

NEVER TRUST A WIZARD



A MINI SOLO ADVENTURE FOR
TUNNELS & TROLLS™

SID ORPIN



NEVER TRUST A WIZARD

A TUNNELS AND TROLLS™
MINI-SOLITAIRE ADVENTURE

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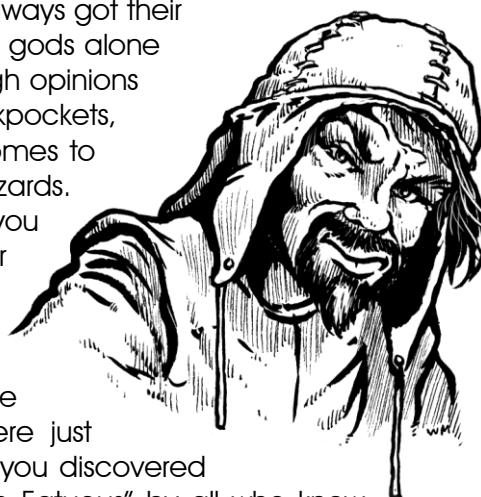
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INTRODUCTION

"Never trust a wizard to do a thief's job! They've always got their heads in the clouds and their fingers in jars of the gods alone know what! Ideas above their station and very high opinions of themselves. No, my son, fighters, rogues, pickpockets, assassins, they can all be relied upon when it comes to some good old-fashioned larceny but not wizards. Mark my words, you'll be in a pack of trouble if you throw your lot in with one of them!" Your dear father's sage advice resonates at this very moment. Yet it had all seemed so easy when Runcion had explained the job to you. Break into the mage tower while the owner was away, he would deal with the traps and magic, you were just along to handle the 'heavy stuff'. Perhaps when you discovered your partner in crime was known as "Runcion the Fatuous" by all who knew him, you might have thought better of your plot but by then you had been drawn in by the promise of great riches and more besides.



So, here you are. Floating in the dark above a pit of wickedly sharp wooden stakes wishing you had listened to the paternal advice from your youth and wondering when you will drop the 12 feet or so to your inevitable doom. Seconds tick by. Minutes. There is only the steady drip of water from somewhere in the surrounding void to relieve the monotony. The delay is agony. Then a voice in your head starts to speak, "Your compatriot is having his mind broken by all the demons I could summon from the netherworld. Such disloyalty one mage to another cannot be borne but your fate is more difficult to decide. I could likewise condemn you but where would the fun be in that? Tell me worm, should I spare you from Runcion's agony; perhaps you could explore down here in the basement? It's my playground, though quite dangerous for one such as you. And then there are my pets, darlings really, but they aren't too keen on strangers. Speak up then! Your very existence depends on what you have to say."

Never Trust a Wizard is a mini-solitaire adventure for the Tunnels and Trolls™ role playing system. It has been written for all modern editions of the rules, from 5th Edition onwards. It is a fun little romp of a solo, though that doesn't mean it is easy, far from it. It is appropriate for first or second level warriors or rogues with no more than 20 combat adds. All of the 'good' kindred can attempt to escape the punishment their misdeeds deserve but note that the eldritch realm, in which the arch mage has stranded you, negates the ability of fairies to fly and leprechauns to teleport and there is no spell casting whatsoever. It even robs humans of their ability to re-roll failed saving rolls, so no "do over" for members of that race either. Standard equipment and weapons from the rulebook can be taken through this solo but no more than 6D6 for any weapon or armour protection of more than 8 hits in total. Any enchanted weapons or armour will be replaced with a non-magical alternative until you get out. For example, your awesome 26 dice broadsword becomes a plain and simple 3 dice version. If there is no obvious straight swap then apply common sense and stick to the rules above about weapon and armour statistics. As with all solitaire adventures, the honour system is in place so only read those paragraphs you are sent to. It is worthwhile making a note of the paragraphs you visit as you may be asked to return to somewhere you have already been. If you do revisit any of the rooms they will be empty, but on the roll of evens on a D6, you will meet a Wandering Pet, which can be found from the table on page 19.

Now, if you are ready to proceed, go to paragraph 1 to begin.

1

You splutter an apology to the voice in your head, but even you are not convinced it is enough to save you. The great ghostly face of a more mature woman appears next to you with the features creased in contemplation. It had never crossed your mind that your potential executioner might be a member of the fairer sex.

Attempt to make a L1 SR on CHR. If you fail, go to **75** or go to **29** if you roll a critical fail. If you succeed, go to **42**. If you succeed at above L1, go to **57**.

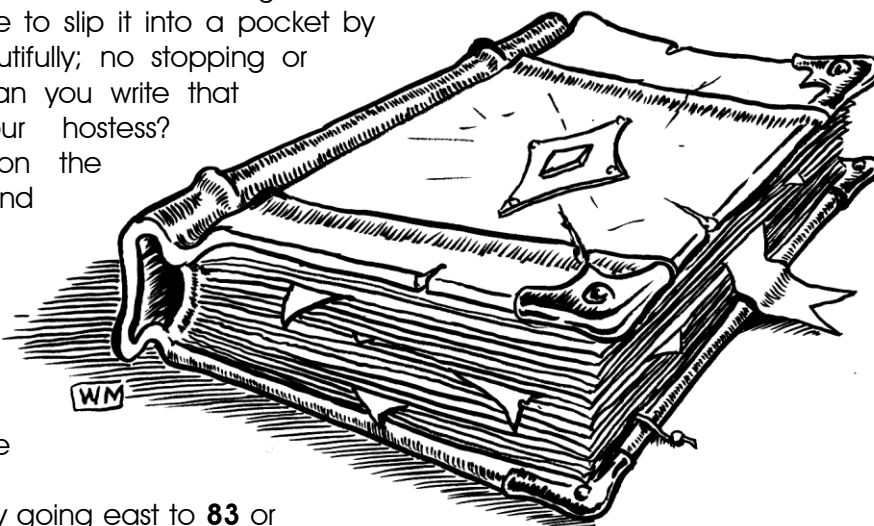
2

One of the many hazards in the sorceress's dungeon has taken you to "the undiscovered country from whose bourn no traveller returns". Despite the flowery language, that means you have died. Take heart that you entertained your host before your demise and good luck if you choose to adventure here again with other characters. If you were given the gift of a silver bracelet at the start of your time here, you should attempt a L2 SR on the average of your non-physical attributes (LK, WIZ, INT & CHR). If you are successful, go to **74**. Otherwise, close the book.

