

THE WIZARD'S TEST



KEN ST. ANDRE

Mini-solo Adventures by Ken St. Andre for Trollhalla Press

Tunnels and Trolls is the fantasy role-playing game best known for solitaire adventures--programmed challenges that don't require a Game Master and a group of other gamers in order to play and enjoy the game. Although Steve MacAllister came up with the idea for solo adventures, and Rick Loomis wrote the very first solo (Buffalo Castle), I was there from the beginning. My Naked Doom was the second solo ever published. And then, living down to my own motto, Less is More, I created the first mini-solo with Goblin Lake. Minis allow for shorter, more focused adventures that explore a single theme. For this renaissance in T & T publications, I set myself the goal of doing as many mini-solos in 2011 as I can do. This is the fifth in what I hope will be at least ten mini-solos before the year is over. The previous four were:

1. KHARA KHANG'S RANDOM RAINBOW MAZE
2. DEEP DELVING
3. THE TRAVELER'S TALE
4. A SWORDED ADVENTURE

--KEN ST. ANDRE, APRIL, 2011

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<http://Trollhalla.com>

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TROLLHALLA PRESS

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TROLLHALLA Press

Introduction:

The old wizard smiles at you--an eerie experience--are his teeth really glowing? "You have done well so far in simple tests of fight or flight, but I'd like to see what you can do in more complex situations where all the choices don't seem so good or clearcut.

"Bring it on!" you sneer.



(This is an adventure for any level 3 or lower warrior or rogue--a wizard would know better than to get into such a situation. You should be human, or at least humanoid and a member of the Good Kindreds (Human, Elf, Dwarf, Hobb) You might be able to use magic, but mostly it won't help. You can bring your own equipment in with you, but any kind of weird effects that it would take a Game Master to adjudicate simply don't work. T & T 7.5 rules are in effect, but your adventure point total has been reset to zero to start this adventure. If you were carrying any adventure points over from previous adventures, you will get them all back plus 10% interest if you survive this test.)

When you are ready, turn to <1>





<1> You are standing in a small room with two tables and two doors. The floor and the walls are smeared with a black greasy mud and the turgid air hangs heavy with the aroma of rotting fish. Two small tables stand on opposite sides of the room, one beside each door. The first door has a painting of an alligator on it; the second door has the painting of a big-eared goblin with a bone through his nose. On the table beside the alligator door is a large sandwich made with heavy slices of black rye bread and containing fish and some gooey sauce. On the other table is an old leather pouch apparently full of coins. You look at it carefully and find that the coins seem to be made of moldy green bronze. The light in the room comes from a high window over the

alligator door--too high to see through unless you can fly. What do you do?

- A) Leave the sandwich and the coins behind and step through a door--go to <10>
- B) Take the sandwich and step through a door--go to <15>.
- C) Take the coins and step through a door--go to <20>.
- D) Try to take both sandwich and coins and step through a door--go to <25>
- E) Try to eat the sandwich. Anything this foul in appearance must be magical--go to <30>.



<2> Up on a tree branch where the alligator can't hurt you, you look down at the savage beast tearing at the trunk of your refuge. It isn't going away, and

there is no way off this island until the beast is dead. If you know combat spells, you may sit there and cast enough of them to eventually slay the reptile--go to <28>. If you don't know magic, you will have to ready your weapon and jump down and fight it sooner or later. When you're ready for the showdown, go to <21>.



<3> Never share your smile with a crocodile, never stop to talk or even chat a while. He will eat you up like a buttercup. Never, never, never trust a crocodile! In this case it's an alligator, but the same principle holds true. Yes, you guessed it. That was foolish. The gator gobbled you down. Close the book.

<4> You choke to death. That should teach you never to eat anything that looks and smells bad. Close the book.

<5> The horrible sandwich is clogging your throat and windpipe. You begin to cough--great racking coughs that hurt all the way down to your toes, and you do manage to cough it up. Ack! That was awful. Now you have a sandwich with a bite taken out of it. Luckily, it wasn't a big bite, or you might not have survived. Take 1 point of CON damage and return to <10> to make a different choice.

<6> The horrible sandwich is choking you to death. You begin to cough--great racking coughs that hurt all the way down to your toes, but it does no good. You cannot breathe. You are suffocating. All goes black and you pass out. You are unconscious and dying, but go ahead and make a L2SR on your Luck (25 - LK). If you make the saving roll, go to <27>; if you fail it, go to <4>.

