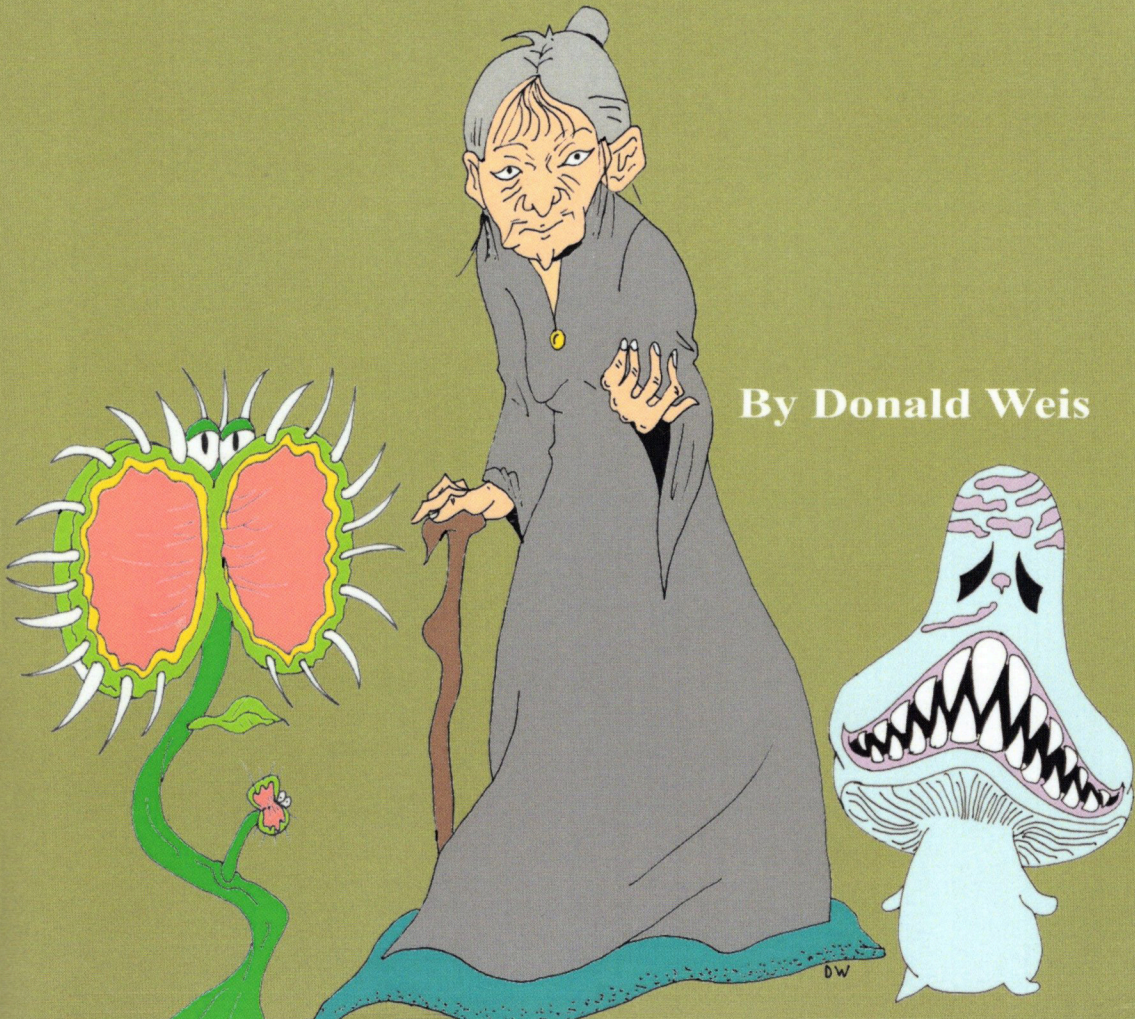


An Official Tunnels & Trolls Mini-Solo

Granny's Garden

By Donald Weis

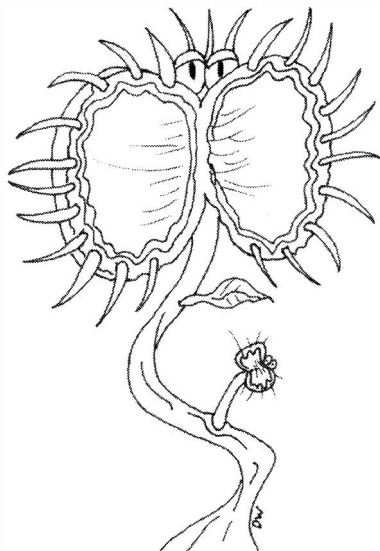


Granny's Garden

An Official Tunnels & Trolls Mini-Solo

Written, Cover Design and Artwork by
Donald Weis

Edited by
Donald Weis



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Rules of Play

General Instructions: "*Granny's Garden*" is a garden mini-solo adventure for characters of 4th level or less.

It was designed to be used with 7.5 Edition Tunnels & Trolls Rules but will easily adapt to earlier editions. Be sure to read all these rules and calculate your CC score before starting. To play this solo, one should have a pen, paper, a rule book, and a good supply of 6-sided dice handy.

Abbreviations: 1d6: the result of rolling one six-sided die. SR: Saving Roll. G.P.: Gold Pieces, S.P.: Silver Pieces, C.P.: Copper Pieces. WU: Weight. MR: Monster Rating. AP: Adventure Points. STR: Strength, CON: Constitution, DEX: Dexterity, SPD: Speed, INT: Intelligence, CHR: Charisma, WIZ: Wizardry (i.e., STR, Power, Kremm), LK: Luck.

Adventure Points (AP): Give your character a number of AP equal to the full MR value of any monster defeated. In addition, the notation AP appears at the end of some paragraphs, along with a numeric value; this value represents the special Adventure Points award earned by a delver that survives the events described in that paragraph. These bonus AP are in addition to Adventure Points earned for defeating monsters, making Saving Rolls, or expending WIZ to cast spells.

Saving Rolls (SR): When asked to make a Saving Roll, you are also given a Level and an Attribute: for instance, a "Level One Saving Roll versus Speed" (usually shortened to "L1-SR on SPD").

To actually attempt the Saving Roll, simply roll 2D6 and add the relevant Attribute (in this case, Speed). Compare that total to the target number, as shown on the table to the right; if your total is equal to or higher than the target number, you succeed.

Level	Target Number (TN)
1	20
2	25
3	30
4	35
5	40
6	45

Note, though, that you always fail on a natural roll of 3; no matter how lucky you are, accidents can always happen.

In short, if your Saving Roll dice come up with a "1" on the first die and a "2" on the second, you've fumbled, failing automatically.

