

DELUXE
Arena of Khazan



FBI-8112

DELUXE
TUNNELS & TROLLS



SOLITAIRE ADVENTURE
BY
KEN ST. ANDRE

GENE
DAY ©

DRAGON TUNNELS & TROLLS



MAP KEY			
	Forest		River
	Jungle		City
	Mountains		Village
	Volcanoes		Swamp
	Deserts		Marsh
	Dunes		Swamp

TROLL WORLD



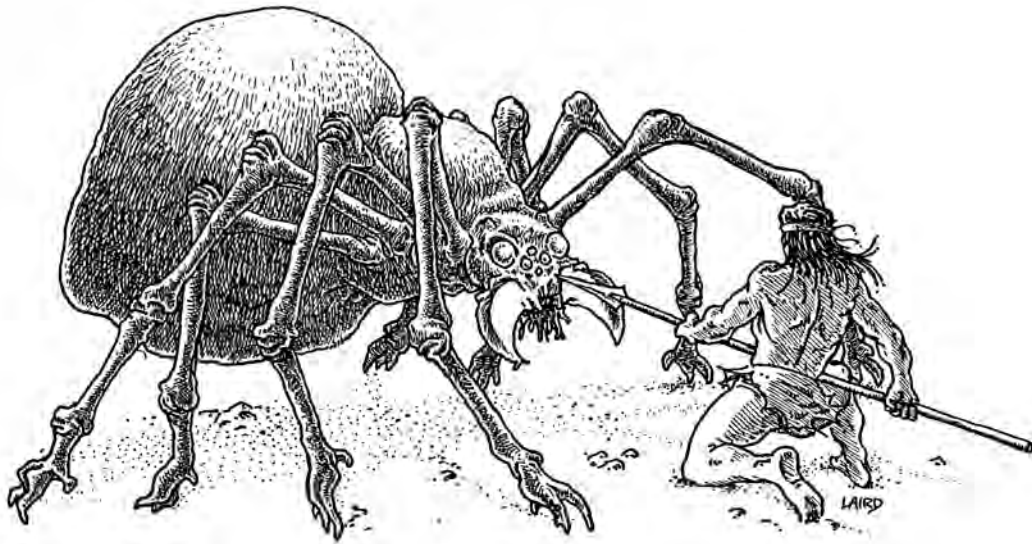
DELUXE
Arena of Khazan

SOLO 12

A solitaire adventure for:

DELUXE
TUNNELS & TROLLS

*Also compatible with
older editions of T&T*

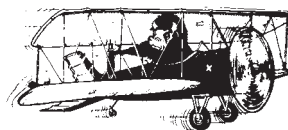


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DELUXE
ARENA OF KHAZAN

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Solo Number 12

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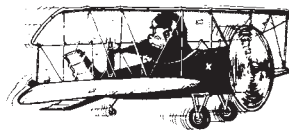
Historical Footnote:

*Both **Gene Day** and **Peter Laird** are well-known artists in the comic book field. Gene Day is best known for his work on Marvel's **Master of Kung-Fu** and the **Star Wars** comics of the late 1970s to the early 80s. Peter Laird went on to be one of the co-creators of the **Teenage Mutant Ninja Turtles**, which became a huge phenomenon, spawning cartoons, computer games and a movie series. Steven S. Crompton has also done numerous independent comics.*

Deluxe Edition Proofed & Playtested by: **Joseph C. Wolf & Stefan Jones**

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INTRODUCTION

This solitaire dungeon simulates the adventures possible to characters who wish to compete in the Arena of Khazan. Khazan is known as the City of Monsters. Its dire reputation comes from its ruler, Lerotra'hh, the Death Goddess of Khazan who has ruled for centuries since she defeated the elf wizard Khazan-ohtariel-Khazan and the Good Kindreds in 666 A.K. (after Khazan). Her trollish hordes and her minion Khara Khang have held the city in an iron grip, although the reign of terror has mellowed over the years. Now most of the bloodletting takes place on the dark sands of the grand arena.

The Arena is open to all — wizard, rogue, warrior, specialist, or even citizen; human, elf, dwarf, uruk, monster or beast. It is possible to win great prizes for victory, but it is more likely the fighter will die before his/her contract is fulfilled. Be warned: this is an adventure for those who love to fight, not a puzzlebox as are some other solitaires!

HOW TO READ A PARAGRAPH

(yes, honest!)

Some of the paragraphs here are long and complex. Keep the following suggestions in mind, and you should have no problems.

1. While playing this solitaire, keep a piece of scratch paper handy to jot down paragraph numbers as you read them. Then, if you are told to return to the paragraph you just came from, you'll get there.

2. I have gone to considerable effort to phrase these paragraphs with the choices arranged so that when you reach a choice that applies to your character, you may quit reading immediately and go to the next reference.

3. Some of the introductory paragraphs require you to perform some action before the fight can start. Generally, you will have to create a card for your opponent, according to the formula given —

when you are told to create a Dwarf, stop everything and create a Dwarf.

4. Some paragraphs are divided into subparagraphs in this manner: 2A1, 2A2, 2A3, 2A4. All these are subparagraphs of paragraph 2A. Usually these subdivisions segment your options in time, i.e. what you have the option of doing first, then next, etc. Occasionally you will be sent back to the second or fourth part of a paragraph, like 'go to the fourth part of 2A.' This means go directly to 2A4. You no longer have the option of using any listed choices before 2A4 now (no 2A1 or 2 or 3). Once you have done this a few times, you should have no trouble at all.


PARAMETERS FOR ARENA COMBAT

These are listed to give you a good idea in advance what kind of thing you can and can't do here.

1. You may bring any type or level of character. Once you get the character in, you may find its powers and abilities severely limited. Remember this: if the text doesn't say you can, then you can't, (i.e. Shadowjacks couldn't just slip into a shadow and disappear). Khara Khang is a higher level wizard than anything you've got, or anything you can protect against, and he actively prevents you from doing things that actually aren't spelled out in the text. It's part of his job to see that the audience gets a good show — even at the price of your blood.

2. You may use enchanted weapons or armor in the Arena, as long as the magic fits into the scheme of regular T&T combat. If you have a ring that makes you invisible to monsters, don't expect it to





work, because Khara Kang will simply negate it. The people in the stands come to see a fight, not empty air.

3. It is possible to be defeated in the Arena but not lose your life. If your CON (constitution) or MR (monster rating) is reduced to 5 or less during combat, you will be considered “disabled.” Usually this means you will have lost the fight, but (under some circumstances), you’ll live through it. You are not totally dead until your CON reaches negative 10 or more.

4. Like all the solitaire adventures, the Arena of Khazan depends on the Honor System to insure fair play. Read the paragraphs only as you reach them, and follow the instructions to the letter as you play out the game. You may expect many of your characters to die, but don’t let it discourage you.

5. DT&T incorporates the use of Talents during the game. Talents are only used when saving rolls are attempted. Some Talents are useful in combat; for example, Marksmanship when using a missile weapon, or Dodge in combat with multiple or more powerful foes. Most Talents enable you to add +3 to whatever you rolled on the dice; although advanced Talents may add even more. The text may not remind you that you can use your Talent in a situation. It is up to you to remember to do so when saving rolls are called for.

6. The human kindred has been given a new ability under the Deluxe rules. Humans that fail a saving roll get a second chance to make it. If the character fails twice, that’s it, but if it succeeds on either throw, then take the adventure points for the dice roll and follow the instructions for success.

7. If your character is a warrior, you may use the warrior bonus of one extra D6 per character level on all of your weapons. For example if you are a 3rd level warrior using an axe worth 5D6 in combat, it is actually worth 7D6 for you.

If you play the game honestly, it has enough variations that it should be able to surprise you for some time to come.

A QUICK NOTE ABOUT COMBAT

Sometimes the fall of dice will determine that you fight a type of opponent you have already fought before. You will almost always be instructed to fight one more opponent than you did last time. Usually this is no problem if you assume your foes behave identically. You often have to make certain saving rolls, however, before or during the basic chop and hack. It is reasonable to assume that extra foes increase the likelihood of danger.

Therefore: always multiply the level number of saving rolls you are called upon to make times the number of foes you are facing. For example: if you are fighting 2 dwarves, and the text calls for a 2nd level saving roll, you will have to make a fourth-level saving roll in the same situation. (Yes, I know a 4th level saving roll is more difficult than two 2nd level saving rolls, but that is as it should be.)

In similar situations, the problem of using missile weapons may come up. Let us say you can put a crossbow bolt through one of those dwarves, and you kill him on the spot. But don’t think you can do it twice in the time you have. That second dwarf isn’t going to slow his charge to let you shoot at him also. If you manage to shoot and kill one of them, fine—but if you miss, or merely wound the first one, you will then be in close combat with two angry dwarves.

YOU WILL NEED: scratch paper, character cards (and probably some blanks), several six-sided dice, pen or pencil, and the rules to *Tunnels & Trolls*, preferably the deluxe edition. It will also help to have one 20-sided die so you can easily randomize between 1 and 10. (If you do not have a poly-die, a well-shuffled deck of cards with the face cards removed will do just as well). You must also supply a good dose of enthusiasm, imagination, and a little statistical expertise!

NOTE - See the appendix on page **48** for **pre-generated opponents** if you wish to save time whenever you start your fight at paragraphs **2A, 3A, 4A, 5A, 6A, 7A, 8A, 9A**. Feel free to either use the appendix or follow the original instructions—your choice. There are also **pre-generated fighters** you can take into the adventure starting on **page 50**.

ARENA OF KHAZAN

WHEN YOU ARE READY TO BEGIN, START HERE

There are several reasons why your character might find him/her/it self fighting in the Arena. The best reason might be that you have decided to try out for a place in the Elite Guard of the Goddess. Lerotra'hh has learned that hard times are coming to her empire sometime in the near future (it might be a year, it might be a century, but to an immortal, it's the near future), and she is recruiting an elite guard to serve her when the time comes. In order to find the best fighters, she is running a competition in the Arena of Khazan. A place in the guard will be offered to anyone who can survive 10 fights at random. Along with the place among the Elite also comes a nice stipend of 1000 gold pieces per year. If this is your reason, go to **13A** and remember that you have signed up for 10 fights, not 3.

Another reason is that you're a professional fighter, and working in the Arena is how you earn your living. If this is your reason, go to **13A** and simply follow the instructions there.

A third reason is that you have been sentenced to fight in the Arena as punishment for some infraction of the law. If this is the case, go to **14A**. This generally only happens when some other T & T product has sent you to the Arena, but you may choose this option if you wish.

Make your choice now and go to either **13A** or **14A**.



1A: You're dead, but don't feel too badly. T'is a condition to be admired, a state of being beyond the pettiness and pain that make up so much of life. Your soul has been liberated to seek out its next incarnation, and besides — you're helping to establish a satisfactory kill-ratio for the Arena! Please make a new character and try again! To personalize your copy of Arena, and to make the game more interesting, turn to **35A**.

1B: Your unconscious (or barely conscious) body lies upon the sand at the feet of your conqueror, and at the mercy of the crowd. Thumbs up from the crowd and you will be spared; thumbs down and you will die on the spot. Figure out how many combat turns your battle lasted, then roll 1 die: if the number you have rolled is smaller than the number of combat turns you fought, you will be spared. (Thus, mercy is automatic if you lasted at least 7 combat turns — and death is automatic if you lasted only 1.) If spared you will get no reward for this fight, and any money you bet on yourself will be lost. Still, this does count as one fight in determining your odds in future fights. If you received the mercy of the crowds, go to **26B**. If not, go back to **1A**.

1C1: In order to strike first you will have to use magic or a missile weapon. If you cast magic, write down the spell name and level and go to **20B**. Go to **C2** if you used a missile weapon.

Q: If you used a missile, make a 4th level saving roll on Dexterity (35—DEX). If you missed the roll, you missed the wizard. Go to **21B**. If you made the saving roll, your missile struck him and did full damage. He gets 33 points of armor protection, has a CON of 30 and a ST of 70. If you have slain him, or have reduced his CON to 5 or less so that he passes out, you are the victor — go to **34A**. If his CON is still greater than 5, go to **23E**.

1D: The ape pretends to accept — but it grabs your arm instead of the banana. If your ST is 100 or greater, go to **17F**. If your ST is between 50 and 100, go to **30D**. If your ST is less than 50, go to **19F**.

1E: Notice: this paragraph doesn't exist. Sorry! Your character wasn't supposed to be here anyway!

1F: If your ST or CON is 50 or greater, then conduct regular T&T combat until one of the following things happens. If you kill it or reduce its MR to 10 or less, it falls over and you go to **34A**. If it kills you or reduces your CON to 5 or less, then it gets a meal off your body — go to **1A**. If neither your ST or CON were at least 50, then it smashed you to the ground, doing 8D6 of damage. If this kills or disables you, you're cat food — go to **1A**. If you are only wounded, go to **6D**.

1G: If the weapon you are using is enchanted or silver-bladed, go to **31F**. If not, go to **2E**. If you're unarmed, your days are at an end. The werewolf rips your throat out and howls with diabolical glee. Go to **1A**.



2A1: Your opponent is a giant. If you have already fought giants in this arena, you must now fight one more than you did last time. Create and name the character card for your foe. Give it a ST and CON of 50 each. For all other attributes, roll 3D6 and total, as if you were creating a regular Human character. Remember **TARO**—triples add and roll again. (If you have already created a staff of permanent Arena fighters, and you have enough giants, use them and ignore the previous instruction, but roll 1D6 and add that to their lowest attribute, changing their combat adds if necessary.) Khazan's arena giants are clad in baggy trousers and shirts of stitched-together tiger skins. Their own hides are so tough that they can absorb the first 10 hits in a combat round without losing any CON points. These giants are about 30 feet tall, and are armed with large spatula-shaped wooden clubs worth 10D6 in combat. (Remember, these giants also get their personal combat adds.) The clubs are 10 to 15 feet long, and the heads are covered with silver spikes, which enables the giants to slay magical beings. Go to **20A** to figure your odds before reading on.

A2: Now that you have calculated the odds and placed your bets (if any), you are ready to fight. If you wish to cast magic against the giant (or giants), write down the spell name and the level you cast it, and go to **20B**. If you use no magic, read on.

A3: If you wish to use a missile weapon against your foe, select one of the following 4 ranges and go to that paragraph: Pointblank **3F**; Near **6C**; Far **7D**; Extreme far **8D**. If you don't use a missile, read on.

A4: If you try to dodge the giant(s) for a combat turn to see what it does, go to **25F**. Or, if you simply wish to attack it in regular dT&T combat, go to **21A**.

2B: Make a 3rd level saving roll on IQ (30—IQ). If you make it, go to **34D**; if you miss it, go to **4F**.

2C: You are entangled in a bola. The hobb(s) gets 1 free attack on you with its knife (2D6 +4), before anything else happens. If you are killed, go to **1A**. If your CON is reduced to 5 or less, go to **1B**. If neither of these things has happened, make a 1st level saving roll on Dexterity (20—DEX). If you make it, you disentangle yourself and can fight hand-to-hand by going to **14E**. If you missed the saving roll, you are still helpless, and the hobb(s) will get another free combat turn against you. Return to the beginning of this paragraph and go through it as many times as necessary, until one of the above conditions has been fulfilled and you can leave to another paragraph.

2D1: Your foe is a horror out of a nightmare, a giant spider as large as a man. It scuttles across the sand toward you with its mandibles dripping green venom.

D2: If you wish to use magic against the spider, write down the spell name and level, and go to **20B**. If you don't use magic, read on.

D3: If you wish to use a missile weapon against the spider, choose one of the four ranges, and go to the appropriate paragraph: Pointblank **19B**; Near **15F**; Far **22F**; Extreme **24D**.

D4: If you intend to fight it at close range with a hand weapon, go to **22G**.

2E: The weapon breaks in your hand and does no damage to the werewolf. It leaps right through your attack and sinks his fangs somewhere deep in your flesh! Go to **5D**.

2F: STOMP!!! Go to **1A!!!**

3A1: Your opponent is a gremlin. If you have fought gremlins previously in the arena, you must now fight one more than you did last time. Roll 1D6 for each gremlin that you must fight. If you get an odd number, it is a male; if you rolled an even number, it is female. Each male has the following attributes: ST:7, IQ:8, LK:17, WIZ:12, CON:7, DEX:9, SPD:11, CHR:7. The females are a bit tougher - add 1 point to each of the male's attributes. The male gets 5 combat adds; the female gets 9. Each gremlin is armed with a barbed fish-spear (worth 3D6 in combat), and also carries a short curved dagger (worth 2D6 + 1 add). Go to **20A** to figure your odds before reading on.

A2: Now that you have calculated odds and placed bets (if any), get ready to fight. If you wish to use magic against the gremlin(s), write down the spell name and level, and go to **20B**. If no magic, read on.

A3: If you wish to use a missile weapon against the gremlin(s), make your first-level saving roll on Speed (20—SPD). If you made the saving roll, go to **11C**. If you missed it, go to **12C**.

A4: If you are reading this, you are in close hand-to-hand combat with your opponent. Go to **23A**.

3B: The wizard throws a first level Take That You Fiend! spell at you. There is a purple blast of lightning, a thunderclap, and you are rocked back with the impact of the magic. The spell reduces his WIZ by 5 points — and it reduces your CON by the same number as the wizard's IQ. Remember that armor will not protect you from damage in this case. If this kills you, go to **1A**. If it only disables you (drops your CON to 5 or less) go to **1B**. If you're only hurt, you now have a chance to retaliate. Go to **4B**.

3C: Your foe is an enchantress and has a heart of stone. Your gallant gesture was wasted on her. She blasts you with her prepared spell. Go to **25A**.

3D: This will be regular dT&T combat . . . you vs. the uruk shaman. Normally, his dagger gets 5 dice, but this is tripled for the first combat turn as he has a temporary charm cast on it. He also gets all his personal adds (don't triple those). You get your in-hand weapon (whatever it is worth), plus your personal adds. As long as the uruk is winning, you must stay here and fight. If he kills you, go to **1A**. If he disables you (CON of 5 or less), go to **1B**. If you slay him outright in exactly one combat turn, go to **34A**. If you wound him on any combat turn, in, even if it is spite damage, go to **24C**.

3E: If your weapon is inherently magical or has been enchanted for this combat, go to **6G**. If not, go to **33A**.



3F: You are aiming at a huge target at Pointblank range. Make your first level saving roll on Dexterity (20—DEX). If you missed the saving roll, you also missed the target. You must take all the hits it can dish out in one combat round, so make its combat roll and take the hits. If this kills you, go to **1A**. If it reduces your CON to 5 or less and your foe is not a monster or a beast, go to **1B**. If your foe is a monster or a beast, it will finish the job before you can be rescued; go to **1A**. If you were able to take the hits on your armor, or are not so badly wounded that you can't continue to fight, return to the **fourth part of the paragraph** that sent you here.

If you made the saving roll, your missile struck true. Your foe must take the full amount of hits you delivered (but it can take those hits on armor or tough skin as given, just as you can). If you slay it, go to **34A**. If you have only wounded it, you will be able to evade it for the rest of this combat round. Return to the **second part of the paragraph** that sent you here, and continue the fight. (This ends one combat turn.)

4A1: Your opponent is a nasty little hobb. If you've already gone against hobbs, fight one more than you did last time. Use the Peters-McAllister chart in the dT&T rules, and create as many hobbs as you have to fight. Khazan hobbs are armed with a bola and a long thin flensing knife (worth 2D6+ 4 adds). Go now to **20A** to figure your odds before reading on.

A2: Now that you have calculated odds and placed bets, you are ready to fight. If you wish to cast magic against the hobb(s), write down the spell name and level; go to **20B**. If not, read on.

A3: If you wish to use a missile weapon against your foe(s), select the range you will shoot from, and go to the indicated paragraph: Pointblank **14B**; Near **17B**; Far **18D**; Extreme **18F**.

A4: If you would like to wait or dodge for one combat round to see what the hobb(s) do, go to **23B**. For hand-to-hand combat, go to **14E**.

4B1: You are fighting a 1st-level wizard; it's your option to strike first.

B2: If you wish to use magic, write down the spell name and level. Go to **20B**.

B3: If you wish to use a missile weapon, you're already at near range. Go to **15F**.