<7> You smile broadly. "I'm here to buy," you declare. "What fine weapons do you have for me?" The Goblin says, "Let me see your money!" If you have the pouch of bronze coins, then go to <24>. If you don't have them, go to <33>.

<8> You succeed--good shot! The alligator champs its mouth shut on the tasty sandwich and swallows it, where it immediately has its intended effect. Go to <21>.

<9> After the Goblin is dead, you may take all of his weapons and keep the coins also. The fish spear is a 2D6 weapon that is enchanted versus fish. A single point of damage from it will paralyze even the largest shark. The dagger is unusually potent--it gets 4D6 in combat. The flute-like thing is actually a blowpipe. A quick search will discover a small pouch of 20 poisoned darts. Even a single point of damage from a dart will cause unconsciousness within 3 combat rounds.



A short time after that, a magical door will open in the trunk of the mangrove tree. You may step through it and return to the wizard's chamber--go to <32>.



<10> If you go through the Gator door, go to <35>. If you go through the Goblin door, go to <34>.

<11> The alligator is getting close. If you wish to throw the sandwich into its gaping maw, make a L1SR on DEX (20 - DEX). If you make it, go to <8>. If you miss it, go to <13>.

<12> Since you can't buy, you may as well attack. You just have time for one combat spell before

combat begins. The Goblin has a monster rating of 30 (4D6 + 15) and will fight with the leaf-bladed dagger.



If you slay him, go to <9>. Incidentally, the dagger he using is poisoned with deadly frog venom. If you take damage, even if it is spite damage (every 6 rolled by the Goblin gets through for 1 point of damage whether he wins the combat round or not) then you have been poisoned. If poisoned, take 1D6 of Stun Damage per turn. Stun damage comes off your CON normally except that it won't kill you. When your CON reaches zero, you will pass out. If that happens before you slay the Goblin, then go to <31>.

<13> You miss. The sandwich bounces off the gator's head, making it stop and snap futilely at the air for a second. This gives you just enough time to grab your weapon and fight for your life. Or you will have time to cast a combat spell. Go to <21>.



<14> Jumping into the swamp water is the worst decision of your life. It is infested with insects, leeches, hungry fish, and huge reptiles. You swim until you can't swim any longer, then try to put your feet down, but there is no bottom. You lose a lot of blood to the leeches and the little fish nibbles. Your clothing and armor get saturated and drag you down. Eventually you drown . . . horribly. Close the book.

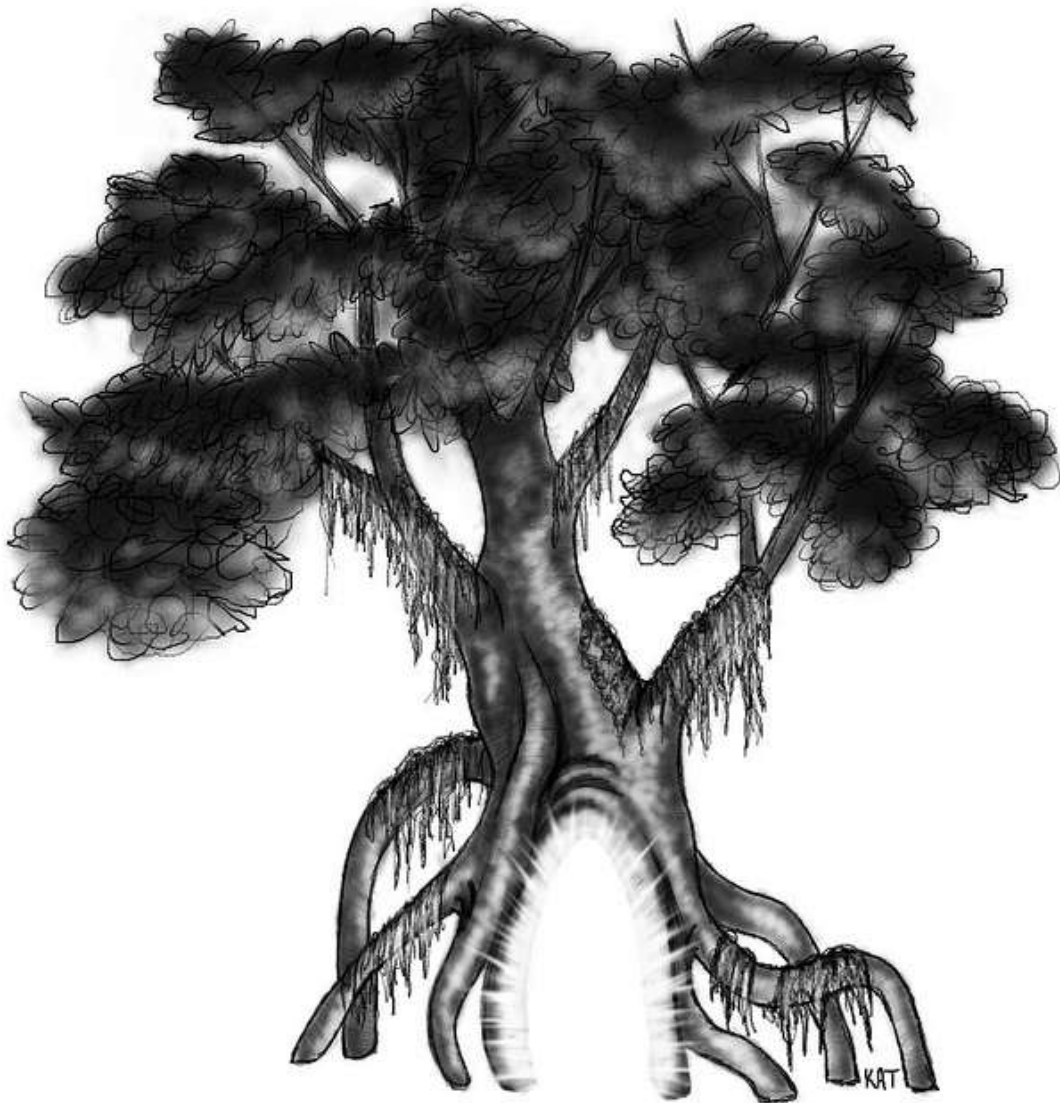
<15> You have the disgusting sandwich in your hand. Go now to <10> and choose a door to exit the room.