DARO ("doubles add and roll over"): When making SRs, as long as you roll doubles, you may add their total and roll again. There is no limit to how many times you may roll over, as long as you keep getting doubles. For example, if you roll two "3s," you may roll again and add the "6" you already have to the new number; if you roll two "6s" on your second try, you then roll again, adding $6 + 12 = 18$ to the next result; assuming your result on this third roll was a 5 (a "2" and a "3"), your final roll would be $6 + 12 + 5 = 23$.

Rolling a "3" on a roll-over does not count as a fumble.

Thrown/Fired Weapons: Unless otherwise indicated, you can throw/fire a weapon at a foe before the first combat turn begins without affecting your ability to participate in melee combat for that first turn. All targets are large and at near range, requiring a L4-SR on DEX (TN 35) to hit. If you miss with a thrown/fired weapon, roll 1d6. If the result is 1-3, you lose it.

Spite Damage: In combat, every "6" rolled always counts for 1 point of damage (i.e., dealt directly to the target's CON or MR despite armor protection), no matter which side wins the turn. Those points of damage get through "in spite of" everything one can do to stop them. Since T&T does not use a blow-by-blow description of combat with hit locations, spite damage reflects the fact that combat is always dangerous and one can always be hurt by it.

Running Away: Unless an entry says you can escape, you do not have the time or luxury of running away from any battle. If an entry does say you can try, it will tell you and how to do it.

Pollen Count: As you play this solo, at various time you will be told to increase this total by a certain amount. Note this on your Character Sheet in the notes section. Some entrees will refer back to this amount with varying effects dependant on the total.

Combat Challenge (CC): Combat challenge is used to figure out a monster's MR in this game. To calculate your CC use this formula: (number of dice for your weapon x 3.5) + all your personal adds + weapon adds + ½ your armor hits value.

For example: Shifty Pitflaps a level 2 warrior with a broadsword (3 + 4), a kite shield (6, warrior doubled to 12) and soft leather armor (5, warrior doubled to 10), and had 25 personal adds. His CC would then be: $(3 \times 3.5) + 25 + 4 + 11$ for a total of 56.6. As with all things T&T please round down for a CC = 56. This will mean a battle with a monster of MR = 56 will be a fairly well balanced and tough fight.

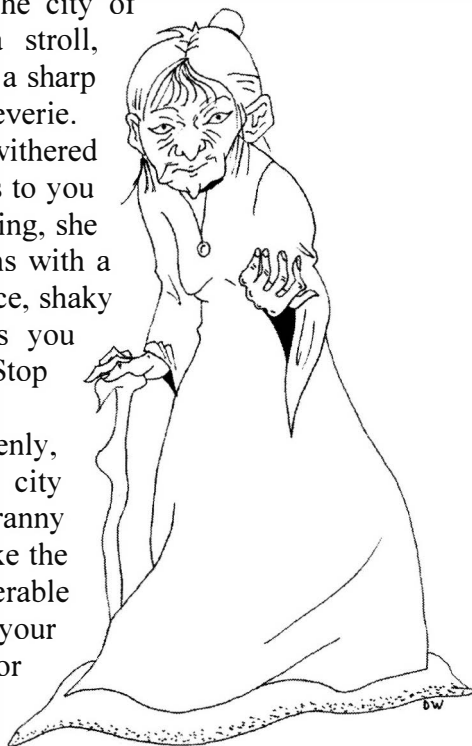
To use your CC simply follow the formula presented with each monster. For example: Our brassy fighter Shifty Pitflaps has just run a fowl of a pair of dangerous sewer rats. Each rat has a $MR = .33 \times CC$. Rounding down he finds that each rat has an MR of 18. This is well less than his CC of 56 and so should be an easy battle.

Introduction

It's a sunny normal day in the city of Lakeview and you're out on a stroll, minding your own business when a sharp tart voice plucks you out of your reverie.

"Young one, yes, you!" A withered crone in a cane rocking chair calls to you from her covered porch. A tiny thing, she looks like a small bundle of cloths with a wrinkled apple for a face. Her voice, shaky with age, never the less reaches you with no problem. "Yes, you. Stop staring and get over here."

Your brain kicks in suddenly, hard. This crone is one of the city founders. Everyone calls her Granny Smith. She's tart and bitter, just like the apple. A wizard of some considerable age and thus power. Will you find your manners and do as she says (1) or find your feet and make a run for it (7)?



1-3

1) Three short steps brings you into granny's domain. Her porch is a well used and lived in area. The floor boards are worn and clean. The houses shingle siding is well maintained and with a patina of age. The porch wraps around both sides of the house and out of your sight from here. A mat of woven rags, spells out welcome before her heavy oak door. Granny Smith, rocking gently in her chair, gives you a moment to look around, and then shoves a pouch into your hands.

"I'm out of smokes, go around back and fill this with the red leaves!"

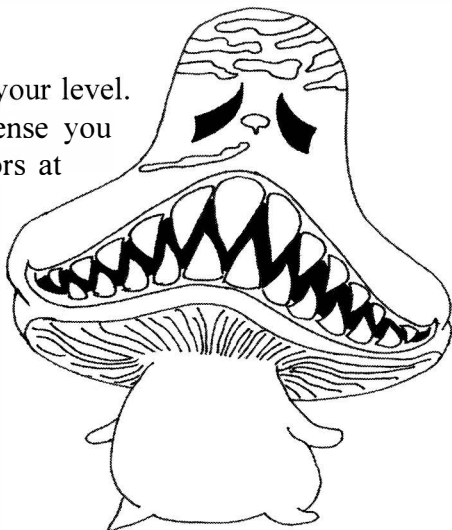
Will you take her pouch and go get her weeds (4) or drop it and make a run for it after all (7)?

2) Cooking types of herbs and plants give way to more medicinal plants. Rosemary and thyme are now being replaced around you by mandrake and poppy. Sharp scents change to more dreamy soft smells.

Make a Level 2 SR vs. CON. If you miss it add a one to your Pollen Count (**GM Note:** keep track of your Pollen Count). Then go to (10).

3) Make a DEX or Speed SR vs. your level.

If you miss it, the mushrooms sense you nearby and expel a cloud of spores at you. This increases your Pollen Count by 2 (**GM Note:** keep track of your Pollen Count). When you're ready to continue, go to (8).