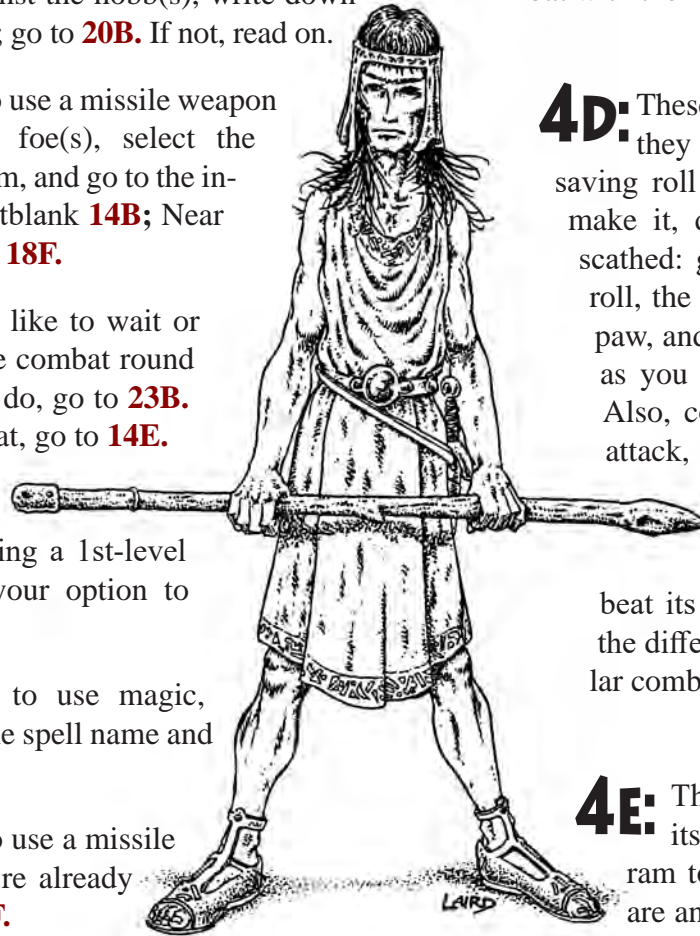
B4: If you go in for hand strokes against this wizard, you're in for a bit of a surprise. Go to **3B**.

4C1: Your foe is the dreaded Kauter. It is 20' tall, wreathed in flame, and it wields a tremendous whip. When it sees you, it laughs appallingly and snorts, "COME TO YOUR DOOM, PIPSQUEAK! BLACKFLAME WILL GIVE YOU FIRST BLOW!" If you take the Kauter at his word and rush in to attack him, go to **30B**. If not, read on.

4C2: If you wish to use magic against the Kauter, write down the name and level of your spell and go to **20B**.

C3: If you wish to use a missile weapon against it, it won't dodge your puny weapon. (It wants to laugh at you when you fail to hurt it.) Calculate how much damage you could do, then go to **3E**.

C4: If you're reading this, you're in close combat with the Kauter. Go to **28E**.



4D: These big cats are quicker than they look. Make your third level saving roll on Luck (30—LK). If you make it, deliver all of your hits unscathed: go to **7E**. If you missed the roll, the cat hit you with at least one paw, and you must take as many hits as you missed your saving roll by. Also, compare your attack with its attack, and if it beat your roll you must take normal combat hits (the difference between your rolls). If you beat its attack, however, you inflict the difference on the lion, as in regular combat. Go to **9D**.

4E: The anaconda fights by using its massive head as a battering ram to stun its prey (you). If you are an ogre, troll, or giant, go now to **6E**. If you aren't one of those big guys, you need to make a saving roll on Luck to avoid being struck by the serpent. Roll 1D6—make your saving roll at that level. If you miss the saving roll, go to **16E**. If you make the roll, go to **14C**.

4F: You are aware that shoggoxes have a weakness for piccolo music, but you never learned how to play the piccolo. A horrible feeling of doom comes over you. Go to **26A**.

5A1: Your opponent is a dwarf. If you have fought dwarves previously in this arena, you must now fight one more than you did last time. Use the Peters-McAllister chart in the dT&T rules (page 183-184) and create as many dwarves as you have to fight. The Khazan Dwarves wear ring mail (takes 11 hits) and are armed with broadaxes (4D6; requires a ST of 17 or the fighter will tire). Go to **20A** to figure your odds before reading on.

A2: Now that you have calculated your odds and placed your bets (if any), you are ready to fight. If you wish to cast magic against the dwarf (or dwarves), write down the spell name and the level you are casting it on and go to **20B**. If not, read on.

A3: If you wish to use a missile weapon against your opponent(s), select your range and go to that paragraph: Pointblank **14B**; Near **17B**; Far **18D**; Extreme **18F**. If you aren't using a missile weapon, read on.

A4: If you would like to try to evade the foe for the first combat turn to study its method of attack, go to **23C**. Otherwise, you must engage in hand-to-hand combat. Go to **16A**.

5B: Your opponent, a first-level wizard, wears a dagger (worth 2D6) and carries a staff ordinaire. Roll up his attributes, adding 2 to each. If he still doesn't have an IQ and DEX of at least 12 each, raise them to 12. Now, roll 1D6 for the wizard, and 1 for yourself: whoever has the highest number strikes first. If the wizard gets to strike first, go to **3B**. If you get to strike first, go to **4B**.

5C1: You were faster than the uruk and get the first shot. In order to hit him, you will have to use magic, or a missile weapon.

C2: If you use magic, write down the spell name and level, and go to **20B**.

C3: If you use a missile weapon, go to **19B**.

C4: If you are reading this, the uruk has survived and gets a chance to strike back. Go to **24C**.



5D: With a horrible growl, and before you can switch to a close-quarters weapon, the werewolf is upon you. Take its full monster rating worth of hits. If this kills you or reduces your CON to 5 or less (no mercy from a lycanthrope), go to **1A**. If you are still able to fight, you managed to kick it off your body for an instant and draw another weapon (if you have one). Go to **1G**.

5E: Guess what! Your character is a virgin. The unicorn will not fight against you, but instead trots up and nuzzles you gently. If you still want to attack it, go to **26C**. If you refuse to attack it, go to **33C**.

5F: The dwarf falls over, apparently dead. As you watch in disbelief, you notice that his wound is rapidly closing and that his golden crown is glowing. A minute later he sits up, smiles, and bows to you. He explains that the fight is over, and you are the winner. As a trophy, he gives you his pickaxe. (This is a 10D6 weapon that always strikes directly through armor, and will also deflect incoming missiles away from you unless you roll a 2 or a 3 on two dice.) Amazed and happy, you can now go to **34A**.

6A1: Your opponent is a human warrior. If you have fought men previously in this arena, you must now fight one more than you did last time. Create as many standard human characters as you have to fight, but when rolling up their attributes, roll 4 dice each time and only use the 3 highest. Each man is armed with a broadsword (3D6 + 4 adds), and is wearing leather armor (takes 6 hits). Each warrior also has a target shield (takes 3 hits). Recognize them? Make a character card for each human you must fight — you will have to refer to their attributes during the battle. Go now to **20A** to figure the odds before reading on.

A2: Now that you have calculated the odds and placed your bets (if any), you are ready to fight. If you wish to use magic against the warrior(s), write down the spell name and the level you are casting it on, and go to **20B**. If not, read on.

A3: If you wish to use a missile weapon against your foe, select a range and go to the paragraph indicated: Pointblank **19B**; Near **15F**; Far **22F**; Extreme **24D**. If you don't use a missile weapon, read on.

A4: If you would like to try and dodge for the first combat turn to see how your foe attacks, go to **23D**. If you are willing to engage in hand-to-hand combat, go to **15A**.

6B: Your opponent is a 6th-level human sorceress (*wizard*). She is armed with a special enchanted spear (worth 21D6), and her flesh is so hard that it will take 20 hits without damage. Create her card as you would any normal human character, but when you've finished go back and add 15 to each of her attributes. Now, roll 1D6. If you throw a 5 or a 6 you have the option of striking first; any other number lets her strike first. If you strike first, go to **19C**. If she strikes first, go to **25A**.



6C: You are aiming at a huge target at near range (more than 10 yards, less than 50). Make your first level saving roll on Dexterity (20 — DEX). If you missed the saving roll, you also missed what you were aiming at; go back to the fourth part of the paragraph that sent you here. If you made the saving roll, your missile struck true. Your foe must take the full amount of hits (it may take hits on armor and tough skin, just as you can).

If you have slain it, go to **34A**. If it is wounded or unhurt, you just have time to grab another weapon. Go back to the fourth part of the paragraph that sent you here.

6D: You must make your fifth level saving roll on Luck (40 — LK). If you made it, go to **10D**. If you missed it, go to **30C**.

6E: You are too large to be able to dodge the striking snake while chained to a pole, so you will have to meet it head on. Do regular dT&T combat until either you are killed, which would send you to **1A**, or until the reptile has been reduced to a MR of 5 or less, which would send you triumphantly to **34A**.

6F: You struck the eagle and knocked it out of the sky. Do your full weapons damage. If this has killed the eagle or reduced its MR to 5 or less, it will be unable to continue the attack, and you can go to **34A**. If you haven't hurt it quite that badly, it jumps back into the air, and will come in for a second attack. Return to **22D**.

6G: If you have reduced the Kauter's MR to 50 or less, it will fall over, and you go to **34A** in great triumph. If you only wounded it, go to **28E** and fight on.

6H: You stagger forward, dazed and bleeding, your weapon drops from your hand as the crowd cheers. You are vaguely aware that someone is approaching from behind. Then all goes black.

7A1: Your opponent is an uruk — one of the dreaded Death-Uruk of the Khazan guard. If you have fought uruks before in this arena, you must now fight one more than you did last time. Roll up the urukish attributes, but roll four dice for Strength and Constitution, and only roll two dice for Charisma. Each uruk is armed with a large bronze scimitar (worth 4D6) and carries a spiked shield (worth 2D6 damage and takes 4 hits). They wear cuirasses and helmets (takes a total of 7 hits). They also have 3 javelins (worth 3D6), nicely balanced for throwing. Go now to **20A** to figure the odds before reading on.

A2: Now that you have calculated your odds and placed bets (if any), you are ready to fight. If you wish to use magic against the uruk(s), write down the spell name and level, and go to **20B**. If you're not using magic, read on.

A3: If you wish to use a missile weapon against your foe, select your range and go to that paragraph: Pointblank **19B**; Near **15F**; Far **22F**, Extreme **24D**. If you don't use a missile weapon, read on.

A4: If you would like to dodge and run for the first combat turn to see what kind of action your foe takes, go to **22C**. If you intend to engage in hand-to-hand combat, go to **18A**.

7B: The spider was not able to bite you or get any of its venom into your bloodstream. Continue fighting — return to **22G**.

7C: Your opponent is a second level uruk shaman. He is carrying a great shamsheer (worth 5D6), and is dressed in lizard-scale armor (takes 8 hits). Make a character card for him: for ST, CON and LK roll four dice and add 5. For IQ and DEX, roll three dice and add 4. (If the total is still less than 12 in either case, give the uruk a 12 instead.) For CHR, roll two dice.

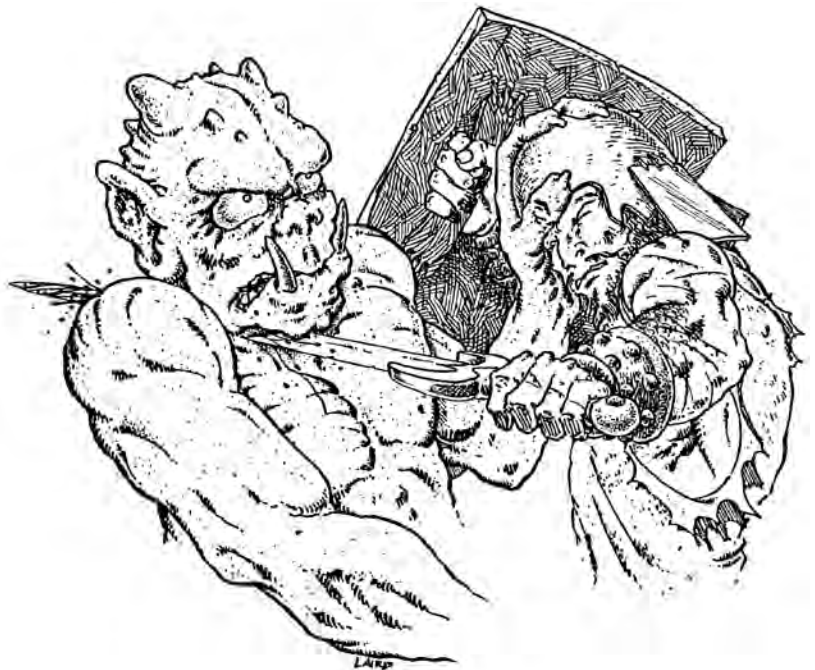
Now, roll 1D6 for the wizard, and one for yourself. In case of ties, roll again. Whoever has the highest number has the option of striking first. If the uruk gets to strike first, go to **24C**. If you get to strike first, go to **5C**.

7D: You are aiming at a huge target at far range (more than 50 yards, less than 100). Make your second level saving roll on Dexterity (25—DEX). If you missed the saving roll, you also missed your target. If you would like to try and shoot again, go to **3F**. If you want to switch to another weapon, go back to the fourth part of the paragraph that sent you here.

If you made the saving roll, you were right on target. Your foe must take the full amount of hits that you can manage (it can take hits on armor or tough skin, just as you can). If you have slain it, go to **34A**. If it still lives and you wish to shoot at it again, go to **3F**. If it still lives and you'd prefer to try another weapon, go back to the fourth part of the paragraph that sent you here.

7E: If you have killed the lion or have reduced its MR to 8 or less, it falls over and you go to **34A** in glory. If it is only wounded, return to **4D**, and continue the struggle.

7F: You are not skillful enough to hit an eagle on the wing — let's test your Luck. Make your fifth level saving roll on Luck (40—LK). If you make it, go to **11E**. If you missed it, go to **8E**.



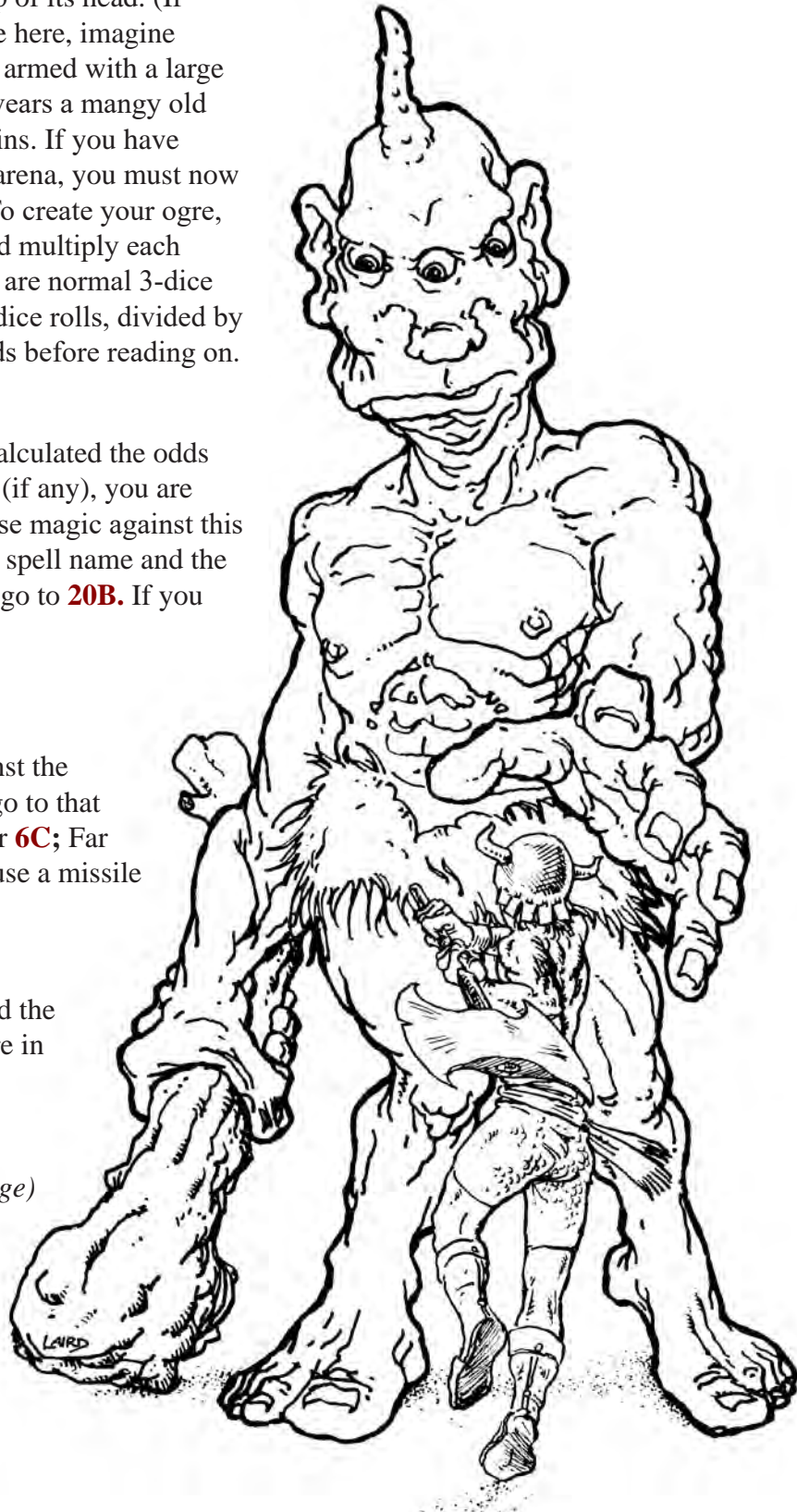
8A1: Your opponent is an ogre, rather a common one with only one head. It is twelve feet tall and as gnarled as an oak tree bole. It has three eyes and a horn on the top of its head. (If this is your second or third time here, imagine something similarly ugly). It is armed with a large knotty club (worth 9D6), and wears a mangy old bearskin wrapped around its loins. If you have fought ogres previously in the arena, you must now fight one more than last time. To create your ogre, roll 4 dice for ST and CON, and multiply each result by 2. LK, STR and DEX are normal 3-dice rolls. IQ, WIZ and CHR are 3-dice rolls, divided by 2. Go to **20A** to figure your odds before reading on.

A2: Now that you have calculated the odds and placed your bets (if any), you are ready to fight. If you wish to use magic against this ogre (or ogres), write down the spell name and the level you are casting it on, and go to **20B**. If you aren't using magic, read on.

A3: If you wish to use a missile weapon against the ogre(s), select your range and go to that paragraph: Pointblank **3F**; Near **6C**; Far **7D**; Extreme **8D**. If you don't use a missile weapon, read on.

A4: If you haven't stopped the ogre(s) already, you're in close combat. Go to **17A**.

(See the rest of the "8" paragraphs on the next page)



8B1: If you consider her too beautiful to attack, and wish to throw yourself on her mercy, go to **21C**. If her beauty doesn't move you, you can only attack first by using magic or by using a missile weapon.

B2: If you wish to cast magic at her, write down the spell name and level, and go to **20B**.

B3: If you intend to propel a missile at her, you can wait until she is only 10 yards away. Go to **15F**.

B4: If you are reading this, it is her turn to get nasty. Go to **22A**.

8C: If your weapon is enchanted, it takes full effect on the shoggox. Compute the number of hits (include poison effects, if any) — if you have reduced the shoggox to a MR of 100 or less it will fall over, and you can go to **34A**. If you don't have a magic weapon, but your character is a troll or giant, go to **33F**. If neither of these apply, go to **26A**.

8D: You are aiming at a huge target at extreme range (more than 100 yards). Can your weapon really reach this far? If not, go to **7D**. If so, then make your 3rd level saving roll on Dexterity (30—DEX). If you missed the saving roll, you missed your foe. If you would like to try another shot, go to **6C**. If you would prefer to switch to a hand weapon, go back to **6A4**.

If you made the saving roll, you hit the target. Your foe must take your full amount of weapons hits (it can take hits on armor or tough skin, just as you can). If you have slain it, go to **34A**. If it still lives, and you'd like to shoot at it again, go to **3F**. If it still lives and you'd prefer to try another weapon, go back to the fourth part of the paragraph that sent you here.

8E: The killer eagle strikes and knocks you to the ground. Figure its full monster rating worth of damage and take that many hits. If you're wearing plate armor, take only half that. If this kills you, go to **1A**. If it reduces your CON to 5 or less without killing you, go to **9E**. If you are not hurt badly enough to be disabled, go to **10E**.



9A1: Your opponent is a troll. It is nearly 15 feet tall, and looks like a cross between a gorilla and a boulder. If you have fought trolls previously in this arena, now fight one more than you did last time. Arena trolls are armed with what nature gave them: hands that can pulverize granite, and tusks that any boar would envy. On top of that, trainers have been working with the Arena trolls, and now they are unusually adept at hand-and-claw battle. ST:40, IQ:8, LK:14, WIZ:10, CON:40, DEX:12, SPD:12, CHR:15. Each hand deals 6D6 damage in combat (for a total of 12D6 + 30 adds), and the troll's tough skin will take the first 5 hits each combat round without any damage to CON. Go now to **20A** to figure your odds before reading on.

A2: Now that you have calculated the odds and placed your bets (if any), you are ready to fight. If you wish to use magic against the troll(s), write down the spell name and level and go to **20B**. If not, read on.

A3: If you wish to use a missile weapon against the troll(s), select your range and go to that paragraph: Pointblank **3F**; Near **6C**; Far **7D**; Extreme **8D**. If you don't use a missile weapon, read on.

A4: If you would like to try a strategy of hit-and-run against the troll(s) by dodging for the first combat round, go to **23F**. If you're brave enough to engage it fairly in regular T&T combat, go to **19A**.

9B1: In order to strike first you will need magic or a missile weapon. Pick from the options below:

B2: If you use magic, write down the name and level of your spell and go to **20B**.