3

The visitor book is quite elaborately bound with a dark red leather cover. The pen is made of silver and is clearly of Khelad Dwarf design and worth 200 GPs if you choose to slip it into a pocket by mistake. It writes beautifully; no stopping or flooding, but what can you write that might appease your hostess?

Attempt a L1 SR on the average of your INT and CHR. If you succeed, proceed to the next part of this paragraph. If you fail, it's as if you didn't write anything at all your comments were so banal. Go to **24**.



You may leave now by going east to **83** or west to **60**.

4

As you tiptoe amongst the bones, your anxieties about them seem to magnify. Attempt to make L0 and L1 SRs on CHR to see if you manage to hold your nerve. If you are successful at both, you reach the doorway and pass into the room beyond by going to **40**. If you failed one or both rolls, panic overwhelms you and you take to your heels by going to **41**, but add up the total you missed by and note it down first.

5

There appear to be 4 different types of fruit tree. The fruit are all roughly round in shape with smooth skins and coloured red, yellow, purple and blue. To pick and eat a red fruit, go to **77**; a yellow fruit, go to **64**; a purple fruit, go to **58**, and a blue fruit, go to **47**.

6

Even an adventurer like you will need to demonstrate considerable skill to find the equipment in your pack and use it to light a torch when you literally cannot see your hand in front of your face. Attempt to make a L1 SR on the average of your LK and DEX. If you succeed, go to **63**. If you fail, go to **8**.

7

The balls once again roll around the tabletop in all directions but none of them drop down a hole. All of the balls and even the thin piece of wood fade from existence. A small iron key appears on the tabletop. Somehow you know it will open the door in the middle of the south wall, which leads to **40**. You'd better head off in that direction now.

8

The creature sharing the inky blackness with you starts moving around the room as if it is trying to search you out. Was that the scrape of talon on stone only a few feet away? Did it slither by you just now? What do you want to do? If you decide to attack, in spite of your lack of vision, go to **54**. If you just stand still hoping that you might be ignored, go to **43**. To try to creep back out the way you came in, go to **79**.

9

Bruno throws you a pair of boxing gloves as he dons a pair of his own and ushers you into the ring. You will spar for 3 rounds of 2 minutes each. Add up your STR, DEX and SPD and generate dice and adds from it as if it was a MR. Bruno's boxing rating is 40: 5D6 + 20. Run the 3 rounds like they were normal combat, but just note how many hits you scored or were scored against you in each round. No actual CON damage will be inflicted. At the end of round 3 add up the total. If you scored more hits on Bruno than he scored on you, go to **38**, but if he scored more hits on you, then go to **66**. If it was a draw, go to **46**.

10

You are in a large room. There are two doors, both in the south wall, one in the corner at the eastern end and the other about halfway along. The latter looks as if it may be concealed on the other side. If you fell through an opening in the east wall, it seems to have vanished completely and no amount of searching can find it again. In the centre of the room there is an odd sort of table. It measures around 6' by 3' with a top surface that has a pronounced lip and is covered in a green, velvety fabric. There are holes in the corners and halfway along each long side and scattered around there are 5 balls that look like they have been carved from ivory. One is pure white, while the others have symbols painted on them in varying colours: black, dark red, green and orange. The white ball is positioned near one end of the table while the green and orange balls rest about halfway between the white and each middle hole. The red and black balls are halfway to the holes in the far corners from the white. Leaning against the wall near the table is a thin wooden stick around 5' long, tapered at one with a small leather pad on the narrow tip.

Although you don't know what this strange table is for, you have a hunch that you should use the stick to hit the white ball at the coloured balls to try to knock them into the holes.

If playing 'knock the balls into the holes' doesn't appeal, you could try to leave through one of the doors in the south wall, go to **25**. If you would like to try to knock a ball into one of the holes, go **65**.

11

Before you can say “shiatsu”, Bruno has you face down on a bench with your head looking through a hole at the floor while he pummels away at your neck, shoulders and upper back. Wow, his hands are strong as he kneads and squeezes your tired flesh! Attempt to make a L1 SR on STR. If you fail the roll, you develop terrible muscle spasms in one side of your neck, which will place a -2 modifier on all DEX SRs and reduce your DEX for combat purposes by the same amount until you can leave here and have proper rest. If you succeed, go to **35**.

12

Up close, the figure of the woman appears to be a hugely detailed statue, even down to individual pores and delicate eyelashes. There is absolutely no sign of any life; no breathing nor movement of any kind. All the accoutrements, however, seem to be the real thing: topaz necklace, ruby earrings and that rather fine sword. Would you consider taking one or all of these items? You’re a professional thief, of course you would! To do so, go to **62**. If you’re more interested in looking around the rest of the room or leaving as soon as possible, go back to **80**.

13

Without knowing quite why, viewing the statue makes you consider heaven, hell, and the fate of all sentient beings. Your deep introspection expands your mind and increases your INT by 1D6. Now, go and write in the visitor book at **3**, or if you want to depart, head to **24**.

14

Your intended target has dropped into one of the holes. All of the remaining balls on the table turn instantly to smoke, which swirls in a maelstrom of green and purple lights before coalescing into a horned and winged demon. Before you can react, the demon puts a curse on you. The next 5 SRs you attempt will have a negative modifier; the first will be -5, the second -4 and so on. If you escape the sorceress’s dungeon before you have had to make 5 SRs, the curse will follow you to the world outside. Now, go to **82**.

15

You slip the necklace from around the statue’s neck and without knowing quite why, you immediately pop it over your head. The red headed woman suddenly jumps in surprise and looks you straight in the eye. “*Thank you my friend*”, she whispers, and swiftly starts to rifle through your pockets, grabbing coins and anything else she can lay her hands on. Strangely, you are unable to move as she turns and runs away through the door in the south wall. Unfortunately, you have been transformed into a fabulously detailed statue of yourself and here you must stay. You are not dead and will stay here seeing and hearing everything that happens in this room, unchanging, never ageing. Close the book.