4-5

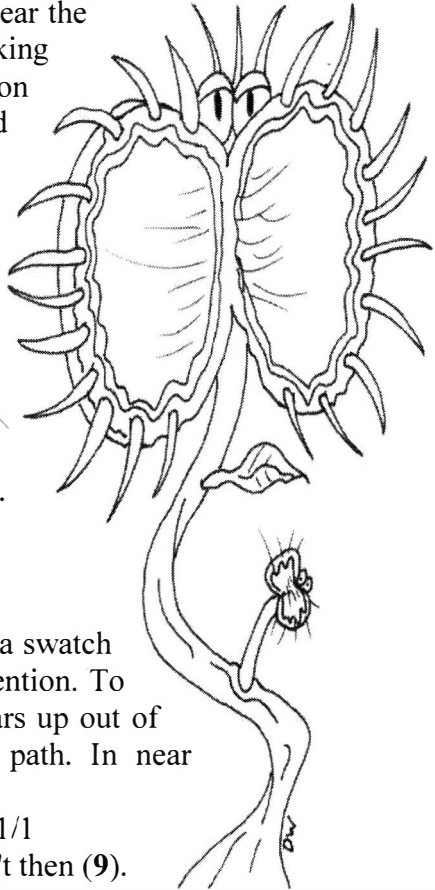
4) It is a short walk around the house along the side porch. This house is a fair size for this part of town. Not new money upscale, but older and too stubborn to move. You feel a strange vertigo sensation as you near the back walk and then you're looking out over Granny's backyard. You've heard that a number of people shoehorn in a garden for their back yards. When a wizard decides to do that, well, reality has a way of giving way to their wishes. Even though you saw from the front that this was a fair size for the neighborhood, this garden is decidedly larger than that. Except for a small sitting area, there are a number of forked paths. This space is a riot of colors and scents. Off to one side you can see the back door near the sitting area, surrounded by cooking herbs of all sorts. Three tall mason walls surround the whole space and are covered with vines of various kinds. The far walls vines are a vivid red leaves and must be the weed Granny wants. Before you take the 5 steps down the path, you have no problem tracing out the only route to that far wall that you want to take.

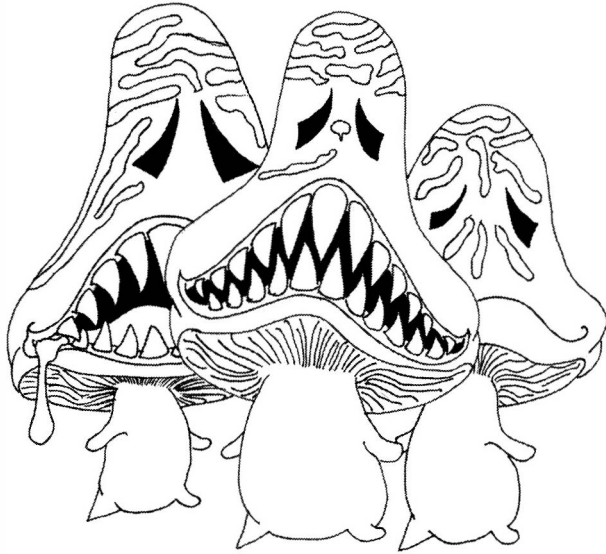
Gravel crunches underfoot as you step out into Granny's Garden. Go to (2).

5) As you near the red leaved vine, a swatch of green movement attracts your attention. To your horror, a man sized fly trap rears up out of the plants and flowers beside the path. In near silence it attacks.

Fly Trap: MR = .70 x CC Spite 1/1

If you win, go to (12), if you don't then (9).





6) The mushrooms, about as tall as a bar stool, suddenly uproot and come shambling toward you. Clouds of spores spewing as they attack.
3 Man-eating Mushrooms: MR = $.25 \times CC$ Spite 1/1: For each 6 rolled by the mushrooms or by you, spreads out a cloud of their spores.

For each mushroom you kill, your Pollen Count also goes up by 1 (**GM Note:** keep track of your Pollen Count). If you win, go to **(8)**. If instead they turned you into mulch, go to **(9)**.

7) You take one step in her direction, then twist and take off in a dead sprint. As you dash around the corner, the only thing that follows you is her bubbling cackle. She is an old woman after all, you remind yourself. Safely away, you slow down and go about your normal day. It completes uneventfully and you then sleep soundly all night.

The next morning brings you a surprise when you look in the mirror. A huge apple shaped wart has grown on your nose (**GM:** -10 Charisma). All attempts to remove it will fail so there ya go.

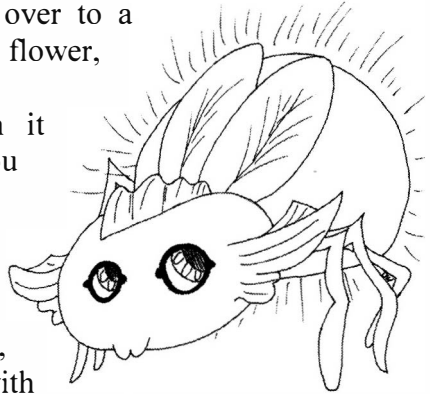
THE END.

8-10

8) Pollen Count Check: If your Pollen Count is 0, go to **(12)**, if it is 5 or more then **(11)**, otherwise, go to **(5)**.

9) After waiting a few hours, Granny Smith will finally come out back looking for you. She finds you curled in the fetal position and out cold on her walkway. She tries to slap you awake, but that gets her no reaction. In annoyance, she tromps over to a plant with a light green bell shaped flower, plucks one and brings it back.

You jerk violently away from it when she wafts it under your nose. You are surprised to be waking up, let alone to be alive. A quick body check reveals not so much as even a scratch on you (**GM:** CON is at full). Your head, on the other hand, feels like an imp is trying to get out with an ice pick.



Now that you're not holding a death grip on her pouch, she snatches it away from you.

"What? You couldn't handle a few pansies?" she snipes at you tartly.

"You're useless, get out of here!"

In a daze, you do so, wandering off into the city. A few hours later the pain and fog lifts from your brain. Shaking your head and muttering about crazy old bags, you go on about your life.

GM: You gain 100 AP.

THE END.

10) About a dozen paces further on, under a huge shady oak, you come across a raised potting bed containing a number of fairly good sized mushrooms. If your Pollen Count is 0, go to **(3)**, otherwise, go to **(6)**.



11) It's a pleasant walk down the gravel path of Granny's Garden. The flowers around you are vibrant, nearly day glow in colors of yellows, reds and blues. The sky above is an ocean of blue and you're feeling really good (**GM:** regain half the CON you have lost so far). You pass a plot of posies singing a song of sixpence and all is right with the world. The fact that a carriage sized fly trap just loomed up ahead of you doesn't even faze you in the slightest. Drawing your weapon, it's just another weed in need of whacking.

Monster Fly Trap: MR = CC Spite 5/bite: If the fly trap rolls five 6s (or all 6s if less than 5 dice) it clamps onto you. It will take an SR equal to your Level vs. STR to escape. You can make one attempt each round of battle and until you escape, it will do spite damage equal to the number of dice it rolls. Any fire you use will do double damage.

