finished here, you decide what to do next. Turn to [10](#)

## 66

You look into the crystal and feel it pull you into another place. Images flash in front of you. Where will you go?

If you decide to go to a grand hall where people in rich clothes are dancing, turn to [189](#)

If you go to a place with white pillars where men with beards wearing togas are debating, turn to [198](#)

If you go to a large tavern where satyrs, Hobbs and other woodland folk are revelling and singing, turn to [39](#)

## 67

You tie the rope to a rock and lower yourself down.

Make a SSR against DEX (Knot tying). If you succeed, you manage to tie the knot well. If you fail, the knot becomes undone and you fall, losing 2d6 CON (DARO applies).

You reach the bottom and head down the tunnel. Turn to [158](#)

## 68

When you press the cube, you feel a buzz going through you. Images start to appear on the faces of the cube. They flash and spin before you until finally only three of the faces have images. These are the places that the cube has decided that you need to go.

If you want to go to a tropical island with a ship moored in a bay, turn to [62](#)

If you want to go to a cave entrance with the word 'mine' on a sign outside it, turn to [29](#)

If you want to go to a place covered in ice with a building that is made from blue ice in the distance, turn to, turn to [274](#)

## 69

No sooner as the thief hit the ground then you hear the voices of guards shouting "Stop! Blasphemer!" You grab the thief's sack and run for it.

Make a SSR against SPD (Athlete, Streetwise)

If you succeed, turn to [52](#)

If you fail, turn to [231](#)

## 70

you go dizzy and black out. When you wake up, you are surrounded by blue ice gems.

You may gain a gold piece value of 2d6 x 2d6 x 2d6 x 2d6 (minimum 2500gp) in gems.

You may now explore the courtyard, turn to [63](#)

Or use the crystal to leave, turn to [211](#)

## 71

You are interested in the ball, but it is being sold to you by a leprechaun who looks like his main job involves training little leprechauns to pick pockets. It is also clear he has no idea what the crystal ball does. And the reason that he wants to sell it off so quickly and cheaply may be because it belongs to a powerful wizard who will most likely fry whoever has their hands on the crystal ball when they find it.

You point all this out to the leprechaun.

"It's a fair cop, guvnor, I haven't come across it by honest means, you might say. But you don't look like the sort of person who sticks to one place long, so it shouldn't matter to you much. So, waddya say?"

You can haggle with the leprechaun.

Make a SSR +3 against CHA (Bargaining, Bartering, Streetwise, Merchant, Social adept)

If you succeed, you manage to get the price down to 350gp.

If you roll a double and succeed, you get the price down to 250gp and the leprechaun will throw in a bag of ice dust that will deal 25 damage to any fire based creature. You may use the ice dust instead of performing a stunt in combat.

If you fail, you have to pay 500gp.

If you buy the crystal ball, turn to [261](#)

If you don't, turn to [71](#)

## 72

You appear in a vast underground dungeon with a really high ceiling. Bookshelves extend for as far as you can see both upwards and along. You casually choose some books from the shelves but all of them are written in languages you cannot even identify, let alone translate. If you are going to get some useful information from this place, you are going to have to find someone who can guide you. From the south, you hear the noise of things breaking.

If you head away from the noise, turn to [141](#)

If you head towards the noise, turn to [112](#)

## 73

Eventually, you make your way to the top of the tower, where there is a large blue ice orb sitting on a plinth.

If you touch the orb, turn to [215](#)

If you smash the orb, turn to [90](#)

If you look into the orb, turn to [134](#)

## 74

You wander around the city aimlessly, but eventually give up. You have found nothing.

If you head back and follow the trail of slime, turn to [251](#)

If you use the crystal to leave, turn to [66](#)

## 75

You have to climb the pit again.

Make a SSR against DEX (Caver, Mountaineer). If you succeed, you climb up without any problem. If you fail, you fall and lose 1d6 CON. Then you must try again.

When you get to the top, turn to [42](#)

## 76

You have to get back the way you came through the labyrinth. Do you remember the route?

Make a SSR +5 against your IQ (Navigation). If you have some chalk, you get a +3 bonus. If you have a map, you get a +10 bonus.

If you fail, lose 1d6 CON through exhaustion. Then make the roll again with a +1 bonus for every previous failed roll.

When you succeed, turn to [51](#)

## 77

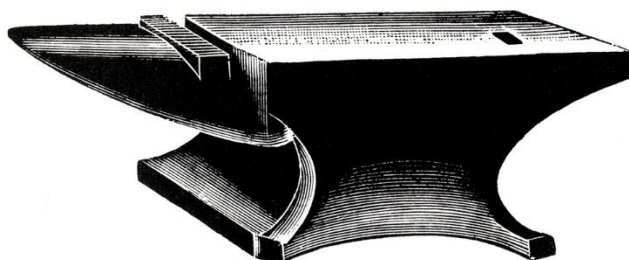
You walk into the cell chamber and feel a sense of tranquillity wash over you. This is where you will forge your weapon of legend.

First you need to think about the weapon you want. You can pick any weapon between pages 33-38 of the dT+T rulebook. Remember any restrictions to weapons that you may have because of your class.

Then you need to know how many magic weapon points you have. Some items that you have collected will contribute towards your magic weapon point total.

If you have any blue crystals, turn to [96](#)

If you don't have any blue crystals, turn to [225](#)



## 78

You enter a large shop filled with shelves of arrows with several elves perusing them. It seems that fletching is a big business in places with elves. You find a young elf in a green uniform and tell him your situation. He points you to the following arrows:

20 standard arrows - 5gp

Poison arrow (target takes 1 spite damage at the end of every combat turn if they are hit by it before combat) - 50gp

Exploding arrow (target and anyone within 5' takes an additional 2d6 fire damage upon being hit) - 50gp

Ice arrow (slows the target - they get 50% of their dice and adds in the first combat turn) - 50gp

Armour piercing arrow (ignores armour when it hits) - 5gp

Barbed arrow (increases damage by 1d6) - 5gp

Once you have finished here, you explore elsewhere. Turn to [10](#)

## 79

The elf is immensely impressed by your skill and asks you if you want to learn a powerful technique he knows. For 3000gp, the elf will teach you how to fire two arrows from the same bow at two different targets and still hit them.

If you accept, make a note that if you are using a bow, you may make 2 ranged attacks against opponents before combat now (you will be using twice as much ammo).

When you have finished, you decide what else you can do here. Turn to [10](#)

## 80

You leave H'rrothgarr's hovel and plan your next move.

If you have not done so already, you can head to where the voice was coming from. Turn to [142](#)  
Otherwise, you can leave the forest using the crystal. Turn to [6](#)

## 81

You look at these stones and realise that they are made of obsidian (also known as zerr). They are not very valuable as treasure but they have been used in many weapons as obsidian is naturally sharp.

You find 2d6 lumps of obsidian, each one worth 20gp. Remember that DARO applies.

Then make a SSR against LK +3 (Jewellery maker). If you succeed, you also find a blue crystal amongst the stones. It has a faint glow to it and must be magical. Add the blue crystal to your adventure sheet.

You decide to think about what to do.

If you have not already done so, you can investigate the river of lava. Turn to [133](#)  
If you decide to go elsewhere, turn to [147](#)

## 82

You find some dwarf armourers who are working industriously to churn out armour.

You may buy any armour here (pages 44-48 of the dT&T rulebook).

When you have finished here, you think about what to do next. Turn to [183](#)

## 83

You have slain the Seadog crew. You search the ship at your leisure to find the treasure hold. That is full of gnawed bones. However, the Seadogs have chucked away several gold pieces, gems and jewelled items all over the ship.

You manage to find 2d6 x 2d6 x 2d6 x 2d6 gp (minimum 2500gp) in coins, gems and jewelled items.

You also find a magical accordion. When you start to play it, it sings and plays sea shanty's all by itself. You may use this accordion any time you make a SR which the talent Singer would be helpful. It will give you a +5 bonus to the roll.

You have finished here, so you use the crystal to leave. Turn to [211](#)

## 84

The grapnel misses the battlements and hits the statue instead. The gems start to glow and lightning bolts fly out of them and straight at you.

Make a SSR against DEX (Dodge). If you fail, you are hit by the bolts and lose 3d6 CON.

If you want, you can lasso the statue. Turn to [247](#)

If you can, you can use a teleportation or levitation spell. Turn to [20](#)

If you haven't already, you can explore elsewhere in the swamp. Turn to [192](#)

If you decide to use the crystal to travel elsewhere, turn to [6](#)

## 85

You go through the courtyard and look at the battlements. There is a stone statue standing on the battlements looking down at you. You see that it has large gems for eyes. They would be worth a lot. They might even be magical. But the stairs have all crumbled away.

If you have a rope and grapnel, you could throw it up to climb up to the battlements. Turn to [53](#)

If you have just a rope, you could try to lasso the statue and pull it down. Turn to [247](#)

If you know a teleportation or levitation spell, you could use it to get up to the battlements. Turn to [20](#)

If you decide to explore elsewhere in the swamp, turn to [192](#)

If you decide to leave and use the crystal to teleport elsewhere, turn to [6](#)



## 86

You strike out across the hills until you come across a man with long blonde crazy hair, leather jacket and trousers that are way too small for him in certain areas.

'Hello. My name is Darej and I own the labyrinth over there.'

'But the sign says...'

'I know, I need to change it. I just bought it a cut down price. The last owner wanted me to take it off their hands. Something about wanting to downsize or something. Anyway, the contract states that I need to stick a minotaur in the centre of it or something. Fancy looking for one with me?'

If you go with him, turn to [140](#)

If you refuse and if you haven't already done so, you can explore the labyrinth. Turn to [5](#)

If you use the crystal to leave, turn to [66](#)

## 87

You appear in a wood full of giant trees that tower over you. The ground is muddy and covered in plants and the air is cool and pleasant. There must be something here to help you forge your magic weapon, but you have no idea where it is. Then you hear a voice. It is a soft melodious voice.

If you follow the voice, turn to [142](#)

If you strike out into the woods in search of something else, turn to [145](#)

## 88

You back off and leave the elf to his crazy ramblings. You think where to go next.

If you haven't already done so, you may search the forest. Turn to [145](#)

You may use the crystal to leave this place. Turn to [6](#)

## 89

After a few minutes of work, you hear a PING and a blue crystal falls out of a hole at your feet.

Add a blue glowing crystal to your adventure sheet.

If you haven't already done so, you can search through the junk. Turn to [128](#)

Otherwise, you can go elsewhere. Turn to [147](#)

## 90

The orb smashes into hundreds of shards. Some of them strike you. Roll 2d6 for the number of shards that strike you. Each one causes 1 CON of damage.

If you survive, you look around and find several blue ice gems which you can take.

You may take 2d6 x 2d6 x 2d6 x 2d6 gp (minimum 2500gp) worth of blue ice gems.

If you haven't already, you can explore the courtyard (, turn to [63](#)

If you use the crystal to leave, turn to [211](#)



## 91

You throw food at the creature who gobbles it all up, but have you satiated its appetite?

Make a SSR +2 against LK (Animal Knowledge)

If you succeed, turn to [98](#)

If you fail, turn to [254](#)

## 92

You open the box to find a bar of mithril. It is a special wood that can store kremm.

Add mithril to your adventure sheet.

As you take it, the other two boxes disappear and you return to the cave.

If you attempt to go down the hole, turn to [2](#)

If you explore elsewhere, turn to [147](#)

## 93

You just about manage to keep ahead of the minotaur's sharp horns as you run back to the labyrinth entrance. Eventually, you reach it with some ground and turn to direct the minotaur into the entrance. However, it takes one last charge at you.

Make a SSR +4 against DEX (Dodge)

If you succeed, turn to [130](#)

If you fail, turn to [19](#)

## 94

You open the box to find a glowing blue crystal. It will improve your magical weapon.

Add the blue crystal to your adventure sheet.

As you take it, the other two boxes disappear and you return to the cave.

If you attempt to go down the hole, turn to [2](#)

If you explore elsewhere, turn to [147](#)

## 95

Do you have any objects made from ril (also known as Elvish moonsilver)? This also includes weapons made from ril.

If you do, turn to [203](#)

If you don't, turn to [43](#)

## 96

The blue crystals you have collected will provide you with magic to enhance your weapon. The magic of the crystals feeds off each other so having two crystals will provide more than twice the magic weapon points than one crystal.

Number of crystals	MWP you get
1	50
2	150
3	300
4	500
5	750
6	1050
7	1400
8	1800
9	2250
10	2750
11	3300
12	3900
13	4550
14	5250
15	6000
16	6800
17	7650
18	8550
19	9500
20	10500

Now, do you have any objects made from mithril?

If you do, turn to [236](#)

If you don't, turn to [95](#)

## 97

You charge at the elf before he has a chance to attack you with his bow.

You then must fight the elf. He has a standard MR +5.

If you defeat the elf, turn to [146](#)

## 98

When the monster finishes the food it walks off behind a wall and comes back with a shiny hammer which it drops at your feet. It is the hammer of Boros, a legendary blacksmith of half trollies' blood. It counts as a utilitarian hammer in combat (see page 35 of the dT+T rulebook), but it also gives a bonus to any saving roll that you can apply the Blacksmithing talent to. The bonus is equal to your level.

If you have not already done so, you can explore the ruins. Turn to [216](#)

If you use the crystal to leave, turn to [66](#)

## 99

You find the apothecary's shop which is built around a tall tree. The apothecary is a human dressed in black. She is standing at a counter, working with a pestle and mortar when you enter. Upon seeing you, the apothecary offers you the following items (pages 141-142 of the dT&T rulebook):

A bottle of Silly Sal's Biters (contains 5 doses) - 200gp (6 bottles available)

Auntie Dottie's Best Spider Squeezing's - 300gp (2 bottles available)

Dromgoole's Perfect Balm - 420gp (2 bottles available)

Bottle Fairy dust - 30gp (4 bottles available)

Dose of wolfsbane (see p54 of the dT&T rulebook) - 35gp (3 bottles available)

Dose of Hellfire Juice (see p54 of the dT&T rulebook) - 135gp (2 bottles available)

When you have finished here, you think of something else to do. Turn to [10](#)

## 100

The elf is not impressed by your skills. For 1000gp, he offers to teach you some archery techniques. If you pay him, you may get a +5 bonus to all saving rolls where you use a bow.

