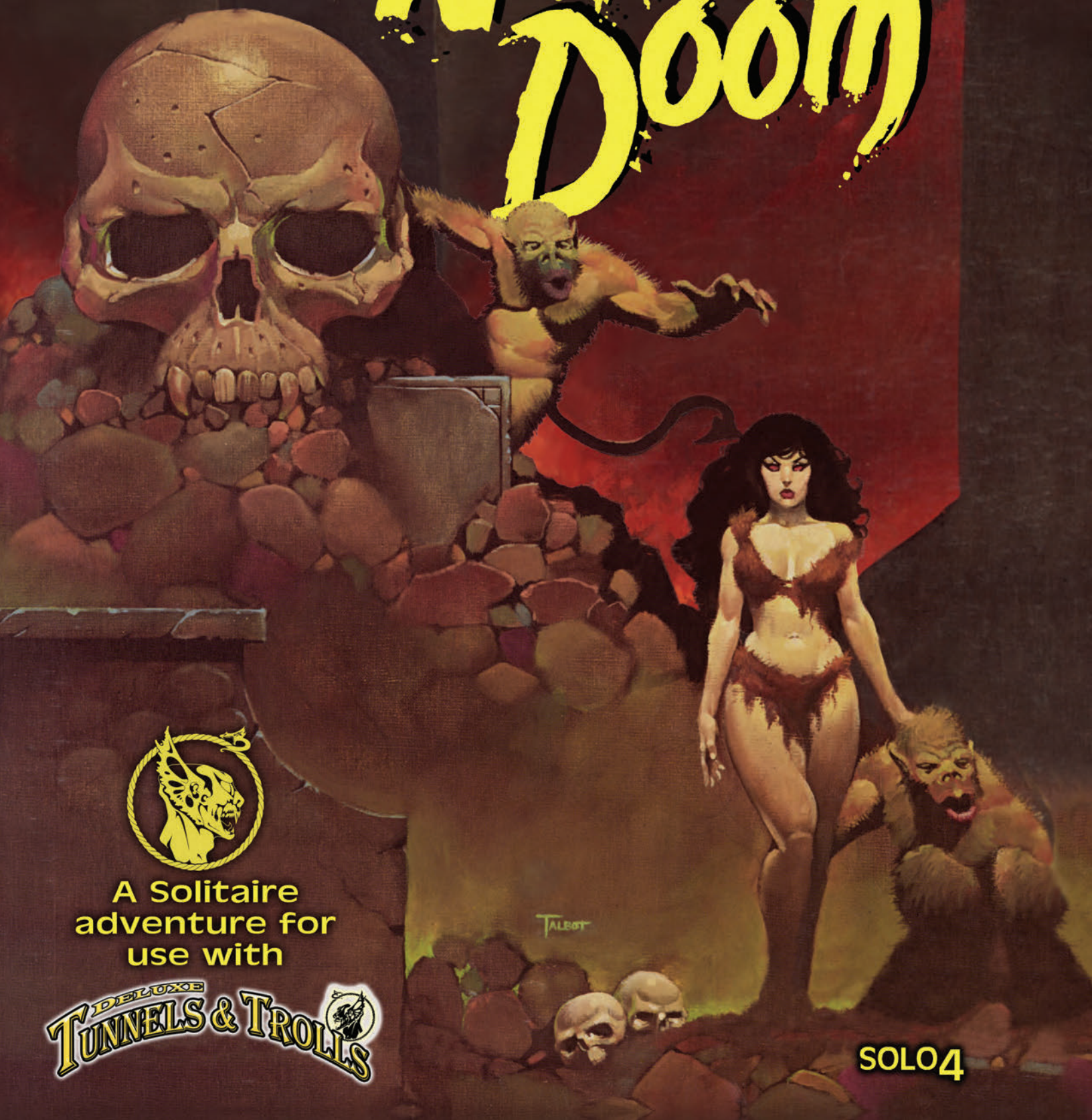


Ken St. Andre's

DELUXE

Naked Doom



A Solitaire
adventure for
use with

DELUXE
TUNNELS & TROLLS

SOLO4

Deluxe

Naked Doom

by
Ken St Andre

They caught you... and you're in trouble now. The City of Khazan does not believe in coddling criminals, and now you must run the Royal Khazan Gauntlet of Criminal Retribution and Rehabilitation.