16

As he starts his downswing, you leap up and wave your arms for Bruno to stop. He looks puzzled and then grunts, “*Enchanted axe. No chance of any serious damage!*” If you sit back down and await ‘the chop’, go to **27**. If that reply sounds a bit too blasé to you, you can attack by going to **72**.

17

You are at one end of a long north-south corridor. In the middle of the west wall there is a large doorway with a flashing, pink neon sign above it that says, "EXIT." The floor of the corridor consists of multiple irregular pieces of coloured crystal that have been polished smooth to produce a 'crazy paving' effect. The part of the floor that you are standing on now is a green crystal and has lit up, and all of the red crystals scattered on the path before you have also lit up, producing an astonishing disco-effect light show. To walk to the exit you will have to take 5 steps along the crystal path. For each step you take, roll 2D6 and if you roll doubles, go to **56**. Once you have taken the 5 steps, you can go through the exit to **69**.

18

The translucent patch in the west wall looks like a heat haze you might see on a very hot day. You can see through to somewhere beyond it, but you cannot make out any details. If you wish to try to step through to what lies beyond, go to **49**. If you aren't keen to leave the room this way, return to **60** and make a different choice.

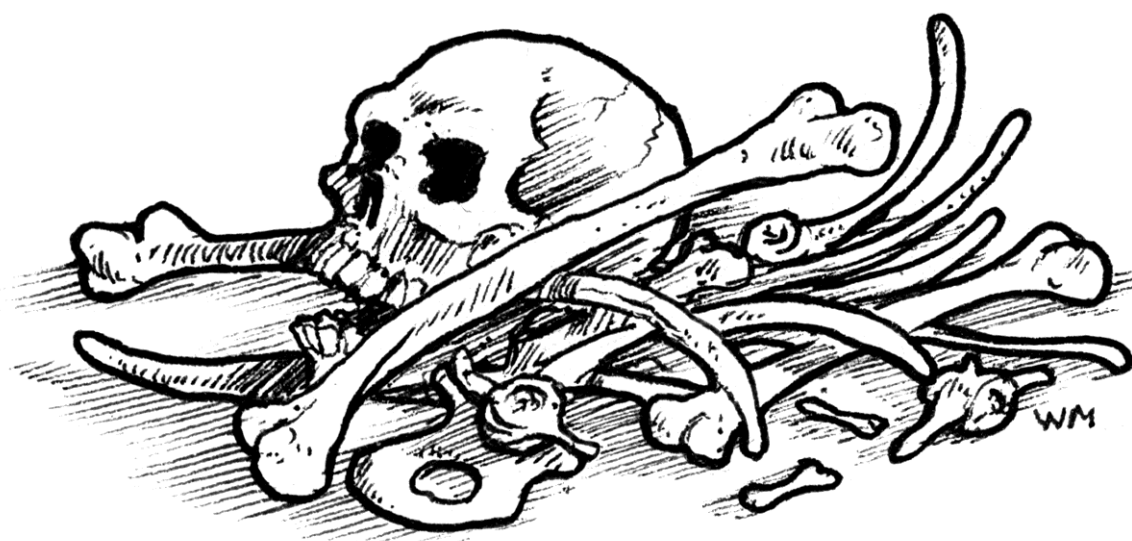
19

As you scrabble about along the west wall, you are sucked into a vortex that forms directly in front of you. You find yourself at **70**.

20

You are in a room some 15' square. You could swear the spike pit was accessible through an opening in the north wall but there are just blank grey stone blocks there like all the other walls. A doorway at the eastern end of the south wall appears to be the only way out. Scattered all over the flagstone floor, there are numerous bones from several humanoid species; at least a few humans, but you fancy there are also a couple of dwarves, a hobbit or two, and maybe the odd elf, uruk and goblin that complete the osseous ensemble. There is a greater concentration of the bones the closer you get to the doorway and it will prove virtually impossible to avoid stepping on at least some of them if you decide to head in that particular direction.

If you would like to leave the room now through the southern doorway, go to **73**. If you decide to search the floor and walls away from the larger piles of bones in case there is a secret exit or treasure of some sort, go to **48**. If the bones seem a more intriguing subject for your scrutiny, head to **32**.



21

The lifeless body of Bruno the gorilla lies in a pool of his own blood at your feet. Before you can even consider searching his corpse for loot, the ghostly head of the sorceress appears hovering in front of you. It's quite hard to judge the mood of an astral projection, but if you had to guess, you would say she was really very unhappy. The head stares at you for a full minute before eventually asking, "*Have you any idea how hard it is to find a good beauty therapist-boxing instructor around here?*" Attempt to make a L1 SR on CHR and then LK if you fail the first one. If you succeed at one or the other, the projection vanishes along with everything else in the room: return to the paragraph that sent you to **72** and leave. If you fail both rolls, the sorceress gets more and more irate and eventually ends your miserable existence by casting a L9 Death Spell at you: go to **2**.

22

Just as your fingers touch your chosen prize, the statue is suddenly surrounded by coruscating blue and red light. Eldritch energy leaps across to you and briefly you feel every nerve of your body scream out with pain. Mercifully, it is very short lived, but still your CON takes 1D6 + 1 in direct hits. If you are still conscious, you recover your senses only to discover that the statue is now solid marble; return to **80** and leave here. If your CON drops to 0 or below, go to **2**.

23

Your timing and weight transference are perfect as you place a stunning straight right on the punch ball. It breaks off its hinge, crashes into the wall and rebounds back at you. It hits you square in the face and knocks you off your feet scoring 1D6 + 1 hits of CON damage. If this renders you unconscious, go to **2**. Otherwise, by the time you have recovered your wits, Bruno and all the equipment has vanished. Return to **60** and leave.

24

How very rude to either not bother to view the exhibits nor write in the visitors' book. The sorceress is extremely annoyed with you. The art all disappears and is replaced by a Wandering Pet. Go to the **Wandering Pet Table** to discover which one. On this occasion you should keep rolling until you meet one you have yet to encounter. If you survive, go to **3** to leave this room; ignore the first paragraph.

25

You try to open first one and then the other door, but both remain steadfastly shut. Return to **10** and try something different.