B3: If you wish to use a missile weapon, fire and go immediately to **13F**.

B4: If you can use neither magic nor missiles, you draw your weapon and charge.

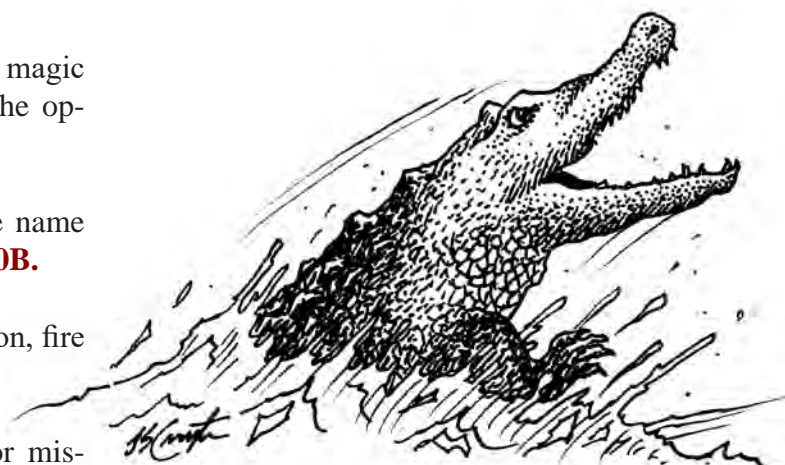
Go to **17D**.

9C: Your opponent is a 3rd-level elf wizard. She is dressed in a robe of woven silver, enchanted to take up to 7 hits in combat each turn. She is armed only with a great staff of elm-wood. Roll up an elf on the Peters-McAllister chart (pages 183-184), and add 5 points to each attribute. Now, roll one die for the elf-wizard, and one for yourself. Whoever has the highest number has the option of striking first. If you get to strike first, go to **8B1**. If she gets to strike first go to **22A**.

9D: If you have been killed or reduced to a CON of 5 or less, then the lion is the victor. Go to **1A**. If you have killed the lion, or reduced it to a CON of 8 or less, then you are the victor. Go to **34A**. If neither of these things has happened, the fight continues. Go back to **4D**.

9E: Arena guards drive the eagle off in time to save your life, and drag you back off the sands. You have been defeated, but you have a chance to live. Go to **26B**.

9F: The crocodile surfaced a bit too soon — and you've spotted it. If you wish to carry the attack to it, go to **11F**. If you wish to wait for it to attack you, go to **17C**.



10A: You will have to fight with one or more wild beasts. Roll one die, and look on the chart below to see which animal you must fight, and what its Monster Rating is. If you've already fought this type of creature, you will have to fight one more than last time. Remember that fighting two beasts is twice as hard as fighting one beast (in terms of saving rolls, missiles and magic), and that fighting three beasts is three times as hard. (It is suggested that each time you fight a given beast, place a small pencil mark by its name in the table below. You will always have to fight one more creature than there are marks by its name. When using a new character, erase the marks or use a different sign to keep track.)

Roll	Beast	Monster Rating	Go to
1	Cave lion	80 (9 dice+40 adds)	11B
2	Giant constrictor Snake	50 (6 dice+ 25 adds)	12B
3	Large Eagle	50 (6 dice + 25 adds)	13B
4	Crocodile	30 (4 dice+ 15 adds)	15D
5	Elephant	200 (21 dice+ 100 adds)	16B
6	Carnivorous Great Ape	100 (11 dice+ 50 adds)	18B

10B1: Your foe is a manticore. It has been strutting around the arena accepting the cheers of the crowd before you came out, but the squeak of your arena gate alerted it. As you walk onto the sand it comes bounding toward you with great leonine leaps. It has the body of a very large lion, but the face of a man. Where the tail should be is a huge scorpion-like stinger. And it is howling with a sound that makes your blood curdle in the veins.

B2: If you wish to use magic against the manticore, write down the spell name and level, and go to **20B**.

B3: If you wish to use a missile weapon, choose your range and go to that paragraph: Pointblank **19B**; Near **15F**; Far **22F**; Extreme **24D**.

B4: If you would prefer to meet the manticore in close combat, go to **29B**.

10C1: You must fight a unicorn — no sad-eyed gentle beast this, but a creature half again as big as a horse and armed with a long spiral horn that could punch through steel plate. If your character is a human, go immediately to **24B**. If you belong to any other kindred, read on.

C2: When the unicorn scents you in the arena, it rears and whinnies — a whinny that sounds almost like a roar. When its forefeet touch soil again it begins to gallop towards you. If you wish to use magic against it, write down the spell name and level and go to **20B**.

C3: If you wish to use a missile weapon, choose your range and go to that paragraph: Pointblank **19B**; Near **15F**; Far **22F**; Extreme **24D**.

C4: If you'd prefer to fight it in close combat, go to **32E**.

10D: You have lost your primary weapon, but you managed to draw any secondary weapon you may be carrying. Go back to **4D** and continue the battle. (Your previous weapon has been destroyed.)

10E: Make your third-level saving roll on Luck (30-LK). If you make it, you escaped with a few scratches. Go to **14D**. If you missed it, go to **12D**.

10F: The saurian got close enough to lash out with its tail and has struck you in the legs. Take its full MR in hits. If this reduces your CON to 5 or less, you've been killed or disabled, and you're its next meal. Go to **1A**. If you are only wounded, you're down with a broken leg. Go to **17E**.

11A: Your opponent is a wizard or paragon. If you have fought wizards previously in this arena, you do not have to fight one more than you did last time. Not even Lerotra'hh is that cruel. Roll 1D6 and refer to the table below. Before going to the indicated paragraphs in the table, stop at **20A** to calculate your odds, and then continue on from there to your magical confrontation.

Roll	Level of Foe	Go to
1	First	5B
2	Second	7C
3	Third	9C
4	Fourth	18C
5	Fifth	30A
6	Sixth	6B

11B1: You must fight a monstrous, golden-maned cave lion, eight feet high at the shoulder and twelve feet long. When you enter the arena it bounds toward you from the other side. Go to **20A** to determine your odds before reading on.

B2: If you want to use magic against it, write down the spell name and level, and go to **20B**.

B3: If you wish to use a missile weapon against it, choose your range and go to that paragraph: Pointblank **3F**; Near **6C**; Far **7D**; Extreme **8D**.

B3: If you are reading this, the cave lion has reached you and you must meet it with whatever you have in hand. Go to **19D**.

11c: The gremlin sees you shoot, and throws its spear at you — but you dodge nimbly to the side and it misses. However, it charges madly at you — there's no time for missiles or magic. Go to **13E**.

11D1: Your foe is apparently a strange hybrid of wolf and man. It crouches on the far side of the Arena, and gives an eerie howl. It is dusk, and Sharane, the red moon is rising. Horrified, you watch as the creature becomes more and more bestial, though it seems to retain a manlike form. With a final howl, it lopes toward you.

D2: If you want to use magic against it, write down the spell name and level, and go to **20B**.

D3: If you want to shoot at it, make your 4th level saving roll on Dexterity (35—DEX). If you made the roll, your aim was true; go to **27E**. If you missed the roll, you missed your target; go to **5D**.

D4: If you are reading this, you are fighting at close quarters with the beast. Go to **1G**.

11E: You struck the diving raptor a glancing blow. Divide your weapons hits by 3 (round up); the eagle must take that many hits. Now, roll one die and take that number of hits on your CON, regardless of your armor protection. If you have killed the eagle with your hits, then you win and can go to **34A**. If its hits have slain you, go to **1A**. If it has reduced your CON to 5 or less, go to **9E**. If both of you can continue the fight, the eagle will wheel back into the sky to attack again. Go to **14D**.

11F: You leap to the attack. If you have killed it after one turn of regular T&T combat, you may climb out of the pit and into **34A**. However, if it kills you, or reduces your CON to 5 or less, it has snapped you up as lunch and you must go to **1A**. If you wound it, but don't kill it, go to **18E**. If it wounds you without killing or disabling you, go to **19E**.

12A1: Your opponent is a bona fide monster, of the type generally regarded as mythical. Don't be deceived, however — they're real. Monsters are seldom slain in the Khazan Arena because they are extremely difficult to replace, and it's tough to train them to fight nicely on command against the gladiator instead of turning on the audience. If you reduce a monster to 1/10 of its Monster Rating, the fight will automatically be stopped, and you will be declared winner — if you are still conscious. If your STR or CON falls to 5 or less, however, you are unconscious, and there is no way to keep the hungry monster from destroying and devouring your senseless carcass. Go to **20A** to figure your odds before reading on.

A2: Now that you have calculated the odds, you are ready for combat. Hopeless, isn't it? Roll 1D6, refer to the chart below, and go to the indicated paragraph. If you have previously fought and defeated one of these monster types and you are called upon to go against the same type again, double its MR the second time around. (The city wizards have enlarged it to give you more of a challenge.)

Roll	Monster	Monster Rating	Go to
1	Giant Spider	50 (6D6 + 25 adds)	2D
2*	Kauter (<i>fire demon</i>)	500 (51D6 + 250 adds)	4C
3	Manticore	250 (26D6 + 125 adds)	10B
4	Unicorn	200 (21D6 + 100 adds)	10C
5*	Werewolf	150 (16D6 + 75 adds)	11D
6*	Shoggox	1000 (101D6 + 500 adds)	16D

*indicates the monster may only be wounded or slain with an enchanted weapon.)

12B1: You must fight an enormous snake. To prevent you from fleeing, you have been shackled to a post in the center of the arena with fifteen feet of heavy chain. The serpent is at least 30 feet long, and could swallow a man in one bite. It slithers rapidly toward you. Go to **20A**.

B2: If you wish to use magic against the snake, write down the spell name and the level you are casting it on, and go to **20B**.

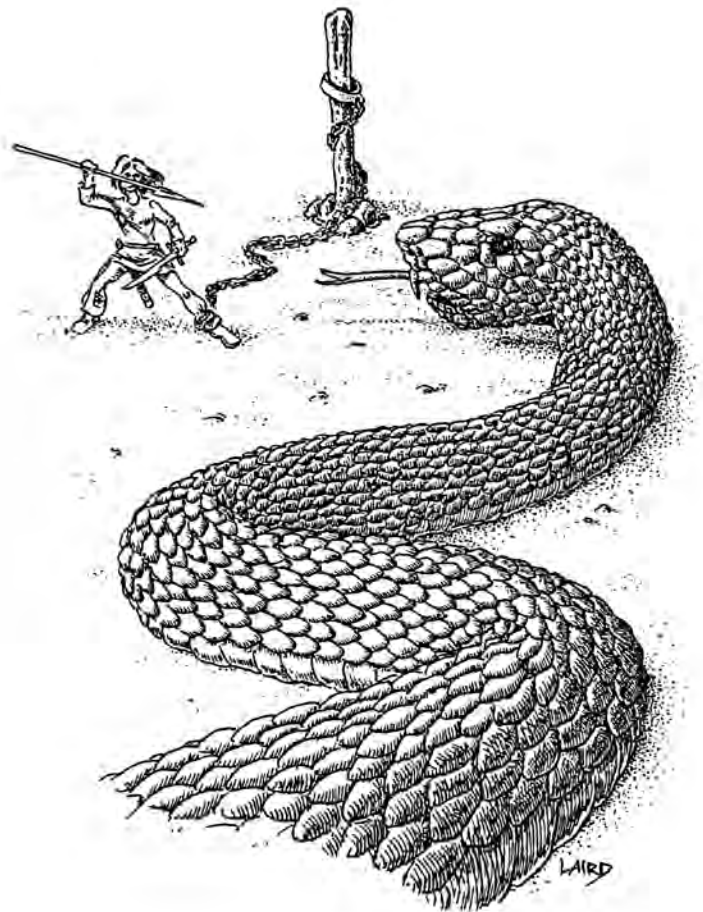
B3 & B4 on next column --}

12B3: If you wish to use a missile weapon, pick your range and go to that paragraph: Pointblank **19B**; Near **15F**; Far **22F**; Extreme far **24D**.

B4: You are in close combat with the giant reptile. Go to **4E**.

12c: The gremlin sees that you are preparing to shoot at it, and throws its spear at you first. You try to dodge and fail. The spear has struck you, doing 3D6 worth of damage. If this wound has killed you, go to **1A**. If it has reduced your CON to 5 or less without killing you, go to **1B**. If you were not hurt that badly, yank the spear out and go to **13E**.

12D: You lost an eye — permanently. Roll 1 die. If you roll an odd number, it is the left eye — roll an even number and you've lost your right eye. Go to **14D**.



13A: You've heard of the glory and wealth to be won fighting as a Khazan gladiator, and you've just signed a contract with the arena management to fight at least 3 combat turns against anything they throw at you. You agree to accept whatever rewards they may offer you for your victories, and to pay any debts you incur before you can leave the arena.

You are permitted to use your own weapons, whether they be normal or magical, and to wear your own armor. If you don't have any equipment, for your first fight the management will loan you a broadsword (worth 4D6 and requires a STR of 12 or you will tire as you use it, and lose the difference in STR each combat turn). If you are a rogue or a wizard you may cast spells, but be warned: the only truly reliable ones are those which only affect yourself and your belongings! If you're thinking of being tricky, Khara Khang and his staff of lesser wizards may negate your other spells. If you have no magical powers of your own (and even if you do), it is possible to buy certain magics from the arena wizards before you learn what your opponent will be.

If you wish to buy magic for your combat, and have more than 50 gold pieces to spend, go to **28B**. If you don't wish to purchase any enchantments, then the sun is bright, the sand is hot, the crowd is in a good mood — it is a fine day to die. Roll 2D6 and turn to the 'A' paragraph of the number you rolled.

13B1: You must fight a giant eagle that has been trained to dive and attack. Moreover, its talons have been poisoned with a venom that causes paralysis in 4 minutes (2 combat turns) if it enters your bloodstream. Go to **20A** to get your odds before reading on.

B2: If you wish to use magic, write down the spell name and level and go to **20B**.

B3: If you wish to use a missile weapon against it, you will find that shooting even a giant eagle on the wing is no easy task. The eagle's swift movement makes it as difficult to hit as shooting something at extreme range. Go to **24D** to see whether you hit the big bird or not.

B4: You are now fighting at close quarters with this bird. Go to **22D**.



13C: You successfully dodged the unicorn's charge and hit it with your own weapons. It must take full weapons damage. If you reduce its MR to 20 or less, it will fall over, and you go triumphantly to **34A**. If you only wounded it, go back to **32E** and continue fighting.

13D: It's down to hand strokes. She fights with a great elmwood staff (worth 2D6 + her adds). You may use whatever hand weapon you have, plus your adds. If you kill or disable her (reduce her CON to 5 or less), go to **34A**. If she kills you, go to **1A**. If she disables you, go to **1B**.

13E: The gremlin leaps on you and grapples, stabbing repeatedly with his dagger (2D6 + 1 add). You're unable to fight with magic, missile weapons, or any other weapon larger than a dagger. Use a knife if you have one, or fight with your hands (worth 1D6 x STR multiplier total). Fight until one of you is slain or reduced to a CON of less than 5. If you slay or defeat it, go to **34A**. If it kills you, go to **1A**. If it defeats you without killing you, go to **1B**. Keep fighting until one of these results has been achieved and keep track of how many combat turns it takes to accomplish it.

13F: The dwarf whirls his pickaxe as a shield before him. Roll 2 dice. If you get a 2 or a 3, your missile gets through. This dwarf has a CON of only 1, so you have killed him; go to **5F**. If you didn't roll a 2 or a 3, he deflected your shot and rushed upon you with a loud war-cry. Go to **17D**.

14A: The Khazan City Watch picked you up for “drunk and disorderly” last night (or perhaps it was some other minor infraction of the law). All money, weapons, armor, and personal belongings have been taken from you. While the jailers are trying to decide whether to sell you to the DragonFire Mines, or to the galleys, or to a certain female ogre they know, a recruiter from the Arena comes by and asks if you’d like a chance to live. (It’s all a set-up.)

A few days later you find yourself in a cell in the catacombs beneath the Arena of Khazan, keeping company with the other scum of Trollworld who comprise the lowest gladiatorial class. You have been told that if you win 3 combats, you will gain your freedom plus all the rewards accumulated for winning. You know that all you really are is so much sword fodder for the big-name stars of the Arena — still, you’re determined not to go down without a fight. The management doesn’t want you to die too easily, so if you are a warrior or a rogue they arm you with a broadsword (4D6) and leather armor which takes 3 hits. If you’re a wizard, they give you the leather armor and a sax (2D6 + 4 adds). Of course, this is just a loan, to be paid for at the going rate for weapons and armor (*see the T&T rules*), as soon as you win any prize money.

Outside, you can hear the crowd roaring for blood. They just dragged a man back into the catacombs in 3 pieces — poor fellow had to go up against a troll. And now it’s your turn. Roll 2 dice and go to the ‘A’ paragraph of that numbered page.

14B: You are aiming at a medium target at Pointblank range (less than 5 yards). If you have a Marksmanship Talent you may add +3 to whatever you roll on your saving roll. Make your second level saving roll on Dexterity (25—DEX). If you missed the saving roll, you also missed your foe. You must take all the hits it can dish out in one combat round. If this kills you, go to **1A**. If it reduces your CON to 5 or less and your foe is not a beast, go to **1B**. If your foe is a beast, it will finish the job before you can be rescued; go to **1A**. If you were

able to take the hits on armor, or were only wounded but could keep fighting, go to the fourth section of the paragraph that sent you here.

If you made the saving roll, your aim was true. Your foe must take the full amount of hits for your weapon plus adds (it may take them on armor or tough skin, just as you can). If you have slain it, go to **34A**. If you have only wounded it, it will move to hand-to-hand combat. Drop your missile weapon and draw another, and go to the **fourth part of the paragraph that sent you here**.

14C: You successfully dodged the snake’s strike, which allows you to inflict full weapons damage on it without suffering any harm yourself. If you have killed it or reduced its MR to 12 or less, it falls over and you go triumphantly to **34A**. If you have only wounded it, it will recover its poise and strike again. Return to **4E**.

14D: You have been wounded by the eagle — and its talons are poisoned. If this is the second time you are reading this, your time just ran out, and you are no longer able to move. Go to **15C**. If this is only the first time you have read this paragraph, you have 1 combat turn left in which to win, or else you die. Return to **22D**.

14E: You are in a hand-to-hand struggle with one or more hobbs. Their method of fighting is to get in close and hack with their flensing knives, which makes it impossible to use long weapons against them. You may use a knife if you have one, or your hands (1D6 x STR Multiplier). Each combat turn make a first level saving roll on Luck (20—LK). If you miss it, take the difference off your CON for lucky slashes landed by a hobb. Continue to fight in this manner until you have slain or disabled your foe, go to **34A**, or it has slain you, go to **1A** or if it has reduced your CON to 5 or less, go to **1B**. Saving rolls are inflicted in addition to, or regardless of, regular combat results hits.

15A: The man comes in low behind his shield. Make your first level saving roll on IQ (20—IQ). If you missed the saving roll, your foe finds a weakness in your guard, causes you to trip and gets 1 free combat turn (you can't defend yourself). If this kills you, go to **1A**. If you are only wounded, or remain unhurt, go to **27D**. If you made the saving roll, your form is impeccable and the fight will move to regular T&T combat. Go to **27D**.

15B: You have just enough time to get off one more shot at close range. Make your 3rd level saving roll on Dexterity (30—DEX). If you made the saving roll, you hit the foe and it must take full weapons damage. If you have slain it (and it was alone), go to **34A**. If one or more foes still live, drop the missile weapon and go to **14E**. If you missed the saving roll, you also missed your foe, and quickly find yourself in desperate hand-to-hand combat. Go to **14E**.

15C: The poison has had enough time to take effect. You fall over paralyzed. You are still aware as the eagle lands and begins to feast upon your face, but you know only relief when an Arena guard comes out and gives you the coup de grace. Go to **1A**.

15D1: Your foe is a hungry crocodile. In order to give the crocodile a fair chance against you, you have been chained to a pole in the center of the Arena, in a small pit about 30 feet in diameter. The pit has been flooded to a depth of 2 feet so the saurian will be in its own element. Go to **20A**.

D2: If you wish to use magic against the crocodile, write down the name and level number of your spell and go to **20B**.

D3: You can see the crocodile waddling across the Arena sand before it ever gets to the pit. Because only the head may be used as a target for effective missile fire, it will be considered a small target. Choose your range and go to that paragraph: Pointblank **14B**; Near **17B**; Far **18D**; Extreme **18F**.

