

# Search and Ye May Find

A TROLLHALLA-FRIENDLY SOLO Adventure  
by Michael K. Eidson  
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# SEARCH AND YE MAY FIND

An Official EPOSIC™ Trollhalla-Friendly Solo Adventure

by Michael K. Eidson (aka Khayd'haik in Trollhalla)



This is a solo adventure for the Tunnels and Trolls game created by Ken St. Andre, editions 5.x or 7.x. Only one character at a time is allowed. The character may carry any equipment, and it doesn't matter what level the character is, how many combat adds the character has, or how big or little the character is. Characters with the ability to fly are allowed. However, all combat encounters in this adventure are to the death; if you try to flee or fly away, powerful enchantments in the area prevent you.

Spite damage is to be used on both sides of the combat in this adventure, regardless of which side has the higher hit point total. That is, *any* six rolled on a combat die causes an additional point of damage that may not be absorbed by armor.

Consider each visit to paragraph [A] as a ten-minute turn, and other paragraphs of only nominal duration, except that combats last however long they last. If your character temporarily loses any attributes during the adventure, those attributes may be recovered naturally during the adventure, except for losses to CON. Each time you visit paragraph [A], you may recover one temporarily lost point of each attribute, except CON. You may also cast up to 5 spells each time you visit paragraph [A]. The allowed spells are discussed below. Reduce the effective duration of any spell effects by 1 turn each time you visit paragraph [A].

During encounters, if your first action is to make a ranged attack or cast a spell, it effectively counts as a surprise combat turn. That is, you get to take your action, and the other side gets no action. If your first action, however, is to make a melee attack, then there is no surprise, and both sides get their normal attacks. If you make a ranged attack, you must make a L2SR on DEX (target number 25) to hit.

The only spells allowed in this adventure are those that heal or are of use in combat. If it is clear what the spell does in combat, then you can use it. If it is not clear what the spell does in combat, then you can't use it. When you are at paragraph [A], you may cast Poor Baby. Also while at paragraph [A], you may cast any spell that will help you in combat, targeting only yourself or your equipment, such as Vorpal Blade or Little Feets. Of course, the duration for the spell starts when you cast it, so if you cast it during the last two minutes of the turn spent at paragraph [A], that's one combat turn of the duration wasted. But if the spell has a sufficiently long duration, it could possibly be of help in your next combat.

In this adventure, spell casters may cast Vorpal Blade, Unerring Blade, or Whammy and attack with the enchanted weapon in the same combat turn as the one in which they cast the spell. That combat turn counts as the first combat turn of the spell duration.

The following talents may be of use in 7.x: Perception, Balance, Persuasion, Empathy, and Endurance.

There is no "death" paragraph in this adventure. If your character dies, then the adventure is over, plain and simple.

Ready? Well then, start your adventure at paragraph [\[A\]](#).

**[A]** Your travels have by chance brought you to a large clearing in a wickedly dark forest. Before you is a gaping hole in the ground. Looking in, you see stairs spiraling down into the earth. The walls glow with a dim phosphorescent light. If you take the stairs, you obviously will not need a torch or other light. If you descend the stairs, go to [\[K\]](#). If you search the clearing, go to [\[E\]](#). If you leave the clearing, continuing your journey through the forest, go to [\[Z\]](#).

**[B]** You have encountered 1d6+1 rats. They are 5 MR each. Fight them or die. If you prevail, go to [\[A\]](#).

**[C]** You found a magic item! Cool, eh. Roll 1d6 to see what you found, and then go to [\[M\]](#) when you're done.



**1:** *DARO Healing Potion*, with 1d6 doses remaining. Drink a dose to heal 2d6 CON; DARO applies. You may drink any remaining doses now, or any time you are at paragraph [A] in this adventure. When you leave this adventure, you may drink a dose any time you could cast a Poor Baby spell.

**2:** *Poor Little Ring*. Whoever wears it can heal themselves but not anyone else. Each 5 WIZ expended through the ring heals 1 point of damage to CON. You can use it right now if you wish. Afterward, you may use it in this adventure any time you are at paragraph [A]. When you leave this adventure, you can use the ring any time you could cast Poor Baby. Once this ring has been used to heal a total of 20 damage, it turns to dust and can no longer be worn or used.

**3:** *Spiteful Dirk*. Each six rolled for this dirk in combat deals six spite damage.

**4:** *Sacrificial Buckler*. You can sacrifice this buckler at the beginning of a combat turn to negate the attack of a specific foe for that combat turn.

**5:** *Armed Battery*. This small statuette of a four-armed humanoid is a *kremm* battery. It contains 4d6 WIZ. The WIZ can be used for casting spells, or for energizing items that require WIZ expenditures (such as the *Poor Little Ring* above). The WIZ contained in the *Armed Battery* does not help you to resist spells that target you.