If you survive, go to **(12)**, but if it gulps you down, go to **(9)**.

12) Walking up to the wall covered in bright red leaves is no problem at all. You fill the pouch to its brim and stroll back out to the front porch.

"Ahhh...," Granny Smith beams, her smile clearing the bitter wrinkles from her face. Pulling red leaves out, she quickly shreds and packs them into her pipe. It must be magical because it soon starts smoking without her needing to provide a flame. After a long drag, she blows smoke upward and sighs contentedly.

"Much better, thank you, young one." She then digs a small vial from under her seat and tosses it to you. "Good medicine there, now go on about your life and let an old woman alone to smoke."

That is a clear dismissal that leaves you little room for choice and so you do so.

GM: The potion will heal you to full CON once. You also gain 200 AP.

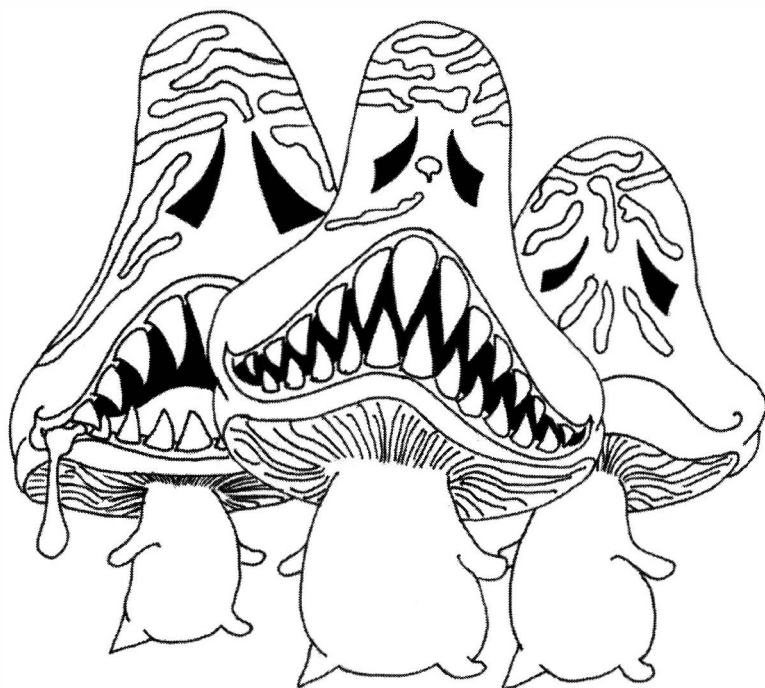
THE END.





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Written, Edited and Artwork by
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The Magic Door

Rules of Play: "Magic Door" is an indoors adventure. It's for 1st level characters of less than 25 personal adds and is played solo (so no groups). You will need some paper, a pencil, a few 6-sided dice and a copy of the T&T rules.

Abbreviations: 1d6: the result of rolling one six-sided die; SR: Saving Roll; MR: Monster Rating; STR: Strength; CON: Constitution; DEX: Dexterity; SPD: Speed; INT: Intelligence; CHR: Charisma; WIZ: Wizardry (i.e., Power, Kremm); LK: Luck. AP: Adventure Points; wu: weight units; gp: gold pieces; sp: silver pieces; cp: copper pieces.

Adventure Points: This is a bonus you give characters for daring or undergoing something that is instructive or experience-worthy. In this dungeon, AP are also earned for SRs (dice result times level of SR), combat (MR value of defeated monster), or expending WIZ for magic (attribute points expended). For example, every time you are asked to make a SR, you will gain AP equal in number to the number rolled on the dice times the SR's level of difficulty. For example, *rolling a 7 on a L3-SR would be worth 21 AP*. Keep track of these earned AP, as they are your major way of improving your character's attributes while in play.

Saving Rolls (SR): When asked to make a Saving Roll, you are also given a Level and an Attribute (for example, a "Level One Saving Roll versus Speed", which would normally be abbreviated as "L1-SR on SPD"). To actually attempt the Saving Roll, simply roll 2D6 and add the relevant Attribute (in this case, Speed). Compare that total to the target number, as shown on the table to the right; if your total is equal to or higher than the target number, you succeed.

Level	Target Number (TN)
1	20
2	25
3	30
4	35
5	40
6	45

Note, though, that you always fail on a natural roll of 3; no matter how lucky you are, accidents can always happen.

In short, if your Saving Roll dice come up with a "1" on the first die and a "2" on the second, you've fumbled, failing automatically. DARO ("doubles add and roll over"): When making SR's, as long as you roll doubles, you may add their total and roll again. There is no limit to how many times you may roll over, as long as you keep getting doubles. For example, if you roll two "3s," you may roll again and add the "6" you already have to the new number; if you roll two "6s" on your second try, you then roll again, adding $6 + 12 = 18$ to the next result; assuming your result on this third roll was a 5 (a "2" and a "3"), your final roll would be $6 + 12 + 5 = 23$. Rolling a "3" on a roll-over does not count as a fumble.

Spite Damage (SD): The default form of Special Damage is *Spite Damage*: dealing 1 additional point of damage for every 6 rolled during combat. However, alternate forms of Special Damage can come into play, and they will be identified in the text where appropriate. Each form of Special Damage is triggered by the number of 6s rolled in combat. Special Damage could cause a specific spell to be cast, or a unique situation to occur. (Example: "Spite: 2/Your shoe laces come untied, and your DEX is halved for the rest of the combat." If your opponent rolls 2 or more 6s in a combat turn, the effect mentioned would occur). All Special Damage (including Spite Damage) is dealt directly to the target's CON (or MR) *regardless* of armor protection.

Light and Combat: If you don't have a torch, lantern, magic or other light source and wish to travel in the darkness, then cut your combat hits in half (after everything is totaled).

If you do have a torch (or some other light source you must hold), remember it will occupy one of your hands. If so, you can use only one weapon (without a shield or second weapon). You can, at any time, drop your torch and use both hands but there is a 1 in 6 chance any sort of open flame will go out. You are then fighting in the dark with the above effect.

Every intersection will count as a turn toward depletion of your light source and the regain of any lost STR or WIZ. The entries will remind you of this. Yes, there are a couple of places you could just bounce back and forth to recover, but what's the fun in that?

Lights and How Long They Last:

Lantern: 50 turns per flask of oil

Torch: 20 turns

Candle: 5 turns each

Special Combat Rules: Unless otherwise told, you may run away from any fight. Make a 1st level Speed or Dexterity Saving roll. If you succeed, retreat back the way you came, but if you fail, you lose 1 CON and must fight one combat round of battle before trying again. Anything dropped (torch, bow, etc.) will be lost if you run.