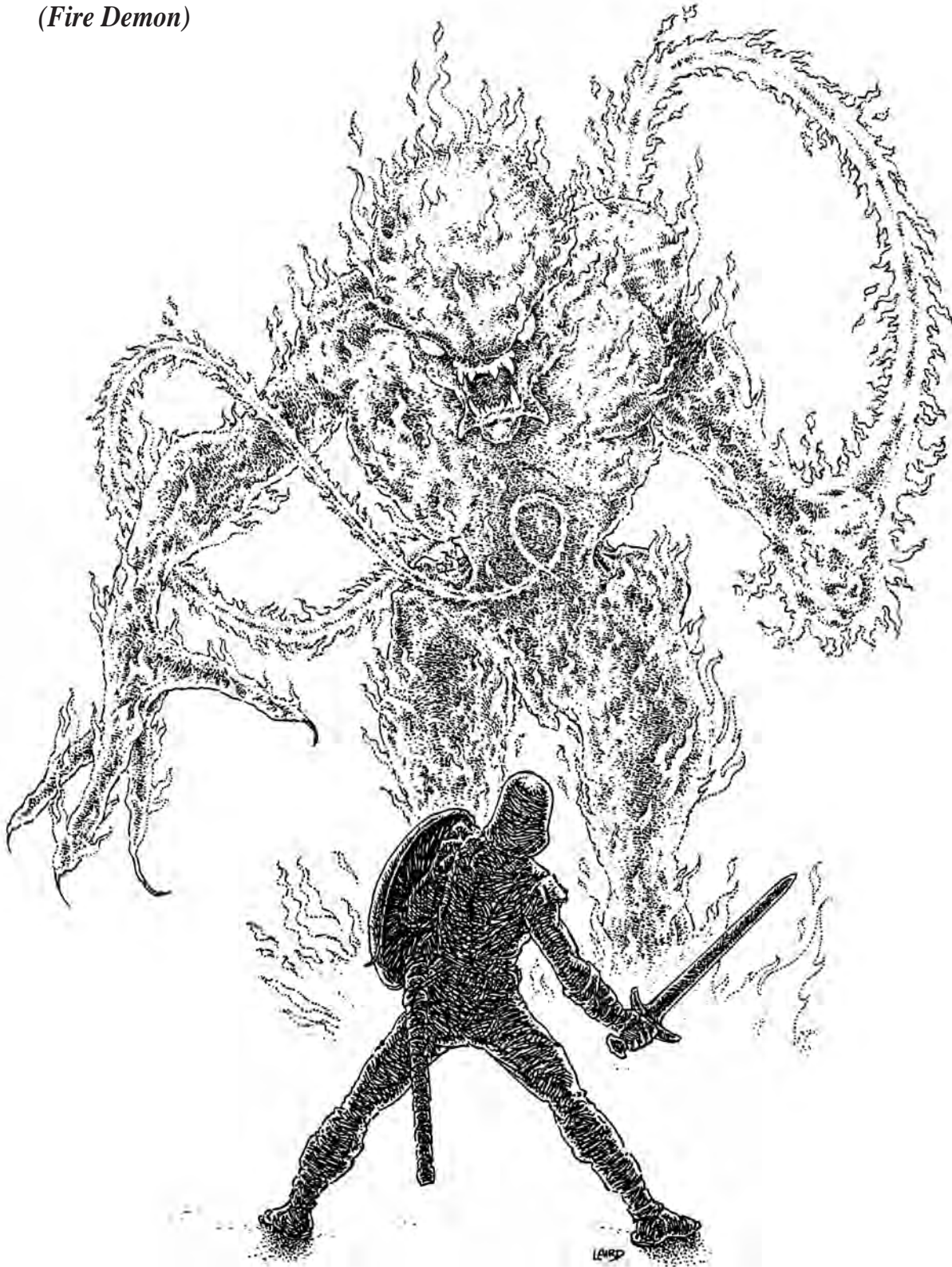
D4: If you are reading this, you are in close combat with the reptile. Go to **25B**.

15E: The Kauter fights with its flame whip and has a Monster Rating of 500 (51D6 + 250 adds). Fight with your best weapon. If the Kauter kills you, go to **1A**. If you kill the Kauter, or reduce it to a MR of 50 or less, go to **34A**. If the magic wears off your weapon before the Kauter is defeated, the weapon will break, and unless you can switch to another enchanted weapon you must fight weaponless (is 1d6 x STR multiplier).



15F: You are aiming at a large target at near range (more than 10 yards, less than 50). Make your 2nd level saving roll on Dexterity (25—DEX). If you missed the saving roll, you also missed the foe; go back to the fourth part of the paragraph that sent you here and keep fighting with other weapons. If you made the saving roll, you were right on target. Your foe must take the full amount of hits for your weapon plus adds (it may take them on armor or tough skin, just as you can). If you have slain it, go to **34A**. If it is only wounded or unhurt, you just have time to grab a non-missile weapon before it is upon you. Go back to the **fourth part of the paragraph that sent you here**.

THE KAUTER...
(Fire Demon)



You face a Kauter in the Arena of Khazan. Good luck...

16A: A maddened dwarf with a great axe is hard to beat. Choose your LK or DEX — whichever is higher — to make saving rolls on. There is no time to cast spells. Pick a regular hand weapon and fight. Every time you throw the dice for yourself and the dwarf, one combat turn passes. Compute and distribute hits in the regular fashion. Make your first level saving roll on your chosen attribute — if you miss the roll, take the difference in hits, regardless. On the second combat turn make a second level saving roll (25 -Attribute); on the third combat turn make a third level saving roll (30 -Attribute), and so on, for as long as the combat lasts. If at any time you kill or disable all your foes, break off the combat and go to **34A**. If the dwarf should slay you, go to **1A**; if you're disabled, go to **1B**.

16B1: Your foe is an angry, rogue bull-elephant trained to kill. It has a MR of 200 (21D6 + 100 adds), and its thick hide will take 10 hits (much like armor) before the MR begins to drop. The ponderous pachyderm plunges perilously near as you watch in dismay. Go to **20A**.

B2: If you wish to use magic against the elephant, write down the spell name and level; go to **20B**.

B3: If you wish to use a missile weapon against the elephant, choose your range and go to that paragraph: Pointblank **3F**; Near **6C**; Far **7D**; Extreme **8D**.

B4: If you are reading this, you are in close combat with this mighty beast. Go to **27C**.

16c: The elephant catches you in its trunk and swings you wildly around, finally releasing you to fly like an arrow into the Arena wall, which you split with your head. If your CON is 4000 or greater, go to **30E**. If not, your cranium resembles a squashed tomato. Go to **1A**.

16D1: You're up against a shoggox, a giant humanoid creature whose body is covered with what looks like hundreds of living ropes. Its feet are elephantine, and its legs are thick and heavy. It is about 30' tall and doesn't seem to have a face — but it knows where you are because it comes shambling in your direction. Figure your odds by going to **20A**. Then come back to the next paragraph down.

D2: If you wish to use magic against it, write down your spell name and level and go to **20B**.

D3: If you use a missile weapon, make your second level saving roll on Dexterity (25—DEX). If you made the saving roll, you hit it. Go to **8C**. If you missed the roll, you missed the shoggox. Read on.

D4: Like it or not, you are fighting at close quarters with a shoggox. Make your 5th level saving roll on IQ (40—IQ). If you make it, go to **2B**. If you miss it, fight the thing with whatever you have. Go to **32F**.

16E: The serpent hit you, doing its full MR worth of damage. You may take some of the hits on armor if you have any. Your weapon has been knocked out of your hand and is out of reach, but you did 1D6 worth of hits to the snake. Check these things in this order: If the hits you just took have reduced your CON to 5 or less, the giant anaconda coils around you and breaks your bones like toothpicks. It will then ingest you (armor and all). Go to **1A**. If you are wounded but your CON is still greater than 5, and your 1D6 of damage reduced the snake to a MR of 12 or less, then you win. Go to **34A**. If both you and the snake can keep fighting, grab your secondary weapon if you have one. The snake will try to strike again. Return to **4E**.



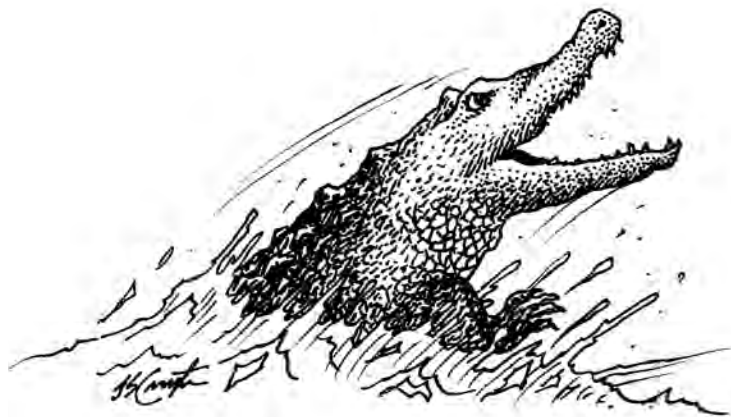
17A: The ogre comes on strong, and comes in swinging. No normal human arm or armor could withstand the powerhouse blows of its club. (If your character is ogre, troll or giant, disregard the following instructions and conduct regular T&T combat.)

Count the combat turns as you go through them. Before each combat turn, make a saving roll on Luck at the same level as the number of the combat turn. If you make the saving roll, the ogre misses you entirely and you take no hits, and can apply your full hit total to the ogre. If you miss the saving roll, you must take in hits the difference between your combat total and the ogre's total, or the number you missed your saving roll by — whichever number is greater. Also, if you missed the saving roll, you won't get hits on the ogre unless your combat roll exceeded its. (As you can see, you had better kill it quickly or you won't kill it at all.) Continue fighting until either you or the ogre has been vanquished. If you kill or disable it, go to **34A**. If it kills you, go to **1A**; if it disables you, go to **1B**.

17B: You are aiming at a medium-sized target at near range (more than 10 yards, less than 50). If you have a Marksmanship Talent you may add +3 to whatever you roll on your saving roll. Make your fourth level saving roll on Dexterity (35—DEX). If you missed the saving roll, you also missed your foe — return to the fourth part of the paragraph that sent you here. If you made the saving roll, you were right on target. Your foe must take the full amount of hits for your weapon plus adds (it can take them on armor or tough skin). If you have slain it, go to **34A**. If you have only wounded it, or if it is unhurt, you have just enough time to grab a non-missile weapon. **Go back to the fourth part of the paragraph that sent you here.**

17C: You see the tail lashing at you and you only have time to jump. If you are wearing any form of armor, make a fourth level saving roll on Strength (35—STR). If you are not wearing armor, you'll need only a second level saving roll on Strength (25—STR). If you make the saving roll, go to **21E**. If you miss it, go to **10F**.

17D: Boron the dwarf paragon has an enchanted pickaxe worth 12D6 in combat. He has 30 combat adds. You get whatever you can muster in time to meet his charge. If he gets any hits on you in combat, take them directly off your CON, as his pick will punch neat little holes right through any armor (even enchanted armor) you may be wearing. Keep fighting as long as he is winning. If he kills you, go to **1A**. If he reduces your CON to 5 or less, go to **1B**. But, if on any combat turn you get any hits at all on your foe, including spite damage, go to **5F**.



17E: The crocodile now rushes on you with jaws open wide. Engage it in regular T&T combat, but divide your number of hits by 2 if you have taken any damage. If you kill it or reduce its MR to 7 or less, you are the victor and can go to **34A**. If it kills you or reduces your CON to 5 or less, it wins and gets a free snack. Go to **1A**. If neither of you is defeated in the combat turn above, roll 1D6 and subtract that number from your Strength. Recompute your combat adds before continuing the fight. Now return to the beginning of this paragraph and run through it again, unless your Strength has fallen to 5 or less, in which case you pass out and the crocodile wins — go to **1A**.

17F: You are stronger than the ape, and it realizes it. It releases its grip, takes the bananas, and shambles away from you at high speed back to its cage. It isn't dumb. This counts as a victory even though the crowd is hissing and booing. Go to **34A**.



18A: You have come to hand blows with an Uruk. Agility is very important. At the beginning of each combat turn, make second level saving rolls (25—DEX) on Dexterity for both yourself and your foe. If you have a Dodge Talent or Acrobatics Talent, you may add +3 to your roll when making the saving roll. If you miss your saving roll, you must take the difference you missed it by in hits off your CON (not armor). The same goes for the uruk if it misses the saving roll. Fight in the normal dT&T method until one or the other has been defeated. Each throw of the dice represents one combat turn. If you slay or disable the uruk, go to **34A**. If the uruk slays you, go to **1A**; if it disables you, go to **1B**.

18B1: If you want to use magic against this ape, write down the spell name and level and go to **20B**.

B2: If you use a missile weapon against it, choose your range and go to that paragraph: Pointblank **3F**; Near **6C**; Far **7D**; Extreme **8D**.

B3: If you are reading this, you are in close combat with the ape. Go to **29A**.

18c: Your opponent is a fourth level dwarf paragon. He is dressed as a common dwarf without any armor. However, it seems odd that he should be carrying a pickaxe and wearing a golden crown set with emeralds (value: 6000 GP). Roll 2D6 for yourself and 3D6 for the Dwarf. Whoever throws the highest total has the option of striking first. (DARO and TARO apply) If you get to strike first, go to **9B**. If he gets to strike first, go to **17D**.

18D: You are aiming at a medium target at far range (more than 50 yards, less than 100). If you have a Marksmanship Talent you may add +3 to whatever you roll on your saving roll. Make your sixth level saving roll on Dexterity (45—DEX). If you missed the saving roll, you also missed your foe. If you would like to try and shoot again, go to **14B**. If you want to switch to a non-missile weapon, go back to the **fourth part of the paragraph that sent you here**. If you made the saving roll, your marksmanship is incredible and you hit it. Your foe must take the full amount of hits for your weapon plus adds (it may take them on armor or tough skin if it has any, just as you can). If you have slain it, go to **34A**. If it is unhurt, or only wounded, and you wish to shoot at it again, go to **14B**. If it still lives and you'd prefer to try another weapon, go back to the **fourth part of the paragraph that sent you here**.

18E: Continue combat in regular dT&T style. If you kill it or reduce the croc to a MR of 7 or less, go to **34A** in victory. If it kills you or reduces your CON to 5 or less, it gets a meal, and you go to **1A**. Keep on fighting until one of you is defeated.

18F: You are aiming at a medium target at extreme range (more than 100 yards). Can your weapon really reach this far? If not, go to **18D**. If you have a Marksmanship Talent you may add +3 to whatever you roll on your saving roll. If so, then make your 8th level saving roll on Dexterity (55-DEX). If you missed the saving roll, you missed your foe. If you would like to try another shot, go to **17B**. If you would prefer to switch to a non-missile weapon, go back to the fourth part of the paragraph that sent you here.

If you made the saving roll, it was one of the most amazing shots that has ever been seen in the Arena. Take 250 adventure points for fantastic shooting. Your foe must take the full amount of hits for your weapon plus adds (it may take them on armor or tough skin if it has any, just as you can). If you have slain it, go to **34A**. If it still lives, and you wish to shoot at it again, go to **14B** as it will close very rapidly on you in desperation. If it still lives and you'd prefer to try a non-missile weapon, return to the **fourth part of the paragraph that sent you here**.

19A: If your character is an ogre, troll, giant, or any other form of non-humanoid beast or monster, disregard the rest of the paragraph and fight by regular dT&T rules. If you kill your enemy, go to **34A**. If it kills you, go to **1A**. If it reduces your CON to 5 or less, go to **1B**. If you are a normal-sized humanoid you find yourself in the path of a charging troll. Fortunately, it is a bit slow. Unfortunately, it does not tire, but you will. You will be able to do full weapons damage to the troll as long as you can make progressively higher saving rolls on Constitution. (Start with a first level saving roll (20—CON) on the first combat turn. If you make the saving roll, the troll gets no hits on you. Make a second level saving roll (25—CON) for the second combat turn, and so forth.) If you miss any saving roll, you will have to do regular dT&T combat for that round. Also, the troll will regenerate 1/10 of its monster rating each round. Always do the regeneration before you calculate the troll's combat adds for the next round of combat.

If you kill the troll, go to **34A**. If it kills you, go to **1A**. If it disables you, it will kill you on the next round — trolls don't believe in rules. Continue fighting until you win or are killed.

19B: You are aiming at a large target at point blank range (less than 5 yards). Make your first level saving roll on Dexterity (20—DEX). If you have the Marksmanship Talent you may add +3 to your dice roll. If you missed the saving roll, you also missed your foe. You must take all the hits it can dish out in one combat round. If this kills you, go to **1A**. If this reduces your CON to 5 or less and your foe is not a beast or a monster, go to **1B**. If you're fighting a beast or a monster, it will finish you off (you're unconscious and can't fight back) before you can be rescued. If you were able to take the hits on armor, or were only wounded but could keep fighting, return to the **fourth part of the paragraph that sent you here**.

If you made the saving roll, your aim was true. Your foe must take the full amount of hits for your weapon plus adds (it may take them on armor or tough

skin if it has any, just as you can). If you have slain it, go to **34A**. If you have only wounded it, it will move to hand-to-hand combat. Drop your missile weapon and draw a hand weapon. Go to the **fourth part of the paragraph that sent you here**.

19c1: If you are so impressed by her beauty that you will throw yourself on her mercy and not attack her, go to **3C**. But, if you wish to attack first, you must use either magic or missiles.

2: If you want to use magic, write down the spell name and level and go to **20B**.

3: If you wish to use a missile weapon against her, go to **15F**.

4: If you're reading this, you're in deep trouble. Go to **25A**.

19D: The lion covers the last 20 feet between you in one great bound. If you wish to stand and meet it head to head, go to **1F**. If you'd prefer to try and dodge it while striking with your weapons, go to **4D**.

19E: You've been knocked down and hurt, which helps the saurian in its continuing attack. Go to **17E**.

19F: The ape rips your arm completely out of the socket. Take 100 hits on the spot. If this kills you, go to **1A**. If you are still alive, go to **22E**.

19G: There are weak points in even the best of armor. If you are wearing a complete set of metallic armor, make a second-level saving roll on Luck (25—LK). If you are wearing a complete set of leather or silken armor, make a third level saving roll on LK (30—LK). If you are not wearing any armor, or have only partial armor (back-and-breast, for example), then make a fourth level saving roll on Luck (35-LK). If you make the roll, go to **7B**. If you miss, go to **25E**.

20A: DETERMINING THE ODDS AGAINST YOUR CHARACTER FOR A FIGHT:

Before each combat you must determine the odds against (or for) your victory. This represents the official odds on your match which are being offered the bettors in the seats. It is also used to determine how great a prize you should get if you win the fight.

Odds are expressed as a ratio of two numbers, A to Y, where **A** stands for the *Arena* and **Y** for *You*. This can be written as a ratio (A:Y) or a fraction (A/Y). If A is larger than Y, the odds are against you; if Y is the larger number, the odds are in your favor.

In the lists below, you may not need every step for every fight. Just use the pertinent ones for your circumstances. Keep the figures for **A** and **Y** separate, but written down as you go through the lists here.

TO DETERMINE 'A' (Arena):

1. Use a poly-die or a deck of cards and randomize between 1 and 10. This is the basic number. (**Example:** you've rolled a 5. Stick with me, and it'll all be clear. . .)
2. Add to A the number of *extra opponents* you must fight. (Ex: You are fighting 3 dwarves. That is 2 more than usual, so add 2 to A.)
3. If you're fighting trolls, giants, ogres, or any animal (not monster) with a rating above 100, then multiply A times 2.
4. If you're facing any of the wizards, add 1 to A for each level the sorcerer has attained. (**Example:** fighting the fourth level wizard, you must add 4 to A.)
5. If you are facing any of the monster class, multiply A times 3.
6. If your own character is a hobb, gremlin, leprechaun, or any animal or monster with a monster rating of 50 or less, multiply A times 2.

TO DETERMINE 'Y' (You):

1. Your basic value for Y *will always start at 1*.
2. Multiply Y times the number of fights you have *already won*. If you have not won a fight (or even fought a fight yet), skip this step and **do not** multiply times 0. (**Example:** If you have fought 5 times, and won 4 times, multiply Y times 4 = 4).
3. If you are facing gremlins, hobbs, or any animal (not monster) with a monster rating of 50 or less, multiply Y times 2.
4. If you are a wizard or paragon, add your *level number* to Y. (Ex: a third-level wizard must add 3 to Y).
5. If you are a troll, giant, or beast with a monster rating more than 100, multiply Y times 2.
6. If you are a Kauter, demon, naga, lamia, centaur, or any other non-human character from the monster-creation tables, multiply Y times 3. (If you are not certain whether you fall into this class, then you probably do. So multiply times 3.)

Now you have numbers for both A and Y. Put these two numbers together as "A:Y" and reduce the fraction to its lowest common denominator. Let's say you eventually got odds of 5:2. In terms of betting and money, this means that for every 2 pieces of gold you bet on yourself, the Arena will pay you 5 gold if



you win. (If you don't win, but still live, you'll pay 2 gold pieces to the people who put down the 5).

NOTE: The odds do not always reduce to something simple like "2:1" — they will often be improper fractions like 5:2, 9:4, 13:15. In terms of winning prizes, cut Y to 1 (regardless of what this does to A) and you should get some idea of what your odds are, relative to the prize-odds. In the examples just given, 5:2 is a 2:1 against you; 9:4 is a little bit more than 2:1 against you, and 13:15 is a little bit more than 1:1 for you.