**6:** *Blasted Thing*. This piece of charcoal can be thrown as a missile weapon, requiring the same SR on DEX to hit as any other ranged attack. If the SR is made, the charcoal explodes, dealing magical fire damage to the target. To determine the amount of damage, roll a number of d6 equal to twice your character level and add twice your combat adds. If the SR is missed, the charcoal still explodes, but only deals half damage to its intended target. In any case, the charcoal does not deal damage to any one except its intended target, no matter how badly the SR on DEX is missed or how crowded together combatants are. Once thrown, the *Blasted Thing* is destroyed and cannot be used again.



**[D]** You have encountered 1d6+1 wild cats, looking for rats to eat. If there are any dead rats in the clearing, go to [\[Q\]](#). Otherwise, go to [\[X\]](#).

**[E]** Roll a L2SR on LK or INT or the Perception talent (target number 25). If you make it, go to [\[J\]](#). Otherwise, go to [\[M\]](#).

**[F]** You have encountered 1d6+1 mad hobb males, looking for wild cats to tame. The hobbs are in a bad mood, not having found any wild cats. If there are any dead wild cats lying about here, go to [\[N\]](#). Otherwise, go to [\[T\]](#).

**[G]** You unwisely touch the rune. Ah, but it might not be such a bad thing. It is a rune of Chaos, so you never know what might happen. Roll 1d6 and refer to the list below to see what happens to you, if anything. When you are finished, you find nothing else here of interest, so go back up the stairs to [\[A\]](#).

**1:** Yep, it was a bad thing. You are zapped for 3d6 points of magical damage directly to CON. Any armor or shield you wear/carry does nothing to protect you. Hope you're still with us.

**2:** Not good. Your strength ebbs. You temporarily lose 2d6 STR. (This will not lower your STR to less than 1.)



**3:** Ugh. Any shields you carry just turned to dust. If you don't carry a shield but you wear armor, all your armor just turned to dust. If you don't carry a shield and you don't wear armor, all of your melee weapons just turned to dust. If you don't carry a shield or melee weapons and don't wear any armor, you just gained 1d6 points to a random attribute permanently.

**4:** Randomly choose one attribute. The maximum value for that attribute is permanently raised by 1. Then you temporarily lose 1d6 points from that attribute.

**5:** If you don't carry any melee weapons, you permanently lose 1 point from a random attribute. Otherwise, randomly choose one melee weapon you carry. That weapon gains an additional combat die. The weapon is now considered a magical weapon.

**6:** If you don't carry a shield, you permanently lose 1d6 points from a random attribute. Otherwise, one random shield you carry is now a magical shield, takes twice as many hits as normal, and gains a combat die (if it didn't have a combat die already, it has one now, otherwise, just add one to the combat dice it already had).

**[H]** You encounter 1d6 sad hobb females. They are looking for their mad hobb males. If there are any dead mad hobb males in the clearing, go to [\[O\]](#). Otherwise, the sad hobb females hurry on their way, and you return to [\[A\]](#).



**[I]** The place looks no different than it looked before, and there is still nowhere to go but back the way you came. Go to [\[A\]](#).

**[J]** You find signs of struggle in the area. Many struggles, perhaps. Many, many, many struggles, you think. From all of these struggles, treasures have been lost here, and you just found one. Roll 1d6 to see what you found, then go to [\[M\]](#), unless instructed otherwise.

**1:** 1 cp.

**2:** 1 sp.

**3:** 1 gp.

**4:** A gem worth 1d6 gp.

**5:** A gem worth 3d6 gp. TARO applies.

**6:** An item. Go to [\[V\]](#).



**[K]** If you are not flying, roll a L1SR on DEX or LK or the Balance talent (target number 20). If you are flying, or make the SR, go to [\[U\]](#); otherwise, go to [\[R\]](#).

**[L]** Curious. You reach the bottom of the stairs, and find no ready exits or doors leading anywhere. Roll a L1SR on LK or INT or the Perception talent (target number 20). If you make it, go to [\[Y\]](#). Otherwise, there is nothing for you to do but go back up the stairs to [\[A\]](#).

**[M]** You have encountered a Wandering Monster. Roll 1d6 to see what you have encountered:

**1:** Go to [\[B\]](#).

**2:** Go to [\[D\]](#).

**3:** Go to [\[F\]](#).

**4:** Go to [\[H\]](#).

**5:** Go to [\[P\]](#).

**6:** Go to [\[S\]](#).



**[N]** The mad hobbs are now even madder. They could have tamed those wild cats you killed. The mad hobbs are MR 10 each. Fight them. If you survive, roll 1d6 for each to see how many gp you find on their corpses; pocket the gps and go to [\[A\]](#).