You may fight defensively if you like. You get double your adds, but will in no way deal any damage, even spite damage, even if your hits total is higher. The enemy will still deal damage if it gets through and any spite damage if it is lucky.

Wandering Monsters (WM): See the WM section at the end of the adventure.

Introduction

You spotted an advertisement wanting a brave adventurer. The notice mentioned that money was involved so you tore it down and followed the directions. That is how you found yourself outside a well-built three story mansion in the rich district of Khazan. Knocking on the door summons a sour faced butler who demands your intentions while looking down his nose at you.

Holding up the notice and rattling your weapon, you tell this snooty guy that you're here to see about some work. He somehow eyeballs you with only one eye before leading you into the house. He leaves you in a room with no furniture, but a large open window lets in a slight cooling breeze. Do you want to stay and wait **(1)** or to pass on this whole thing and leave by climbing out the window **(2)**?

1) A few moments later an old short man walks in. His clothes are rich, but his face is so old it is a map of wrinkles. He introduces himself as Don Aldor and asks if you are indeed interested in a little adventuring for him. With only a half glance to the window you agree. He claps his hands once and beams a huge warm smile at you. Pulling the door open, he leads you down the hall. He explains, while walking, that he has been working on a new transportation spell. He had recently had a breakthrough and opened his magic door to another place. As he says this, he ushers you into his Summoning room where a glowing door stands upright in the middle, standing free of any sort of visible support. A slight haze blurs your view beyond, but it seems to open onto a natural cave. As you watch, something on the far wall shifts a bit.



Aldor explains that there is some sort of life in there and expects you will find some resistance to your presence. He offers you 300 gold pieces to explore beyond his magic door, bringing back a full description of what you find. If you refuse, he says he understands, leads you outside and sends you on your way. Put this solo away and go about your day.

If, on the other hand, you still agree, he hands you a copper bracelet and explains that this will allow you to see the door from the other side. Aldor will allow you to go buy anything you feel you need, but he will not pay you any of the gold in advance. When you are ready, step through the door and turn to (3).

2) Climbing out the windows proves easy (it's on the first floor, after all). The plant under the window proves more troublesome, as its stems stretch and begin slapping at you. It is really very easy to fend off, but it does a number on your exposed skin. Subtract 2 from your Charisma permanently and put this adventure away in shame.

3-6

3) ROOM 1: You notice instantly that the air here is different. It's a bit thinner, with a strong scent of musk and sulfur. There is a dim glow from this side of the magic door which disappears completely when you experimentally take off the bracelet. This cave complex is devoid of light; if you don't have a torch or way to light your way and want to continue this adventure, you will be stumbling around in the dark. Light your torch (or not) and you may head east (**5**), west (**6**) or return to the mansion by way of the magic door (**4**).

4) Did you explore the cave complex or just turn right back around and return through the door? If you just returned, then Aldor is confused as to why you just came right back. You may try again (**3**) or if your courage has failed you, he lets you leave, but without the payment. If you did explore the cave complex, then Aldor is thrilled that you survived to return. You fill him in on all you have seen and he pays you the promised 300 gold pieces. If you made it to *Room 9*, he doubles the reward for that info. Should you have any items you found and want to sell, he will pay you the extra the entry told you he would pay. He heals all of your wounds and sends you on your way into the world. Gain 200 AP for a job well-done and good luck on your next adventure!

5) The tunnel here goes around a corner. Take a turn off your torch, regain lost STR and WIZ, and choose a direction: west (**3**) or south (**7**).

6) The tunnel here turns a corner. Remember your torch and recovery of STR and WIZ. Choose east (**3**) or south (**8**).

7-12

7) The tunnel branches in a 'T' formation here. Burn a turn off of your torch and regain STR and WIZ, and then choose to go east (**13**), north (**5**) or south (**9**).

8) The tunnel is a 'T' intersection here. Remember your torch and recovery of STR and WIZ. The tunnel to your west has a thick fog obscuring your vision. You can go west (**12**), north (**6**) or south (**10**).

9) You are at a 4 way intersection. Roll to see if a *WM* will appear. You may go north (**7**), south (**22**), east (**17**) or west (**11**).

10) You are at a 4 way intersection. Roll to see if a *WM* will attack. You may then go north (**8**), south (**21**), east (**11**) or west (**14**).

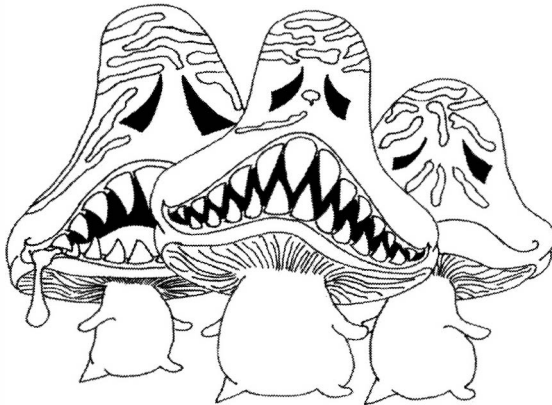
11) You travel down a short tunnel to a 'T' intersection. Don't forget your torch, STR and WIZ. You can go north (**15**), east (**9**) or west (**10**).

12) ROOM 2: This room is filled with a thick fog that makes breathing difficult. The floor and walls are covered with a sickly green moss that is a good 6 inches thick. Just as you decide the room has nothing of interest, you notice a lump of gold next to your toe (1d6 x 5 gp worth and 1 w.u.). If you don't have a light source or decided to leave, return to (**8**), but if you have a light and want to search for more gold you may do so. Searching is strenuous enough that you will not recover STR or WIZ while doing so. Each turn of searching mark off one turn of your light and roll a *L2-SR on your current CON*. A failure will damage you one STR point. Roll a 1d6 to find out what you found. On a 1, 2, or 3 you find a gold nugget (as above). When you're done, or get tired of losing STR, you may head east (**8**).

13-14

13) ROOM 3: A giant spider has made its home here. (MR 22, Spite: 3/*Glue You*, the spider spits out an especially sticky web at you, and you are affected as the instructions below for being caught in the web, even if you made the Luck saving roll.) On the first combat turn make a *L1-SR on Luck*. If you fail, you are caught in the spider's webbing and must fight at half your ability (after you total up your hits, divide by 2). If you do not have a light source, divide by 3 rather than 2 or 4. You cannot get out of the web until you kill the spider, nor can you escape. Two silver nuggets can be found once the spider is dead (1d6 x 3gp. 1 w.u.) The exit is to the west (7).

If you defeated the spider the last time you were in here, the room is empty of webs, but check for a *WM*; you can then leave (7).