You can bet on yourself in the arena, but importantly: *You are never allowed to bet more than 1000 gold pieces!* This is the easiest way to make extra cash in the arena— if you lose, you will probably be dead. If you do wager on yourself, you must write down how much you want to wager, and at what odds. If you lose the fight and survive, your money is gone. If you win, you keep your money as well as the odds payoff. Do not give yourself adventure points for prize money or money won in betting.

Return now to **part 2 of the paragraph that sent you here**, and keep reading.

20B1: Find the code for your spell on the list below. Note that "Other" includes all other possible spells. The spellcaster loses Wizardry for trying to cast the forbidden spell, and Khara Khang and his merry minions negate it instantly — there is no effect except Wizardry loss when casting a spell in the "Other" category. Possible spells are:

Take That, You Fiend!	TT
Vorpal Blade	VB
Double Double	DD
Whammy	WH
Any Wall spell	WA
Zappathingum	ZA
Summoning	SU
Zapparmor	ZP
Blasting Power	BP
Freeze Please	FP
Protective Pentagram	PP
Mind Pox	MP
Medusa	ME
Seath Spell #9	D9
Hellbomb Burst	HB
Other	OT

Proceed to the Spell Resolution Matrix in **20B2**. Cross-index down from the spell code (at the top of the table) to the paragraph number that sent you here (along the left side) and read your result. All result symbols are explained beneath the Spell Matrix.



20B2: SPELL RESOLUTION MATRIX

Paragraph	TT	VB	DD	WH	BP	FP	PP	MP	WA	ZA	SU	ZP	ME	D9	HB	OT
1C1	!	!	!	!	!	!	!	1-4	?	!	1-3	!	1-4	1-4	@	?
2A2	!	!	!	!	!	!	!	1-5	?	!	1-5	!	1-5	@	@	?
2D2	!	!	!	!	!	!	!	?	?	!	1-4	!	1-4	@	@	?
3A2	!	!	!	!	!	!	!	!	?	!	1-5	!	1-5	@	@	?
4A2	!	!	!	!	!	!	!	!	?	!	1-5	!	1-5	@	@	?
4B2	!	!	!	!	!	!	!	1-5	?	!	1-2	!	1-3	@	@	?
4C2	!	!	!	!	%	!	!	1-2	?	!	?	!	1-4	1-3	!	?
5A2	!	!	!	!	!	!	!	1-5	?	!	1-5	!	1-4	@	@	?
5C2	!	!	!	!	!	!	!	1-3	?	!	1-5	!	1-5	@	@	?
6A2	!	!	!	!	!	!	!	1-5	?	!	1-5	!	1-5	@	@	?
7A2	!	!	!	!	!	!	!	1-3	?	!	1-5	!	1-5	@	@	?
8A2	!	!	!	!	!	!	!	1-3	?	!	1-5	!	1-4	!	@	?
8B2	!	!	!	!	!	!	?	1-2	?	!	1-3	!	1-3	1-3	1-3	?
9A2	!	!	!	!	!	?	!	1-3	?	!	1-4	!	1-4	1-3	1-3	?
9B2	!	!	!	!	%	%	?	%	?	!	1-2	!	?	?	?	?
10B2	!	!	!	!	!	!	!	?	?	!	1-4	!	1-4	1-4	1-3	?
10C2	%	!	!	!	?	?	!	?	?	!	1-4	!	?	%	%	?
11B2	!	!	!	!	!	!	!	?	?	!	1-4	!	?	?	1-4	?
11D2	!	!	!	!	%	%	!	?	?	!	1-4	!	1-4	1-3	1-2	?
12B2	!	!	!	!	!	!	!	?	?	!	1-5	!	1-2	1-2	1-4	?
13B2	1-3	!	!	!	1-3	1-3	!	?	?	!	?	!	?	@	@	?
15D2	!	!	!	!	1-5	1-5	!	?	?	!	1-5	!	?	@	@	?
16B2	1-5	!	!	!	1-5	1-5	!	?	!!	!	1-5	!	1-4	1-2	!	?
16D2	!	!	?	!	?	?	!	?	?	!	?	!	?	?	?	?
18B2	!	!	!	!	!	!	!	?	?	!	1-4	!	1-4	1-3	1-2	?
19C2	%	!	!	!	!	!	!	?	?	!	?	!	1-4	1-3	@	?
22A2	!	!	!	!	!	!	!	?	?	!	1-3	!	1-3	1-3	1-3	?
23B2	!	!	!	!	!	!	!	?	?	!	1-5	!	1-5	@	@	?
23C2	!	!	!	!	!	!	!	?	?	!	1-5	!	1-5	@	@	?
23D2	!	!	!	!	!	!	!	?	?	!	1-5	!	1-5	@	@	?
23F2	!	!	!	!	!	!	!	?	?	!	1-4	!	1-4	1-3	1-3	?

Key to the Spell Matrix above

- ! means your spell took full effect. See the description of the spell effect in **20B3**.
- ? means your spell had no effect. Go to **20B6**.
- % means the spell rebounded on you and took full effect. See the spell effect description in **20B3**. If this killed you, go to **1A**. If it reduced your CON to 5 or less without killing you, go to **1B**. If neither of these apply, go to **20B4**.
- @ means “tacky”. Your spell worked and killed your foe, but it was tremendous overkill and very unsporting, not considered a fair victory. Any treasure you have won in the Arena is confiscated, and you are expelled from the Arena permanently. Scratch off your winnings, take no extra adventure points, and close the book.
- !! means the wall materialized right in front of the charging elephant and it knocked itself silly. Go to **34A**.
- 1-2, 1-3, 1-4, 1-5 means roll one 6-sided die. If you have rolled within the indicated range, your spell took full effect. See the description of spell effects in **20B3**. If you didn’t roll within the indicated range, you lose the WIZ for having cast the spell, but Khara Khang did not let it take effect upon your target, or didn’t let the spell work at all. Go to **20B6**.

20B3: Your spell worked. Check the list of spell effects below to see what effect it had.

SPELL NAME	SPELL EFFECT
<i>Take That, You Fiend!</i>	Multiply the level you threw it on times your IQ for the number of hits of damage that you did to your foe. If this has either killed your foe, or reduced its CON to 5 or less, or reduced its MR to 1/10 or less of its original value, go to 34A . If none of the above apply, go to 20B4 .
<i>Vorpal Blade</i>	Doubles the effectiveness of 1 bladed weapon of your choice (unless it has been previously enchanted, in which case it has no effect) for 1 combat turn Go to 20B4 .
<i>Double Double</i>	Doubles the attribute of your choice for 1 combat turn. Then halves that attribute for the following combat turn. Go to 20B4 .
<i>Whammy</i>	Triples the effectiveness of any weapon for 1 combat turn. Go to 20B4 .
<i>Blasting Power, or Freeze Please</i>	Throws a bolt of fire (or of ice, for FP) equal in hits to your level number in dice + your personal adds. (For example, a 3rd level wizard using a Blasting Power would get 3 dice + his number of personal adds in hits against his foe.) If this has either killed your foe, or reduced its CON to 5 or less, or reduced its MR to 1/10 or less of its original value, go to 34A . If none of the above apply, go to 20B4 .
<i>Protective Pentagram</i>	Lasts for only 1 turn (10 minutes) but protects you from anything for that 1 turn. However, your foe will wait patiently for it to wear off. (Or maybe impatiently, with howls and curses.) Go back to the second part of the paragraph that sent you here, and try something else.
<i>All of the Wall spells</i>	Only worked in one instance.
<i>Zappathingum</i>	Enchants a weapon of your choice to triple its ordinary effectiveness for the duration of the fight. Go to 20B4 .
<i>Summoning</i>	Calls up a demon with a MR equal to your combined ST, IQ, LK and CHR. This demon fights as a Monster in your place until it is either slain or wins the fight for you. Go to the 4th section of the paragraph that sent you here, but play the demon in your place. (If the demon is slain, go back to part 2 of the paragraph that sent you here.)
<i>Zapparmor</i>	Enchants your shield or armor to triple its ordinary effectiveness for the duration of the fight. Go to 20B4 .
<i>Medusa</i>	Changes your foe to stone. This lasts only long enough for you to be declared the winner and to go to 34A , before the enchanted being comes back to life.
<i>Mind Pox</i>	Leaves your opponent helplessly confused for 5 minutes. Since it is defenseless, you are considered the winner and you don't have to kill it. Just push it over and go to 34A .
<i>Death Spell #9</i>	Kills your opponent on the spot. The poor thing swells up, turns purple and explodes. Go to 34A .
<i>Hellbomb Burst</i>	Vaporizes 100 cubic feet of matter. This is fatal to any living being caught in it that doesn't have magical protection. Go to 34A .

B4: Some spells listed above have shorter durations than the times listed in the T&T rules. Khara Khang is controlling their time of activity to make for a more interesting battle in the Arena. Read on.

B5: If you used magic against anyone from the class of wizards, go now to **27D**. If your foe is not a wizard, read on.

B6: If your foe was the Shoggox and your spell actually took effect, then go to **33D**. If the spell did not take effect on the Shoggox, go to **26A**. If your opponent was not the Shoggox, read on.

B7: Return to the **4th part of the paragraph** that sent you here. Your magic will be in effect for the stated duration.

21A1: Unless you are a giant or a troll (or some kind of hero), your fight with a giant is largely an attempt to avoid being hit. If you are a giant or a troll or an ogre, or some very large creature, conduct regular T&T combat until there is a winner. If you kill or disable it, go to **34A**. If it kills you, go to **1A**; if it disables you (CON of 5 or less) go to **1B**.

A2: If you are not a giant or a troll or some other very large being, you will need all your Strength and skill to avoid getting clobbered.

On the first combat round, make a first level saving roll on both Strength and Dexterity (20—ST) & (20—DEX). If you made both saving rolls, you managed to dodge him for 2 minutes while getting in your licks. The giant must take all the hits you can give him. (Remember, his skin is so tough that it takes the first 10 hits just as armor would before you start to hurt his Constitution). If this kills him, or reduces his CON to 5 or less, go to **34A**. If you missed either saving roll, you were unable to completely dodge his attack. Do regular dT&T combat for the turn. If you slay or disable your foe, go to **34A**. If he kills you, go to **1A**. If he disables you, go to **1B**. If neither happens, read on.

A3: Each successive combat turn, you will find it harder and harder to dodge the Giant's attack. On the second combat round you must make second level saving rolls on Strength and Dexterity (20—ST) and (20—DEX) to avoid his attack. On the third combat turn, you must make third level saving rolls, and so forth. Continue fighting as in **21A2** until either you or your foe is defeated or slain; then go to the appropriate paragraph as listed above.

21B: The conjurer throws a Mind Pox on you. Your IQ is reduced to 3 for 30 minutes. This leaves you totally unable to defend yourself. He walks up and knocks you down, thus proving that he has won. Make a first level saving roll on Luck (20—LK). If you make it, go to **26B**. If you miss it, go to **1B**. Your combat has lasted for 2 combat rounds.

21C: She realizes that you had a chance to kill her, and that if she spares you she will lose her job as a gladiator and gain only a lover. So

now it comes down to a question of charm. She has allowed you one level for your chivalrous gesture, so you only have to make your second level saving roll on Charisma (25—CHR). If you make it, go to **27A**. If you miss it, brace yourself and go to **22A**.



21D: She is amazed that you can still fight. Her Wizardry has gone down by 5 points. If this disables her, go to **34A** as you are the winner. If she has more than 6 Wizardry points left, she skips away from you and gets ready to blast you again. You find you cannot close with her. Go to **6B** and try again to beat her to the draw, but decrease your Marksmanship Talent rating (i.e., your DEX to hit with missiles) by the number of hits you have just taken. If she doesn't have 6 or more WIZ points, she'll hang her head and acknowledge defeat. Go to **34A**.

21E: You leaped over the thrashing tail and came down in good position to attack the reptile. Do your full weapons damage without taking any hits in return. If you have killed the croc or reduced its MR to 7 or less, go in triumph to **34A**. If you've only wounded it, go to **18E**.

22A1: If her Strength is less than 20, she will cast a second level Take That, You Fiend! at you. If this kills you, go to **1A**. If it reduces your CON to 5 or less, go to **1B**.

A2: If you can still fight and intended to use magic against her, write down the name and level of your spell and go to **20B**.

A3: If you wish to fire a missile weapon at her, go to **15F**.

A4: You are now at Pointblank distance. Go to **13D**.

22B: The war elephant just stampeded over you, but you did score your weapons hits on it. If you inflicted enough hits to reduce its Monster Rating to 20 or less, and survived your own wounds, go to **34A**. If the elephant, however, which gets to inflict all the hits it scored (total — not what it beat your roll by) killed you, or reduced your CON to 5 or less without falling over, then it will finish you off, so go to **1A**. If you are only wounded, despite being run over by an elephant, go to **25C**.

22c: Bad choice. The uruk decides that if you fear to close with him he can use the chance to throw all three missile weapons. Make a first level, second level, and third level saving roll on Speed (20—SPD), (25—SPD), (30—SPD). If you have a Talent in Dodging, Agility, or Acrobatics you may add +3 to your saving roll each time. For each one that you miss, take 3D6 + the uruk's adds worth of hits. If this kills you go to **1A**; if it disables you (CON to 5 or less) go to **1B**. If the uruk missed or only wounded you, it will leap in, howling. You have no time now for missiles or magic. Go to **18A**.

22D: The eagle is quite fast and never misses its strikes—unless it gets a beak full of weapon, which will usually stop it cold. In order to hit it, you must be either very skillful or extremely lucky. Make either your 3rd level saving roll on Dexterity (30—DEX) or your 4th level saving roll on Luck (35—LK). If you make the saving roll, go to **6F**; if you miss, go to **7F**.

22E: You fall over unconscious from the shock, but the ape doesn't care. Munching on your arm, it saunters back to its cage. Attendants haul your wounded body off the field, and take you in for medical care. Your CON is permanently reduced by 100 points. Your Strength, Luck, and Charisma are permanently halved because of your injury. You can get 10 CON points back from medication, but that's all. Go to **26B**. If this kills you, go to **1A**.

22F: You are aiming at a large target at far range (more than 50 yards, less than 100). Make your sixth level saving roll on Dexterity (45—DEX). If you missed the saving roll, you also missed your foe. If you would like to try and shoot again, go to **19B**. If you want to switch to a non-missile weapon, go back to the **fourth part of the paragraph that sent you here**.

If you made the saving roll, your aim was good. Your foe must take the full amount of hits for your weapon plus adds (it may take them on armor or tough skin if it has any, just as you can). If you have slain it, go to **34A**. If it is unhurt, or only wounded, and you wish to shoot at it again, go to **19B**. If it still lives and you'd prefer to try another weapon, go back to the **fourth part of the paragraph that sent you here**.



22G: Do regular dT&T combat with the mighty arachnid as it closes in on you. If you reduce its MR to 5 or less on the first combat turn, you are the winner, and can go to **34A**. If you did not conquer it completely on the first turn, but only wounded it, go to **19G**. If it inflicted any hits on you, go to **24A**.

23A: The gremlin comes in slowly, jabbing at you with its spear. Conduct regular T&T combat, figuring each gremlin at 3D6 + its adds. If you kill it quickly, go to **34A**. If it kills you quickly, go to **1A**. If it reduces your CON to 5 or less, go to **1B**. If the gremlin scores hits on you this way without actually killing or disabling you, **go back to the beginning of this paragraph and play through it again (now)** . . . but if you scored hits on the gremlin without killing it, it will change tactics and leap to very close quarters to use its knife — go to **13E**.

23B1: The hobb stops about 30 feet from you and whirls its bola. You see the plan now — it will entangle you and leap upon you when you are helpless. If the hobb has a DEX of 16 or higher, your attempt to dodge failed — you are entangled for 1 turn. Go to **2C**. If its DEX is lower than 16, roll 1 die. If the number is odd, go to **2C**. If it is even, the bola missed you. Read on.

B2: If you wish to use magic, write down the spell name and level, and go to **20B**.

B3: If you wish to use a missile weapon against the hobb, go to **15B**.

B4: If you are reading this, you are at hand strokes with the foe. Go to **14E**.

23c1: You see that the dwarf is coming in fast and low (dwarf joke!) He means to chop you up with his axe. You just have time to throw one spell or get off one shot at Pointblank range before it will be upon you.

C2: If you wish to use magic, write down the spell name and level you cast it on, and go to **20B**.

C3: If you wish to use a missile weapon against the dwarf, go to **14B**.

C4: If you are reading this, you are in hand-to-hand combat with the dwarf. Go to **16A**.

23D1: The human warrior(s) moves toward you cautiously with sword ready. You have time to throw a spell, or fire a missile if you wish.

D2: If you wish to use magic, write down the spell name and level you cast it on, and go to **20B**.

D3: If you wish to use a missile, choose one of the following four ranges: Pointblank, go to **19B**; Near, go to **15F**; Far go to **22F**; Extreme, go to **24D**.

D4: If you are reading this, you are in hand-to-hand combat. Go to **15A**.

23E: The wizard throws a Rock-a-bye spell at you. Total your IQ + WIZ + CHA. If the total is less than 100, you fell asleep and lost the fight. A kind-hearted fellow, the wizard solicits mercy for you from the crowd. Go to **26B**. If your total is 100 or higher, you did not fall asleep. His face goes ashen, and he throws himself down in front of you and begs for mercy. In the stands, Khara Khang is really disgusted, and turns him into a hyena, which scoots away laughing and yelping. You, however, can go in triumph to **34A**.

23F1: The troll is coming at you with amazing speed—you did not know they could move that fast. Make a second level saving roll on Speed (25—SPD). If you miss the saving roll, go to **23F4**. If you make the saving roll, you will now have time to cast magic or fire a missile weapon at Pointblank range.

F2: If you wish to use magic, write down the spell name and level and go to **20B**.

F3: If you want to fire a missile weapon at the troll, go to **3F**.

F4: If you are reading this, you are in regular dT&T combat with the troll. Go to **19A**.

24A: If your Constitution has been reduced to 5 or less, the spider will begin wrapping you in a cocoon of spider silk, and when it is finished it will carry you off for future feasting. Check your character card — there's still a chance to live. If you do not have more than 100 GP left unwagered, then you are doomed to a short but agonizing future existence as spider food. If you do indeed have more than 100 GP left over, the spider master will rescue you from his pet for 100 GP. Pay the travesty of a man and go to **26B**.

24B: Think about your character's past history. If you know that you are not a virgin, go straight to **10C2**. If you know for sure that your character is a virgin, go directly to **5E**. If you are not sure, make a first level saving roll on Charisma (20—CHA). If you make the saving roll, go to **10C2**. If you miss it, go to **5E**.

24c1: If the uruk warrior-wizard has been wounded, he throws a second level Take That, You Fiend! spell at you. Uruks still use STR to cast their magic instead of WIZ. (If he doesn't have the 12 STR points necessary to do it, he passes out in the attempt, and you may go unharmed to **34A**). If he casts the spell and it kills you, go to **1A**. If it reduces you to a CON of 5 or less, go to **1B**. If your CON is still higher than 5, and your foe's Strength has dropped below 5, then he has passed out, leaving you the victor. Go to **34A**.

Q: If the uruk is not wounded when you reach this paragraph, he will throw a Whammy on his shamsheer, tripling its effect for 1 combat turn. He moves to fight you as a warrior would. However, the spell cost him 10 Strength points, and if the loss brought his Strength rating down to 5 or less, he will look foolish and then fall over unconscious. Since you have won by default in this case, go to **34A**. However, you can only take half value for your prize because the crowd was greatly displeased. If he does not fall over and you wish to fight him normally, go to **3D**. If you'd prefer to use magic or missiles against him, go to **5C2**.

24D: You are aiming at a large target at extreme range (more than 100 yards). Can your weapon really reach this far? If not, go to **22F**. If so, then make your 4th level saving roll on Dexterity (35—DEX). If you missed the saving roll, you missed your foe. If you would like to try another shot, go to **19B**. If you would prefer to switch to a non-missile weapon, go back to the **fourth part of the paragraph that sent you here**.

If you made the saving roll, it was a very good shot, and you hit your target. Your foe must take the full amount of hits for your weapon plus adds (it may take them on armor or tough skin if it has any, just as you can). If you have slain it, go to **34A**. If it still lives, and you wish to shoot again, go to **19B**. If it still lives and you'd prefer to try a non-missile weapon, go back to the **fourth part of the paragraph that sent you here**.

24E: You score as many hits on the giant beast as you beat its combat roll by. If this reduced the elephant to a MR of 20 or less, it will fall over, and you go in triumph to **34A**. If the elephant is still able to fight, make your third level saving roll on Dexterity (30—DEX). If you make it, go to **32A**. If you miss it, go to **31A**.



25A: With a fiendish cackle she launches a Blasting Power spell at you. Everything on your body that is flammable goes up with a rush. Take 6D6 plus her adds in hits — and only enchanted armor will take hits for you in this case. If she has killed you, go to **1A**. If she has reduced your CON to 5 or less, go to **1B**. If neither of these happened, make your second level saving roll on Luck (25—LK). If you made it, you close your eyes in time. If you missed it, you were blinded — go to **1B**. If you're still able to retaliate, go to **21D**.