You are taken into the catacombs, beneath the Khazan Courthouse, and stripped of all clothing, jewelry, weapons, amulets, and other devices.

If you can make your way through the series of tunnels and caves that lie ahead, you will escape with your life - and if you're lucky, treasure!

This long-out-of-print solitaire adventure now contains **additional** storylines, choices and dT&T options added by Ken St. Andre.
Plus new art by Liz Danforth and Rob Carver

Naked Doom is #4 in a series of Solitaire Adventures designed for play with the Tunnels & Trolls system of dungeon delving.

To enter the adventure in this booklet, you need only the T&T rules, a few six-sided dice, paper, and a pencil.



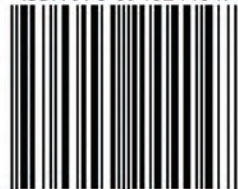
DELUXE
TUNNELS & TROLLS



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T&T SOLO COVER GALLERY

Here are all the covers for the solitaire adventures published by Flying Buffalo. Many of these are still available, while others are out of print. Our plan is to get all of them updated and published once again. You can also get PDFs of many of these from drivethrurpg.com



Solo 0: (For 1st edition T&T)



Solo 1: Buffalo Castle



Solo 2: Deathtrap Equalizer



Solo 3: Labyrinth



Solo 4: Naked Doom



Solo 5: Dargon's Dungeon



Solo 6: Weirdworld



Solo 7: Overkill



Solo 8: Beyond the Silvered Pane



Solo 9: City of Terrors



Solo 10: Sorcerer's Solitaire



Solo 11: Sword for Hire



Solo 12: Arena of Khazan



Solo 13: Sewers of Oblivion

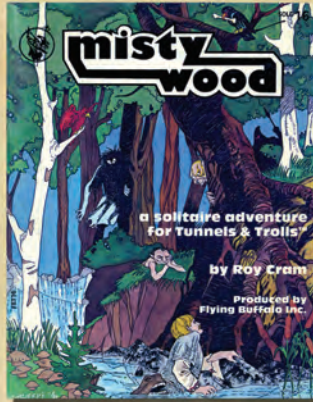


Solo 14: Sea of Mystery

T&T SOLO COVER GALLERY



Solo 15: Blue Frog Tavern



Solo 16: Misty Wood



Solo 17: Gamesmen of Kasar



Solo 18: Beyond the Wall of Tears



Solo 19: Captif d'Yvoire



Solo 20: Amulet of the Salkti



Solo 21: Red Circle



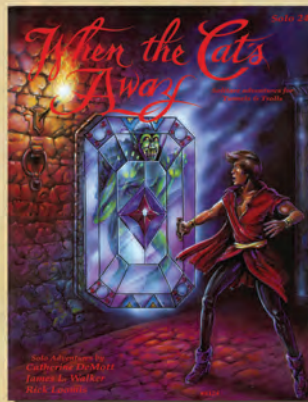
Limited Edition: Elven Lords



Solo 22: Caravan to Tiern



Solo 23: Dark Temple



Solo 24: When the Cat's Away



Solo 25: Adventurer's Compendium



Solo 26: Goblin Lake



Solo 27: Agent of Death



Solo 28: Grimtina's Guard



Solo 29: T&T Adventurers Japan

DELUXE

Naked Doom

A solitaire adventure for:

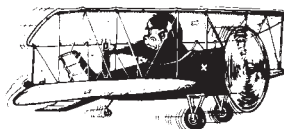


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Steven S. Crompton



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DELUXE
NAKED DOOM

Revised and Expanded in 2017 from the 1977 solitaire adventure
Solo Number 4

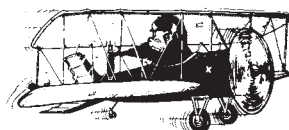


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*Special thanks to Liz Danforth and David Reid for allowing
us to use the new Naked Doom art Liz created for the
T&T Phone App version of Naked Doom.*

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SET UP: HOW TO PLAY A SOLITAIRE ADVENTURE

This is the fourth in a series of programmed dungeons from Flying Buffalo. It was created for the benefit of unfortunate people who don't have friends handy at the moment to play *TUNNELS & TROLLS*. It consists of several pages with about four paragraphs on each page. Each paragraph presents a situation with one or more alternatives of what to do. You make your choices, and the text refers you to a new location to see what happened.