<16> You could try throwing the bag of coins into the gator's mouth. That could give you a moment to draw your weapon or try to flee. Make a L1SR on

DEX (20 - DEX). If you make it, go to <18>. If you miss it, go to <23>. Or you could just drop the coins, grab your weapon or prepare a spell and fight--in that case, go to <21>.



<17> Your attack takes the Goblin by surprise! With a shriek, he turns and dives into the swamp waters and swims away. You get the three weapons on the blanket. The fish spear is a 2D6 weapon that is enchanted versus fish. A single point of damage from it will paralyze even the largest shark. The dagger is unusually potent--it gets 4D6 in combat. The flute-like thing is actually a blowpipe. A quick search will discover a small pouch of 20 poisoned darts. Even a single point of damage from a dart will cause unconsciousness to most humans within 3 combat rounds. Once you have collected your treasure, a door will open in the mangrove tree, and you can go through it to return to the wizard's chamber. Go to <32>.



<18> The bag of coins breaks an alligator tooth when it hits. That reduces the gator's monster rating to 58 (6D6 + 29). Go to <21> and fight it out.

<19> Your timidity makes the Goblin laugh. "Oh ho," he cries. "I am sorry that I frightened you."

Come out! I won't hurt you. Just give me your weapons and armor, and I will show you the way to go home. If you are humiliated and recover your courage, you may come out fighting. In that case, go to <12>. If you come out peacefully, the Goblin will offer you something to drink from a fish-bladder canteen. It tastes vile, and makes you drowsy. Oh no! You cannot stay awake. You collapse, totally at the mercy of this tricky swamp dweller. Go to <31>.

<20> You have a bag of bronze money in your hand. Go now to <10> and choose a door to exit the room.

<21> If the gator has its mouth full of gooey sandwich, it will lose the use of its jaws as a weapon and have a monster rating of 40 (5D6 + 20). If it doesn't have a sandwich in its mouth, it is more formidable and has a monster rating of 60 (7D6 + 30). Also, if the gator is trying to cope with a sandwich you will have one combat turn to cast any combat spell you know (Take That You Fiend, Blasting Power, Freeze Please, or Vorpall Blade, etc) before you have to fight it physically. If no sandwich, then no time for magic. Fight! If you win,

go to <28>. If you lose, close the book--you are gator grub.

<22> You turn and dash away from this frightening example of swamp life at its ugliest. This makes the Goblin laugh. There really isn't any place to go, however. If you decide to jump in the dark water and swim for it, go to <14>. If you hide behind the tree go to <19>.