26

Your hand reaches for a second fruit, but suddenly you are at the centre of a tremendous rainstorm. Freezing water soaks you and a fierce wind bowls you over and out of the room. Roll a D6. If you roll evens, you end up at **20**. If you roll odds, you are deposited at **50**.

27

In the blink of an eye, the blade descends. It transpires that you needn't have gritted your teeth as Bruno has neatly clipped your toenails and is, even as you let out a sigh of relief, applying some clear varnish to them. When you put your boots back on, your feet are far more comfortable than they have ever been before, which means you can make all SPD SRs with a +2 modifier from now on, and for the next 3 adventures you take part in after this one. Those nails will grow back eventually, however. Before you can thank him for your treatment, Bruno and all his equipment disappears. Return to **50** and leave here.

28

Your intended target has dropped into one of the holes. All of the remaining balls on the table turn instantly to dust, which swirls around the room making you cough and sneeze and your eyes run. When you have shaken off the effects, you may increase your lowest attribute by the level of DEX or LK SR that you achieved to get here. Now, go to **82**.

29

The sorceress's voice in your mind utters a tight-lipped, "Cretin!" and the ghostly face vanishes suddenly. In that same instant, you drop towards your 'porcupinion' doom and close your eyes in expectation of the pain of being skewered. However, you land in something soft and warm and lay there for a few moments just savouring your salvation. It is only then that the unmistakable aroma of animal ordure assaults your nostrils. Horse dung probably. As quickly as you can, you extract yourself from your bed of excrement and scramble up and out of the pit to **20**. Make a note that you smell of manure and until you have a bath, all CHR SRs will be with a -5 modifier.

30

If this is the first time you have visited this room, read on. Otherwise, roll for the presence of a **Wandering Pet** and after you have dealt with any encounter, go to **45**.

You enter a large square room, but before you can have a good look at your surroundings, all the lanterns are extinguished and in a moment you are enveloped in utter darkness. Even if you can usually see in the dark, that doesn't appear to be the case here. You consider getting your tinderbox out of your pack, but then you are sure you can hear a creature shuffling about the room not far from you. Was that a low growl you just heard? Is some nameless monster there panting in the dark?

What do you want to do now? If you have the right equipment and want to make a light, go to **6**. If you cannot make a light or do not want to, go to **8**. You could always quietly take a step backwards and leave this room the way you came in by heading to **79**. Before you go to your destination paragraph, roll a D6 twice and note the numbers you roll and the order you roll them in.

31

It looks pretty bare here apart from the statue. Attempt to make the highest level of SR you can on LK. If you fail, you find nothing and if you fumble the roll, you find nothing but you catch your hand on a particularly vicious hangnail and take 1 hit to CON. If you are successful at L1, go to **19**. If you are successful at any level above L1, go to **52**.

32

Your first impression appears to be correct; there are indeed the bones from several humanoid species. A number of the long bones have breaks in them, but whether it is from weapons or just the feet of previous visitors you cannot tell. As you ponder this further, your delver's sixth sense warns you of approaching danger and instinctively you leap to the side, just in time to avoid the jaws of a creature that had crept up on you. Go to **53**.

33

Bruno is a bit nonplussed about the humanoid desire to remove hair. As a pretty hirsute chap himself, he thinks you should rejoice in your hairy parts. However, he rapidly decides which bits need his attention (chest, 'bikini-line' or legs) and he is soon daubing hot wax onto you before covering with special paper. "*Grit your teeth*", he grunts and then WHAM! He rips the paper off and you have that sense that tears have formed in the corners of your eyes quite of their own accord. Attempt to make a L1 SR on CON. If you fail, you take that many hits in damage.

You take a deep breath and the agony is soon past. When you look closely at the area that has been treated, you can see a pattern formed by some hairs that have been missed:

Bruno Silverhair

All types of beauty treatments undertaken, reasonable prices.

Contact via The Brazzilly Inn, downtown Solihar.

How cool, a sort of 'waxing tattoo'. Add 1D6 to your CHR just because you now feel kinda hip, cool and trendy. Before you can thank him for your treatment, Bruno and all his equipment disappears. Return to **50** and leave here.

34

The bronze head speaks to you of passion and the desire to rekindle the flame of love once lost. The complex play of emotions this starts in you is observed by your sorceress jailor and she is impressed by your empathy. Clearly this piece has some personal resonance for her. Attempt to make a L2 SR on CHR. If you are successful, you find yourself at **72**. If you fail, either you should write in the visitor book at **3**, or if you'd rather be on your way, you should head to **24**.

35

The agony Bruno is inflicting is suddenly gone as he presses particularly hard on the back of your neck. Something goes "Crack!" and immediately that niggling pain in your sword arm vanishes. Your grip is stronger; it's like having a whole new limb. Increase your STR by 1 plus the number you exceeded the SR by. Before you can thank him, Bruno and all his equipment disappears. Return to **50** and leave here.

36

Roll a D6. 1 = STR. 2 = CON. 3 = DEX. Make a L1 SR on the attribute you rolled. If you are successful, return to **17** none the worse for wear, while if you fail, reduce that attribute by the amount you missed by and go back to **17**.

37

Your intended target has dropped into one of the holes. All of the remaining balls on the table turn instantly into piles of gold pieces. Roll a D6 for every level of DEX or LK SR you made to achieve your success. Multiply this by 10 to get the total amount of your reward. Now, go to **82**.

38

For every 10 hits you scored on Bruno (round up), you may increase your STR, DEX or SPD by one point, permanently, up to a maximum of 4 points. By the time you have got your breath back, Bruno and all the equipment has vanished. Return to **60** and leave.

39

The earrings are finely wrought in gold with an exquisite blood red ruby set in each one. As mere items of jewellery they are worth 125 GPs each. However, their real value lies in the enchantments that surround them. Any magic-user that wears them in their ears (must be pierced) gains the ability to understand the language spoken by any sentient being. It doesn't work on the language of beasts, nor does it allow the wearer to speak any language. The magic requires both to be worn for it to work, so if one is lost the other becomes just a pretty bauble.

Now, return to **80** and leave; the statue appears to have turned to solid marble.