NAKED DOOM is not meant to be read like a book. For maximum enjoyment you should only read the paragraphs you are instructed to read, and only when you are instructed to read them. If you play by this rule, you should be able to run 10 or more characters through the dungeon without exhausting all the possibilities. After you have played many times in this dungeon, you should know all the possible combinations as well as I do, but it can still remain an interesting way of using 15 minutes or so if you randomly decide which of the choices to take for the characters you send in.

One thing that is very poor sportsmanship is to find out where all the good things in the dungeon are, then run dozens of characters through and collect the best treasures over and over. However, if you do not play fairly in programmed dungeons like these, you will primarily be cheating yourself.

When I first designed the *DEATHTRAP EQUALIZER DUNGEON* I thought it would be tough, but really it is a pushover. There are too many situations in DED where you can walk in, do nothing, and walk out again better than when you started. This dungeon is not that way at all. I admit it at the beginning: I am honestly trying to kill your first-level characters when they go into this dungeon, and I think I have a good chance of getting them right at the start. This is a very tough dungeon. To compensate for that, I have made it very high-paying in terms of money and magic to take out if you play well and survive. Characters who run this gauntlet

of death and survive should be bonafide heroes, and there are some truly nifty items inside that I would dearly love to have for my own characters.

In order to play this game you will need paper, pencil, several ordinary 6-sided dice, the rules to *TUNNELS & TROLLS*, and maybe the *DEATHTRAP EQUALIZER DUNGEON* (there is one place where you can exit directly from *NAKED DOOM* to DED if you have DED). It will also help to have a lot of courage! You can run Dwarves, Elves, Hobbs, or Humans in *NAKED DOOM* as long as they have no magical powers. Non-humanoid characters like Centaurs and Trolls wouldn't logically get sent in, so forget them. You should start with first or second level characters who know no magic. If you are playing Deluxe T & T, your character would also have 1 or 2 Talents-special skills that help make it unique. You may choose one Talent per character level. Each Talent will add +3 to your die roll when attempting to make a saving roll, but only if the Talent logically applies to the situation. For example, using your Persuasion Talent to help make a Charisma saving throw makes perfect sense. Using it to help jump across a chasm of molten lava using Strength makes no sense, and is disallowed. Good Talents to choose for this adventure include: Persuasion, Agility, Acrobatics, Stealth, or perhaps you can think of something else you'd like to be good at.

Note: dT&T allows you to increase attributes by spending adventure points. To raise an attribute's value by 1 point you must spend ten times that attribute number in adventure points. Once the points are spent, they are gone forever. In *NAKED DOOM* you may spend adventure points in any paragraph that awards you points for accomplishing something. Example: you slay a troll and get 100 adventure points. You have a DEX of 9 and wish to raise it by a point. Spend 90 of your 100 points and bring the attribute from 9 to 10. Unspent adventure points accumulate to be spent later.

Now: if you are ready, turn to the Prologue on the next page.

PROLOGUE



They caught you. I don't know what your crime was, whether you were defacing pictures of the Empress, or spitting on the sidewalk, or running away with old ladies' purses, or defaulting on your tab at the local tavern, or skinning cats on a Holy Day. But whatever it was, you are in trouble now, because the city of Khazan does not believe in coddling criminals. In fact, they of Khazan have a very interesting method of dealing with petty criminals and minor malefactors. If you know any magical spells, they call in the city wizards and mind-blast you into idiocy; then you are sent out to work in the potato fields for the rest of your life. If you do not have magical knowledge or powers, they give you your choice of death by torture, or of going into the *NAKED DOOM* dungeon.

NAKED DOOM isn't the official name, of course. In the Books of Justice, it is listed as the Royal Khazan Gauntlet of Criminal Retribution and Rehabilitation. You can see why everyone calls it *NAKED DOOM*. Officially, it was built as a testing maze for potential heroes. But not enough heroes ever came out of it to make it worthwhile, so the city justice department took over. It has been very effective in disposing of unwanted prisoners.