<23> With a savage roar the gator is on you. Its tail sweeps around and cuts your legs out from under you. There is no time to draw a weapon--you must fight it bare-handed. If you know spells, you may use them at a rate of one spell per combat turn in addition to your 1D6 plus your combat adds, but only the physical struggle actually helps you ward off the reptilian attack. Fight to the death. If you win, go to <28>. If you lose, there's a happy gator in the swamp tonight. Close the book.



<24> The Goblin is very pleased to see the bronze coins--it is ancient Goblin coinage. He begins to bargain with you. The Goblin has a CHR rating of 9. You haggle because he enjoys haggling. Roll 2D6 (DARO) and add it to his CHR of 9. Then do the same using your own CHR rating. If your total is higher, then he sells you all three weapons for the contents of the pouch. If his total is higher, he only sells you one of them--your choice. The fish spear is a 2D6 weapon that is enchanted versus fish. A single point of damage from it will paralyze even the largest shark. The dagger is unusually potent--it gets 4D6 in combat. The flute-like thing is actually a blowpipe. A quick search will discover a small pouch of 20 poisoned darts. Even a single point of damage from a dart will cause unconsciousness within 3 combat rounds for most humans. Once the deal is concluded, the Goblin wishes you a pleasant day. He then picks up his blanket and anything else he still owns and walks briskly away. He walks behind the tree and vanishes from your sight. You are unlikely to ever see him again. But, while you are looking at the tree, you see a magical door open in its trunk, and beyond it is a pure clean light. You

walk over and step through to find yourself in the wizard's chamber--go to <32>.

<25> The room is too large for you to grab both items at the same time. When you touch one, the other one magically vanishes with a small popping noise. If you took the sandwich, go to <15>. If you took the coins, go to <20>.

<26> The mangrove tree trunk is slippery, and the first branch is fairly high. It will take some skill or dexterity to get up into the branches. If you have a Talent for Climbing, Agility, or Acrobatics, you can use it for this L2SR on DEX (25-DEX). If you make the saving roll, you manage to get up into the tree before the alligator catches you--go to <2>. If you fail it, then the giant reptile catches you, and it's not a pretty sight. Chomp, Chomp! You're dead.

<27> You wake up in Khara Khang's chamber. It seems that he was watching you, and decided to save your life. Finding you passed out and turning blue, the old wizard dug the gooey mass out of your throat, gave you artificial respiration, and

resuscitated you. When you wake up, you see him glaring at you. "Let that be a lesson to you," he snarls, "don't go eating strange things in hopes they are magical. That kind of behavior will get you killed. Now get out of here! I am very disappointed in you." He hands you your stuff, and you get your suspended adventure points back with a 10% increase--so the adventure wasn't a total loss. You leave and find yourself once again on the streets of Khazan, ready for a new adventure somewhere else. THE END.



<28> The alligator is dead. You search, but there doesn't seem to be any treasure here unless you want to butcher the beast and take its teeth or claws. The teeth are nasty things--you could catch a disease by simply touching them, but a good dagger is a better weapon. The claws are impressive. If you decide to cut up the reptile, you will gain body parts

worth about 20 gold pieces in the open market. When you are ready, a magical door will open in the trunk of the mighty mangrove tree, and you may step back through it to the wizard's chamber at <29>.

<29> Old Khara Khang chuckles with delight when you suddenly materialize in his chamber. When he sees that you have some gator parts he is even happier. (If you didn't butcher the reptile, his smile is just a token grin.) "You have done very well, and I think you will be an excellent agent for Her Deathliness once you have completed your training." You may sell the gator parts if you wish (that gets you 1D100 + 20 gold pieces) and I will give you this additional blessing." He reaches out and touches you. You feel a magical tingle run through your body. (You may increase any one of your attributes by 1 point. By doing so, you use up all the adventure points you gained in this adventure plus whatever Khara Khang just gave you; however, now that the adventure is over you get back all the a.p. that you had previously with 10% interest.) You thank the old wizard and get back to your normal life. You know that Khara Khang may still have

more tests and challenges for you, but you are unafraid. THE END.



<30> Bravely you pick up the sandwich and bite into it. Ewww! This is foul. As you try to chew and swallow, your jaws get locked up in the gooey peanut butter, and the mass clogs your throat. You find yourself choking to death. Make a L3SR on CON (30 - CON). If you make the saving roll, go to <5>. If you miss the saving roll go to <6>.