When you have finished, you decide on what else you can do. Turn to [10](#)

## 101

Nothing happens.

'It's a good job I didn't instil an explosive spell on it, as you would be dust by now. And if I would, I wouldn't tell anyone not to press the cube, as that's a sure-fire way for it to happen. Good luck with your quest. You can start it now, or after you were doing whatever you were planning on doing today, or next year, or never. Whatever happens, have a nice time!'

And with that, Sorceress raises her hands and vanishes.

Gain 25AP for saving her (these are your first Magic Weapon Points).

You look at the crystal. If you want to go on other quests to gain Magic Weapon Points before doing this one, close this book and set off in search of other quests. I hope to see you soon!

Make a note that when you are ready to go to the Great Escarpment and forge the weapon, turn to section 6.

When you are ready to press the cube and begin your quest, turn to [68](#)

## 102

You realise that maybe the ogre might be looking for a book and start to pull books out of the shelves yourself.

Make a SSR +2 against LK (Librarian)

If you succeed, turn to [213](#)

If you fail, turn to [245](#)

### 103

You go dizzy and black out. When you wake up, you are surrounded by blue ice gems.

You may gain a gold piece value of  $2d6 \times 2d6 \times 2d6 \times 2d6$  gp (minimum 2500gp) in gems.

There is also a blue crystal amulet. When you put it on, you feel cool and protected. You may reduce any damage done to you by fire by 10.

You may now look into the orb if you haven't already (, turn to [134](#)

Or you can smash the orb (, turn to [90](#)

If you haven't already done so, you can explore the courtyard (, turn to [63](#)

Otherwise, you use the crystal to leave. Turn to [211](#)

### 104

You take the crystal out of your pack and press the side. Three images start to flash on its sides. Which image will you press?

If you go to the forest, turn to [87](#)

If you go to the tropical island, turn to [137](#)

If you go to the large swamp, turn to [45](#)

### 105

You find the largest map shop in Bookfell and enter a huge warehouse filled with crates. In each crate are several rolled up pieces of parchment, paper and skin from various creatures. On each of these pieces is a map. You have no idea which map will help, so you pick a few at random and hope that they might come in handy.

You find the following maps. Each map costs 350gp.

A map of an underground labyrinth

A map of a huge library

A map of a desert island

A map of a massive swamp

A map of a great forest

A map of a ruined city

When you have finished here, you think of somewhere else to go. Turn to [195](#)

### 106

You don't notice the tripwire until you walk into it. You spring a trap that fires a crossbow bolt at you.

Make a SSR +7 against DEX (Dodge). If you fail, you take 3d6 damage (TARO does not apply. Armour reduces the damage).

You continue down the corridor. Turn to [207](#)

## 107

After hours of wandering around, you come to a hovel with a large troll outside. He is sitting in a chair asleep. As you approach, he wakes up.

'Good day to you, my friend. I am H'rrothgarr and it is a pleasure to meet you. Are you here to make use of my library?'

If you tell him of your quest, turn to [119](#)

If you say you want to use his library, turn to [28](#)

If you leave him, turn to [80](#)

## 108

The stone door is definitely locked. You have several ways to unlock it. You could use a spell or a skeleton key. You could also try to pick the lock.

If you pick the lock, make a SSR +4 against DEX (Lock-picking). If you succeed, you pick the lock. You may only have one attempt to pick the lock.

If you succeed in opening the door, turn to [12](#)

If you fail, you may attempt to go down the hole (, turn to [2](#)

Or you can explore elsewhere (, turn to [147](#)

## 109

You offer the creature the pot and speak the command word that starts to create fish heads. The creature's eyes almost pop out of its head. It gorges itself on the fish heads. After about 10 minutes of gorging, it walks off behind a wall and comes back with a shiny hammer which it drops at your feet. It is the hammer of Boros, a legendary blacksmith of half trollies blood. It counts as a utilitarian hammer in combat (see page 35 of the dT+T rulebook), but it also gives a bonus to any saving roll that you can apply the Blacksmithing talent to. The bonus is equal to your level.

If you have not already done so, you can explore the ruins. Turn to [216](#)

If you use the crystal to leave, turn to [66](#)

## 110

You look at the machine. You have no idea what it does, but you start to pull some levers and pushing some buttons, figuring that this kind of action is the sort of thing that has never caused any harm to anyone ever. The machine starts to clank and hum.

If you know how to work the crystal machine, turn to [226](#)

If you don't, turn to [272](#)

## 111

Every 2500gp worth of treasure that you sacrifice will get you 250MWP. You cannot sacrifice less than this amount and get fewer MWP. You may sacrifice 2500gp as many times as you wish.

You now need to start the fire.

Do you have a crystal orb that glows orange or red?

If you do, turn to [199](#)

If you don't, turn to [187](#)

## 112

You follow the noise which seems to get more and more violent as you get closer. You round a corner to find a giant ogre violently yanking books out of the shelves and shouting incoherently. It turns to you and snarls.

If you attack it, turn to [196](#)

If you run, turn to [14](#)

If you try something else, turn to [102](#)

## 113

The spells Slush-Yuck and Rock the Walk will automatically get you through the boulder. If you can cast either of these, you get through. If not, you will have to break your way through the boulder, which you can only do if you have a pick. If you have a pick (or if you know where to find one), you can attempt to break through the boulder. If you don't have a pick, you can make a note that if you do find one, you can return to this section to attempt to break through the boulder.

To break through the boulder, you need to make a SSR +6 against STR (Miner). If you fail, lose 1 CON. If you wish to try again, you may do so, but you get a +1 bonus for every previous failed attempt (as you have broken away some of the rock).

If you get through the boulder, turn to [150](#)

If you give up and return to the junction, turn to [18](#)

## 114

You quickly open the lid before realising that there is some sticky fluid on it.

Are you wearing gloves? (And no, putting them on now doesn't count!)

If you are, turn to [234](#)

If you aren't, turn to [13](#)

## 115

As you emerge from the woods, the elf nocks his bow and aims it at your head 'Back, thief! These gifts are for someone who deserves them. You don't deserve them as you are not an elf and everyone knows that elves are best at everything - magic, archery, tolerance and everything else. Get out!'

If you do as the elf says, turn to [88](#)

If you try to placate the elf, turn to [239](#)

If you attack the elf, turn to [97](#)

## 116

You barely manage to get past the troll's guard and when you do, he doesn't even feel your weapon through his rocky skin. The troll trains you in some basic combat methods.

You may increase your personal adds by +1.

If you have finished here, you think of somewhere else to go. Turn to [183](#)

## 117

All of the weapons below are made by a master smith and made from Elvish Moonsilver.

Small dagger (2d6 + 5) - 50gp

Shortsword (3d6 + 5) - 220gp

Medium sword (4d6 + 5) - 250gp

Longsword (5d6 + 5) - 300gp

When you have finished here, you choose another option. Turn to [10](#)

## 118

You wander around the library for at least an hour, losing count of the number of pictures of trolls making a shushing motion with their hands. Eventually, you come across something new. There is a table with huge piles of papers towering above you. You can hear what seems to be the scratching of a quill on parchment. You look around the desk and find a gnome wearing goggles and a long leather overcoat writing 'Oh hello!' he says 'I haven't seen anyone around these parts for ages. Now let me guess - you're on a quest to make a powerful magic weapon and you need help.'

'How did you know that?'

'I can sense that magic orb on you. And this library is so far underground, anyone who comes here only gets here by burrowing or teleporting and you don't look like much of a burrower. But I can help you with your quest.' The gnome produces a book.

'This is a book written by the famous gnome inventor Hazoret Tinklemeier. She invented a large device that manufactured crystals that caught kremm and stored them. It is kept in the caverns where you will forge your weapon and it will help make it more powerful. However, it is complicated, even by Gnomish standards and here are the instructions.'

You thank the gnome and open the book. It is written in gnomish. Can you read it?

If neither of these apply, make a SSR +5 against IQ (Language proficiency). If you succeed, turn to [172](#).

If you have an item that helps you read Gnomick or you know the Gnomick language, turn to [138](#)

If you fail, turn to [155](#)

## 119

'I see,' says the troll 'I am something of a blacksmith and I can teach you. For a small fee of 200 gold pieces I will give you a Blacksmithing lesson. For 400 gold pieces, I will work with you on a project to make a weapon of your own.'

If you buy a lesson, roll 1d6. If you roll higher than your bonus in the Blacksmithing talent, then you may increase that bonus by 1. If you don't have the blacksmithing talent, then you automatically get the Blacksmithing talent with a +1 bonus.

If you hire H'rrothgarr to work with you on a project, roll 2d6 (DARO applies). If you roll higher than your bonus in the Blacksmithing talent, then you may increase that bonus by 1. If you don't have the blacksmithing talent, then you automatically get the Blacksmithing talent with a +1 bonus.

When you have finished here, you leave. Turn to [80](#)

## 120

You look into the crystal, but something is different. Instead of a myriad of different images, there is only one image - a giant mountain, pumping lava from various orifices. There is a flash of blue light and you are in a tunnel somewhere. You know that this is the place where you will forge your weapon. The crystal lights up, illuminating the tunnel for you. As you look into it, you see various rooms in the caves that the crystal will lead you too. You see various places.

First, you see a large cavern where a large red dragon sleeps on a pile of gold coins, gems and other treasure.

You see a cavern where a river of lava runs through it.

You see a cave with a low ceiling and some small furniture.

You see a cave with a large hole in the wall where you can see outside. In the centre of the cave is a large lump of metal.

You see a cave with a stone door in one wall and a pit in the centre of the floor.

You see a cavern with large amounts of junk.

Finally, you see a cavern with a simple looking anvil in it, made from silver. You know that this is where you will make your magic weapon, so this is where you should go last.

If you go to the dragon cave, turn to [148](#)

If you go to the cavern with lava running through it, turn to [238](#)

If you want to go to the cave with a low ceiling and small furniture, turn to [60](#)

If you want to go to the cave with the lump of metal, turn to [40](#)

If you want to go to the cave with the pit and the door, turn to [190](#)

If you want to go to the junk cave, turn to [214](#)

If you want to go straight to the cave with the anvil to make your weapon, turn to [77](#)

## 121

As you choose the last power for your weapon, there is a blinding flash of blue light. You feel fresh air and as the light fades, you find yourself in a field, about a mile from a large city. The crystal that took you on your journey is gone, but your weapon is lying in the grass before you, ready to join you on your endless adventures. Good luck to you adventurer and may blessings of the Troll god fall upon you!

## 122

You come out of the trees and greet the elf.

If you are an elf, turn to [34](#)

If you are not an elf, turn to [115](#)

## 123

You eventually make it to a large chamber with several paintings on the walls depicting people being brutally disembowelled by various monsters. You assume that this is the history of the labyrinth. After taking in the gruesome stories of this place, you search for something more tangible to take home with you. That's when you spot the wooden casket. Surprisingly, it is unlocked, so you go to open it.

Make a SSR against IQ (Thievery, Crafts)

If you succeed, turn to [206](#)

If you fail, turn to [114](#)



## 124

You cannot resist the voice and walk nearer to the pool. Without thinking, you dive right into the water. You sink peacefully down into the depths. Then you come to. You have got to get out of here before you drown.

Make a SSR against STR (Swimmer)

If you succeed, you manage to swim to the top without taking water into your lungs. If you fail, you exhaust yourself and take in water. Lose 6 CON.

Eventually, you drag yourself out of the pool. Turn to [85](#)

## 125

The existence and location of Khazan's Rogues' Guild is an open secret. You find a small nondescript, seemingly uninhabited building. When you go in, you enter a trapdoor to find a massive underground complex. You are pointed the way to the spellcasters by a friendly goblin who is drinking a red drink with a little umbrella in it. Eventually, you find an elvish wizard.

You may learn any spell here at the cost of 2000gp per level of spell.

When you have finished here, you think of somewhere else to go, turn to [183](#)

## 126

You wander around for ages, constantly walking past bookshelves and keep quiet signs. It gets exhausting. Lose 1 CON. Eventually, you give up.

If you haven't already done so, you can look for the sound you heard earlier. Turn to [112](#)

You can use the crystal to leave, turn to [66](#)

## 127

You find the large wooden tower flying a flag with the elf rune for magic and enter it. The room you enter contains a desk with an old elf sitting at it and reading a huge book

'Yes - can I help you?' Asks the elf in an exasperated tone. You have disturbed his reading. You say that you wish to learn magic. The elf motions to a door behind him which you enter. You climb up some wooden stairs until you come to a library filled with books. Elves, humans and other kindred are studying them. Eventually, you find someone who can teach you magic.

You may learn any spell from the Elf spell list (d&T rulebook page 170) for the cost of 1000gp per level.

When you have finished here, you decide what to do next. Turn to [10](#)

## 128

Gingerly, you poke through the contraptions and devices to see if there is anything of value.

Make a SSR +3 against LK (Jewellery maker). If you succeed, you find an object that you recognise is made from Elvish Moonsilver, also known as rill. Weapons made of rill are of better quality than weapons made of steel, so you take it. If you fail the test, you find nothing.

If you have not already done so, you can look at the strange machine, turn to [110](#)

If you decide to go elsewhere, turn to [147](#)

## 129

The creature continues to work on its ice sculpture.

If you want to take one of its blue ice sculptures, turn to [208](#)

If you go up the slippery slope to the tower, turn to [249](#)

## 130

The minotaur charges at you and you manage to dodge out of its way at the last second. IT runs past you straight into the labyrinth.