There have been survivors. Twice the relief has arrived at the exit to find the garrison all slain. Five times men have emerged and jumped at the chance to join an elite unit of the Khazan army. No one except the wizard who built the dungeon knows what happened to the several hundred other men and women who have been sent there to die.

Picture this: your character, a person who knows no magic, is taken under heavy guard down into the catacombs beneath the Khazan Courthouse, where you are stripped of your clothing (and of course all jewelry, amulets, and other devices you might have once owned). You are told that if you can make it successfully through the series of tunnels and caves that lie ahead, you will escape with your life, and perhaps treasure. None of your guards has ever been inside past the first turn, so they cannot tell you what dangers to expect — only that less than one man in ten comes out alive.

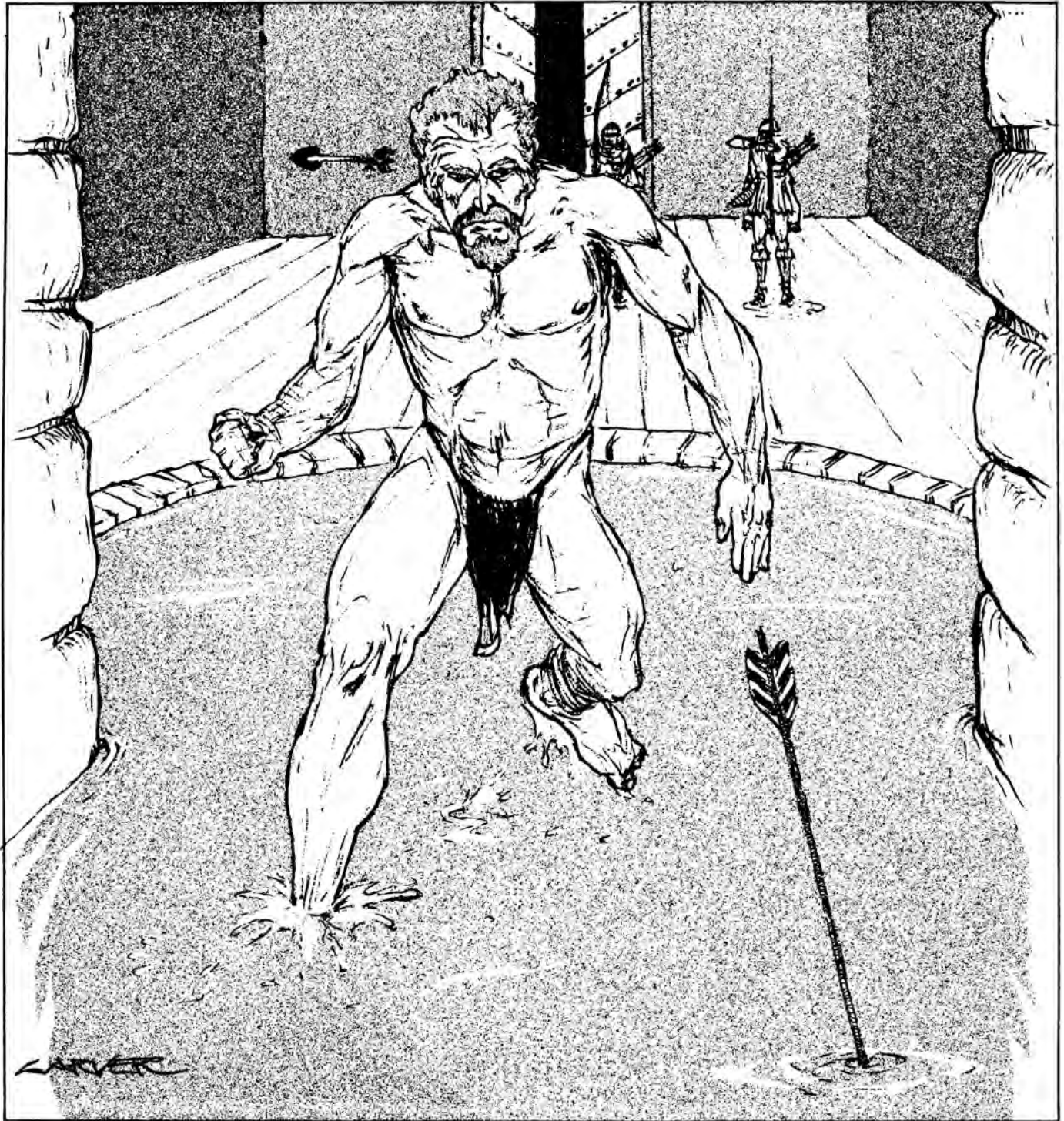
Two of your guards begin stringing self bows and selecting their best arrows — arrows whose points are darkly stained. An iron gateway is swung open. The archers step through and then you are roughly heaved through the portal. You see a stone corridor about 10 feet wide and 10 feet high, stretching in a straight line for a hun-