25B: This is one wise and crafty reptile. It lurks below the surface of the muddy water, and approaches cautiously. Make your first level saving roll on Luck (20—LK). If you make it, go to **9F**. If you miss it, go to **10F**.

25C: First, you were gored. Then, you were trampled. Take the full MR worth of damage to your CON. Armor won't take any of it. You did not score any weapons hits on the beast. If this has killed you, go to **1A**. If it reduced you to a CON of 5 or less, the elephant will step on you one more time, thus reducing you to a thin red paste. Go to **1A**. If your CON is so unbelievably large that you are only wounded and would be able to continue to fight, go to **30E**.



25D: Unable to get off another spell, the wizard defends himself with his dagger worth 2D6 + the wizard's combat adds. Yes, wizards can fight.) Fight for 1 combat turn. If you kill him go to **34A**. If he kills you go to **1A**. If he disables you (CON of 5 or less), go to **1B**. If none of the above things happen, he will throw an Oh Go Away! spell on you at the beginning of the next combat turn. Should read: Total the Wizard's IQ + LK + CHA and compare it to your own IQ + LK + CHA. If his total exceeds yours, you will find yourself in abject flight, which the crowd will find amusing. You will have

been defeated, but you won't care as long as you can get away from that wizard — go to **26B** in disgrace. If your total is higher, you are now inspired with a berserk desire to kill this guy. Go to **29F**.

25E: The spider has bitten you — its paralyzing venom has gotten into your bloodstream. Now, even if you are not badly wounded, you are going to be pressed for time, as you must kill the beast before its venom paralyzes you. Roll 1D6 and add 5 to it — that's the number of CON hits you must take each combat turn (at the end of the turn). When your CON falls to 5 or less, you will be immobilized, and the spider, if it is still alive, will win. Go to **27B**.

25F: The giant clearly intends to splatter you like a grape with its huge weapon. Make a first level saving roll on Speed (20—SPD). If you made it, the giant missed on its first attempt — go back to the fourth part of **2A** and take the other option. If you missed the saving roll, you must take all the hits the Giant can deal out. If this kills you, go to **1A**; if it reduces your CON to 5 or less, go to **1B**. If you are still able to fight and wish now to use magic, go to the second part of **2A**, or if you wish to draw your weapon and fight you may do so by going to **21A**.

26A: If your character is a troll, ogre or a giant, you don't belong here. Go to **33F**. If your character is of any other short-type kindred, the shoggox comes tromping ominously toward you. Go to **2F**.

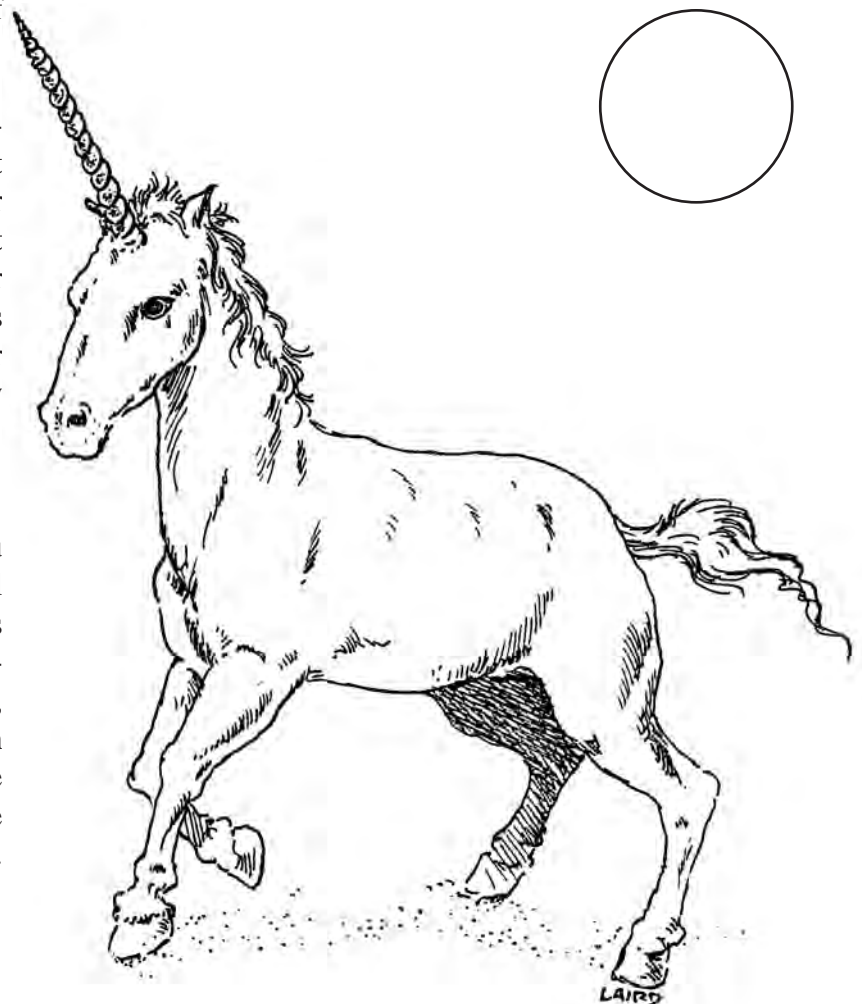
26B: If you were wounded during your combat, you may purchase healing at the rate of 100 GP per Constitution (CON) point restored. (This is half the standard rate in the city outside.) Wizards may, of course, Poor Baby themselves, but only at the rate of 2 CON points per day — this is a magically-enforced clause hidden in the small print of your arena contract. (Roll 2D6 to see how many days you have before your next fight. For example, if you want to restore 8 CON points, but there are only 3 days before your next fight, 6 is the maximum number of CON points you can get back without buying healing.) If you have healing related Talents you can also use those to heal yourself for the number of days you rolled.

If you do not buy healing, heal yourself magically, or via a healing Talent, you will not get enough rest in the few days before your next fight to recover naturally. If you do not have enough cash to buy healing, and if your CON has been reduced to 10 % or less of its original value, or is less than 10 (whichever is less), go to **27B**. If you're not that badly hurt, or if you have been healed, go to **34C**.

26c: The unicorn cries and allows you to butcher it. As it dies you feel some changes of your own. Your CHA is permanently reduced by 5 and your LK is reduced to 7. (If your LK is already 7 or less, reduce it by 3.) Those attributes will remain there until you spare the life or save the life of another unicorn, at which time it will be unfrozen. Nevertheless, you are the winner. Go to **34A**.

26D: This is no trial run now. Your new contract calls for you to fight 7 more combats, which will bring your total to 10 — a very respectable achievement, and one that few fighters reach. If this is your 4th, 5th, 6th or 7th combat, go to **28B**. (Remember that you don't have to buy magic if you don't want to or can't afford it.) If this is your 8th combat go first to **28B** and then straight to **10A**. If it's your 9th, go to **28B**, and then to **11A**. If it's your 10th, go to **28B** and then to **12A**.

If you have survived 10 Arena combats, you will be presented personally to Lerotra'hh, Death Goddess and Empress of Khazan. Go to **30F**. If this is your 11th fight or more, start at **13A** as if it were your first fight in all respects except for figuring the odds and in counting the number of foes you must face.



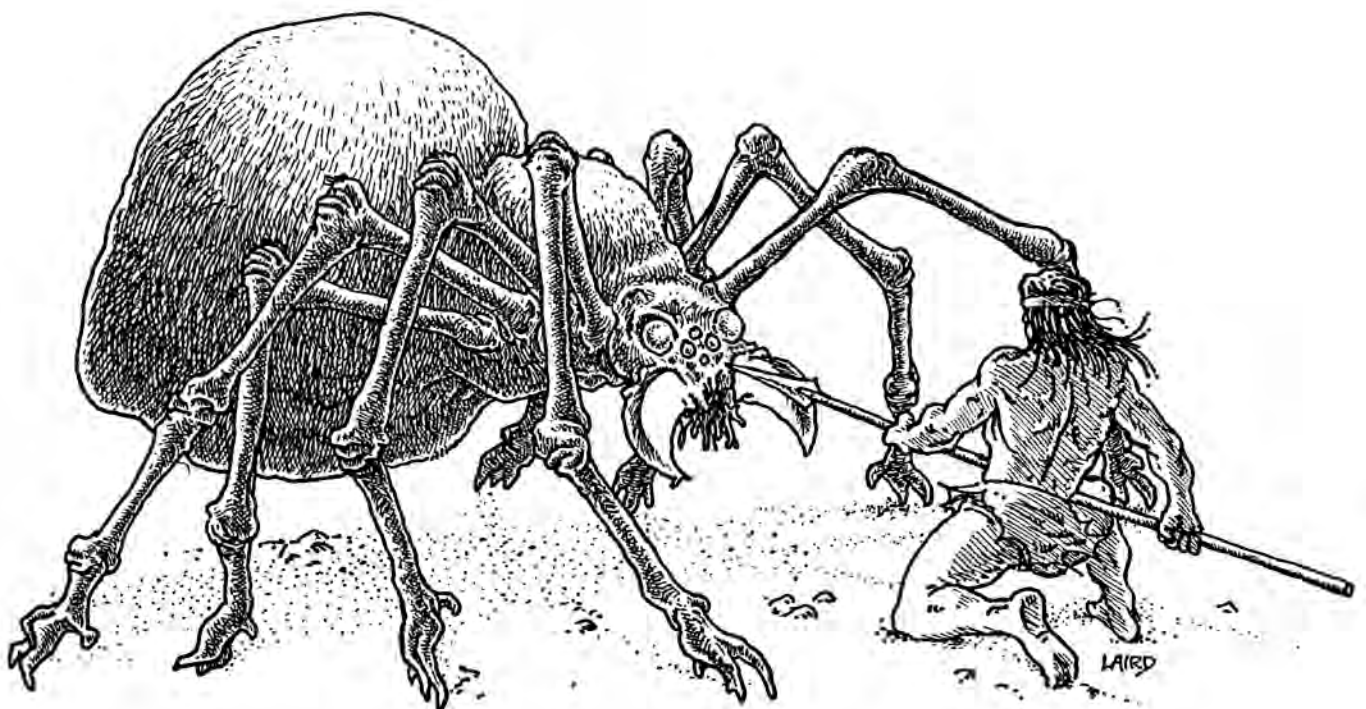
27A: She comes over and plants a kiss upon your brow. Increase your Charisma by 3 points. “You are a noble soul and shall be my love!” she declares. Then, arm in arm, to the boeing of the crowd, you walk out of the arena and no one dares try to stop you. (Khara Khang could, but he’s in a good mood and lets you go.) Keep her character card and name her as one of your characters. She has 6500 AP and owns 22,222 GP. You are also awarded an extra bonus of 1000 adventure points. If you wish to depart from the Arena of Khazan without finishing out your contract, you may do so now. But, if you are willing to finish out your contract, go to **34C**.

27B: You badly need medical attention, but can’t afford it. The Arena of Khazan will pick up your medical bill — but you will become an Arena slave and must fight in the Arena until you can pay back ten times what it cost to heal you. You will also forfeit the right to win any magical weapons, and the right to meet the Empress should you win 10 fights. If you accept these conditions, note how much it cost to heal you and how much you now owe the arena; go to **34C** and keep reading. If you will not accept these terms, go to **28A**.

27C: If your character is a giant, troll, or ogre, you are big enough to meet the elephant head on. Go to **28C**. If you are any smaller type of character, make your second level saving roll on Speed (25—SPD). If you make the saving roll, go to **28D**. If you miss it, go to **25C**.

27D: If your opponent has been killed or reduced to a CON of 5 or less by your spell, go to **34A** for your reward. If your foe has not been wiped out by your magic, choose the appropriate enemy wizard and go where you are told: 1st level **3B**; 2nd level **24C**; 3rd level **22A**; 4th level **17D**; 5th level **21B**; 6th level **25A**.

27E: If your missile is enchanted or silver, figure the damage it would do. If you have reduced the werewolf to a MR of 15 or less, it will fall over, and you can go happily to **34A**. If you didn’t do that much damage, go to **31F**. If your missile is neither magical nor silver, it rebounds harmlessly from the wolfman’s body, and before you can go for another weapon, the monster is upon you. Go to **5D**.



28A: The Arena of Khazan is not a public hospital, and will not maintain the lives of those who are both indigent and unable to fight. They knock you on the head and use your corpse as animal food. Go to **1A**.

28B: The Empire of Khazan retains a 30th level wizard to make sure there are no magical surprises or disasters in the Arena. Most of the time the wizard just applies selective, precognitive anti-magic preventing contestants from throwing spells when they're not allowed to, but Khara-Khang also maintains a staff of lesser mages for the more mundane but fairly profitable tasks of enchanting weapons and armor. You as a contestant in the Arena have the right to purchase certain spells to enchant your weapons, as it is well known that there are some opponents that only magic will stand a chance against. The spells available are listed in a table below, along with their cost and duration. All spells are cash and carry, and will only affect your ability to fight.

Now, if you've chosen and paid for whatever you wish, roll 2D6 and go to the 'A' paragraph of the page number you have rolled. Good Luck!

28c: Because you are such a big fellow, you have no chance of dodging the elephant's charge. You must stop it cold. The pachyderm gets its full MR worth of dice and adds, and you will compute your own weapons and adds damage. If you got the same or more hits than the elephant, you stopped it cold. Go to **24E**. If you didn't get as many hits as it did, then it ran over you. Go to **22B**.

28D: You dodged the elephant's charge and inflicted your weapons hits. Remember that the first 10 don't count. If you do enough damage to reduce its MR to 20 or less, it will fall over and you go in triumph to **34A**. If it is still able to fight, go to **29C**.

Spell Name	Duration	Cost	
<i>Vorpal Blade</i>	1 combat turn	50 GP per combat turn	* The spell will go off the first time your character is hurt and heal all physical damage. If you buy multiple copies of the spell, they will go off in sequence each time your character is injured. ** <i>Zappathingum</i> may only be applied to a single weapon. You may however buy multiple castings of the spell before you start if you wish to enchant more than one weapon.
<i>Double Double</i>	1 to 6 combat turns	100 GP per combat turn	
<i>Whammy</i>	1 combat turn	100 GP per combat turn	
<i>Poor Baby</i> *	Instant when hurt	500 GP	
<i>Zappathingum</i> **	For the length of your combat	1000 GP	
<i>Zapparmor</i>	For the length of your combat	1000 GP	

You may buy spells in combination, or specify that it will operate at a given time, say, your third combat turn. If a spell is unused, there will be no refund. (For example, if you wished to have a Vorpal Blade on your sword for your first five combat turns, you would pay 250 GP. If you then killed your foe in 4 combat turns, you would not receive a 50 GP refund for the unused fifth turn.) Spells must be decided upon and paid for before you learn who or what your foe will be.

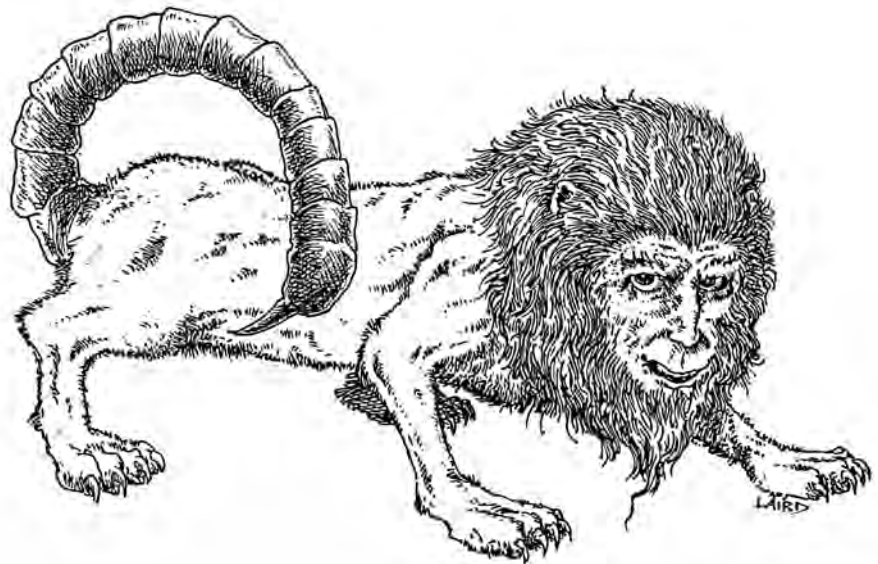
28E: The flaming whip becomes a flaming sword in the Kauter's oversized hand. (A whip is a poor weapon for in-fighting!) Engage in regular dT&T combat. If you score hits on the Kauter, go to **3E**. If it scores hits on you, go to **31C**.

29A: Do regular dT&T combat against the ape, allocating hits as you would normally — but you must also make a saving roll on Luck (20—LK) on the same level as the number of the combat turn. On the first turn, make a first level saving roll on Luck. On the second combat turn, make a second level saving roll on Luck, and so forth. If you missed the roll, you did not escape unscathed even though you wounded your foe. It managed to knock you down, or bite a chunk out of your thigh, or wrap one arm around your ear 3 or 4 times, etc. Take the number you missed the saving roll by in hits to both CON and armor. If you reduce the ape to a MR of 10 or less, it falls over, and you go in triumph to **34A**. If your CON is reduced to a 5 or less, you will fall over, and it feasts. Go to **1A**.

29D: You feel the Kauter’s whip curl around your body as you try to run away. There is a moment of intense pain, and then you burst into flame. When it has burned out, you’re just a black spot on the sands. (This is true even if your character thought it was flame-proof.) Go to **1A**.

29E: Your timing is off, and the unicorn is very quick. Your gaze is transfixed upon the animal’s horn; you are impaled through the heart and tossed into the air — at least it was a noble death. Go to **1A**.

29B: Fighting a mantichore would be like fighting a larger, stronger lion except for its sting. It can move that scorpion-like stinger with incredible speed and power, and mantichore venom is one of the deadliest known. Before beginning combat on each combat turn, you will need to make a saving roll on Dexterity or Luck (whichever is the higher attribute for your character). If you are wearing plate armor, make a first level saving roll (20—DEX or LK); if you are wearing mail or lamellar armor, make a second level saving roll (25—DEX or LK); if you are wearing a complete set of leather armor or just a mail shirt or cuirass with no arm and leg protection, then make a third level saving roll (30—DEX or LK); and if you are wearing no body armor at all (a steel cap doesn’t count, nor does a shield in your hand), make a 5th level saving roll (35—DEX or LK). If you make the saving roll, go to **33B**. If you miss it, go to **34B**.



29C: The elephant rushes by. When it comes for you again, it moves in more slowly, intending to catch you in its trunk before smashing you. If you wish to use magic or a missile weapon against it, return to **16B**. If you wish to try and dodge and strike as you did this time, make a second level saving roll on Speed (25—SP), and a second level saving roll on Luck (25—LK). If you made both of them, return to **28D**. If you missed either one, go to **16C**.

29F: You will fight as a berserker until the wizard is slain. (Berserker combat is explained on page 82 of the dT&T rules.) He gets 2D6 and no adds for his dagger. If, by some miracle he kills you, go to **1A**. If you kill him, go to **34A**. If you pass out from Strength loss in berserker mode he will slit your throat and consider himself lucky. Go to **1A**.

30A: Your opponent is a fifth level human wizard. He is wearing enchanted mail beneath his tunic of black silk. (It will take 33 hits in combat for him.) He is armed with a silver-tipped staff 8 feet long, and is carrying a sax (2D6 + 4 adds). Roll 2D6 for yourself (doubles add and roll over), and 4D6 for the wizard. Whoever gets the highest number has the option of striking first. If you get to strike first, go to **1C**. If he gets to strike first go to **21B**.

30B: The Kauter scorns your approach and stands there laughing with hands on hips as you come up and strike it with your weapon. If your weapon is inherently magical, or has been enchanted for this fight, go to **32C**. If not, go to **33A**.

30C: The cave lion stands atop your torn and bloody body. With one horrible snap it takes your head off. Go to **1A**.

30D: The ape draws you into a wrestling match with it. If you have a dagger you may use it in the ensuing combat. Any other weapon is too large and clumsy for such close quarters. If you don't have a knife, you may fight using the unarmed combat rules on page 80 of the dT&T rules. The ape's gets its full dice and combat adds. Once each combat turn you get a chance to make your fifth level saving roll on Dexterity (40—DEX). If you make it, you have escaped the ape's clutches and can go to **29A**. If you miss it, fight on. If you reduce the ape's MR to 10 or less, you have conquered and can go to **34A**. If your CON is reduced to 5 or less, it has conquered and gets a meal — go to **1A**.

30E: Khara-Khang stops the fight and teleports you out of the arena. His comment is that there is no point wasting the small stuff on a character of your magnitude. He heals your wounds, and allows you to re-equip yourself with whatever you can afford. This match with the elephant has counted as one fight, and even though it may have been your third fight, you must now fight at least one more combat. If you're ready for anything, go to **16D**.