14) ROOM 5: This cave is more humid than the others you've been in and there are dozens of 2 foot tall mushrooms scattered about the floor. Before you can really decide what to do you are attacked by 1d6 of those shrooms. Their tooth-filled maws are intent on making a dinner of YOU. Baby Man-Eating Mushrooms (MR 10 each). If you survive you can retreat (10) or kill all the remaining baby shrooms before they can grow up (19).

If you killed all of them on your last visit, then this room is empty and you must roll for a *WM*. If you did not kill them all, more have matured and you must fight another 1d6 of them.

15-19

15) Make a *L3-SR on Luck*. If you fail go to **(18)**. If you are successful, you can go north **(20)** or south **(11)**.

16) The tunnel here is another 'T' intersection. There is a strange suction, and you can feel it pulling air to the south. Will you go south **(23)**, east **(22)** or west **(21)**? Don't forget to recover STR and WIZ, and take one turn off your torch.

17) ROOM 6: A pool of water fills half the floor in this cavern. This is a *Wandering Monster (WM)* Room. Roll on the *WM* chart to see what you must fight. Roll 1d6 to see if you surprised it while it was getting a drink of the water. On a roll of 1 or 2 you did and may shoot a missile, cast a spell, or escape **(9)**, if you manage to escape) before combat begins. Otherwise, close with the *WM* for normal combat. If you survive, you may take a drink for yourself **(24)** or exit to the west **(9)**.

If you have run away from combat in any previous paragraphs and left an item behind (like a torch or bow), you will find it here beside the pool.

18) Your passage through the tunnel shook loose some rocks from above. Lose 2d6 CON (the only armor that helps is a helm. Full suits come with helms). You may then head north **(20)** or south **(11)**.

19) You waded into the man eating mushroom nursery with your weapon swinging right and left. It takes 2 turns (off your torch) to clear the room, but for your effort you find 1d6 of copper nuggets (1d6 gp each, 1 wu.). If you return to *Room 5* remember that you killed all of them. Your exit is east **(10)**.



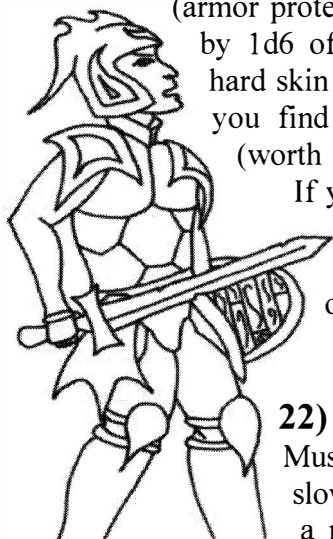
20) ROOM 4: This cave, along with the ever present molds, fungi and moss, also has a number of ferns and a huge 10 foot tall monster of a mushroom. To your horror the thing begins to move forward to attack. (MR 50, Spite: 3/*Cloud of Dust* [from the *Codex Incantatem*] or if you don't have it then 4/*Glue You*). It is a slow monster in getting to you, so you have a free combat turn to shoot it with a missile, spell or just escape it by way of the south (15).

If you survive, you find a strange crystal inside the mushroom. If sold it's worth 500 gp, but if you sell it to the wizard he will pay 750 gp for it. If you keep it or use it, simply toss it into the air and it begins to orbit your head. You gain 5 INT points, but if a monster ever rolls 4 sixes on its attack it will knock the crystal from its orbit instead of regular spite damage and the bonus to INT is lost until the crystal is recovered.

This room is empty and if you ever return, it makes for a good place to camp and rest. If you have a meal here and rest, you recover your level in CON points overnight and all your STR and WIZ.

21-23

21) ROOM 7: On entry roll a *L2-SR on Luck*. If you fail, a living stalactite has dropped from the ceiling and hit you for 3d6 damage (armor protection will help here). Then you are attacked by 1d6 of these strong creatures (MR 10, with rock hard skin giving them 3 hits of armor). If you survive, you find a copper nugget in each that you killed (worth 1d6 gp each, 1 wu.).



If you made the SR, the monsters do not attack you.

You may leave here by the north (10) or go east (16).

22) ROOM 8: A pair of 7 foot tall Red Cap Mushrooms (MR 30 each) attack, but they are slow in getting to you, allowing a free shot with a missile, spell or the opportunity to make a fast retreat before they are within weapons and tooth range.

If you escape, you must return the way you came. If you win the battle you may choose your exit to either the north (9) or west (16).

If you've been here before, the Red Caps are gone and you should check for a *WM*. Then you are free to leave.

23) ROOM 9: As you walk up this long tunnel, the breeze picks up, pulling air south away from you. If your light is a torch, lantern or other such open flame, it will go out, but the light ahead is more than enough for you to see your way. You soon reach the entrance to the cave and the view is startling and amazing. You find yourself looking out across a gray rock wasteland as the planet you call home dawns over the horizon, illuminating everything. The air here is very thin, but you can still breathe from what is issuing from the cave. Aldor will pay you double when you return for the knowledge that his spell reaches the moon. You may venture out onto the moon's surface (25) or return into the cave tunnel (16). Don't forget to relight your torch.

24-27

24) The water of this pool is crystal clear and you can see all the way to the bottom. That is, if you have a light (**26**). Otherwise, you just sip a bit of the water and leave the room (**9**).

25) Make a *LI-SR on your current CON*. If you fail, you lose 1 CON for lack of air. Either way you find a gold nugget (worth 1d6 x 5 gp, 1 wu.). You may keep searching (**27**) or return to the cave (**16**). Don't forget to relight your torch.

26) At the very bottom of the pool a ruby glimmer catches your attention. It looks like a jewel is down there. It is just beyond your reach and you will have to duck your head (**28**) or wade in (**29**) to get it. If you decide to pass on this entire idea, then the exit is to the west (**9**).

27) It will take you 5 turns to search the area around the cave, beyond that the air is just too thin and you will die. Each turn spent searching make another *LI-SR on your current CON*. If you fail, lose 1 CON. Either way roll a 1d6 to see what you find:

1-2	You find nothing	
3	You find a copper nugget	(1d6 gp, 1 wu.)
4-5	You find a silver nugget	(1d6 x 3gp, 1 wu.)
6	You find a gold nugget	(1d6 x 5gp, 1 wu.)

When you tire of losing CON or have searched the entire envelope of air, head back into the cave (**16**) and don't forget to relight your torch.