Deraj eventually catches up with you 'Nice work. You did almost as well as I did on my first minotaur hunt. Terence and Philip, his name was. He was a rare breed that had two heads, and they started arguing over whether they should follow my bait or go after a nearby adventurer. They finally agreed on me. They're doing really well - they killed their hundredth delver last week. They sent me a postcard.'

As much as you would like to listen to Deraj reminisce, you have a magic weapon to forge.

You get a number of AP equal to  $30 + \text{your level} \times 30$

If you haven't already done so, you may decide to enter the labyrinth. Turn to [5](#)

If you decide to use the crystal to leave, turn to [66](#)

## 131

You skilfully deal with the trolls attacks and get several blows in. 'You have done well.' Says the troll. I will teach you how to get even more blows in.

From now on, in the spite damage phase of each combat dice, you may roll 5 "spite dice" and deal an additional 1 spite damage on the roll of a 6. A roll of 1-5 has no effect. If you have an ability that depends on how many 6s you roll in combat, these spite dice count towards it.

You leave the weapon shop and think of where else to go. Turn to [183](#)

## 132

You have all of these great ideas in your head, but when you open your mouth, a load of gibberish comes out. The philosophers lear at you and tell you to get out.

You use the crystal to escape this place. Turn to [120](#)

## 133

As you approach, you see a figure rise up from the river of lava. It is a lava elemental. It rushes forward to attack you. The lava elemental has a standard MR + 50. All the damage it deals is fire damage, so if you have anything that reduces fire damage will reduce the damage from the elemental. If you have a crystal orb, you may reduce any damage to elemental deals by 10 for this combat.

If you defeat the lava elemental, turn to [271](#)



### 134

As you look into the orb, it starts to show you several images of things going on. Sometimes you feel enlightened and sometimes you feel dizzy from the information.

Make a SSR on WIZ (Mental Discipline). If you succeed, you may increase your IQ by 1. If you fail, you must reduce your IQ by 3 and you must stop making saving rolls. You may as many times as you like until you decide to stop or you fail a roll, each time increasing the difficulty of the saving roll by 1. When you succeed, increase your IQ by 1. If you fail, reduce your IQ by 3 and you must stop making saving rolls.

If you haven't already done so, you may now touch the orb (, turn to [215](#)

If you smash the orb, turn to [90](#)

If you use the crystal to leave, turn to [211](#)

### 135

'Get away thief!' Yells the elf as he loses his arrow at you.

Roll 2 dice (DARO applies). If you roll 7 or more, you are hit and take 4d6 damage (armour will reduce it). You then must fight the elf. He has a standard MR +5.

If you defeat the elf, turn to [146](#)

### 136

As you touch the metal, you feel completely cut off from the world of kremm (if you are a warrior, you don't feel any different). You then realise that this is meteoric iron. This iron is especially hard, so it is good for forging weapons. It also has an anti-magic aura about it. You may take this lump of meteoric iron with you. If you wish, you may throw it out of the cave so that you can use magic in this room if you feel the need to.

If you investigate the crystal, turn to [250](#)

If you search elsewhere, turn to [147](#)

### 137

There is a flash of light then you can feel the salty breeze on your face. You hear the gentle sounds of the sea and you see a tropical rainforest up ahead. This is a lovely place, but will you find anything here?

If you head into the jungle, turn to [163](#)

If you search the beach, turn to [188](#)

### 138

You manage to translate the instructions which describe an incredibly complex machine. However, if you find it, you will be able to work it with some skill.

Make a note that you can work the crystal machine.

You then decide what to do next.

If you have not done so already, you can investigate the noise. Turn to [112](#)

Otherwise, you can use the crystal to leave, turn to [66](#)

## 139

All of the bows here are made by a master bowyer who has used mithril in their manufacture.

Light bow (3d6 + 5) - 180gp

Standard bow (4d6 + 5) - 250gp

Heavy bow (5d6 + 5) - 350gp

The bowyer says that you can do some target practise and gain some knowledge of archery from him for 500gp.

If you ask him to do some target practise, turn to [144](#)

If you decide on an another option, turn to [10](#)

## 140

You trudge through the hills for a few hours while Darej talks to you about all the labyrinths he has helped furnish and occupy.

'And there was one guy who wanted a bunch of puppets in his labyrinth...'

Then you see the minotaur. It is wandering around, as if looking for something.

'It knows there is a labyrinth here somewhere - it just can't find it. We need to lead it there. And what we need is bait.'

'And what's that?' You ask.

'You.' Says Darej before leaping up, waving his arms and shouting 'Over here, you big horny cow!'

The minotaur turns towards you with rage filled eyes before lowering its head and charging at you, bellowing.

You run in the direction of the labyrinth as fast as you can over the rocky, hilly ground.

Make a SSR +4 against SPD (Athlete)

If you succeed, turn to [93](#)

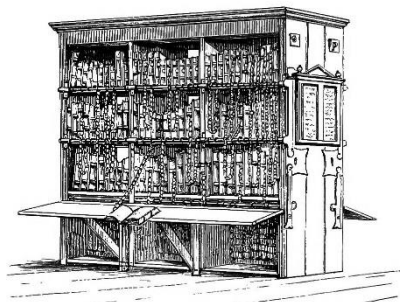
If you fail, turn to [49](#)

## 141

You explore the library, but nothing looks any different amongst the labyrinthine bookshelves.

If you have a map of the library, turn to [160](#)

If you don't, turn to [162](#)



## 142

As you follow the voice, you start to make out what it is. You hear singing. The song is about how elves are better than all the other races. You come to a clearing where you can see an elf in green and carrying a bow standing guard over two large blocks of material. One looks like mithril, special wood that is good for making kremm batteries. The other one looks like Elvish moonsilver, a metal that is light and strong and would make a good magical weapon.

If you make yourself known and try to talk to the elf, turn to [122](#)

If you make a surprise attack on the elf, turn to [219](#)

If you sneak past the elf and try to steal what he is guarding, turn to [237](#)

If you leave and explore the woods, turn to [145](#)

## 143

You go back to the pit.

If you have a rope tied around a rock or want to use a spell to help you fly or teleport to the top, you make it to the top without trouble.

If you have a rope and grapnel, you can try to throw it to grab something, Make a SSR +3 against DEX (Mountaineer). If you succeed, the grapnel fixes onto a rock and you can climb up. Otherwise, you cannot get the grapnel secured to any rocks.

Otherwise, you will have to climb.

If you can use a rope or spell or you succeed with the rope and grapnel, turn to [42](#)

If you climb, turn to [75](#)

## 144

The elf takes you round the back of his shop to a range. He lets you lose off a few arrows at a target whilst he watches you intently. Make two SSRs against DEX (Archer, Sharpshooter for bows).

If you fail both of them, turn to [100](#)

If you succeed at one test, turn to [65](#)

If you succeed at both tests, turn to [79](#)

## 145

You set out through the forest, looking for someone or something that can help you on your quest for the ultimate magical weapon. Will you find anything?

If you have a map of a forest, turn to [220](#)

If you don't, turn to [156](#)



## 146

You have slain the elf. He has nothing but a standard bow (page 39 of the dT+T rulebook), 20 arrows and a well-balanced sword (as a standard sword from page 33 of the dT+T rulebook but with +1 add).

You look at the packages. One is mithril, a wood that is as strong as steel and capable of storing kremm. The other is Elvish moonsilver. They are starting to fade away, probably being returned magically to the elf village. You only have time to take one.

The Elvish moonsilver (ril) will provide extra adds for your weapon.

The mithril will only be useful if you are capable of casting spells. It will allow you to have a kremm battery in your weapon.

When you have finished, you decide where to go.

If you decide to search the woods, turn to [145](#)

If you decide to use the crystal to go elsewhere, turn to [6](#)

## 147

Where will you go now on your quest for the ultimate magic weapon?

If you go to the dragon cave, turn to [148](#)

If you go to the lava cave, turn to [238](#)

If you go to the cave with the low ceiling and small furniture, turn to [60](#)

If you go to the cave with the lump of metal, turn to [40](#)

If you go to the cave with the pit and the stone door, turn to [190](#)

If you go to the cave filled with junk, turn to [214](#)

If you go to the cave with the silver anvil, turn to [77](#)

## 148

If you take advantage of the sleeping dragon and attack it, turn to [173](#)

If you try to sneakily steal some treasure, turn to [47](#)

If you decide to go elsewhere, turn to [147](#)

## 149

You traipse through the tropical jungle for hours. You think you are walking in circles until you come across something that might hold some treasure.

You find a stone building. Turn to [276](#)



## 150

You break through the boulder to find a cave littered with valuable ores and minerals. A quick check reveals several treasures. Roll 1d6. You may make a SSR on IQ (Miner). If you succeed, you may increase the number by 1. You may try again, but you must increase the difficulty of the saving roll by 1. You may repeat this as many times as you like, each time increasing the level of the SR by 1 until you decide to stop or you fail. Every time you succeed, you may increase the roll by 1. If you fail reduce the roll by 1 and you cannot make any more SRs. Remember the DARO and TARO rules.

Die roll	Result
2 or less	1d6 x 1d6 x 1d6 gp (minimum 50gp)
3-4	2d6 x 1d6 x 1d6 gp (minimum 100gp)
5-6	3d6 x 1d6 x 1d6 gp (minimum 150gp)
7-8	2d6 x 2d6 x 1d6 gp (minimum 200gp)
9-10	3d6 x 2d6 x 1d6 gp (minimum 300gp) + a glowing blue crystal
11-12	2d6 x 2d6 x 2d6 gp (minimum 400gp) + a glowing blue crystal
13+	3d6 x 2d6 x 2d6 gp (minimum 600gp) + a glowing blue crystal

When you have finished here, turn to [18](#)

## 151

You head towards the castle, but it is hard going.

Make a SSR +3 against CON (Overland trekking, Swamp survival) If you fail, you grow tired. Lose 2 CON and reduce your STR, DEX and SPD by 1 until you teleport to a new place.

The gas is also poisonous. Make a SSR +3 against CON (Endurance) to resist the poisonous gas. If you fail, lose 3 CON.

Eventually, you reach the ruins. Turn to [157](#)

## 152

You manage to haul a few large stones and beams to their place and then fit them in. The fore troll is impressed and pays you 100gp and offers you a nutritious troll bar. When you eat one, increase your STR by 1 and restore 2d6 CON (remember DARO).

You decide to explore elsewhere. Turn to [183](#)

## 153

The crowd goes wild at your excellent performance. They cheer and applaud. You go to the edge of the stage and let yourself fall off into their hands. You crowd surf all the way to the other side of the tavern where the crowd buy you food and drink.

Gain 100 x your level in AP + 100AP.

After a night of revelry, you use the crystal to escape. Turn to [120](#)

## 154

You open the door to the shop and you are immediately greeted with a wall of books piled up on top of each other. You eventually walk around the piles to find the shop owner, a wizened man(?) in robes, reading a large book. When you ask him what kind of books he has, he simply gestures to the piles. You guess he has no idea what's in the books, doesn't really want to talk to customers and will make up the price of the book if you ask to buy one.

You may find some spells in these books. If you are looking for a spell, make a SSR +X (where X is the level of the spell you are looking for) on LK or IQ (Literature, Codes, Ciphers and Secret Writing, Translator, Ancient Tongues, Librarian, Literate, Research skills) If you are successful, you find the book you are looking for. The bookshop owner will charge you 1d6 x 500gp per level of the spell. You may do this 1d6 times.

You may try to read the books to find some useful information. If you do this, make a SSR on IQ (Literature, Codes, Ciphers and Secret Writing, Translator, Ancient Tongues, Librarian, Literate, Research skills). You may do this any number of times as long as you succeed. Each time you make another saving roll, increase the difficulty by 1. If you succeed at at least 1 saving roll, you find a very informative book, giving you a talent with a +1 bonus. If you have the talent already, you may add this to your bonus. The talent is selected randomly:

- 1 Historian
- 2 Literature
- 3 Poet
- 4 Comparative religion
- 5 Knowledge of rites and rituals
- 6 Philosopher

Each book costs 500gp.

When you have finished here, you think of something else to do. Turn to [195](#)

## 155

You cannot make head nor tail of the writing. You will have to abandon this book and think of something else to do.

If you have not done so already, you can investigate the noise. Turn to [112](#)

Otherwise, you can use the crystal to leave, turn to [66](#)

## 156

You wander the forest for a while. It is tiring, the path is treacherous and sometimes you feel as if you are being watched.

Make a SSR +8 (Forest Survival, Trekking). If you fail, lose 1 CON through tiredness. Then make the roll again with a +1 bonus for every previous time you made the roll as you have explored part of the forest.

When you succeed, turn to [107](#)

## 157

You enter the castle through the large door at the front. There doesn't seem to be any living thing here. The walls are all overgrown with ivy and creepers. In the centre of the courtyard is a pool of crystal clear water. As soon as you look upon it, you hear a voice in your head, beckoning you towards it.

Make a SSR against IQ (Mental discipline).

If you succeed, turn to [242](#)

If you fail, turn to [124](#)



## 158

After a short walk, you come to a pile of rubble, blocking your way. You decide to look through it.

Make a SSR +3 against LK (Geology, Earth science). If you succeed, you find a blue crystal.

When you have finished here, you go back where you came from. Turn to [143](#)

## 159

Just as you grab the item, you trip over something and fall loudly into the pile of coins. The dragon wakes up, raises its head and opens its mouth. It breathes flame right at you.

If you have a crystal orb, turn to [201](#)

If you don't have a crystal orb, turn to [259](#)

## 160

You eventually manage to work out where you are in the library. Using that as a reference point, you guide yourself to what is marked on the map as a help desk. You arrive there to find a table with huge piles of papers towering above you. You can hear what seems to be the scratching of a quill on parchment. You look around the desk and find a gnome wearing goggles and a long leather overcoat writing 'Oh hello!' he says 'I haven't seen anyone around these parts for ages. Now let me guess - you're on a quest to make a powerful magic weapon and you need help.'