40

You enter this square room and immediately you are struck by the intense heat and humidity in here; it really is oppressive. Growing in large terracotta pots stacked along the west and south walls are numerous short trees, all of them literally dripping with exotic-looking fruits, the air pungent with the smell of their enticing ripeness. There appear to be three exits: a doorway in the north wall, a door also in the north wall, and another door in the east wall. As you take in the scene, your mouth starts to water at the thought of the fruits; after all, you haven't eaten for many hours. Then you hear the sorceress's voice in your head once more, *"Do help yourself to something from my fruit trees. They really are my pride and joy."*

If you decide to pick something from one of the trees, go to **5**.

To leave, you can head north either through the doorway to **20** or the door to **10**, or you can go through the other door east to **50**.

41

Attempt to make L0 and L1 SRs on SPD. If you are successful at both, you reach the doorway and can pass into the room beyond by going to **40**. If you failed one or both rolls, add up the total you missed by and note it down. Then proceed to **53**.



42

The great ghostly visage of the sorceress, silver highlights in her hair glimmering, smiles benignly at you and then she vanishes. Suddenly, you appear, as if by magic, at **20**.

43

You stand stock still in the impenetrable dark while the unseen creature explores the room. After a few minutes, the noise of movement ceases and the lanterns relight. Go to **45** with a bonus 50 APs for showing such calmness in a stressful situation.

44

Your intended target has dropped into one of the holes. All of the remaining balls on the table instantly start to glow bright orange before exploding into fireballs that shoot around the room bouncing off of walls, ceiling and floor. You will have to move quickly to avoid being hit by one or more of them. Attempt SPD SRs at L0, L1 and L2. For each one you fail, you are hit by a fireball, which inflicts the number of hits equal to the margin you missed by. If you are still conscious, go to **82**. If your CON drops to 0 or below, go to **2**.

45

With light flooding the room, you can see a door in the south wall and another in the east wall, even if you entered from elsewhere. The south door leads to **60** while the east one goes to **17**.

46

Bruno nods at you when the bout has finished and hands you an enchanted gum shield. It will stretch or shrink to fit your mouth and when you have it in will protect you from your WIZ (ST) level in spell-derived hits. By the time you have got your breath back, Bruno and all the equipment has vanished. Return to **60** and leave.

47

The blue fruit is very tough to get into, but when you finally remove the skin the flesh is juicy and tangy. You feel invigorated. You now have the ability to 'spend' WIZ (or ST in 5th edition) like a mage would on spells, but on temporary boosts to any of your other attributes, up to 5 points at a time. Each boost lasts one full turn and the WIZ is regained at the same rate as any magic-user would regain it after casting a spell.

If you want to eat another fruit, go to **26**, otherwise return to **40** and leave.

48

Attempt to make a L1 SR on LK. If you succeed, go to **61**, otherwise return to **20** and make a different choice.

49

Passing through the hazy barrier is a little like pushing against a giant jelly. Slowly, you manage to slide into it. Make L1 SRs on STR and WIZ. If you make them both successfully, you push through to **17**. If you fail either roll, you are pushed back into the room and suffer a 1-point reduction in the attribute of whichever of the rolls you failed. You may make a further attempt, but if you fail a second time you take a 2-point reduction and so on with each subsequent attempt you make. Alternatively, you can return to **60** and leave via one of the doors.

50

You are in a small, rectangular room with doors in the west and south walls. Everything in here is clean and white with a very clinical feel to it. On each wall, there are inspirational quotes mounted in black wooden picture frames. "*All work and no play make delvers a dull lot*"; "*Search for the hero inside yourself*"; "*If a job is worth doing, it's worth doing after a good pedicure*" etc... Suddenly, a figure appears right in front of you. He is wearing a crisp white tunic that sports a badge with 'BRUNO' written on it. Rather shockingly, Bruno is a huge male gorilla with massive long arms, a rather intimidating posture and large intense eyes.

After a slightly embarrassed pause, Bruno growls at you and even though your simian is rather limited, you hear him ask, "*What treatment will it be today? Massage, pedicure or waxing?*" If the idea of a nice relaxing beauty treatment appeals to you, go to **11** for a massage, to **68** for the pedicure or to **33** if you are really concerned about excess hair. If the prospect of letting a 400 lb silverback get anywhere near you, for whatever reason, seems just too bizarre and you would like to politely decline, go to **81**, or to **72** if you would prefer to attack him.

When it's time to leave, the west door leads to **40** and the south one to **80**.

51

You strike down violently on the white ball and hit it a glancing blow. The thin wooden pole hits the tabletop and causes a long tear to appear in the green velvet. Meanwhile, the white ball bounces over the raised edge and sails towards the southeast corner. It makes a loud crack as it hits the floor and rumbles along before stopping against the wooden door. A fraction of a second later there is a muffled crump as if you were hearing an explosion from a long way off and then a tremendous blast of crimson light bursts forth from the shattered ivory sphere. Jagged shafts of coruscating magical energy sweep around the room. Some of it must, inevitably, hit you unless you are particularly lucky or exceptionally blessed by the gods.

This will cause 4D6 of damage direct to CON unless you can make SRs on LK and WIZ. Try to make the highest level SRs you can on both these attributes. For each level of success you achieve, you can reduce the damage inflicted by 1D6. So, if you make a L2 SR on LK and a L1 SR on WIZ, you reduce the damage by 1D6. If your CON is reduced to 0 or less, go to **2**, otherwise once you have dusted yourself off, go to **82** to leave.

52

While examining the brickwork in the corner of the room, you put your hand into a small blob of a clear, gelatinous material that absorbs immediately into your skin, even through gloves or gauntlets. You experience a brief period of dizziness, which clears in the time it takes you to shake your head. Your lowest attribute rises by your level number, permanently. Now, return to **80**.

53

Swirling green lights form a maelstrom of enchantment that draws a number of the bones into the shape of a strange, gestalt skeletal creature. An uruk skull rests atop a dwarven torso and slim elven arms end with the clawed hands of a gremlin while it staggers towards you on human legs. The "Reliquary Beast" scores 5D6 in combat and has combat adds equal to the totals that you failed any SRs by that sent you here. It has a CON of 20.