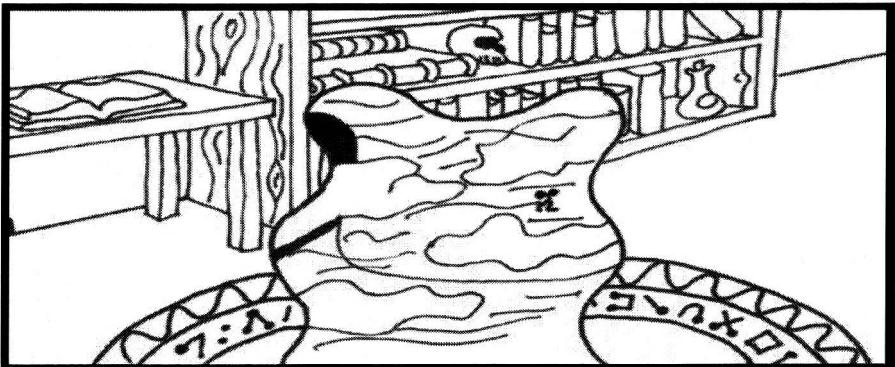
28) Make a *L2-SR on STR* to pull out the gem. If you fail, deduct a STR point. You may now try again or leave (9). If you get the gem, turn to (30).

29) Wading in lets you retrieve the gem from beneath the water without dunking your head. Go read entry (30) to see what you got after tugging at it for a bit.

30) The ruby you pulled out of the water is heavier than you expected it to be and seems to slosh around when moved. It contains a ruby red liquid. The wizard will buy the whole thing from you for 1000 gp or you can sell it later for 750 gp. You will have to crack it open to drink it (inside will be 1d3 doses of liquid). Each dose imbibed requires a *L1-SR on Luck* to see if anything happens. If it works, roll on the table below. The exit is to the west (9).

- | | |
|-----|--|
| 1-2 | Increases your INT 1d6 permanently |
| 3-5 | Increases all your stats by 1 pt permanently |
| 6 | Decreases all your stats by 1 pt permanently |

Once you crack it open, it must be used quickly, but now the shell is only worth 100 gp.



Wandering Monsters (WM)

When you are told to check for a *WM*, roll 1 die (1d6). A roll of a 6 means you must fight a *WM*.

Now roll 2 dice (2d6) and consult the chart below to see which monster you encounter.

If you kill it, remember to take the MR (Monster Rating) as AP (Adventure Points). After each monster is a treasure number. After defeating a *WM*, roll 1 die (1d6) to see if you gain any treasure from it. For example, a listing of "Treasure 1-4" means a roll of 1, 2, 3 or 4 garners you some loot from its corpse. Roll on the **Treasure Generator Table** to see what you got.

Random Wandering Monsters

2 - Baby Spiders: MR10, spite 1/2 (it does 1 point of spite damage to you for every two 6's rolled), treasure = 1-2. Roll 1d6 to see how many.

3 - Giant Fleas: MR 10, treasure = 1. Roll 1d6 to see how many. Each combat round, make a *LI-SR on DEX* just to see if you hit them (a miss means your hits count defensively, but do no damage to them; you also do no spite damage to them).

4 - Floating Poof Balls: Roll 1d6 to see how many appear. They do not attack, but if attacked they instantly explode (all at once), doing 1 point of CON damage each. (No help from armor here.) Each has a gold nugget worth 9 gp.

5 - Three foot tall Man Eating Mushrooms: Roll 1d3 to see how many there are. MR 15, treasure = 1-3.

6 - Silvered Hermit Crab: MR 26, spite 3/2 (it does 3 points of spite damage to you for every two 6's rolled), its shell is worth 6 hits of armor. Treasure = its shell is partly made of silver and worth 10 gp (5 wu.).

7 - Large Man Eating Mushroom: MR 30, treasure = 1-3.

8 - Giant Spider: MR 16, spite 2/*Glue You*, treasure = 1-4.

9 - Living Stalactite: Roll 1d6 to see how many attack. MR 10, the stalactites' skin is rock hard and worth 3 hits of armor, treasure = 1-4.

10 - Giant Crickets: Roll 1d6 to see how many there are. Then roll 1d6 again, and if you roll a 6, they will all run away when they see you. MR 6, treasure = 1-2.

11 - Millipede: MR 18, Spite 2/Posion (make a *L1-SR on STR* or die!), treasure = 1-4.

12 - Sandworm: MR 24, spite 5/3 (it does 5 points of spite damage to you for every three 6's rolled), treasure = 1-5.

Treasure Generator Table

Roll 2d6. On a 2 there is a jewel, on a 3 to 11 it is a nugget, and if a 12 there is one of each.

Nugget: Roll 1d6 (each weighs 1 wu. each)

- 1 A copper nugget worth 1d6 gp.
- 2-4 A silver nugget worth 1d6 x 3 gp.
- 5-6 A gold nugget worth 1d6 x 5 gp.

Jewel: Roll 1d6

- 1-2 Small 3 times base value. 1 wu.
- 3-4 Average 5 times base value. 2 wu.
- 5-6 Large 10 times base value. 3 wu.

Then find out what it is with another 2d6

First Roll	Second Roll	Gem type	Base value
1-2	1-2	Emerald	18
1-2	3-4	Topaz	3
1-2	5-6	Amethyst	6
3-4	1-2	Garnet	4
3-4	3-4	Quartz	1
3-4	5-6	Turquoise	5
5-6	1-2	Jade	12
5-6	3-4	Ruby	15
5-6	5-6	Sapphire	16

TUNNELS & TROLLS

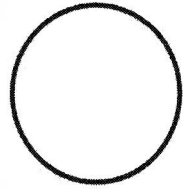
CHARACTER RECORD SHEET

NAME

KINDRED

TYPE

LEVEL



ATTRIBUTES

STRENGTH

CONSTITUTION

DEXTERITY

SPEED

INTELLIGENCE

WIZARDRY

LUCK

CHARISMA

COMBAT

COMBAT ADDS

ARMOR **HITS**

SHIELD **HITS**

OTHER **HITS**

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WEALTH

GP	SP	CP
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OTHER VALUABLES

CHARACTER INFORMATION

HEIGHT **WEIGHT**

EYES **HAIR**

WEIGHT POSSIBLE	WEIGHT CARRIED
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ADVENTURE POINTS	LANGUAGES
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TUNNELS & TROLLS

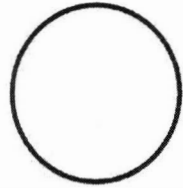
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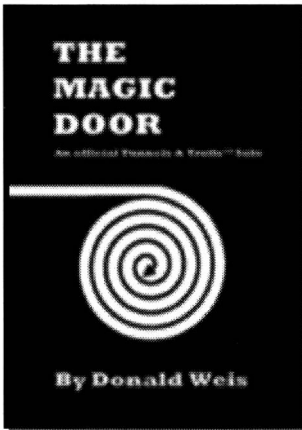
WEIGHT POSSIBLE	WEIGHT CARRIED
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ADVENTURE POINTS	LANGUAGES
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ABOUT THE AUTHOR: Donald Weis

Writing this solo and getting it published is a dream come true for this old hand gamer. My interests lay in gaming (Video and Paper), reading so much and learning constantly as an endless fodder to the fertile imagination. I've been gaming for over 25 years now. If I don't own a game, I've sat a session and if I haven't done that, I'm more than willing to learn. If anyone has any compliments, comments or (gulp!) complaints, please feel free to send them to me in care of Outlaw Press Inc.