'How did you know that?'

'I can sense that magic orb on you. And this library is so far underground, anyone who comes here only gets here by burrowing or teleporting and you don't look like much of a burrower. But I can help you with your quest.' The gnome produces a book.

'This is a book written by the famous gnome inventor Hazoret Tinklemeier. She invented a large device that manufactured crystals that caught kremm and stored them. It is kept in the caverns where you will forge your weapon and it will help make it more powerful. However, it is complicated, even by Gnomish standards and here are the instructions.'

You thank the gnome and open the book. It is written in gnomish. Can you read it?

If neither of these apply, make a SSR +5 against IQ (Language proficiency). If you succeed, turn to [172](#).

If you have an item that helps you read Gnomick or you know the Gnomick language, turn to [138](#)

If you fail, turn to [155](#)

## 161

As you walk down the tunnel, you hear the snoring stop. Then you hear something large get to its feet. You arrive in a large cavern, its floor littered with gold nuggets and gems. In the middle of it stands a large ugly humanoid with huge green warts. Upon seeing you, it roars 'MINE!'.

If you attack it, turn to [24](#)

If you run away, turn to [18](#)

If you try something else, turn to [232](#)

## 162

You wander aimlessly amongst the bookshelves. Will you find something of use?

Make a SSR +3 against LK (Librarian)

If you succeed, turn to [118](#)

If you fail, turn to [126](#)

## 163

You traipse through the hot, moist jungle, looking for anything that might help you in your quest.

If you have a map of a jungle, turn to [256](#)

If you don't, turn to [255](#)

## 164

The clothes shop is run by a shapeshifting lizard man. You realise this when the timid looking girl you approach, suddenly grows and becomes more scaly and toothy.

White toga (perfect for making you look sophisticated and intelligent) - 25gp

Coak of weather protection (gives a +5 bonus to any Saving Roll that the Wilderness survival talent would give its bonus to) - 1000gp

Wanderer's boots (gives a +5 bonus to any Saving Roll that the Overland trekking talent would give its bonus to) - 1000gp

When you have finished, you think about what to do next. Turn to [195](#)

## 165

As you take the crystal, Sorceress smiles. There is a flash of blue light and you feel a tingle all over you.

'Don't worry about that. The crystal has just bonded to you. The magic weapon you create cannot be made from just steel. No, the magic must come from your own great deeds. Don't worry, though. It will be more than worth it.'

Whilst you own this crystal, you will not be able to gain any Adventure Points. Instead, when you would gain Adventure Points, you instead gain the same number of Magic Weapon Points (MWP). You will be able to spend these points at the end of your adventure in order to gain powers for your weapon. If you gain more than 25000 Magic Weapon Points, then the crystal will have reached its limit and you will go back to earning Adventure Points again. Note that this solo will still refer to adventure points because that's what you would get and also, you have the option of going on other quests, so you may have filled up on your Adventure Points already.

'The crystal will take you to places to complete quests or gain items to help construct your weapon. Simply push this side.' She shows you which one to push 'When you want to go to the Great Escarpment and forge the weapon, press this side.' She points to another side.

'What about the other four sides?'

'Don't press them.'

Instinctively, you immediately press one of the sides that you weren't supposed to. Turn to [101](#)

## 166

You scour the city looking for someone who could teach you spells without having to go through the stuffy Wizards' Guild. You could do it by enticing the locals to give the information up, or by using your street smarts.

Either make a SSR +3 on CHA (Charming) or a SSR +3 on IQ (Streetwise). If you are a rogue, you may get a +3 bonus. If you succeed, you find a black robed figure who lives in a cellar with several unwholesome looking artefacts. You can learn any spell here, but at a cost of 2000gp per level of spell.

When you have finished here, you consider your options. Turn to [10](#)

## 167

A brown coloured liquid drips into the beaker 'Hmm, I think that's going to help you with your digestion.' says the pixie. You drink the liquid. It tastes disgusting, but you feel a lot stronger.

Whenever you are poisoned, if you make a Saving Roll, you may get a +5 bonus. Also, you may get +5 bonus on Saving Roll that involves the Competitive drinking talent.

When you have finished here, turn to [195](#)

## 168

After hours of wandering around you come to what was once a grand building. You enter to find many paintings on the walls and mosaic floors. Then you notice a crack in a mosaic. curious, you lift it to find that the tile comes up. Under the tile, you find a bag with blue crystals inside it. These crystals contain magic that can be used in forging your magic weapon.

Add 5 kremm crystals to your inventory.

If you head back and follow the trail of slime, turn to [251](#)

If you use the crystal to leave, turn to [66](#)

## 169

You go the Wizards' Guild in Bookfell, a stone cottage. However, upon entering, you realise that the guild itself is located underground. You climb down a trapdoor into a huge library. Eventually, you find someone who can tell you about which spells you can learn.

You can learn any human spell (any spell that is NOT on the lists on pages 170-171 of the dT&T spellbook) at the cost of 1000gp per level.

When you have finished here, you think of somewhere else to go. Turn to [195](#)

## 170

Bravely (or foolishly) you row out to a ship crewed by several ruthless Seadogs. You manage to get there without anyone spotting you and then climb up the ladder. You see at least two dozen seadogs, all armed with cutlasses attending to duties on the ship, waiting for their captain to return. There seems to be one Seadog scrubbing the deck around the masts of the ship.

If you are having second thoughts and decide to row back, turn to [258](#)

If you jump on board, turn to [204](#)

### **171**

You have slain the priest. You may take his wavy bladed dagger. It is extremely well made and is like a medium dagger, but has +5 adds.

The headdress is magical and provides a +3 bonus to any Saving Roll that can benefit from rhetoric or leadership.

You look at the ziggurat to find that the pile of gems has vanished. An illusion to lure victims to the top to be sacrificed to some ancient god.

If you haven't already done so, you could search the beach. Turn to [188](#)  
Otherwise, you could use the crystal to leave. Turn to [6](#)

### **172**

You walk down the middle tunnel, but your way is soon blocked by a large boulder.

If you return and try another path, turn to [18](#)  
If you try to get through the boulder, turn to [113](#)

### **173**

You charge at the dragon and sink your weapon into it as far as you can. The dragon simply wakes up and lifts its head. It opens its mouth and fire streams out straight at you.

If you have a crystal orb, turn to [201](#)  
If you don't have a crystal orb, turn to [259](#)

### **174**

You dive into the pool and swim downwards. Eventually, you touch something made of wood. It is a small casket. You pull at it, but it is lodged in the mud.

Make a SSR +3 (Strength, Swimming). If you succeed, you get the casket. If you fail, you take in some noxious water. Lose 3 CON. You may try this any number of times until you succeed.

If you manage to get the casket, turn to [4](#)  
If you don't, turn to [175](#)

### **175**

Try as you might, you cannot get the casket, so you swim back up to the surface and pull yourself onto the ground.

If you haven't already done so, you can head to the castle. Turn to [151](#)  
If you can use the crystal to leave, turn to [6](#)

## 176

The general store is a large wooden place, run by an ogre who eyes you angrily every time you touch one of the goods.

You may buy any item from pages 58-60 in the dT&T rulebook. In addition, you may buy the following items:

Medium pick (page 36 of the dT+T rulebook) - 80gp

A bar of Elvish moonsilver (a metal like silver, but harder than steel) - 150gp

Statuette carved from mithril (a wood as hard as steel that has kremm storing properties) - 150gp

Animated grapnel (able to float by itself, make throwing it easier. It gives a +5 bonus to SRs that involve throwing it. It still needs rope) - 150gp

When you have finished here, you decide on what to do next. Turn to [10](#)

## 177

Your performance does not go down as raucous enough. The crowd start to throw rotten vegetables at you as you run off the stage.

You use the crystal to escape this place. Turn to [120](#)

## 178

You wave the dish around hoping to find something of value. Then you hear it beep. You've found something.

To dig the spot, make a SSR+6 against STR (Endurance). If you have a shovel, you get a +3 bonus. If you fail, lose 1 CON and you have to try to make the roll again. You may get a +1 bonus for each previous failed attempt as you have already dug away some sand.

When you succeed, you find a rod made of silver. It has many gems of different colours inlaid in it. This is a wand of wonder, a powerful but dangerous magic item. If you point the wand at a creature and activate it by spending 7 WIZ, roll 1d6 to see the result.

- 1 If the creature has an MR of 30 or less, it flees as if it has been affected by the Oh Go Away spell.
- 2 The creature is struck by a bolt of lightning, dealing 15 damage to it as if it has been hit by a Take That You Fiend spell.
- 3 The wand heals 7 points of damage to the target.
- 4 darkness surrounds the target in a 10m range. This is natural darkness that affects anyone in combat.
- 5 An anti-magic aura surrounds the target. No one may use magic for the rest of the combat.
- 6 An angry giant bee appears. Make a SSR test against LK. If you succeed, the bee deals 20 damage to your opponents (minus armour). If you fail, it deals 20 damage to you (minus armour).

When you have finished, you think about what you want to do next.

If you want to explore the beach further, turn to [7](#)

If you have not already done so, you can search the forest, turn to [163](#)

If you decide to use the crystal to leave, turn to [6](#)

## 179

You get to work forging your weapon. You may be able to improve the quality of your weapon if you have skill in blacksmithing.

If you have a +5 to +8 bonus to the blacksmithing talent, your weapon gets an additional +1 add. You may use the bonus for the hammer of Boros for this check if you have it.

If you have a +9 or more bonus to the blacksmithing talent, your weapon gets an additional +2 adds. You may use the bonus for the hammer of Boros for this check if you have it.

If you are making a sword, then you may use the sword smiting talent instead of the blacksmithing talent.

Now make a SSR against IQ (Blacksmith, Swordsmith if you are making a sword only). If you have the hammer of Boros, you get its bonus for this roll. Note down the number you reach.

Make a SSR against STR (Endurance). If you have the hammer of Boros, you get its bonus for this roll. Note down the number you reach.

Make a SSR against WIZ (Mental Discipline, Knowledge of rites and rituals). If you have the hammer of Boros, you get its bonus for this roll. Note down the number that you reach.

Add all the numbers together and multiply that number by 10. This is how many MWP you get when you make the weapon.

There are a few more things you need to think about with this weapon. Turn to [197](#)

## 180

As you approach the Seadogs, the one with the parchment sniffs the air. He turns around to see you and lets out a yowl 'Mehearties! There's a landlubber in our midst!'

As the other two draw cutlasses and growl, he draws his gunne, points it at you and pulls the trigger.

Make a SSR +1 against LK. If you succeed, the gunne misfires. If you roll any double, then the gunne explodes in the Seadog's hands, causing the group 5d6 damage (see below)

If you fail, roll two dice. If you roll 9 or less, the shot misses you. If you roll 10 or more, you are hit and take 5d6 damage (minus armour). If you manage a SSR +6 against SPD (Dodge), you may reduce the damage to 2d6.

After that, you may respond with your own ranged attack or spell before fighting the group of Seadogs. The Seadogs have a standard MR + 20. You can use the following stunts on them:

SSR on CHA (Training dogs): The Seadogs throw 1 fewer die in the next round of combat.

If you win, you may take a cutlass (counts as a standard Sabre) from the Seadogs and the gunne if it didn't explode. It is a ranged weapon that deals 5d6 damage. If you roll a 3 when firing it, it will explode and deal you 5d6 damage.

If you inspect the Seadog's hole, turn to [227](#)

If you take the rowboat and attack the Seadog's ship, turn to [170](#)

If you use the crystal to leave, turn to [211](#)

## 181

Something feels wrong. The pile of ungraded gems there seems too good to be true. And they are all flawless and perfectly cut. The brown stones also look a bit strange. Then you notice that the stones are not brown, but actually they are grey stones that are covered in dry blood. Then you see the man in the jungle. He is wearing a feathered headdress and carries a wavy bladed knife. Upon seeing you, he charges to attack you.

The priest has a standard MR +20. You have time to use a ranged weapon or spell before combat and you can do the standard stunts on him.

If you beat the priest, turn to [171](#)

## 182

You stay in the shadows for about 15 minutes. Eventually, you start to see people walking the streets, talking about the ceremony. You join them as nonchalantly as you can.

You explore elsewhere. Turn to [10](#)

## 183

You arrive in the market square on the surface city of Khazan. This is populated mainly by humans and other above ground races, but it is common knowledge that most of the population of Khazan live far beneath the surface. Some humans here will be buying things for monsters below the surface.

If you want to buy general supplies, turn to [11](#)

If you go to the clothes shop, turn to [233](#)

If you go to the potion maker, turn to [27](#)

If you go the Wizards' Guild to learn spells, turn to [25](#)

If you go to the Rogues' Guild to learn spells, turn to [125](#)

If you go to the weapon smith, turn to [59](#)

If you go to the armourer, turn to [82](#)

If you scour the streets for something interesting, turn to [17](#)

When you have finished here, turn to [104](#)

## 184

You pull the bones out of your pack and throw them all over the deck. The Seadogs drop their cutlasses and leap onto the bones, gnawing at them with great enthusiasm. While they are distracted, you head into the ship and find the treasure hold. However it is full of gnawed bones. You do however find several items of treasure just lying around. The Seadogs must have just tossed it away. Aware that you don't have long before the Seadogs start to hunt for you, you take as much as you can find.

You manage to find 2d6 x 2d6 x 2d6 x 2d6 gp (minimum 2500gp) in coins, gems and jewelled items.

You also find a magical accordion. When you start to play it, it sings and plays sea shanty's all by itself. You may use this accordion any time you make a SR which the talent Singer would be helpful. It will give you a +5 bonus to the roll.

You may gain an amount of AP equal to 2 x your combat adds + 240.

When you have finished, you use the crystal to leave. Turn to [211](#)

## 185

You leave the creature to its incessant munching.

If you have not already done so, you explore the ruins, turn to [216](#)

If you use the crystal to leave, turn to [66](#)

## 186

As you land your last blow on the creature, it shatters into pieces. One piece catches your attention. It is a lump of blue crystal that glows with a faint light. You take it.