If you defeat this abominable creature of the undead, you receive 40 APs and can leave this room via the doorway heading south to **40**. If you are defeated, go to **2**.

54

Go to the **Wandering Pet Table** to discover what the creature in the dark is; don't forget the numbers you've already rolled, they'll determine which pet it turns out to be. Then, return here to conduct the combat. Because of the inky blackness you are fighting in, you need to make a L1 SR on LK to be able to score hits on your opponent. If you fail this SR, your attack dice will be reduced by the number you missed the roll by, though this will not become negative. For example, you miss the roll by 3, so your usual attack roll of 4D6 is reduced to just 1D6. Miss by 5, the roll drops to 0D6 not -1D6.

If you are defeated, go to **2**. If you are victorious, go to **45**.

55

You immediately spot that the woman in the portrait has no eyebrows! However, her enigmatic smile makes you cogitate on happiness in all its possible forms. Such philosophical consideration gives you a new perspective on life, which is reflected in a 1D6 permanent increase in you CHR. Now, go and write in the visitor book at **3** or if you'd rather be on your way, head to **24**.

56

As you stand on the next crystal in the path, all the other crystals of the same colour light up as well. Roll a D6. If you roll odds, go to **36**. If you roll evens, go to **67**.

57

The voice in your head makes an approving “*Mmmm!*” sound. Suddenly, you appear, as if by magic, in a small, square room. For some reason you have memories of a night of unbridled passion with a glorious dark-haired beauty. Even now, the memory of her green eyes staring at you intently recalls a frisson of carnal excitement and makes you look at the bracelet of silver on your left wrist. You have never seen it before, but you know it was a gift from her and know that it carries a powerful enchantment.

Roll 1D6 to discover what that enchantment is.

1 - 2: The wearer may roll an extra 2D6 for any saving roll, once per day.

3 - 4: The wearer may choose to absorb an extra 2D6 of hits, as if on armour, on any one combat turn, once per day.

5 - 6: The wearer may increase any one attribute by 2D6 for a full turn, once per day.

You look up from your gift to find yourself at **20**.

58

The purple fruit is like eating a large pile of blueberries. However, shortly after finishing eating, you feel lethargic and have a headache. Reduce your STR by 2, permanently.

If you want to eat another fruit, go to **26**. Otherwise, return to **40** and leave.

59

You pick the white ball up and it immediately fuses with the skin on your palm, even through gloves or gauntlets. It simply will not budge no matter how hard you pull on it or how fiercely you wave your hand around. You are stuck with it there, at least until you can escape from here and find a powerful enough mage to undo the enchantment keeping it there.

Since you picked it up with your dominant hand, your ability to perform skilled tasks will be affected. Your DEX is effectively reduced by 5 for the duration, affecting all DEX SRs and your combat abilities. As you start to accept your fate in this matter, the voice of the sorceress fills your mind, “*Cheats never prosper! Well, not when I’m in charge of the game they don’t!*”

Now, leave here by going to **82**.

60

You are in a rectangular room with a boxing ring in the middle and a punch ball hanging from the roof in the southeast corner. There are doors in the north and east walls and there is a strange, glowing, translucent area in the west wall, which is roughly door-shaped. There is a large male gorilla wearing a bright red vest top, long shorts and high lace up boots dancing around the middle of the ring, shadow boxing with an invisible opponent. He looks up, spots you and then leaps out of the ring to land in front of you while still bobbing and weaving. “*Up for a sparring session?*” he grunts at you, as he skips around throwing more imaginary punches. “*If you don’t fancy that, you could always try your luck with the punching ball,*” he continues.

If you decide to get in the ring with this fearsome-looking simian, head to **9**. If the punching ball is more to your liking (it certainly looks a great deal less threatening), go to **76**. You could always attack the great silverback, who you can see from his name badge is called ‘Bruno’. Try to catch him unawares by going to **72**.

When it’s time to leave, the north door leads to **30** and the east one to **70**. The strange translucent area in the west wall can be found at **18**.

61

As you scabble along the west wall of the room, you touch a small area that depresses with an audible click. A doorway appears exactly where you are leaning and you stumble into the room beyond. Go to **10**.

62

Decide what you are going to remove from the statue then attempt to make a SR at your level on the average of WIZ and CHR. If you are successful, go to **15** if you take the necklace, to **39** if you take the earrings, or to **71** if you take the sword. If you fail the roll, proceed to **22**.

63

Your torch flares into life, casting light into all the corners of this large square room. It is empty apart from a creature approaching you steadily. Now, go to the **Wandering Pet Table** to discover what it is; don't forget the numbers you've already rolled, as they'll determine which pet it turns out to be. If you survive this encounter, go to **45**.

64

The yellow fruit is tough and very sharp. Within moments of swallowing it, you develop gripping abdominal pain and dizziness. The former soon settles, but the latter will last for the next 10 different paragraphs you visit, causing your DEX to drop by 2 temporarily. If you want to eat another fruit, go to **26**. Otherwise, return to **40** and leave.

65

Decide which ball you are going to hit and which pocket you are going to aim at and look up the level of DEX SR you will need to succeed on the table below. Of course, you could probably make the task much easier if you picked up the white ball and moved it nearer the one you want to aim at by going to **59**.

Ball ↓	Pocket ⇒	MIDDLE	FAR CORNER	NEAR CORNER
Green		Level 1	Level 2	Level 2
Orange		Level 1	Level 2	Level 2
Red		Level 2	Level 1	Level 2
Black		Level 2	Level 2	Level 3

Now, attempt to make that SR. If you succeed, go to **44** for orange, **37** for green, **28** for red and **14** for black. If you failed, go to **78**, unless you rolled a critical fail ("2" & "1" on 2D6), when you should go to **51**.

66

For every 10 hits Bruno scored on you (round up), you may increase your STR, DEX or SPD by one point, permanently, up to a maximum of 8 points. By the time you have got your breath back, Bruno and all the equipment has vanished. Return to **60** and leave.

67

Roll a D6. 1 = INT. 2 = WIZ. 3 = LK. Make a L1 SR on the attribute you rolled. If you are successful, return to **17** none the worse for wear, while if you fail, reduce that attribute by the amount you missed by and go back to **17**.