The following items have been published by Donald Weis.



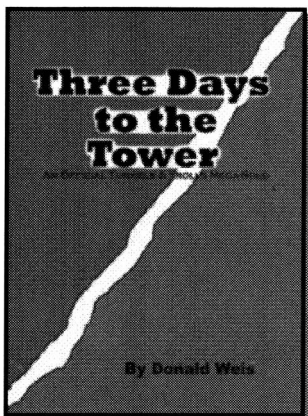
THE MAGIC DOOR (Solo)

Written by Donald Weis

"You spotted an advertisement wanting a brave adventurer. The notice mentioned that money was involved so you tore it down and followed the directions. That is how you found yourself outside a well-built three story mansion in the rich district of Khazan. Knocking on the door summons a sour faced butler who demands your intentions while looking down his nose at you. Holding up the notice and rattling your weapon, you tell this snooty guy that you're here to see about some work."

This is what I call a short but classic T&T Solo (like Buffalo Castle).

Suitability: *1st level character with less than 25 combat adds (One character). Pre-generated character provided (No). Kindred type used in this solo (Any). Class type used in this solo (Any). Magic Matrix (No).*



THREE DAYS TO THE TOWER

(Solo)

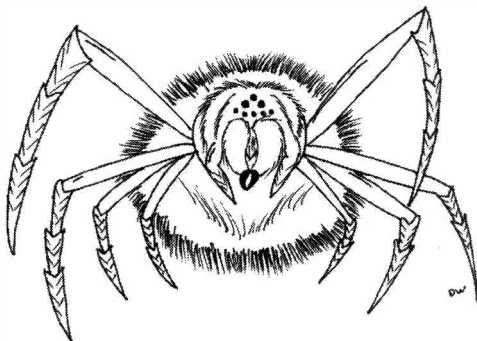
Written by Donald Weis

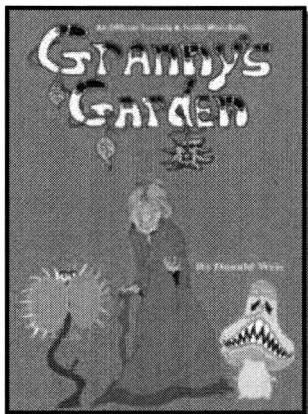
"You have just three days to get from this fish smelling village of Laura's Sight to grab the treasure of Odd Vorkin from his tower. If, that is... you can get there in time. Can you face the beasts of the forest in a rush across the land or the many dangers of a fast boat trip down the river. Can you challenge Odd Vorkin and come away with what matters most, your life!"

This is the largest Tunnels and Trolls solo ever published by any company, even beating our own record, with 514+ different solo entries suitable for any edition of T&T, but made for 7.5 in mind.

Other features include: New rules for fishing, skills, gambling, combat from boats and more. A Game Masters section with 16 new monsters and an adventure site that can be dropped into any T&T campaign world. Excerpts from *Codex Incantatem* and the article for Solo Wizards. It has 80 pieces of artwork inside this book, all created by the author.

Suitability: *This is a solo adventure for characters of 4th level or less. First level characters could play though, but will have a harder time of it. Two characters pre-generated character provided (Yes). Kindred type used in this solo (Any). Class type used in this solo (Any). Magic Matrix (No).*





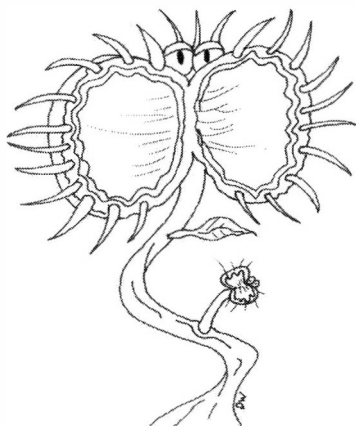
GRANNY'S GARDEN (Solo)

Written by Donald Weis

"It's a sunny normal day in the city of Lakeview and you're out on a stroll, minding your own business when a sharp tart voice plucks you out of your reverie. "Young one, yes, you!" A withered crone in a cane rocking chair calls to you from her covered porch. A tiny thing, she looks like a small bundle of cloths with a wrinkled apple for a face. Her voice, shaky with age, never the less reaches you with no problem. "Yes, you. Stop staring and get over here." Your brain kicks in suddenly, hard. This crone is one of the city founders. Everyone calls her Granny Smith. She's tart and bitter, just like the apple. A wizard of some considerable age and thus power."

Found within: 12 different solo entries suitable for any edition of Tunnels & Trolls, but made for 7.5 in mind. New rules for Pollen Count. One new plant monster that can be dropped into any fantasy campaign world. This is a impressively tiny, but very enjoyable adventure gaming solo.

Suitability: *Designed for characters of 4th level or less (1 character). Kindred type used in this solo (Any kin or type). Class type used in this solo (Any). Magic Matrix (No).*



GRANNY'S GARDEN



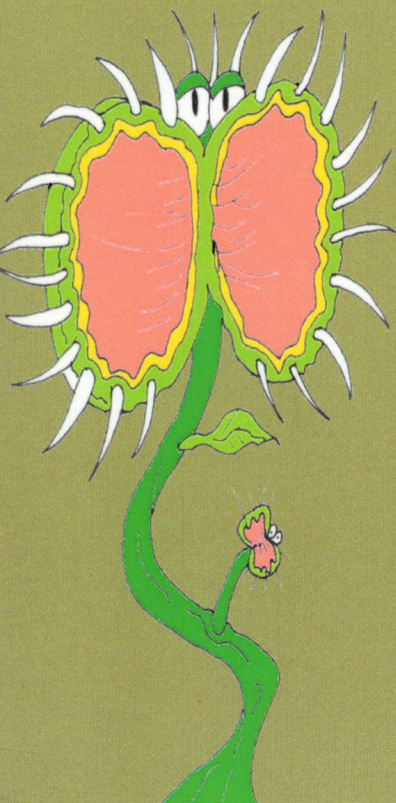
It's a sunny normal day in the city of Lakeview and you're out on a stroll, minding your own business when a sharp tart voice plucks you out of your reverie.

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- New rules for Pollen Count.
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- Designed for characters of 4th level or less.
- It has 9 pieces of artwork inside this book, all created by the author. This is a impressively tiny, but very enjoyable adventure gaming solo.



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