30F: Lerotra'hh receives you in the Royal Box. She is an arresting, unusual figure of a woman, not beautiful so much as strong. She is wearing the skimpy fighting harness of an uruk warrior, leaving her breasts bare, but it is ornamented with jewels. She chats with you about your history and some of your best fights. Finally, she kisses you once on the lips. Her mouth is cold, as chilling and forbidding as a glacier, and absolutely tasteless. Your senses swim, and you gain 10,000 adventure points.

Since she is the Goddess of Death, and you have served her well, she has just granted you a slight boon. If you are ever killed (CON reduced to negative 10 or less), but not dismembered, you will regenerate 10 Constitution points one hour after your death and come back to life with a new Constitution of 10. This is a one-time boon only. If you are killed again, you stay dead. Congratulations on your great combat ability, and please exit from the Arena of Khazan. You are now a member of her Elite Guard, and may be called upon for missions requiring the utmost in bravery and skill. Should you ever wish to return for more battles, go to **13A**.

LEROTRA'HH
 THE DEATH
 GODDESS

Lerotra'hh is an arresting, unusual figure of a woman, not beautiful so much as strong. She is wearing the skimpy fighting harness of an uruk warrior, leaving her breasts bare, but it is ornamented with jewels.



31A: Your foe wrapped its tentacular trunk around your weapon and disarmed you. It also wrenched your arm out of its socket, inflicting 3D6 worth of hits. (Roll 3D6 and take that many hits directly off your Constitution). If that reduces your CON to 5 or less, that's the end of the jungle path for you. Go to **1A**. If you are able to continue fighting, draw your secondary weapon and go to **32A**.

31B: You are stronger than the shoggox, and certainly smarter. In the wrestling contest that follows, you win 2 falls out of 3. Although nothing you do seems to hurt it, you are still accounted the victor. The shoggox goes back to its cavern beneath the arena, and you go victoriously to **34A**.

31C: If you have been slain, go to **1A**. If your CON has been reduced to 5 or less, go to **1B**. If you are still able to fight, go to **32B**.

31D: You have managed to cut off the mantichore's stinger and are no longer in danger from it. Continue with regular dT&T combat until the mantichore has been reduced to a MR of 25 or less (which will send you as the winner to **34A**) or until your your CON has been reduced to 5 or less, in which case go to **1A**.

31E: Make a third level saving roll on Dexterity (30-DEX). If you make it, go to **13C**. If you miss it, go to **29E**.

31F: Do regular dT&T combat with the loser taking the hits. If at any time your weapon loses its magic, cease fighting here and go to **2E**. Otherwise, continue fighting until the werewolf is reduced to a MR of 15 or less, or until your CON is reduced to 5 or less. If the werewolf is defeated, go to **34A**. If you lose, go to **1A**.

31G: The Take, That You Fiend! spell works. If you did over 900 hits of damage to the shoggox, it falls over with a thump that shakes the Arena walls. Go to **34A**. If you did less than 900 hits of damage to the shoggox, it keeps coming. Go to **26A** and try again.



32A: Do regular dT&T combat with the elephant. If you reduce it to a MR of 20 or less, and it cannot continue fighting, go to **34A**. If you are reduced to a CON of 5 or less, go to **1A**.

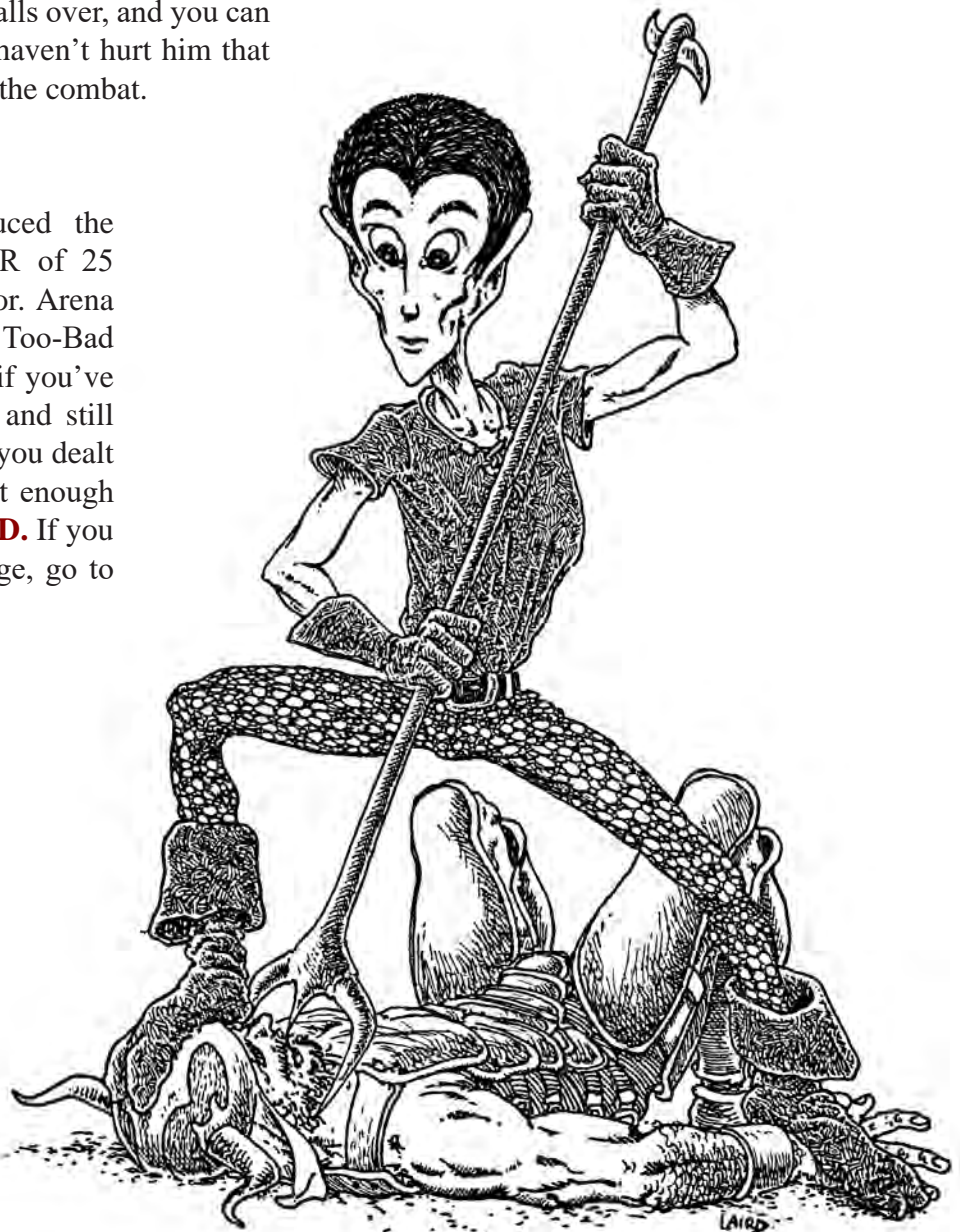
32B: If your weapon was not magical, go to **33A**. If it was, and you want to continue the combat, go back to **28E**. If you would now like to run away from the Kauter, go to **29D**.

32C: The Kauter is hurt, and his good humor vanishes in a hurry. If you have reduced him to a MR of 50 or less, he falls over, and you can go in triumph to **34A**. If you haven't hurt him that badly, go to **15E** and continue the combat.

32D: If you have reduced the manticore to a MR of 25 or less, then you are the victor. Arena wizards will immediately use Too-Bad Toxin spells to save your life if you've been stung by the manticore and still live. Go in triumph to **34A**. If you dealt out more than 50 hits, but not enough to defeat the monster, go to **31D**. If you did less than 50 hits of damage, go to **29B** and keep fighting.

32E: The unicorn charges at you. If you wish to stand your ground and meet it head-on, go to **33E**. If you'd prefer to dodge and strike at it, go to **31E**.

32F: If your weapon is enchanted, go to **8C**. If it isn't, it will prove worthless against the shoggox and will shatter. If your character is a giant, an ogre, or a Troll, go to **33F**. If not, go to **26A**.



33A: Non-magical weapons have no effect on the Kauter. Instead, you are enveloped in a magical flame that does 100 hits worth of damage and destroys all non-magical weapons. If this kills you, go to **1A**. If it reduces you to a CON of 5 or less, go to **1B**. If you are still able to fight and have any weapons left, go to **28E**. If you have no weapons and want to run away now, go to **29D**.

33B: Do regular dT&T combat with the manticore. If it gets enough hits on you to reduce your CON to 5 or less, then go to **1A**, because you're a monster meal. If it only wounds you, go to **29B** and keep fighting. If you scored hits on the manticore, go to **32D**.

33C: You mount the unicorn and ride around the Arena. Audience reaction is mixed, but there is no doubt that you have won. Add 20 points to your Charisma and 7 points to your Luck. Also, you have a unicorn with a Monster rating of 200 that will come at your command and do your bidding when you're not fighting in the Arena. (However, keep track of your character's sex life. If you ever lose your virginity, you will also lose control of the unicorn.) Go to **34A**.

33D: Since the shoggox is a child of Sha'Thogg the god-wizard very little magic will affect it. If you cast a Take That, You Fiend! at it, go to **31G**. If you have enchanted your weapons or armor, and now wish to fight, go to **32F**. If it was a Protective Pentagram you cast, you now have a ten-minute grace period in which to think of something else. Go back to **16D**.

33E: The unicorn stops when it is nearly on you and rears up, trying to smash you with its hooves. You duck in under them and hew with all your might. Do regular dT&T combat. If you reduce the unicorn's MR to 20 or less, you win, and must go to **34A**. If it reduces your CON to 5 or less, it wins, and you die and go to **1A**. Continue fighting until one of these alternatives is achieved.

33F: You are too large for the shoggox to stomp in its usual mindless way. It wraps you in its ropy arms and begins to squeeze. If you have a Strength greater than 500, you begin to fight back by going to **31B**. Otherwise, you are slowly reduced to a lifeless pulp. Go to **1A**.



34A1: You are victorious, congratulations! The crowd cheers as you deserve, depending on how tremendous the combat was.

A2: First, if you bet on yourself to win, you may now collect those winnings and add the gold to your stock of treasure. If you bet on yourself to lose, don't you feel silly paying out that money after winning!

A3: Second, take adventure points equal to either (1) the monster rating, if you fought a beast or a monster, or (2) 100 times the level number of the wizard, if you fought a wizard, or (3) the sum of the Strength and Constitution for any other type of character you defeated.

A4: If the odds you fought at were in your favor, take 100 GP (gold pieces) as your prize for the victory. If the odds were between 1:1 and 3:1 against you, you may either roll 4 dice and multiply by 100 for the number of GP you are awarded, or take any 1 weapon from the dT&T weapons charts (*pages 32-41*) except a gunne. If the odds were more than 3:1 against you but less than 7:1, roll 5 dice times 100 for the number of GP and take 1 roll for one gem on the jewel generator in the dT&T rules (*page 219*). If the odds against you were 7:1 or greater, randomize between 1 and 20 for a magic weapon from the **36A: Table of Enchanted Weapons** on page 47 of this adventure, before coming back to the **fifth part of this paragraph**.

A5: If you took any hits of damage during your combat, go to **26B**. If not, read on. If you wish to buy new equipment, or new weapons, armor, poisons, and so forth, do so now from the dT&T rules, and then go to **34C**.

A6: If you wish to buy new equipment, or new weapons, armor, poisons, and so forth, do so now from the dT&T rules, and then go to **34C**.

34B: You have been stung by the manticore. You must take 200 hits on CON immediately, and 100 more at the beginning of each new combat turn. If at any time this kills you, quit reading everything else and go to **1A**. If you are still alive after reading this paragraph, go to **33B**.

34c: If this was your first or second combat, go to **28B**. If this was your third combat, you have completed your initial contract and you are free to leave with all money and weapons accumulated. However, since you are now something of a star, the management encourages you to keep fighting. They offer you a bonus of 1000 GP if you sign up for an additional 7 fights. If you agree to this, add the gold to your total and go to **26D**. If you don't like the bargain, you are out of the Arena of Khazan, but put a little **26D** on your character card in case you ever decide to come back with that character. In that case, you don't get the bonus, but you start at **26D**. If this is your 4th through 10th fight, go immediately to **26D** and **ignore the first 2 sentences**.

34D: You are aware that shoggoxes have a weakness for piccolo music. Fortunately, you have brought your piccolo with you. As you begin to play, the shoggox ceases its advance upon you and begins to dance ponderously in the sand. It is a ludicrous sight, and you have the whole Arena laughing in amazement. After ten minutes of this, you are declared the victor, and the shoggox is packed off to wherever it is kept. Go to **34A** for your reward.



35A: SUGGESTIONS TO PERSONALIZE THE ARENA

1. As you create various characters for Arena combats and make up their cards from scratch, establish a file of Arena fighters. If an Arena fighter is slain, see suggestion 2, but if it is defeated while only wounded, or if it wins the fight, then name it and keep it. Next time you have to fight against that type of character you can pull the already-created fighter with a history out of your file instead of taking time to create a new character from scratch.

2. When Arena characters of a given type are killed by your protagonist, erase their name, record of gold, and adventure points, but keep the card. Then roll 1D6, and add that number to its lowest attribute. That way when you need a fighter of that type again, you will have one handy, just ready to be named, and slightly better than its predecessor.

3. Treat Arena characters as you would your own. Periodically re-equip them, heal their wounds, and so forth. For fights they win, give them adventure points and a treasure reward just as you would for your own characters. To determine how much reward they should get for their victories, just invert the odds against your own player in that particular fight. Thus, if you were fighting at odds of 2:1 against, then your foe was fighting at odds of 2:1 in favor of him, and would get his reward in gold pieces from the first of the award schedules.

4. Pick a time period and set all your combats within that time span (such as the years 1200 AK to 1300 AK of the city). Lerotra'hh, Death Goddess Empress of Khazan, reigned from 666 AK until 1313 AK.

5. Play with the parameters of combat a little when you've gained some experience. There's no reason why you couldn't run teams against teams (say elves against trolls) in the ordinary combat sequences. In such instances it is fair to assume that team members fight identically, but if you can handle more individualistic combat, then go to it, and more power to you!

6. Use the solitaire as if it were your own dungeon and run your friends through it. You as Game Master take the part of all Arena fighters, and your friends get to play their own characters. In such use you can pretty well ignore the more restrictive clauses as to what magic is allowed and what isn't, or what weapons the characters are armed with, and improvise to fit the situation. Such combats can go into the statistics along with the more rigidly programmed adventure sequences that I've set up.



Swordidly, Ken St. Andre

36A:

TABLE OF ENCHANTED WEAPONS

Because of your great valor in the face of very high odds, the Arena Judges have decided to award you one of the special items listed below. Weapons may be used in the arena in later fights. Randomize between 1 and 20 to see which of the special items you are given. Weapons on this table may only be awarded once (overall, not once per character). After you have given away a weapon, replace it on the table with 1000 gold pieces.

1. **Egil's Bow:** a simple self-bow of linden wood. User hits automatically with the effect of 20D6. Requires a STR of 16 to string and a STR of 13 to pull. Those without sufficient STR will always miss.
2. **The Bronze Bodkin:** worth 56D6 in combat. (No berserkers.) Cannot be enchanted or poisoned.
3. **Gold Armband:** weighs 10 weight units. Wearer is immune to Hellbomb Bursts.
4. **The Dagger of Speed:** whoever holds it can always move at twice his normal rate of speed, and gets 2 combat turns to his opponent's one. Worth only 7D6 in combat.
5. **Deth:** a great sword, 7 feet long and worth 15D6 in combat. Can be used by anyone with a minimum STR of 9. It is really light, and really very sharp.
6. **Hellslice:** a battered-looking falchion with a demon imprisoned in the blade that makes it worth 36D6 in combat. Even when the wielder takes hits, he gets to count the sword damage of the 42 dice, but not the user's combat adds, against his foe.
7. **Finnegan's Flail:** on the first combat turn of any fight it is worth 9D6 + 12 adds. On subsequent turns it is only worth 3D6 + 4 adds. Requires a Strength of 20 and a Dexterity of 15 to use.
8. **The Heavy Flail:** gets 29D6 in combat. Subtracts the user's level number in STR points for each combat turn used.
9. **The Frog Axe:** gets 6D6 in combat and enables the wielder to hop up to 50 feet in any direction once each combat turn. However, it will not allow you to hit and hop the same turn.
10. **Nevermiss:** a light crossbow worth 5D6 that teleports its bolts up to 100 yards to the intended destination, getting full damage every time.

11. **A quiver of 12 silver-tipped arrows:** each arrow strikes 29D6 worth of hits when shot from any bow — providing the shooter hits the target.
12. **Levity:** a small ordinary 3D6 crossbow. Its bearer cannot touch the ground (walking an inch or so above it), and can fly up to 100 yards above the ground at will (top speed is the speed of a crossbow bolt).
13. **Trollbow:** a triple-sized arbalest. Gets 36D6 if it hits. Requires a STR of 45 to recock by hand.
14. **The Little Silver Thunderstick:** a single-shot, muzzle-loading wheellock pistol, ornamented with silver plates bearing a portrait of Lerotra'hh in miniature. Also, enough powder and shot for 100 firings. Accurate up to 50 yards. Valued at 3000 GP. Gets 8D6 + 25 adds, and must be used like any other missile weapon.
15. **Daggered Boots:** in combat, daggers extend from the boot toes, giving 4D6 (total) kicks per combat turn.
16. **Cross Kris:** a short sword of meteoric iron worth 9D6 in combat. Protects the wielder from all 3rd level and lower spells.
17. **The Great Sword Carrot:** anyone or thing taking hits from it is changed into a harmless bunny rabbit with a Monster Rating of 1. Intelligent characters retain their IQ and memory, although they can't talk. Carrot gets 8D6 in combat and dishes out a 9th level curse if its hits are scored.
18. **A Bottle of Warrior Juice:** any warrior who drinks it doubles his STR and CON. Any rogue or magic user who drinks from it loses the ability to work magic. One dose per person. A second dose is fatal. Value 2000 GP. Works once per Arena combat.
19. **Hardpull the Longbow:** requires a minimum STR of 38 to draw. It gets 1D6 worth of damage for each STR point used in pulling it. Good at any distance up to 1 mile, but you have to be able to see what you're shooting at.
20. **The Long Golden Thunderstick:** a single-shot, muzzle-loading flintlock musket rifle with golden butt plates and chasing, complete with powder and ammunition for 100 rounds. Valued at 7000 GP. Gets 10D6 + 40 adds. Treat it as any other missile weapon. It is accurate up to 200 yards.

ARENA APPENDIX OF GENERIC OPPONENTS

For those who don't want to go through the opponent generating phase of arena combat I have created a generic opponent for each of the ordinary classes of combatants. You need merely check under the number of the A paragraph that sent you here in order to find an opponent to fight. The creatures listed below are all citizens and technically monsters except the human, the dwarf, and the hobb. Monsters are not considered to be an ordinary warrior, wizard, or rogue type, and do not get the corresponding benefits. Those three are also warriors and get the warrior bonus for their level. (Character level is determined by highest attribute divided by 10 and rounded down.) The warrior bonus is +1D6 per level when fighting. Example: the hobb fighting with a flensing knife is 2nd level. It would get a weapon roll of 2D6+4 plus 1D6 plus his combat adds.

I'd like to suggest that as you slay these opponents, you replace them with tougher ones. Simply roll 1D6 each time you use an opponent from this appendix and add that number to the lowest of its four combat attributes: STR, DEX, LK, SPD. When a character changes level, roll 1D6 again and add that number to its CON attribute.

2A GIANT LVL. 7 MONSTER

STR 70, **CON** 60, **DEX** 10, **LK** 7, **IQ** 8,
WIZ 9, **SPD** 13, **CHR** 12, **HT** 25, **WT** 25,
Char Adds: +59

Armor: Leathery epidermis takes the first 10 points of damage without harm.

Weapon: a tree trunk with a few branches still attached does 10D6 damage.

3A GREMLIN LVL. 1 MONSTER

STR 6, **CON** 7, **DEX** 7, **LK** 12, **IQ** 9,
WIZ 15, **SPD** 10, **CHR** 5, **HT** 4, **WT** 3
Char Adds: +0

Armor: none

Weapon: barbed fish spear (3D6), stone dagger (2D6+1)



4A HOBB LVL. 2 WARRIOR

STR 7, **CON** 20, **DEX** 20, **LK** 21, **IQ** 11,
WIZ 14, **SPD** 13, **CHR** 11, **HT** 6, **WT** 8
Char Adds: +18 **Armor:** none

Weapon: bola (1D6), flensing knife (2D6+4) plus 1D6

5A DWARF LVL. 2 WARRIOR

STR 18, **CON** 28, **DEX** 16, **LK** 10, **IQ** 8,
WIZ 10, **SPD** 16, **CHR** 14, **HT** 8, **WT** 26
Char Adds: +14

Armor: ring mail (takes 11 hits—may take double damage but will degrade if it does)

Weapon: dwarf broadaxe (4D6) plus 1D6

6A HUMAN LVL. 1 WARRIOR

STR 12, CON 12, DEX 12, LK 10, IQ 11,
WIZ 15, SPD 14, CHR 7, HT 11, WT 9

Char Adds: +2

Armor: leather (takes 6 hits—may take double damage but will degrade if it does)

Weapon: broadsword (3D6+4) plus 1D6.