68

Bruno sits you in a comfy chair, removes your boots and soaks your feet in warm, lavender-scented water before gently scraping and pumicing the hard skin away. It feels heavenly. Then, he dries your feet before announcing he is going to trim your toenails. At this point, he brings out a huge double bladed broadaxe and prepares to swing at your feet. If, in spite of your misgivings, you let him swing, go to **27**. If you decide that this was clearly just an attempt to catch you off guard and you leap to attack Bruno, go to **72**. You could always ask your nail technician if he could use something a bit less deadly by heading to **16**.

69

You pass into a long dark tunnel that eventually leads you out into the slum areas on the outskirts of Solihar. You have emerged relatively unscathed from the sorceress's basement, having paid for your misdemeanour against her. You receive a bonus 200 APs and may consider yourself lucky. Perhaps in future you will think twice before breaking and entering the home of such a powerful mage. Depart to new adventures. Close the book.

70

You are in a narrow rectangular room with doors at the north end of the west wall and the south end of the east wall. Running along the centre of the room are some plain cushioned benches positioned so that visitors can sit and look at pieces of art displayed around the room. There are three featured installations today. Occupying the northeast corner is a large marble sculpture of a human male figure sitting in reflective pose with his head resting on his hand. Displayed in the middle of the west wall there is a quite small portrait in oils, and resting atop a plain white plinth along the south wall is a very shiny bronze head with rather softened features, resting as if asleep on both hands. A sign on the east wall proclaims the following:

*Welcome to my small exhibition of beautiful things that I
have brought here from a world in another plane of existence.
It is called "Mud" or "Dirt", something like that.
Please leave your comments in the visitors' book.*

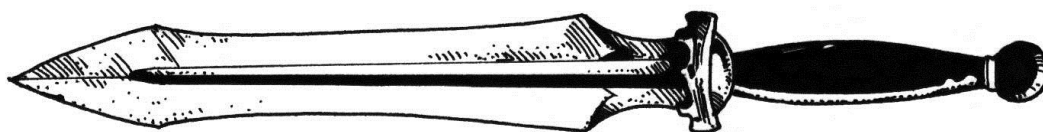
Resting on a small lectern there is indeed a book and a pen.

What would you like to do now? If you want to look at one of the exhibits, the large statue is at **13**, the portrait is at **55** and the small bronze head is at **34**. If you think that appreciation of art can wait until after you've escaped from the basement and decide to leave straight away, go to **24**.

71

The sword slips into your hand and instantly you recognise a quality weapon. This is a perfectly balanced gladius made from superior materials by a master swordsmith. It is worth three times that of a standard example and scores 5D6 + 4 hits in combat. It has a spell of 'Forever Sharp' woven into the blade, which means it will never dull under even the most trying conditions.

Now, return to **80** and leave; the statue appears to have turned to solid marble.



72

Bruno is a huge mountain gorilla with a MR of 36. He gets to roll a bonus 4D6 when he has his double bladed axe to hand. If you can make a L1 SR on SPD, you can attack with surprise on your side in the first combat turn and Bruno then only scores half hits. If you defeat him, go to **21**. If he defeats you, go to **2**.

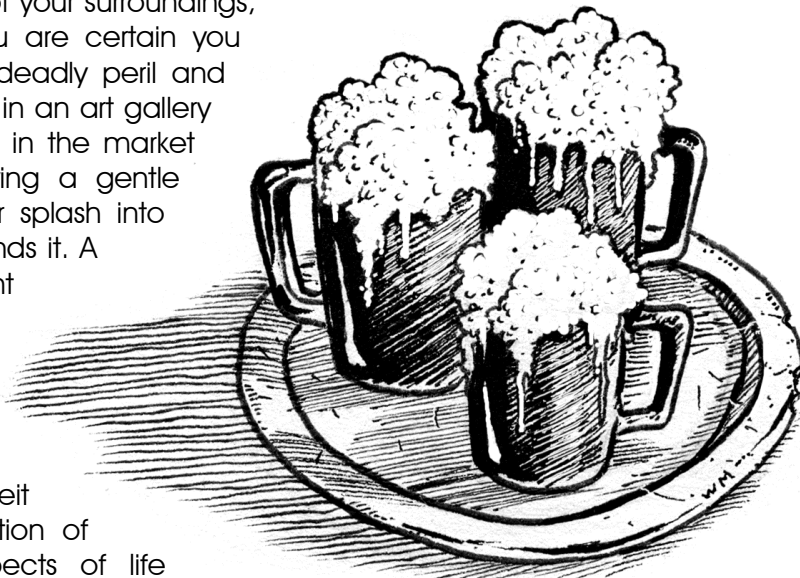
73

Treading carefully amid the myriad bones, you head towards the doorway. Even trying as hard as you can to avoid stepping on any of them, you shudder when the occasional small metacarpal or dust-covered rib splinters beneath your tread. "CRUNCH!" With each crack, you notice flickers of green sorcerous light play about the bones you have damaged. More of your dear departed father's words spring to your mind. "This doesn't look good!" was one of his favourite utterances, and the other one was, "RUN!!"

If you think like your dad, it's time to depart with the utmost alacrity. Start sprinting to **41**. If you think a measured approach to your egress from here is more appropriate, go to **5**, while if you would like to take a closer look at the bones themselves, go to **32**.

74

You are suddenly aware of your surroundings, despite the fact that you are certain you had just been facing a deadly peril and you had lost, or were you in an art gallery somewhere? The fountain in the market square of Solihar is playing a gentle tune as droplets of water splash into the small pool that surrounds it. A rag tag of peasant children run screaming past you, playing with some stray dog they have adopted for the morning. Your usual cynicism is replaced, albeit briefly, with an appreciation of the small, beautiful aspects of life when a buxom maid hands you a flagon of foaming ale and tells you an older woman with silver streaks in her black hair had just ordered it for you. Today is indeed a good day and tomorrow may lead to more adventure. You have escaped the sorceress's basement with your life and a bonus 200 APs. Close the book.



75

The mage's voice in your head makes a sort of "Pah!" noise and the giant face frowns before it vanishes. In that instant, you drop into the spike-laden pit. As the spikes hit you, you realise they are not wooden but made from cloth and paper, cunningly fashioned to look like the real thing. Once you realise you have not been skewered, you climb out of the pit into a room beyond. Go to **20**.