There are also many smaller blue gems that you take. Roll 1d6 to find their value. Remember that DARO and TARO applies.

Die roll + TAS modifier	Result
2 or less	1d6 x 1d6 x 1d6 gp (minimum 50gp)
3-4	2d6 x 1d6 x 1d6 gp (minimum 100gp)
5-6	3d6 x 1d6 x 1d6 gp (minimum 150gp)
7-8	2d6 x 2d6 x 1d6 gp (minimum 200gp)
9-10	3d6 x 2d6 x 1d6 gp (minimum 300gp)
11-12	2d6 x 2d6 x 2d6 gp (minimum 400gp)
13+	3d6 x 2d6 x 2d6 gp (minimum 600gp)

If you now want to climb the slippery slope of the tower, turn to [249](#)

If you want to use the crystal to leave, turn to [211](#)

## 187

As if it knows, a fire springs up in a stone circle near the anvil. It is ready for you.

Have you managed to hire Kruthak the Dwarven smith?

If you have, turn to [15](#)

If you haven't, turn to [179](#)

## 188

You wander up and down the beach, looking for any signs of buried treasure. You think it's a given that tropical beaches should have dozens of chests of pirate treasure buried in them.

If you have a dish of metal detection, turn to [178](#)

If you don't have a dish of metal detection, turn to [7](#)

## 189

You turn up at a grand hall where people in beautiful clothes are dancing. You are urged to dance.

Make a SSR +5 against DEX (Dance). If you have a noble's outfit, you have a +5 bonus. If you have a sun jewel brooch, you get a +5 bonus.

If you succeed, turn to [265](#)

If you fail, turn to [263](#)



## 190

You enter the cave. It is quiet, so you investigate the hole and the door. You can see the bottom of the hole - it is about 20 feet. There is a tunnel that appears to lead off. The door has a handle and a keyhole. It is locked.

If you attempt to get down the hole, turn to [2](#)

If you attempt to get through the door, turn to [108](#)

## 191

You realise something about this place. It is all natural caves, and although it contains many useful metals, it doesn't look like anyone has built any of the regular mining paraphernalia to obtain it. Then you realise that the sign outside does not mean what you might think it means

'I'm sorry to disturb you. I didn't realise you lived here.'

The creature calms down 'Why not? I put a sign outside saying that this cave is mine, but I still get little people turning up with picks, trying to break down my walls. Why do you still come?'

You very slowly explain to the creature why his sign is causing confusion and offer to write a new sign. On it, you write 'Property of Rezalk. Please keep out. Trespassers will be eaten.'

'Thankyou. To be honest, I don't know why people come here anyway. There's nothing they would want.'

'What about all those gold nuggets and gems on your cavern floor?'

'That rubbish? What's that good for? It's not rock.'

You kindly offer to relieve him of his rubbish and Rezalk lets you.

Roll 2d6 four times and multiply the numbers together. That is how many gold pieces you take (minimum 2500gp) Also, gain AP equal to twice your personal adds + 75.

You return to the junction. Turn to [18](#)

## 192

You trudge through the noxious swamp, looking for anything that might be useful. However, the travelling is getting to you.

Make a SSR +3 against CON (Overland trekking, Swamp survival) If you fail, you grow tired. Lose 2 CON and reduce your STR, DEX and SPD by 1 until you teleport to a new place.

The gas is also poisonous. Make a SSR +3 against CON (Endurance) to resist the poisonous gas. If you fail, lose 3 CON.

If you have a map of a large swamp, turn to [212](#)

If you don't, turn to [277](#)



## 193

Torin the Tailor works in a large cottage. When you enter, you see a group of spiders on a table, making silk for the tailor to work on. He has several items that might help you.

Cloak of camouflage (gives a +5 bonus to any Saving Roll that involves hiding in the wilderness) - 1000gp

Elvish bracers (You get a +5 bonus whenever you use a bow) - 1000gp

Nobles' outfit (the latest in fashionable and opulent clothing for both men and women) - 150gp

When you have finished here, you think of another place to shop. Turn to [10](#)

## 194

The weapon and armour shop is a large stone building with weapons and armour neatly laid out on tables and walls.

You may buy the following things:

Any curved sword or odd sword (page 33 of the dT&T rulebook)

Any dagger or double dagger (page 34 of the dT&T rulebook)

Any unclassified hand to hand weapon (page 35 of the dT&T rulebook)

Any crossbow (page 39 of the dT&T rulebook)

Any ranged weird weapon (pages 40-41 of the dT&T rulebook)

Any armour (pages 44-48 of the dT&T rulebook)

When you have finished here, turn to [195](#)

## 195

You land in a market full of sailors and scholars all looking for the latest map that will lead them to an artefact of great power. You waste no time in joining the search for your own treasures.

If you decide to go to a shop full of tomes, turn to [154](#)

If you decide to go to a shop full of maps and charts, turn to [105](#)

If you decide to go to the gunne shop. Turn to [33](#)

If you decide to go to the potion shop, turn to [32](#)

If you go to the general store, turn to [64](#)

If you go to the Wizards' Guild, turn to [169](#)

If you look for spells that you can learn without having to go through the snobbish wizards, turn to [205](#)

If you go the clothes shop, turn to [164](#)

When you have finished here, turn to [104](#)

If you go to the weapon and armour shop, turn to [194](#)

If you decide to wander around Bookfell and seeing if anything interesting is going on, turn to [241](#)

## 196

You attack the ogre. It has a standard MR +20.

If you defeat it, turn to [54](#)

## 197

The magic of the forge will make your weapon especially well balanced. This will give it an additional +1 adds.

You can also make your weapon serrated, barbed or gapped depending on the weapon. This will give it an additional +2 adds. Normally, this makes it easier to break, but the magic of the weapon will make it almost indestructible anyway, so that is not a problem.

You may choose to make your weapon heavier than normal. This will give it between +1 and +5 adds, but each additional add will mean that the required STR for the weapon will increase by 1.

You may choose to make your weapon lighter than normal. This will give it between -1 and 15 adds, but each add you remove will reduce the required STR for the weapon by 1.

There is one more thing to do. Before you move to the next section, you need to name your weapon.

When you have named your weapon, turn to [200](#)

## 198

You appear in a place where a dozen bearded old men in togas are debating the pros and cons of whether or not you should peel a potato before you boil it. Upon seeing you, they look at you for your point.

Make a SSR +5 against IQ (Cleverness, Historian, Literature, Intellectual, Literate, Philosopher, Rhetoric, Persuasion). If you have a toga, you get +5 bonus.

If you succeed, turn to [56](#)

If you fail, turn to [132](#)

## 199

You feel something in your pack vibrate. You look inside to find the crystal orb shaking. As you pull it out, it cracks and a blast of fire energy shoots out forming a raging hot fire. Cross the crystal orb from your adventure sheet.

If your crystal was orange, this makes a fire as hot as a volcano. This gives your weapon a +1 add.

If your crystal was red, this makes a fire as hot as dragon's breath. This gives your weapon a +3 add.

Have you managed to hire Kruthak the Dwarven smith?

If you have, turn to [15](#)

If you haven't, turn to [179](#)



## 200

Here are the bonus points for your weapon's name. You get a 100MWP for each of the following things that apply.

If your name contains a K, Q, V, Y, Z, X.

If your name contains no vowels.

If your name contains at least one Greek symbol.

If your name has a number digit in it.

If your name has the word "slayer" in it.

If your name has the word "fluffy" in it.

If your name has the word "sausage" in it.

When you have added up all the MWP, turn to [38](#)

## 201

The orb glows as the fire hits you. You do not feel the searing pain of the flames, but instead you feel warm. The orb starts to glow with an red glow.

Make a note that the crystal orb is red. If it was glowing orange, it has now changed to red.

Deciding not to push your luck, you need to go elsewhere. Turn to [147](#)

## 202

Stepping over the Trollkin's body, you take all the treasure lying around. Roll 2d6 four times (remember DARO) and multiply the numbers together. That is how many gold pieces you take (minimum 2500gp).

You head back to the junction. Turn to [18](#)

## 203

Ril will make your weapon deal more damage.

Every item made of ril you have will give your weapon a +1 add. You may do this until the bonus becomes +3. If you have more than 3 items, any item made from ril after the third will give you 250MWP instead of a bonus to adds.

Do you have any meteoric iron?

If you do, turn to [61](#)

If you don't, turn to [26](#)

## 204

As you jump aboard, the Seadogs yowl and draw their cutlasses. One of them shouts 'Shiver me timbers. It's a landlubber!'

'Keelhaul the landlubber!' shout the others.

They then charge at you.

If you have a pile of bones and wish to use it now, turn to [184](#)

If not, you fight the Seadogs. Turn to [209](#)

## 205

You search Bookfell for someone to teach you spells.

Either make a SSR+4 on CHA (Charming) or a SSR+4 on IQ (Streetwise). If you are a rogue, you may get a +4 bonus. If you succeed, you find a living skeleton who is willing to teach you magic. You can learn any spell here, but at a cost of 2000gp per level of spell.

When you have finished here, you think about what else you can do. Turn to [195](#)

## 206

That's when you notice that there is some sticky fluid on the surface of the casket. You decide to use some object to lift the lid instead and are rewarded to see a nice big pile of coins and gems. On top of that is a brooch made of gold and set with a gem that shines and sparkles with all kinds of different colours.

The jewel in the brooch is a sun jewel and is capable of casting a light equivalent to a Will to Wisp spell at will (so even warriors can use it).

You can also get some treasure worth 2d6 x 2d6 x 3d6 gold pieces (minimum 600gp). Remember that DARO and TARO apply!

When you have finished, you try to return to the entrance of the labyrinth. Turn to [76](#)

## 207

You walk down the corridor and find three boxes on plinths.

One box has a picture of the moon.

One box has a picture with a silver tree.

One box has a picture of a crystal.

Which box will you open?

If you open the moon box, turn to [230](#)

If you open the silver tree box, turn to [92](#)

If you open the crystal box, turn to [94](#)

## 208

As soon as you touch one of the sculptures, the creature stops its work and launches itself at you with a blue ice hacksaw.

The ice creature has a standard MR + 70. At the end of every round, you lose 1 CON due to the aura of cold around the creature. Any attack based on fire or heat does double damage. Any attack based on cold does no damage. If you are wielding a blunt weapon (such as a mace or a club), you may double your adds for this combat only. You may cast a wall spell at the beginning of this combat. Wall of Fire will deal twice the damage. Wall of ice will deal no damage. You may use the standard stunts in this combat.

If you beat the creature, turn to [186](#)

## 209

You take the Seadogs on in a pitched battle. They have a standard MR + 240.

You may perform the following stunts:

SSR against IQ (Anatomy): For the rest of the combat, you deal spite damage equal to your IQ at the end of every combat turn.

SSR against CHA (Training dog): The Seadogs throw 3 fewer dice for the remainder of the combat.

SSR +2 against STR: You smash the mast which falls on some of the Seadogs, causing 40 damage (you may only do this once).

If by some miracle, you win, turn to [83](#)

If you flee, turn to [268](#)

## 210

You manage to block the troll's attacks well and gets some hits in.

'You have mastered the basics.' Says the troll 'Let me show you how to do something more complicated.'

From now on, whenever you make a Saving Roll to do a stunt in combat, you may get a +3 bonus.

You thank the troll and look for somewhere else to go. Turn to [183](#)

## 211

You press the crystal and places start to flash upon it. Eventually, you see three different places before you. All of them show marketplaces in cities but they are different.

One marketplace is made up almost entirely of humans and elves. You recognise it as Khao Lung. Another marketplace is full of all kindred's, including monstrous ones. That must be Khazan. The third shows many different kindred's, most of whom look like sailors. A lot of the stalls have charts and maps. This must be Bookfell on the island of Cotillion.

If you decide to go to Khao Lung, turn to [10](#)

If you decide to go to Khazan, turn to [183](#)

If you decide to go to Bookfell, turn to [195](#)

## 212

You notice on the map that there is an X marked near the castle. You head in that direction until you come to a murky pool. Could there be something at the bottom of the pool?

If you dive in, turn to [174](#)

If you have not already done so, you could head to the castle. Turn to [151](#)

If you use the crystal to travel elsewhere, turn to [6](#)

## 213

You pull books out of the shelves and show them to the ogre. The ogre stops and looks at each book you show it. After the third try, it looks at the book you are holding then snatches it from you. The ogre grunts in thanks and walks off.

You get a number of AP equal to  $30 + \text{your level} \times 30$ .

If you haven't already done so, you can search the library. Turn to [141](#)

If you use the crystal to leave, turn to [66](#)

## 214

You go the cave and find piles of strange contraptions lying around. Old clockwork machines and other devices lie strewn all over the place. In the centre of the cave is a towering machine with several levers, buttons and gears around the outside.

If you look at the strange machine, turn to [110](#)

If you search through the junk, turn to [128](#)

If you search elsewhere in the caves, turn to [147](#)

## 215

You touch the orb and it feels warm. As you do, you feel it searching your mind, trying to find out what you want.

Make a SSR+3 on WIZ (Mental Discipline).

If you succeed, turn to [103](#)

If you fail, turn to [70](#)

## 216

You wander around the ruins, looking for something to help you in your quest. The problem is that the streets are confusingly laid out and the structures are treacherous.

If you have a map of a ruined city, turn to [270](#)

If you don't, turn to [30](#)

## 217

You manage to take your item without waking the dragon. What will you do now?

If you attack the sleeping dragon, turn to [173](#)

If you go elsewhere, turn to [147](#)

## 218

You notice the tripwire in front of you and step over it. You decide that tripping it will not be good for your health.

You continue down the corridor. Turn to [207](#)

## 219

You charge at the elf before he has a chance to attack you with his bow.

You then must fight the elf. He has a standard MR +5.