**[O]** The sad hobb females set up a terrible wailing. Roll an SR on CHR or the Empathy talent at a level equal to the number of sad hobb females. If you make the SR, you are able to comfort the sad hobb females; they take their dead mad hobb male corpses and vacate the clearing, while you return to [\[A\]](#). If you miss the SR, go to [\[W\]](#).

**[P]** You encounter 1d6+1 wild dogs. If there are any dead things (e.g., dead rats, wild cats, mad hobbs, or other wild dogs) in the clearing, the wild dogs drag the corpses away and leave you alone. If there are no dead things in the clearing, the wild dogs, MR 20 each, attack you. Fight them.

If the wild dogs leave you alone or if you defeat them, go to [\[A\]](#).

**[Q]** The cats start to eat the dead rats. If you don't want to let that happen, go to [\[X\]](#). Otherwise, the cats eat all of the dead rats and leave; go to [\[A\]](#).

**[R]** You slip on the stairs and fall to the bottom, taking 1d6 damage to CON. Go to [\[U\]](#).



**[S]** You encounter a Death Claw Squirrel. It has MR 2. It attacks you insanely. If it deals any spite damage to you, you must make a L9SR on LK or the Endurance talent (target number 60) or die instantly. If you defeat the squirrel and survive, you earn a bonus 500 adventure points; return to [\[A\]](#).

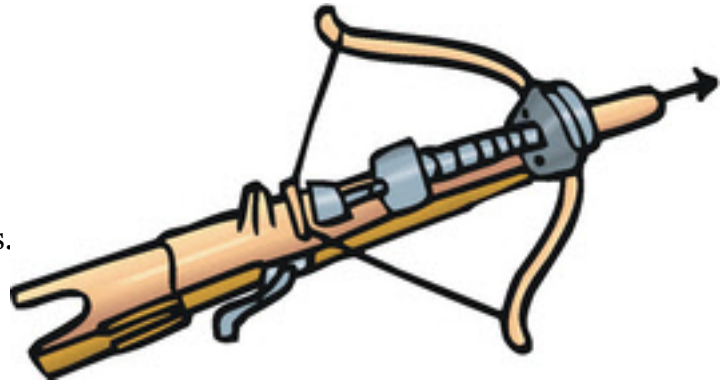
**[T]** Roll a L2SR on CHR or the Persuasion talent. If you make it, the mad hobbs look a little less mad. They tell you to watch out for any wild cats, and then go their way, while you go to [\[A\]](#). If you miss the SR, the mad hobbs start talking about how hypothetically you might have seen some wild cats, killed them, and ate them. This makes them so angry. Go to [\[N\]](#).

**[U]** You reach the bottom of the stairs. If this is the first time you have been here, go to [\[L\]](#). Otherwise, go to [\[I\]](#).



**[V]** You found an item of some sort. Roll 1d6 to see what. Refer to the T&T rules for details of any weapons. When you're done, go to [\[M\]](#), unless instructed otherwise.

- 1:** A dirk.
- 2:** A sax.
- 3:** A gladius.
- 4:** A light crossbow and 1d6 quarrels.
- 5:** A morningstar.
- 6:** A magic item; go to [\[C\]](#).



**[W]** You can't console the sad female hobbs or tolerate their wailing, and must leave the clearing to retain your sanity. Sadly, this means your adventure is over. Unfortunately, it is impossible for this character to find the clearing again, and this character may not re-enter this adventure. But you earn 250 bonus adventure points for ending the adventure this way.

**[X]** The wild cats don't like you, and attack ferociously. Each wild cat has MR 15. Fight to the death, and if you don't die, go to [\[A\]](#).

**[Y]** You spot a rune engraved in the wall just above the bottom step. As you watch, it fades, as though it were something sentient that did not want to be seen. You are struck with the urge to touch it before it fades away completely, because, well, you might not get another chance. If you touch it, go to [\[G\]](#). If you ignore it, there is nothing to do but to go back up the stairs to [\[A\]](#).

**[Z]** If you leave, this adventure is over, and this character may not enter it again; no matter how hard you look, once you've been here, you never find this place again. So, if you change your mind, go to [\[A\]](#). Otherwise, fare thee well, take a bonus 100 adventure points for your trouble, and beware low-hanging tree branches on your way out.

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Tunnels and Trolls™ is a game created by Ken St. Andre. The 5.x edition rules published by Flying Buffalo, Inc or the 7.x edition rules published by Fiery Dragon may be used for this solo adventure. Tunnels and Trolls™ rules are sold separately.