7A URUK LVL. 1 MONSTER

STR 10, CON 15, DEX 11, LK 8, IQ 11,
WIZ 12, SPD 12, CHR 15, HT 7, WT 8

Char Adds: +0

Armor: helmet & breastplate made of bronze (takes 7 hits) and spiked shield (takes 4 hits and is a 2D6 weapon)

Weapon: urukish bronze scimitar (4D6) plus 3 throwing javelins (3D6 each). The uruk cannot use more than one weapon at a time. If a javelin is thrown at the fighter, it is considered out of play for the rest of the combat whether it hits and does damage or not.

8A OGRE LVL. 5 MONSTER

STR 21, CON 52, DEX 12, LK 6, IQ 5,
WIZ 7, SPD 13, CHR 20, HT 12, WT 27

Char Adds: +10

Armor: mangy bearskin (takes 2 hits)

Weapon: knotty club (9D6)

9A STONE TROLL LVL 4 MONSTER

STR 40, CON 40, DEX 12, LK 14, IQ 8,
WIZ 10, SPD 12, CHR 15, HT 24, WT 48

Char Adds: +30

Armor: stone skin first 5 points of damage do not hurt it.

Weapon: two stony hands (6D6 each) *When they are injured, trolls regenerate up to 1/10 of their base CON rating each combat round. These trolls would get 4 hit points back at the beginning of each combat round.

10A BEASTS, 11A WIZARDS AND 12A MONSTERS.

Sorry, champions, you're going to need to follow the instructions in the regular arena text in order to match up with these foes.



HEIGHT AND WEIGHT ADJUSTMENTS

The generic fighters listed above have numeric ratings for their heights and weights. Generally speaking players do not need to worry about the height and weight of their opponents but if you are interested in how tall and heavy these creatures are, there is a height and weight chart on page 25 of the dT&T rules showing American English equivalents in inches and pounds. That chart only goes up to 18. For each number above 18 add 3 inches and 20 pounds to the ends of the weight range. It's a bit of math, but not that difficult. For example: the troll listed above has a height of 24 which would make it 18 inches taller than 7'1" or 8'7" tall. It has a weight listed as 48 which makes it 30 times 20 or 600 pounds heavier on each end of the weight range for a weight between 855 and 900 pounds.

PRE-ROLLED CHARACTERS YOU CAN USE IN THE ARENA

Want to just run some characters through the arena and see how far they get? To save you some time, we are including ten characters (ranging from level 1 to level 12) that you can use to see how they do in the arena. Run them one at a time just for practice or rename them and make them one of your characters.

To really immerse yourself in the city of Khazan, you can imagine yourself as a well-heeled merchant who “owns” a team of 8 gladiators and has them fight in the arena for you. As their “manager” you get to keep 25% of whatever they earn as rewards. In exchange, you supply them with weapons, healers, food and a practice site in the back of the warehouse you own. As they are defeated, you can always add your own rolled characters to the mix. Keep in mind though, you have to keep in the good graces of Lerotra’hh or she may just take your warriors and shut you down. So be careful not to kill too many of her gladiators.



Name: **SCROM**

Kindred: Human **Level:** 1
Gender: M **Char. Type:** Rogue
Height: 5' 10" **Weight:** 160 lbs

STR 9, **CON** 13, **DEX** 10, **LK** 16,
IQ 18, **WIZ** 14, **SPD** 9, **CHR** 12,
Combat Adds: +14

Armor: Plate Armor (Takes 10 hits)

Weapons: 8 inch Hunting Knife (2D6 +4)
10 Throwing Stars (1D6)

Spells: *Unerring Blade*

*Created by
Steve Crompton*

Name: **VERACTICUS**

Kindred: Elf **Level:** 1
Gender: M **Char. Type:** Warrior
Height: 6' 8" **Weight:** 190 lbs

STR 10, **CON** 11, **DEX** 17, **LK** 15,
IQ 11, **WIZ** 12, **SPD** 12, **CHR** 13,
Combat Adds: +8

Armor: Mail Hood & Breastplate
(Takes 8 hits total)

Weapons: Light Bow & 20 arrows (3D6).
Misercord Dagger (2D6 + 2)

Spells:

*Created by
Steve Crompton*

PRE-ROLLED CHARACTERS YOU CAN USE

Name: **LEALFA THE LARCENOUS**

Kindred: Gremlin Level: 2
Gender: M Char. Type: Warrior
Height: 2' 1" Weight: 55 lbs

STR 7, CON 7, DEX 14, LK 21,
IQ 22, WIZ 21, SPD 15, CHR 7,
Combat Adds: +14

Armor: Buckler (Takes 3 hits)

Weapons: Fishing Trident (3D6 + 1)

Spells: *Better Lucky than Good*

Created by
Tom Puch

Name: **ERVAÄ THE POISONER**

Kindred: Gremlin Level: 2
Gender: F Char. Type: Warrior
Height: 1' 8" Weight: 41 lbs

STR 6, CON 4, DEX 9, LK 24,
IQ 21, WIZ 15, SPD 12, CHR 6,
Combat Adds: +12

Armor: Mail head coif & hauberk
(Takes 8 hits)

Weapons: Poisoned Skinning Knife
(2D6+3). If she does any damage (including
Spite) do an extra 1D6 poison each combat turn.

Spells:

Created by
Tom Puch

Name: **GILLIÄNNA**

Kindred: Elf Level: 2
Gender: F Char. Type: Rogue
Height: 6' 3" Weight: 150 lbs

STR 16, CON 18, DEX 15, LK 22,
IQ 20, WIZ 17, SPD 13, CHR 20,
Combat Adds: +18

Armor: Folded Paper Full-Suit
(Takes 12 hits)

Weapons: Medium Spear (7D6).
Chakram (1D6).

Spells: *Take that, You fiend*

Created by
Ken St Andre

Name: **CRRRAG'RRRARRR**

Kindred: Jungle Troll Level: 4
Gender: M Char. Type: Warrior
Height: 12' 4" Weight: 400 lbs

STR 39, CON 42, DEX 12, LK 6,
IQ 9, WIZ 22, SPD 13, CHR 20,
Combat Adds: +28

Armor:

Weapons: Trollish Spear (10D6)
5 Large Rocks (3D6)

Spells:

Created by
Dan Lambert

PRE-ROLLED CHARACTERS YOU CAN USE

Name: **YAGARTH**

Kindred: Dwarf Level: 3
Gender: M Char. Type: Warrior
Height: 4' 4" Weight: 190 lbs

STR 24, CON 30, DEX 13, LK 7,
IQ 11, WIZ 6, SPD 12, CHR 20,
Combat Adds: +28

Armor: Full Suit of Banded Mail
(Takes 13 hits)

Weapons: Heavy Ax (6D6)

Spells:

*Created by
Ken St Andre*

Name: **MARGOT**

Kindred: Giant Level: 7
Gender: F Char. Type: Warrior
Height: 20' 11" Weight: 2000 lbs

STR 70, CON 70, DEX 8, LK 7,
IQ 7, WIZ 17, SPD 11, CHR 25,
Combat Adds: +58

Armor:

Weapons: Massive bludgeon (10D6).

Spells:

*Created by
Tom Puch*

Name: **BELINUS**

Kindred: Giant Level: 8
Gender: M Char. Type: Warrior
Height: 26' 10" Weight: 2500 lbs

STR 69, CON 75, DEX 8, LK 7,
IQ 8, WIZ 14, SPD 11, CHR 32,
Combat Adds: +57

Armor:

Weapons: Giant Woodmans Axe
(10D6 + 5)

Spells:

*Created by
Tom Puch*

Name: **EARNIE & HURT**

Kindred: 2-headed Orge Level: 12
Gender: M Char. Type: Warrior
Height: 1' 8" Weight: 41 lbs

STR 33, CON 120, DEX 16, LK 10,
IQ 9, WIZ 11, SPD 24, CHR 7,
Combat Adds: +37

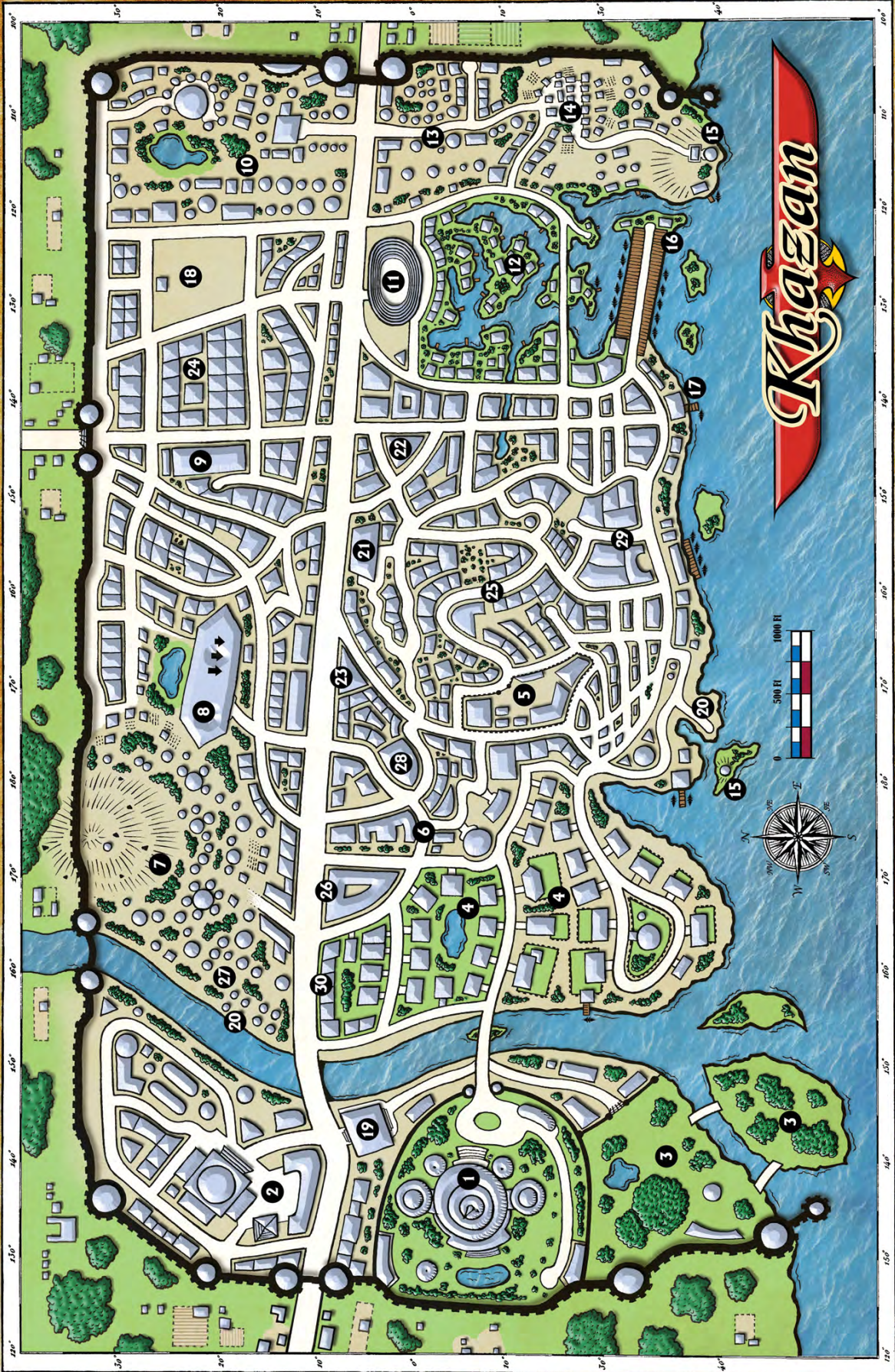
Armor:

Weapons: Huge Axe (8D6),
Hobnail Boots (2D6)

Spells:

*Created by
Tom Puch*

MAP OF KHAZAN



See the next page for a list of important locations in Khazan. More detail is available in the Trollworld section of the dT&T Rulebook (pages 266-272).

LOCATIONS OF INTEREST IN KHAZAN

Below are some of the major locations, places and buildings in the City of Khazan. The city extends beyond the walls in this map, but what is shown here is the heart of the great city. Numbered items on this list correspond to the numbered locations on the map.

Khazan is the largest city in the western part of the Dragon continent with an above-ground population of about 200,000 beings. The city was named for the elven wizard Khazan-ohtariel-Khazan who ruled it for hundreds of years before going into exile. It is the capital city of the Empire of the Goddess, and is ruled by Khazan's conqueror, the half-urak sorceress Lerotra'hh.

1. **The Digs** — Lerotra'hh's Palace and executive headquarters
2. **The Wizard's Quarter** — the largest building is the main branch of the Wizards Guild — smaller shops dot the city.
3. **Elven Reserve** — safe area when elves live.
4. **The Golden District** — Homes of Nobles and rich Merchants.
5. **Grand Marketplace**
6. **The Temple District** — temples for Ohtariel, Sar, Sharane, Mungo, Nook-nook, and others.
7. **Khargh (Troll) Hill**
8. **The Gates of Grimhold (Dwarven Quarter)**
9. **Jail & Guardwatch stations**
10. **Uruk Warrens**
11. **Arena of Khazan**
12. **Seafarers Village**
13. **The (Monster) Mounds** — Various humanoid and semi-humanoid groups dwell here.
14. **The Slag District** — Beggars and very poor people live here
15. **Khazan's Glare (lighthouses)**
16. **The Docks**
17. **Sailors Shantyhouse (Guild house)**
18. **Khazan Watch HQ**
19. **Hall of Retribution (Courthouse)**
20. **Fish Market** (there is also one in the Goblin area)
21. **Temple of the Death Goddess**
22. **Old Heroes Cemetary**
23. **Temple of the Money Gods**
24. **Armorers District**
25. **Mannish Ghetto** (Human community)
26. **Da Bosses** (City administration)

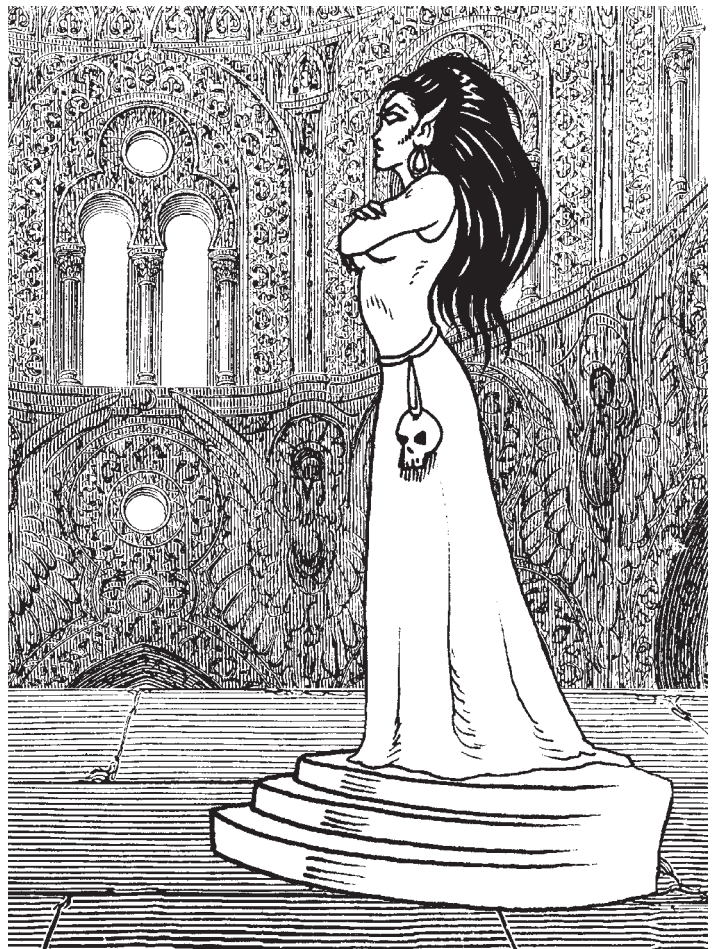
27. **Goblin Huts**

28. **Wolves Hall** (Palace of Memory)

29. **Drunkards Stumble** — Tavern District

30. **Homes of Lesser Nobles & Merchants**

There are hundreds of other locations to be found here and if you want to GM adventures in Khazan, feel free to add your own...



DELUXE Arena of Khazan

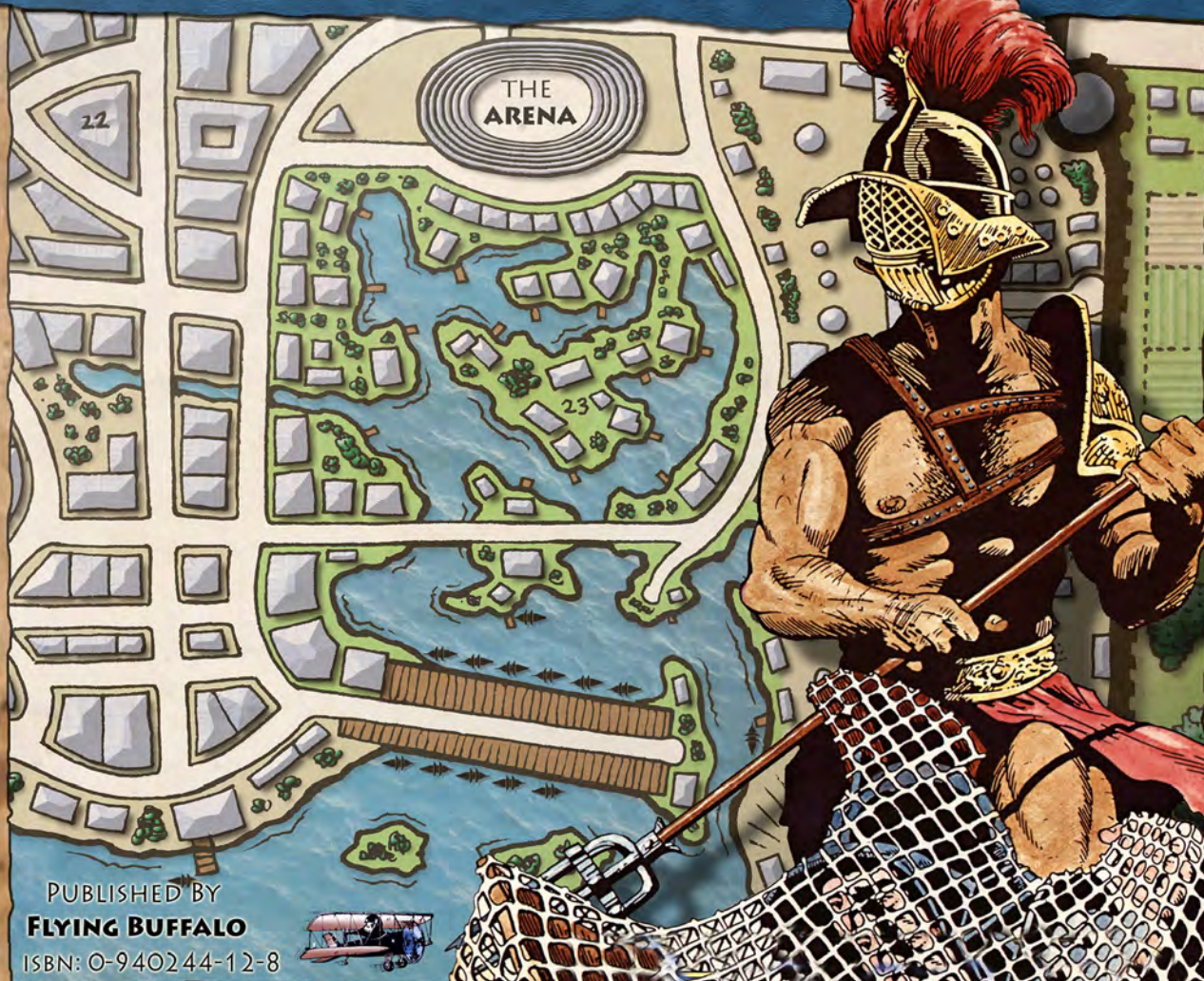
DELUXE
TUNNELS & TROLLS

A SOLITAIRE ADVENTURE BY
KEN ST. ANDRE

Khazan, capital city of the Empire of Khazan is also sometimes known as the City of Death. It takes its name and reputation from its ruler Lerotra'hh the Death Empress of Khazan. Khazan was founded and built by a mighty wizard of the same name. It flourished under his benevolent rule for 666 years until it was attacked by the Orcish and Trollish hordes of Lerotra'hh. Khazan is one of the largest cities on the continent of Rrr'fff with a sizable population of Orcs, Trolls, Ogres, Dwarves, and other beings generally considered as Monsters by the human inhabitants of such places as Khosht.

But the reign of terror has mellowed over the years until now most of the bloodletting takes place in the Arena.

This solitaire is open to all types and levels of individual characters, whether elf, dwarf or minotaur, wizard rogue or warrior. Just remember, the more you fight in the arena, the tougher will be the foes sent against you!



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