If you defeat the elf, turn to [146](#)

## 220

The map you bought has a picture of a hut near the edge of a forest. You get your bearings and location and head towards it. Eventually, you come to a hovel with a large troll outside. He is sitting in a chair asleep. As you approach, he wakes up.

'Good day to you, my friend. I am H'rrothgarr and it is a pleasure to meet you. Are you here to make use of my library?'

If you tell him of your quest, turn to [119](#)

If you say you want to use his library, turn to [28](#)

If you leave him, turn to [80](#)

## 221

You work as hard as you can, but the stones are too much. Lose 1d6 CON.

You explore elsewhere. Turn to [183](#)

## 222

The creature lies dead at your feet. You wonder if it has a lair nearby where it might have some hidden treasure.

Make a SSR +2 against IQ or LK.

If you succeed, turn to [55](#)

If you fail, turn to [22](#)

## 223

You find the armourer who has several suits of armour stood up around a hall.

You may buy any armour here (pages 44-48 of the dT&T rulebook)

When you have finished here, turn to [10](#)

## 224

You work hard but after a few minutes, there is a loud grinding sound and the machine stops. You can't have done something wrong. It must have been broken.

If you search through the junk, turn to [128](#)

If you decide to go elsewhere, turn to [147](#)



## 225

Do you have any objects made from mithril?

If you do, turn to [236](#)

If you don't, turn to [95](#)

## 226

You remember what you read in the Gnomick book in the library. This is a machine that creates magical crystals. You start to work the levers as the instructions told you. After a few minutes of strange noises, there is a PING sound and two blue crystals fall out of a hole at your feet.

Add 2 glowing blue crystals to your adventure sheet.

If you have not already done so, you can search through the junk (, turn to [128](#)

Otherwise, you can explore elsewhere. Turn to [147](#)

## 227

You dig in the sand where the seadogs did. It is hard going.

Make a SSR +6 on STR (Endurance). If you have a shovel, you get a +3 bonus. If you fail, lose 1 CON and you have to try to make the roll again. You may get a +1 bonus for each previous failed attempt as you have already dug away some sand.

When you succeed, you find what the Seadogs were looking for - a treasure chest. You open it up to find a pile of coins and gems.

Roll 1d6. If you wish, you may make a SSR on LK. If you succeed, add 1 to the roll. You may then increase the difficulty by 1 and make another saving roll. If you succeed, add another 1 to the roll. When you fail, subtract 1 from the roll and you cannot make any more rolls.

Die roll	Result
2 or less	1d6 x 1d6 x 1d6 gp (minimum 50gp)
3-4	2d6 x 1d6 x 1d6 gp (minimum 100gp)
5-6	3d6 x 1d6 x 1d6 gp (minimum 150gp)
7-8	2d6 x 2d6 x 1d6 gp (minimum 200gp)
9-10	3d6 x 2d6 x 1d6 gp (minimum 300gp)
11-12	2d6 x 2d6 x 2d6 gp (minimum 400gp)
13+	3d6 x 2d6 x 2d6 gp (minimum 600gp)

Eventually, you have finished. Make a SSR on IQ (Spy, Theivery, Cleverness)

If you succeed, turn to [229](#)

If you fail, turn to [37](#)

## 228

You start to make some kind of movements with your hands in greeting. The beast looks at you mutely for a few seconds. It then puts its hand to its mouth. It wants food.

If you have a pot that magically creates fish heads and you want to give it to the creature, turn to [109](#)

If you have at least 10 servings of food to give to the creature, turn to [91](#)

If you have neither, you can leave the creature. Turn to [185](#)

If you just attack it, turn to [252](#)

## 229

You notice that the space in the chest is smaller than how the chest looks on the outside. After a bit of searching around, you find a false bottom and uncover it to find...a pile of bones from all kinds of creatures. But they have one thing in common - they have lots of teeth marks on them.

Apparently, the gold coins and gems were a decoy treasure.

You may take these bones.

Then you contemplate your next move.

If you take the rowboat and attack the Seadog's ship, turn to [170](#)

If you use the crystal to leave, turn to [211](#)

## 230

You open the box to find a bar of Elvish moonsilver. It is a special metal that is highly sought after for weapons.

Add Elvish moonsilver to your adventure sheet.

As you take it, the other two boxes disappear and you return to the cave.

If you attempt to go down the hole, turn to [2](#)

If you decide to go elsewhere, turn to [147](#)

## 231

You can't outrun the guards. You spin round to see three of them carrying swords and wearing rainbow coloured armour. Since the penalty for skipping the ceremony is death, you have no choice but to fight these fanatics. Better to go down now than at the gallows.

The guards have the standard MR +30. You can use a ranged attack on them and the standard stunts on them. In addition you can do one more.

Distraction: If you make a SSR on CHA (Persuasion), you can convince the guards that there is a double rainbow in the sky. When they are distracted, you can hit them, inflicting 10 damage.

If you beat the guards, you look in the sack. It contains treasure with a gp value equal to the MR of the thief x5.

You decide to explore elsewhere. Turn to [10](#)

### **232**

You wrack your brains. Something is not quite as it seems.

Make a SSR+2 on IQ (Translator, Troll Lore, Goblin Lore, Uruk Lore)

If you succeed on the roll, turn to [191](#)

If you fail the roll, you have no option but to fight the creature. Turn to [24](#)

### **233**

There is a large wooden tower here filled with clothes for all kindred's of all sizes. An Uruk assistant shows you some items that you might like.

You can buy a green furry wig with a red furry nose for 50gp

When you have finished here, you think about where else to go. Turn to [183](#)

### **234**

Fortunately, your gloves prevent you to succumbing to whatever the fluid does to you. You open the casket and are rewarded to see a nice big pile of coins and gems. On top of that is a brooch made of gold and set with a gem that shines and sparkles with all kinds of different colours.

The jewel in the brooch is a sun jewel and is capable of casting a light equivalent to a Will to Wisp spell at will (so even warriors can use it).

You can also get some treasure worth 2d6 x 2d6 x 3d6 gold pieces (minimum 600gp). Remember that DARO and TARO apply!

When you have finished, you try to return to the entrance of the labyrinth. Turn to [76](#)

### **235**

You try to talk to the figure, but it ignores you and continues making its ice sculpture.

Make a SSR+2 against WIZ (Ancient Languages, Mechanics)

If you succeed, turn to [41](#)

If you fail, turn to [129](#)

### **236**

Mithril is a special metal that can hold Kremm. If you have an object made from mithril, you can turn your weapon into a kremm battery that can hold as much WIZ as your maximum WIZ score (this is a level 1 weapon power). For more information on kremm batteries, go to 147 of the dT+T rulebook. The weapon will also increase your maximum WIZ score by 3 whilst you own it. This is in addition to any other WIZ bonuses you buy.

If you have more than one object made from mithril each additional object after the first will give you 250 MWP.

Do you have any objects made from ril (also known as Elvish moonsilver)? This also includes weapons made from ril.

If you do, turn to [203](#)

If you don't, turn to [43](#)

## 237

You quietly try to sneak around the trees to get behind the elf and grab the packages.

Make a SSR +2 against DEX (Stealth, Forest Survival, Hunting)

If you succeed, turn to [246](#)

If you fail, turn to [135](#)

## 238

As you enter the cave, you feel a wave of heat wash over you. The river of lava is making its way down into a small cave. Around the cave, you see strange black glass like stones.

If you investigate the river of lava, turn to [133](#)

If you investigate the black, glass like stones, turn to [81](#)

If you decide to go elsewhere, turn to [147](#)

## 239

You try to get the elf to listen to you.

Make a SSR +5 against CHR (Charming, Language Proficiency, Persuasion).

If you succeed, turn to [269](#)

If you fail, turn to [135](#)

## 240

You look at the lump of metal in the cave. It does not look particularly special, but the funny feeling you have been having since you have entered the cave is particularly strong here.

If you pick up the metal, turn to [136](#)

If you leave the metal and investigate the crystal, turn to [250](#)

If you go elsewhere, turn to [147](#)

## 241

You scour Bookfell for something that might be interesting.

"Psst, want some magic?" Comes a voice from behind you.

You turn around to see a leprechaun in a crooked black top hat, a long black coat and wearing fingerless gloves.

"I've got a very nice crystal ball, and, for you, it's cheap."

"What does it do?"

"It's a surprise. What do you say, 500 gold pieces?"

If you are interested in the crystal ball, turn to [71](#)

If you are not interested in the crystal ball, turn to [57](#)

## 242

The voice calls to you, but you resist it. You laugh and leave the magic pool to its next victim.

You decide to explore the rest of the castle. Turn to [85](#)

## 243

Stealing yourself, you enter the cave. Eventually, you come to a three way junction. In the left hand tunnel, you can hear squeaking. In the right hand tunnel, you can hear snoring. The middle tunnel is silent.

If you go down the left hand tunnel, turn to [23](#)

If you go down the right hand tunnel, turn to [161](#)

If you go down the middle tunnel, turn to [172](#)

## 244

You refuse the crystal.

'Fine. I'll be on my way then.' Says the woman. And with that she wanders off down the path. You watch her go before looking for adventure elsewhere.

Gain 25AP for saving her. Good luck!

## 245

You pull as many books as you can from the shelves and show them to the ogre, but he shakes his head at each one. Eventually, he gives up and walks off.

If you haven't already done so, you can search the library. Turn to [141](#)

If you use the crystal to leave, turn to [66](#)

## 246

You manage to make it behind the elf without him noticing. Although you are thankful that his singing is covering up any noises you might make, you decide that it is a mixed blessing as you are subjected to sickening lyrics about how great elves are. You are just getting to the bit about how elves have supernatural senses and see everything that goes on in their forests when you are in reach of the packages. You decide to risk only taking one. One of the packages contains mithril, a wood as hard as steel and used for mana batteries. Another one contains Elvish moonsilver, a metal used for high quality weapons.

The Elvish moonsilver (ril) will provide extra adds for your weapon.

The mithril will only be useful if you are capable of casting spells. It will allow you to have a kremm battery in your weapon.

Decide which one you want to take before you continue your journey.

If you haven't already done so, you could sneak off into the woods. Turn to [145](#)

Or you could use the crystal to leave. Turn to [6](#)

## 247

You throw the rope to the statue and try to pull it down.

Make a SSR against DEX (Knot tying).

If you succeed, turn to [16](#)

If you fail, turn to [253](#)

## 248

You find yourself at the entrance of a cave. At the side of the entrance, there is a sign. "The Labyrinth of Noon Garr". You are surrounded by hills and the weather is drizzly and grey.

If you decide to enter the labyrinth, turn to [5](#)

If you decide to search the hills, turn to [86](#)

## 249

The slope is indeed slippery.

To climb it, you need to make a SSR on DEX (Athlete) three times. If you fail one, you lose 1 CON and slide all the way to the bottom. If you have an ice pick or a similar tool, you may have a +3 bonus.

If you have any means of flight or teleportation, they will get you to the top of the tower without having to make saving rolls.

The Glue You spell will allow you to succeed at one saving roll.

If you succeed, turn to [73](#)

If you give up and decide to explore the courtyard (if you haven't already done so), turn to [63](#)

If you give up and use the crystal to leave (you may only do this if you have explored the courtyard. If you haven't, the crystal will refuse to let you leave), turn to [211](#)

## 250

You look at the crystal. It is very well embedded in the rock. You can only get it out if you have a pick. You might be able to use the Slush Yuck spell, but only if you have managed to stop whatever is preventing spells from being cast.

If you are able to use the Slush Yuck spell, you get the blue crystal easily. Add it to your adventure sheet.

If you use a pick, make a SSR +6 against STR (Miner). If you succeed, you get the crystal. If you fail, lose 1 CON. If you wish to try again, you may do so, but you get a +1 bonus for every previous failed attempt (as you have broken away some of the rock).

When you have finished here, if you haven't already done so, you can investigate the metal. Turn to [240](#)

You could also leave and go elsewhere. Turn to [147](#)

## 251

You follow the slime until you find out where it stops. Before you stand a humanoid. It stands about 2 metres tall, is covered in long, black greasy hair and with large pointy tusk-like teeth. It is munching on some strange giant insect-like creature, which is where the green slime came from. It looks up at you and glares.

If you attack it, turn to [252](#)

If you run away, turn to [185](#)

If you try to communicate with it, turn to [228](#)

## 252

You charge at the giant creature which raises its fists in defence.

The creature has a Standard MR + 40.

If you defeat it, turn to [222](#)

## 253

The lasso hits the statue and falls to the floor. The gems start to glow and lightning bolts fly out of them and straight at you.

Make a SSR against DEX (Dodge). If you fail, you are hit by the bolts and lose 3d6 CON.

If you have a rope and grapnel, you can try to climb up to the statue. Turn to [53](#)

If you want to use a teleport or levitation spell, you can use it to get to the statue. Turn to [20](#)

If you have not done so already, you can explore elsewhere in the swamp. Turn to [192](#)

If you use the crystal and leave, turn to [6](#)

## 254

The monster finishes its food, but it looks to you expectantly for more food.

If you have 10 more portions of food to give to the beast, turn to [98](#)

If not, you can leave the creature (, turn to [185](#)

If you attack the beast, turn to [252](#)

## 255

You traipse through the thick jungle, looking for anything that will help you in your quest.

Make a SSR against CON (Endurance, Overland Trekking, Jungle Survival). If you fail, lose 5 Con through exhaustion.

Then make a SSR against LK.

If you succeed, turn to [149](#)

If you fail, turn to [262](#)

## 256

You look at the map and see that there is a structure a few miles north-east. You head through the forest to it. The going is tough.

Eventually, you reach the structure. Turn to [276](#)

## 257

After lots of traipsing, you eventually find a murky pool. For a moment, you think you might see something at the bottom.

If you dive in, turn to [174](#)

If you have not already done so, you can head to the castle. Turn to [151](#)

Or you can use the crystal to leave, turn to [6](#)

## 258

Before the Seadogs spot you, you climb down the ladder and row back to the beach.