<31> You wake up back at the beginning of this adventure on in Khara Khang's chamber, very surprised to find that you are still alive. You don't have any weapons or armor--the Goblin took those as a token of his victory. He also cut a notch in both your earlobes, and they hurt like the devil, but he did not kill you. The old wizard is very disappointed in you, but he returns your suspended adventure points with 10% interest. At least the adventure

wasn't a complete loss. Then it's back to the streets of Khazan with you in hopes of finding another adventure soon. THE END.



<32> Old Khara Khang chuckles with delight when you suddenly materialize in his chamber. When he sees that you have the goblin's weapons he is even happier. "You have done very well, and I think you will be an excellent agent for Her Deathliness once you have completed your training." You may keep the Goblin's weapons if you wish and I will give you this additional blessing."



He reaches out and touches you. You feel a magical tingle run through your body. (You may increase any one of your attributes by 1 point. By doing so, you use up all the adventure points you gained in

this adventure plus whatever Khara Khang just gave you; however, now that the adventure is over you get back all the a.p. that you had previously with 10% interest.) You thank the old wizard and get back to your normal life. You know that Khara Khang may still have more tests and challenges for you, but you are unafraid. THE END.

<33> The Goblin looks at you expectantly, but when you don't produce the bronze coins, his joy turns to disappointment and then to anger. "Liar!" he cries. Snatching up the bronze dagger, he attacks you savagely. If you pull your own weapons and fight him, go to <12>. If you turn and run away, then go to <22>.



<34> The door vanishes behind you as you step through it, and you find yourself on an island of black mud. Above you the sky is dark and gloomy

with heavy low-lying clouds. A drizzling rain quickly soaks you to the skin. All around the island are dark waters in which many reeds grow, and quite a few sunken trees. Behind you is a mighty, mossy mangrove tree. Ahead of you is a very large goblin. It has greenish-yellow skin, large flapping ears, bulging eyeballs covered by a nictitating eyelid. The Goblin squats on a blanket and arranged in front of it are a few primitive weapons including a fish-spear, a leaf-bladed dagger, and something that looks like a flute. He smiles and speaks to you in a mangled version of the Common Speech. "Welcome to my swamp, stranger. Did you come to buy? Or to die?" If you answer "buy" go to <7>. If you answer "die" go to <12>. If you just attack him, go to <17>. If you try to run away, go to <22>.

<35> The door vanishes behind you as you step through it, and you find yourself on an island of black mud. Above you the sky is dark and gloomy with heavy low-lying clouds. A drizzling rain quickly soaks you to the skin. All around the island are dark waters in which many reeds grow, and quite a few sunken trees. Behind you is a mighty, mossy mangrove tree. In front of you is a large alligator on

the water's edge. When it sees you, it emits a hissing burble of a roar and rushes toward you with jaws wide-extended. If you have the sandwich in your hand, go to <11>. If you have the coins in your hand, go to <16>. If you just decide to fight it with your weapons or if you want to cast a spell at it, go to <21>. If you turn around and try to quickly climb the mangrove tree, go to <26>. If you just stand there or try to talk to it, go to <3>.



Sample Characters for T & T Adventures

Name: Deathkitten Female Warrior Level 3

STR - 28 CON - 25 INT - 18 WIZ - 8

LK - 21 DEX - 35 CHR - 15 SPD - 17 Adds - 63

Weapons: Falchion (4D6 + 4) Halbard (6D6)

Armor: None



Picture:

Name: Snow

Male Rogue Level 1

STR - 15 CON - 11 INT - 13 WIZ - 17

LK - 13 DEX - 18 CHR - 9 SPD - 15 Adds - 13

Weapons: Katar (2D6 + 4)

Armor: Full leather: (Takes 6 hits in combat)



Picture:



Goblins in Trollworld are neither cute nor friendly. They start their lives as eggs spawned on marsh weeds and go through three metamorphoses before achieving their final humanoid form. When Goblins and Uruks live together, the Goblins are always slaves.

Are you ready for a full-sized solitaire adventure?
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place of hospitality or a devious trap for the unwary?
You decide. It's easy enough to enter--getting back
out alive is the trick you must perform!



The DewDrop Inn, on sale in June 2011.



So, you think of yourself as a warrior and a proven adventurer, but do you have what it takes to serve as an agent of the Death Goddess? Find out as The Wizard's Test challenges your wit and prowess in some very sticky situations indeed.

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