76

Bruno leads you over to the punch ball and having centred it tells you to “*Give it all you’ve got!*” Make the highest level SR on STR you can. If you fail the roll, you sprain your wrist you punch so badly and will have to spend the rest of your time here with a temporary reduction in STR of 2 points. If you succeed at L1, you realise how to throw an effective punch. When fighting with your bare fists, you now get a bonus 2D6 towards your hit point total. If you succeed at L2 or higher, go to **23**.

By the time you have recovered, Bruno and all the equipment has vanished. Return to **60** and leave.

77

The flesh and juice of this fruit are sweet and refreshing. This will heal up to 4 points of CON damage or, if you have no CON loss to heal, it will increase CON by 2 permanently.

If you want to eat another fruit, go to **26**. Otherwise, return to **40** and leave.

78

Your aim is not good enough and your coloured ball goes sailing around the tabletop, bouncing off the cushioned edges, careering into some or all of the others. Attempt to make a LK SR at the same level as the DEX SR you just failed. If you succeed at this, return to **65** and go to the success paragraph for your coloured target. If you fail again, go to **7**. If you rolled a critical fail (“2” & “1” on the 2D6), then you should go to **51**.

79

You try to slip silently back towards the door you entered this room through, but no matter how much you try, you just cannot find the way out. You sense the creature approaching, ready to attack. Go to **54**, you will have to fight.

80

You are in a small square room with a door at the east end of the south wall and a door in the north wall. Lanterns suspended from the ceiling cast a flickering light on to the only occupant; a slightly built young woman of average height. She has a shock of stunning auburn hair and is wearing a diaphanous dress that drapes along the floor beside her. She is holding a long, straight-bladed sword in front of her with the point angled down towards the floor. She hasn’t moved a muscle since your arrival and from where you are standing at the moment, she doesn’t even appear to be breathing.

If you would like to look at her in more detail, go to **12**. If creepy statue woman isn’t to your liking, you can search the rest of the room by heading to **31**. To leave, you can head through the southern door at **83** or the northern doorway to **50**.

81

Bruno looks more than a little put out as you try to decline any of his beauty treatments. Attempt to make a L2 SR on CHR. If you succeed, you may return to **50** and leave here. If you fail the roll, he attacks. Go to **72**, but note, you cannot surprise him.

82

To leave this room, with its strange table, you may go south through a standard door to **40** or through the likely concealed door to **30**.

83

You are in a small hallway with doors in the north and west walls and a large doorway in the south wall with a flashing, pink neon sign above it that says, "EXIT". Before you can decide which way to head, you are accosted by a Wandering Pet. Go to the **Wandering Pet Table** to discover which one. On this occasion, you must keep rolling until you get to meet a creature you haven't seen yet, unless you have encountered all of them already. The north door leads to **80**, the west door to **70** and the doorway south with its flashing sign to **69**.

WANDERING PET TABLE

1 st D6 ↓	2 nd D6 ⇒	1 - 2	3 - 4	5 - 6
1 - 3		Griffin ~ MR 28	Komodo Dragon ¹ MR 34 4 points armour	Giant Rat * MR 30
4 - 6		Armadillo * MR 26 8 points armour	Manticore ^{2~} MR 34	Lamia ³ MR 32

If you are directed to meet a Wandering Pet, roll a D6 twice and then consult the table to discover which one. You may have already been directed to roll these dice before you got here but the process remains the same.

You will only meet each pet once, so if you roll the same one a second time, you can return to the paragraph that sent you here without a further encounter.

If you are killed in combat with one of the pets at any time, go to **2**.

Pets marked with * are nocturnal and when functioning in the dark they score an extra D6 in combat and get double spite damage when they roll any '6's.

Pets marked ~ are sentient and can be charmed into not attacking if you can make a L2 SR on CHR. No charming is possible in the dark.

1= Extreme speed in combat. Requires L1 SR SPD to score hits against this opponent, otherwise combat total can only ward the beast off.

2= Scorpion venom. Reduce DEX by half (rounded down) for each round the victim receives damage from the giant sting. This lost dexterity recovers at one attribute point per combat turn once out of combat (resting, no significant exertion).

3= Will try to seduce with her glamour. Must make a successful L1 SR CHR on each odd numbered combat turn to avoid this. Effect of failing the SR is like being the victim of a Mind Pox. Causes mental confusion; victims cannot attack nor defend themselves and the lamia will then drink their blood before killing them.



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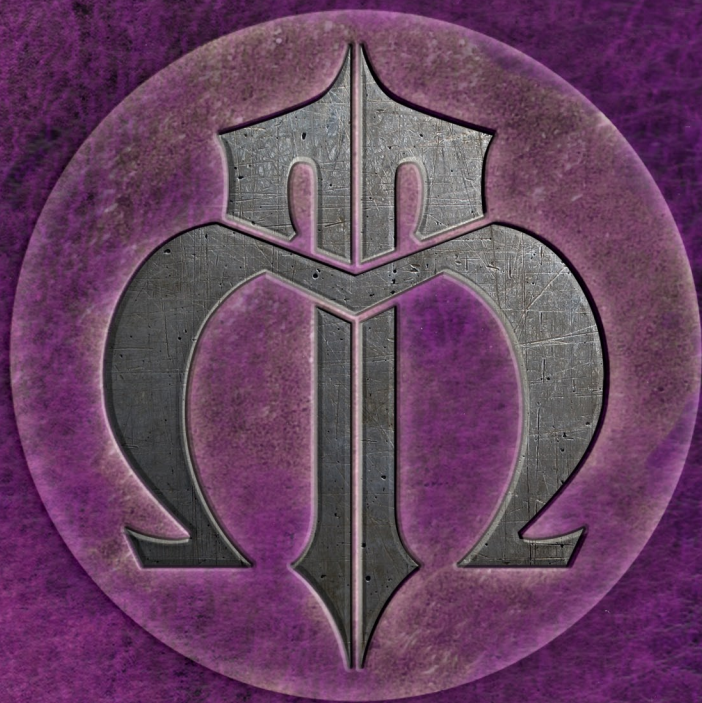
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