If you haven't already, you could inspect the Seadog's hole. Turn to [227](#)

If you use the crystal to leave, turn to [211](#)

## 259

You try to avoid the flame. Make a SSR against DEX (Dodge). If you succeed, you take 2d6 damage from fire. If you fail, you take 5d6 damage from fire.

You flee the cave before thinking of somewhere else to go. Turn to [147](#)

## 260

You enter the lab at the back of the room. It is filled with glass containers, tubes and different coloured liquids. You start to add ingredients together, heat them up and mix them.

Make a SSR against IQ (Alchemist, Medicine, Chemistry).

If you achieve a L4 or lower, turn to [167](#)

If you achieve a L5-9, turn to [264](#)

If you achieve a L10+, turn to [44](#)

## 261

You decide to find a more wholesome part of town.

Make a SSR against IQ or WIZ (Pickpocket, streetwise, stealth). If you succeed, you spot a leprechaun following you. As soon as it realises that you have spotted it, it vanishes into thin air. If you fail, once you get back to the main street, you find that the crystal orb is gone.

You explore elsewhere in Bookfell. Turn to [195](#)

## 262

You wander around for hours, but find nothing. Eventually you get sick of the mosquitos, the heavy foliage and the monkey that follows you throwing mud at you. At least, you hope it's mud.

If you return to the beach and search it, turn to [188](#)

If you use the crystal to leave, turn to [6](#)

## 263

You try to dance, but slip up and go flying. You land head first right into the lap of a very demure courtesan who screams loudly, stopping the dance and the music. Security guards in frilly outfits come to arrest you. You will gain nothing here.

You use the crystal to leave. Turn to [66](#)



## 264

A green coloured liquid drips out of the beaker. 'That potion increases the speed of recovery.' Says the pixie.

You drink the liquid. From now on, whenever you drink a potion or receive a spell that restores CON, you may restore 1 extra point of CON. Also whenever you restore CON through eating, sleeping or receiving medicine, you may restore 1 extra point of CON.

When you have finished here, turn to [195](#)

## 265

You dance gracefully impressing the assembled nobles there.

Gain 100 x your level in AP + 100AP.

You use the crystal to leave. Turn to [120](#)

## 266

You pick a weapon and stand off against the troll, doing some sparring.

If your personal (so just from stats and not from weapons) combat adds make 20 or less, turn to [116](#)

If your personal combat adds are between 21 and 50, turn to [210](#)

If your personal combat adds are 51+, turn to [131](#)

## 267

You approach the trolls and ask for work. Some of them laugh uproariously, but the fore troll gives you a chance.

Make a SSR +3 against STR (Builder, Endurance)

If you succeed, turn to [152](#)

If you fail, turn to [221](#)

## 268

Not wanting to be slain by the Seadogs or be made to walk the plank, you dive over the side of the ship and land in the sea with a splash. You swim away as the Seadogs bark and yowl at you.

When you reach the shore, you decide to use the crystal to leave this place. Turn to [211](#)

## 269

'You really are impressive. Someone might mistake you for an elf. Maybe you are the one the seer of my tribe told me of. I have been told to offer you one gift from a choice of two. You could either have a block of mithril or a block of Elvish Moonsilver.'

The Elvish moonsilver (ril) will provide extra adds for your weapon.

The mithril will only be useful if you are capable of casting spells. It will allow you to have a kremm battery in your weapon.

Decide which one you want to take before you continue your journey.

If you haven't already done so, you may search the forest. Turn to [145](#)

Or you may use the crystal to leave this place, turn to [6](#)

## 270

You follow the map until you come to what is marked on it as a palace.

When you get there, you come to what was once a grand building. You enter to find many paintings on the walls and mosaic floors. Then you notice a crack in a mosaic. Curious, you lift it to find that the tile comes up. Under the tile, you find a bag with a blue crystal inside it. The crystal contains magic that can be used in forging your magic weapon.

Add the blue crystal to your inventory.

If you head back and follow the trail of slime, turn to [251](#)

If you use the crystal to leave, turn to [66](#)

## 271

As you strike the last blow on the lava elemental, it collapses in a pool of hot lava. You jump out of the way.

If you have a crystal orb, you feel it getting warmer. You pull it out. If the orb is red, then it remains red. If it has no colour, then it starts to glow orange. Make a note of this.

You decide what to do next.

If you have not already done so, you can investigate the black, glass stones. Turn to [81](#)

If you leave, turn to [147](#)

## 272

You have no idea what you are doing, but you push buttons and pull levers. Hopefully something will work.

Make a SSR +3 against INT (Cleverness, Mechanics, Engineering)

If you succeed, turn to [89](#)

If you fail, turn to [224](#)

## 273

The grapnel hits the battlement and grabs onto it. You are able to climb the rope without trouble and you get to the statue. It takes no trouble to prise the two gems from the statue. As you touch them, you feel the buzz of magic run through you. You can use each gem once to restore 10 WIZ and 10 CON. After you use it, you still have the gem, which may be useful to sell later.

If you explore elsewhere in the swamp, turn to [192](#)

You use the crystal to teleport out of the swamp. Turn to [6](#)

## 274

You land on the icy ground. The walled tower is a few hundred metres away, so you head towards it. Eventually you get to the large icy door which is open ajar. You push it open and walk into a courtyard. In the courtyard is a central tower made of blue ice. There is a staircase going up the tower, but it is more of a slope than a staircase. You could also explore the rest of the courtyard.

If you try to go up the slippery slope of the tower, turn to [249](#)

If you explore the courtyard, turn to [63](#)

If you use the crystal to leave, turn to [50](#)

## 275

You run up the steps to get the gems. Eventually, you reach the top and grab them, but your hand passes straight through them. An illusion! Then you feel the dagger in your back. Lose 15 CON.

You turn round to find a priest in a headdress, ready to sacrifice you to his god. You must fight.

The priest has a standard MR +20. You can do the standard stunts on him.

If you beat the priest, turn to [171](#)

## 276

You have found a stone ziggurat in the depths of a tropical rainforest. The ziggurat is made from some kind of brown stone. At the top of it is an altar and on top of the altar is a massive pile of gems, worth thousands of gold pieces.

Make a SSR against IQ (Mental Discipline, Knowledge of Rites and Rituals, Cleverness, Jewellery Maker). If your WIZ is higher than your IQ, you can get a bonus equal to the difference between your WIZ and IQ.

If you succeed, turn to [181](#)

If you fail, turn to [275](#)

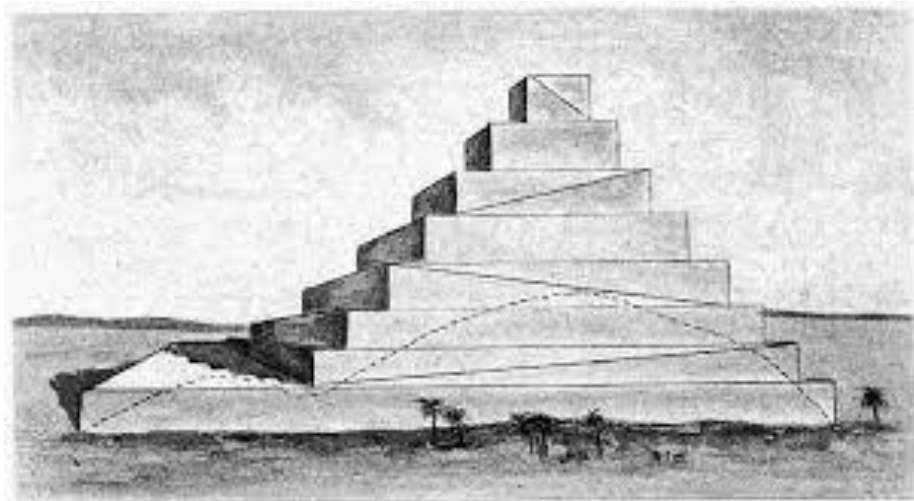
## 277

The swamp looks like one vast expanse of wetland. How will you find anything here?

Make a SSR+2 against LK

If you succeed, turn to [257](#)

If you fail, turn to [3](#)



### Magic weapon creation rules

Here is a list of all the powers that you can bestow on your weapon. The powers are put in levels. You may be able to buy powers of any level, even ones that are higher than yours. However, you cannot use a power until you have reached that level. You can choose each power only once for each level, but take note that some powers that are cumulative (such as adds and dice) appear in more than one level, so make sure that you get them in the lowest level possible first.

Some powers allow you to pay for them with a magic item rather than points. You will have been told this in the text.

All powers cost 100 magic weapon points per level. The effects of the powers are cumulative. This means that if you purchase two adds, one at level 3 and one at level 4, then you get a +1 bonus to adds at level 3 and a +2 bonus to adds once you get to level 4.

You may buy powers that are from a higher level than your current level, but you cannot use them yet until you reach the level of the power. However, a more powerful power that you can't use is worthless compared to a less powerful power than you can. For this reason, you get a discount on powers that you buy that are of a higher level. They are still more expensive, but the discounts acknowledge that you are also spending time and taking risks to get APs.

The formula to work out the cost of a power of a higher level is:

The cost of that power – ((The power's level – your level) x75)

*So if you are a level 1 delver and you decide you want a level 10 power, you work out the discount which will be  $10-1 = 9$ .  $9 \times 75 = 675$ . The cost of a level 10 power is 1000 magic weapon points.  $1000 - 675 = 325$ . So it will cost 325 magic weapon points to buy a level 10 power when you are level 1. Let's hope you live long enough to use it...*

You can also get discounts if you choose the same power for multiple levels. The first time you take a power, it is worth its normal cost. If you take a power with the same name in another level, you get a 25 point discount for every time before you have the power. So the second time you take a power, it costs 25 points less. The third time you take it, it costs 50 points less.

*Ythruk is a level 5 warrior. He really likes the idea of spite dice, so he buys the level 1 spite dice power for 100 MWP. He then buys the level 2 power that normally costs 200 MWP, but since you have it once already, it costs 175. The one at level 3 would normally cost 300 MWP, but its cost is reduced to 250 MWP. The level 4 one costs 325MWP and the level 5 one costs 400 MWP. He has made 250 MWP worth of savings.*

Note that the discount for buying future powers and buying repeat powers stack.

Your weapon may not allow itself to have enhancement spells placed upon it. Enhancement spells will only work on the weapon if their level is higher than the level of the highest power that the weapon has active at the moment (so if you are a level 8 character with a load of level 1 powers on your weapon, you can cast Vorpal Blade on it).

Note that any magical weapon you create will already have the following powers:

The weapon will always remain shiny and rust free. It will require supernatural force to actually break it – more than is usually available in most combats.

It will be able to harm non-corporeal beings and creatures that cannot normally be harmed by normal weapons.

The weapon is bonded to you. If you ever lose it, or even if it is destroyed in an adventure, at the end of the adventure, you will find it in your possession again. This also applies if you die. The weapon will never leave you. If you are bought back to life, the weapon will be with you.

To get points to build your magic weapon, you need a magic item that converts AP into Magic Weapon Points. This means that you won't get AP while you have the item, but once you make your magic weapon, you can get AP as normal. The item normally has an upper limit of points it can hold (normally 25000). If you get above that number, you start to get AP again as normal.

There are 20 levels of magic weapon powers.

### **Powers you can get at every level**

#### Spite dice

When spite damage is determined, you may roll 1d6. A roll of a 6 indicates that you inflict 1 more point of spite damage. A roll of a 1-5 has no effect.

#### Exceptional weapon use

When the wielder makes a saving roll that requires the exceptional use of weapons talent for this weapon, they may get a +3 bonus.

#### Specialist spell (wizard staves only)

Choose a spell equal to the level of the power you are buying this power at. You may reduce the cost of that spell by 1 point per level you are at (the minimum cost of a spell is 1 WIZ). This is in addition to a reduction in cost if you are also using a focus.

#### Specialist school of magic

When you choose this power, choose a school of magic. The weapon will allow you to reduce the cost of any spell from that school by 3. The minimum cost for the spell is still 1.

#### Cast spell (non-warriors only)

Choose a spell equal to the level of the power you are buying this power at. You may cast that spell by paying the normal amount of WIZ that you would for that spell. You cannot power up the spell.

Note: You may choose a powered up version of a lower level spell to fill this slot.

### **Powers you can get at every odd level (1, 3,5,7,9 etc.)**

#### Increase WIZ

Your WIZ increases by 1 when you own this weapon. If you lose it, your WIZ decreases until it is found again.

#### Increase CON

Your CON increases by 1 when you own this weapon. If you lose it, your CON decreases until it is found again.

#### Increase IQ

Your IQ increases by 1 when you own this weapon. If you lose it, your IQ decreases until it is found again.

#### Increase CHA

Your CHA increases by 1 when you own this weapon. If you lose it, your CHA decreases until it is found again.

#### Fire resistance

The weapon prevents 10 points of fire damage.

#### Ice resistance

The weapon prevents 10 points of ice damage.

#### Lightning resistance

The weapon prevents 10 points of electricity damage.

#### Acid resistance

The weapon prevents 10 points of acid damage.

#### Poison resistance

If you are exposed to a poison, there is a 10% chance that you can resist it (this is cumulative with other poison resistance powers).

#### Disease resistance

If you are exposed to a disease, there is a 10% chance that you can resist it (this is cumulative with other disease resistance powers).

#### Kremm sponge

While you possess the weapon, you may restore 1 extra WIZ point every 10 minutes (or in a solo, 1 extra WIZ point every section).

**Powers you can get at every even level (2, 4, 6,8,10 etc.)**

Increase STR

Your STR increases by 1 when you own this weapon. If you lose it, your STR decreases until it is found again.

Increase DEX

Your DEX increases by 1 when you own this weapon. If you lose it, your DEX decreases until it is found again.

Increase SPD

Your SPD increases by 1 when you own this weapon. If you lose it, your SPD decreases until it is found again.

Increase LK

Your LK increases by 1 when you own this weapon. If you lose it, your LK decreases until it is found again.

Armour piercing

Any opponent you face with this weapon has their armour's hits reduced by 3 (minimum 0).

Vampire weapon

Every time you hit an opponent with this weapon, you restore 1 CON point.

Magic drain

Every time you hit an opponent with this weapon, you restore 1 WIZ point.



## Level 1 weapon powers

### Focus

Wizards (and rogues who choose the wizarding path) are able to use this weapon as a focus. That means whenever they wield this weapon, the cost of spells is reduced by an amount equal to your level (page 15 of the dT+T rulebook).

### Unerring Weapon

The weapon you wield will always deal a minimum of 1 spite damage. This spite damage does not stack with spite damage you cause anyway.

### Light

Upon command, your weapon glows to provide you with a light source which emits 1 candlepower of light. This power can also make the weapon create rainbow lights and sparkles upon command as a toy wand (page 140 of the dT&T rulebook).

### Singing weapon

Upon command, this weapon can recite epic poetry or sing rallying ballads until told to stop. This could be used to give a +5 bonus to saving rolls that the storytelling, rhetoric, history or poetry talents use.

### Detect Magic

When held, this weapon can vibrate if magical objects are present within 10' of it. It does not tell you the direction or nature of the magic, merely that there is magic there.

### Detect Invisible

When you wield this weapon, you are able to see the outline of any invisible creatures (not objects) within 10', negating their advantage. No one else is able to see the outline.

### Know your foe

If you point this weapon at a monster, you will be able to know its MR or attribute total.

Note: Since in solos, this information is given to you anyway, you should only choose this power if you intend to take your weapon into RPGs.

### Kremm battery

Any spellcaster may choose this power. You may use your weapon as a *kremm* battery to store as many WIZ points as your maximum WIZ.

### Thrown weapon

This power is only needed for weapons that don't have a range. The weapon now has a range of 15 feet. Throwing the weapon requires the same dexterity as wielding it.





### That's not fair!

This is a bit of a meta-power. It seems that some TnT solos are a bit difficult for lower level delvers, even when the solos say that they are made for such characters. If your weapon has this power and you come across a seemingly impossible situation in a solo (for example a saving roll that you can't achieve unless you got 2 or more DAROs at least or a monster with an MR that is more than 50x your character level), then you can use this power to reduce the threat. Here are some suggestions:

The monster's MR becomes your personal adds x 2

The SR becomes a standard SR (divide the stat being tested by 10 rounding down. This is your stat level. Multiply that level by 2 then subtract 1).

As a downside, you won't get the AP listed in the book, but the AP for the challenge you overcame. You also won't get the treasure from the encounter as a cost of the power.

This is no substitute for just straight cheating if you fail a fair roll. This is to make sure your character has some chance of survival and you have an enjoyable but challenging solo rather than being unceremoniously killed in the first section you read (or before!). You have to exercise your own judgement over when something is fair or not, but this power gives you permission to circumvent impossible situations in solos.

Bear in mind, however, this power only works if you are faced with an impossible situation that you weren't expecting. If you are a level 1 rogue and you decide to charge a huge red dragon, then you're going to have to deal with that yourself!

### Easy to wield

The STR and DEX requirements of the weapon are reduced by 7.



## Level 2 weapon powers

### Empowered weapon

If you have this power once, the dice of the weapon are doubled. If you have it twice, the weapon dice are tripled. If you have it three times, the weapon dice are quadrupled. If you have it four times, the weapon dice are quintupled. This means that the dice of the weapon are doubled before any other dice are added (for example, a sword with 3d6 which has this power and 2 extra dice will be an 8d6 sword –  $3 \times 2 = 6$  then  $+2 = 8$ , rather than a 10d6 sword –  $3+2 = 5$ , then  $5 \times 2 = 10$ ).

### Weapon shape changing

Pick any other weapon from the melee weapons lists (pages 33-38 in the Deluxe Tunnels and Trolls rulebook). Upon command, you can change your weapon to this other type of weapon. This takes 1 round to happen.

### Fly to your hands

If your weapon is 20' or less away, you can command it to fly to your hands. It will be in your hands within 1 round.

### Easy to wield

The STR and DEX requirements of the weapon are reduced by 7.

### Level 3 weapon powers

#### Empowered weapon

If you have this power once, the dice of the weapon are doubled. If you have it twice, the weapon dice are tripled. If you have it three times, the weapon dice are quadrupled. If you have it four times, the weapon dice are quintupled. This means that the dice of the weapon are doubled before any other dice are added (for example, a sword with 3d6 which has this power and 2 extra dice will be an 8d6 sword –  $3 \times 2 = 6$  then  $+2 = 8$ , rather than a 10d6 sword –  $3+2 = 5$ , then  $5 \times 2 = 10$ ).

#### Weapon size changing

The weapon can shrink or grow to a size you require. Pick a group of weapons below – the weapon could be any of those weapons on command. It takes 1 round to change size.

The groups of weapons (with their page reference in the Deluxe Tunnels and Trolls rulebook in parentheses) are:

Straight swords (33), Curved swords (33), Unusual or odd swords (33), Daggers (34), Double Daggers (34), Slicing Hafted Weapons (35), Bludgeoning hafted weapons (35), Piercing hafted weapons (36), Spears (37), other shafted weapons (37), Pole arms (38).

#### Returning weapon (thrown weapons only)

If you throw this weapon in combat, it will return to your hand in the next round.

#### Easy to wield

The STR and DEX requirements of the weapon are reduced by 7.

#### Extra add

You may increase the weapon's adds by 1.

#### Lesser amulet

The weapon functions as a lesser amulet (see page 144 of the dT+T rulebook) against a spell of your choice.

### **Level 4 weapon powers**

#### **Arrow cutting**

If you have the weapon drawn and an opponent fires a missile weapon at you, then the weapon will try to cut it out of the air. It can prevent the damage from one missile weapon per turn.

#### **Poisoned with Hellfire Juice**

Increases damage by 1d6. (Page 54 of the dT&T rulebook).

#### **Extra add**

You may increase the weapon's adds by 1.

#### **Specialist**

When you choose this power, choose a talent that you already have at least a +1 bonus in. Whenever you make a saving roll that uses that talent, you may double the number rolled.

### **Level 5 weapon powers**

#### **Underwater weapon**

Whenever you wield this weapon, you may breathe underwater, swim as fast as a dolphin and fight underwater without penalty.

#### **Empathic weapon**

Your weapon has a level of intelligence and is aware of its surroundings, but it can only communicate by vibrations. This means that if you hold the weapon, it can warn you of things by vibrating. You have a 3 in 6 chance of not being surprised if you would normally be surprised in a combat.

#### **Poisoned with Snake Venom**

Any hit will cause 1 additional point of damage per turn up to 3 per turn with subsequent hits (page 55 of the dT&T rulebook).

#### **Extra add**

You may increase the weapon's adds by 1.

#### **Greater amulet**

The weapon functions as a greater amulet (see page 144 of the dT+T rulebook) against 2 spells of your choice from a single school.



QUARTER-STAFF.

## **Level 6 weapon powers**

### **Animated weapon**

The weapon fights independently with its dice and adds upon command. It cannot be stopped in combat this way, but it will stop if you are rendered unconscious or killed. You might need reminding that if your weapon is fighting independently, you will have to find another one to use in combat.

### **Extra damage**

The weapon has magical power around it that deals more damage. This could manifest as fire, ice, lightning or some other way (the method has no bearing on the damage, however). The weapon deals an extra damage equal to your level in the damage dealing phase of combat (phase 7 – see page 87 of the dT&T rulebook). This means it only works if you hit your opponent.

### **Extra add**

You may increase the weapon's adds by 1.

## **Level 7 weapon powers**

### **Empowered weapon**

If you have this power once, the dice of the weapon are doubled. If you have it twice, the weapon dice are tripled. If you have it three times, the weapon dice are quadrupled. If you have it four times, the weapon dice are quintupled. This means that the dice of the weapon are doubled before any other dice are added (for example, a sword with 3d6 which has this power and 2 extra dice will be an 8d6 sword –  $3 \times 2 = 6$  then  $+2 = 8$ , rather than a 10d6 sword –  $3+2 = 5$ , then  $5 \times 2 = 10$ ).

### **Second chance**

You are able to reroll any 1s that you roll when rolling the dice for this weapon.

### **Bane weapon**

Pick a monster. This weapon deals double damage against that monster (i.e. when damage is being calculated in stage 7 of combat, double that number – see page 87 of the dT&T rulebook). This weapon also deals double spite damage against that monster.

Note: If you choose the bane power more than once, you must select a new monster. You cannot choose it twice for the same monster and deal quadruple damage.

### **Extra die**

You may increase the weapon's dice by 1d6.

### **Extra damage**

The weapon has magical power around it that deals more damage. This could manifest as fire, ice, lightning or some other way (the method has no bearing on the damage, however). The weapon deals extra damage equal to your level in the damage dealing phase of combat (phase 7 – see page 87 of the dT&T rulebook). This means it only works if you hit your opponent.

### **Master's amulet**

The weapon functions as a greater amulet (see page 144 of the dT+T rulebook) against 3 spells of your choice from a single school.

## Level 8 weapon powers

### Talking weapon

You may only take this power if you took the empathic weapon power in level 5. Your weapon has a level of intelligence and is aware of its surroundings. It can also communicate by speech. This means you can make use of its talents. It can give you a +9 bonus to saving rolls requiring the following broad talents: Language proficiency, Cleverness, Culture Knowledge, History, and Comparative Religion.

### Extra damage

The weapon has magical power around it that deals more damage. This could manifest as fire, ice, lightning or some other way (the method has no bearing on the damage, however). The weapon deals an extra damage equal to your level in the damage dealing phase of combat (phase 7 – see page 87 of the dT&T rulebook). This means it only works if you hit your opponent.

### Bane weapon

Pick a monster. This weapon deals double damage against that monster (i.e. when damage is being calculated in stage 7 of combat, double that number – see page 87 of the dT&T rulebook). This weapon also deals double spite damage against that monster.

Note: If you choose the bane power more than once, you must select a new monster. You cannot choose it twice for the same monster and deal quadruple damage.

### Extra die

You may increase the weapon's dice by 1d6.



### **Level 9 weapon powers**

#### **Lifesaver**

If, during a combat, your CON is reduced to less than 25% of its maximum, it will raise it to 50% of your maximum. This power may only work once per combat.

#### **Bane weapon**

Pick a monster. This weapon deals double damage against that monster (i.e. when damage is being calculated in stage 7 of combat, double that number – see page 87 of the dT&T rulebook). This weapon also deals double spite damage against that monster.

Note: If you choose the bane power more than once, you must select a new monster. You cannot choose it twice for the same monster and deal quadruple damage.

#### **Extra die**

You may increase the weapon's dice by 1d6.

### **Level 10 weapon powers**

#### **Empowered weapon**

If you have this power once, the dice of the weapon are doubled. If you have it twice, the weapon dice are tripled. If you have it three times, the weapon dice are quadrupled. If you have it four times, the weapon dice are quintupled. This means that the dice of the weapon are doubled before any other dice are added (for example, a sword with 3d6 which has this power and 2 extra dice will be an 8d6 sword –  $3 \times 2 = 6$  then  $+2 = 8$ , rather than a 10d6 sword –  $3+2 = 5$ , then  $5 \times 2 = 10$ ).

#### **Extra die**

You may increase the weapon's dice by 1d6.

### **Level 11 weapon powers**

#### **Spellcasting weapon**

You may only take this power if you took the Talking Weapon power in level 8. Your weapon can cast spells as a rogue with a level that is 2 levels below yours. The sword knows 1 spell for each of its levels (you may select these). The WIZ of the sword is equal to  $10 \times$  the sword's level. When you increase in level, so does the sword – it gains a new spell and 10 more WIZ points.

#### **Extra die**

You may increase the weapon's dice by 1d6.

### **Level 12 weapon powers**

#### **Banishing**

If you are fighting a demon, elemental or other cross-plane denizen and hit it, you can banish it back to its home plane if you roll a 1 on 1d6.

### **Level 13 weapon powers**

#### **Exorcism**

If you are fighting an undead creature or creature possessed by a spirit and hit it, you can banish the spirit or destroy the undead creature if you roll a 1 on 1d6.

### **Level 14 weapon powers**

#### **Slyway**

Whenever the wielder deals spite damage, they may increase their STR by the amount of spite damage dealt in the next round only.

### **Level 15 weapon powers**

#### **Triple damage**

Tripled the damage the weapon deals.

### **Level 16 weapon powers**

#### **Swift attack**

If the wielder is being attacked by multiple opponents, they may roll for each opponent and deal them damage.

### **Level 17 weapon powers**

#### **Soul vessel**

The wielder of this weapon is able to hide their life essence in the weapon. They get the benefit of the Hidey Soul spell without having to use kremm (so warriors can use it).

### **Level 18 weapon powers**

#### **Resurrect**

If you are slain in combat whilst wielding your weapon, you will be resurrected at a random but safe location hundreds of miles away. You will lose all of your items and equipment apart from your weapon.

Note: Unlike other powers, this power only works once and you may purchase this as many times as you like (each time with a 25 point discount!)

### **Level 19 weapon powers**

#### **Aura of death**

Each living creature within 5' of the wielder is dealt 1 spite damage equal to your level at the end of every round.

### **Level 20 weapon powers**

#### **Time freeze**

For one round, your opponents cannot attack you. You simply roll dice, do stunts and cast spells unopposed. You take no damage from opponents. You may do this only once per combat.



# Forge a weapon of legend!



What starts as a simple good deed leads you on a journey which ends with you making a weapon personalised to your tastes and able to grow as you grow. It will be the last weapon you will ever need, a weapon that will stay with through thick and thin. A weapon of legend.

This TnT solo uses the deluxe Tunnels and Trolls rules and is playable by ALL levels and ALL classes (yes, you heard me!).

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