dred feet before it abruptly turns. A few torches throw a flickering light along its length.

The captain of the guards points a stern finger and says, "Run, dog!" If you know what is good

for you, you take off at top speed.

Turn to **1**. Read, make your choices, and follow the instructions given. Good luck.



Run, dog!

1: The bowmen behind you are both excellent shots. They could easily hit you if you ran in a straight line. You will have to run fast and dodge well to escape. If you already have a SPEED rating, you must make two first-level saving rolls: one on speed and one on luck (20 — rating). If you do not have a speed rating, figure it now by rolling three 6-sided dice (3d6) and taking the total. Then proceed as stated above. If you make both saving rolls, go to **49**. If you miss one or both, go to **2**.

2: For each saving roll you missed, you were hit in the back with one arrow. Each arrow that hits you takes 10 off your CON. Furthermore, they were poisoned. Every time you are asked to make a saving roll of any kind, take off 1 more point of CON. If you are now dead, You have met your Doom.. If you still live, despite having arrows in your back, you may crawl to safety around the corner. Go to **49**.

3: Suddenly a small filthy naked rock troll leaps out on you, and you must fight for your life! The troll has a monster rating of 30, it gets 4d6 and 15 adds. You get 1d6 times your strength multiplier and whatever your adds are. The rock troll has a constitution of 30. As the troll's CON/MR goes down, it will get less combat adds, but it always rolls at least 4D6. Fight until one of you is slain. If you die, You have met your Doom.. If the troll dies, go to **37**.



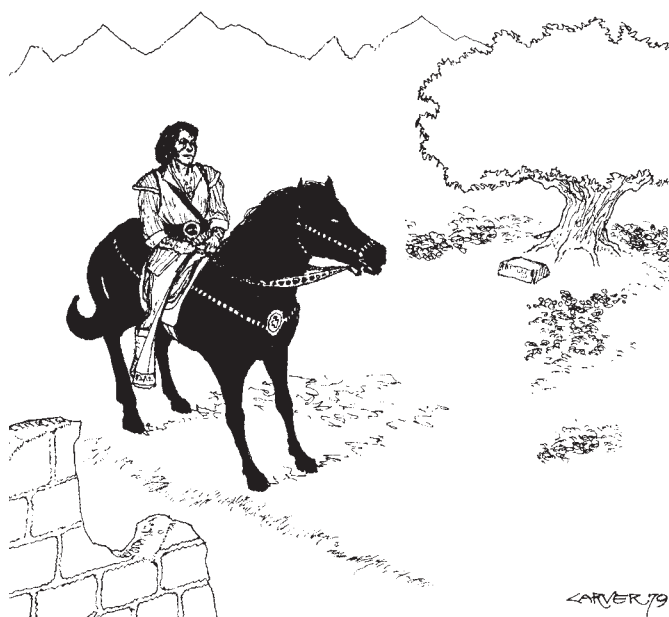
4: You find yourself in a very large cavern. Sunlight is coming in from someplace high overhead, but you don't see the source, and the walls are slick with moisture: quite unclimbable. As you wander around exploring the place, you hear what sounds like a woman's voice speaking a language that you don't know. It is getting louder, and she seems to be coming in your direction. Now you start to hear another voice answering her, a deeper, quieter, more guttural voice. Evidently she is not alone. If you wish to wait and meet this strange woman, go to **21**. If you decide to avoid the encounter, there is a path that leads between two large pieces of fallen stone, and you can run down that to **33**. If you decide to hide behind one of the boulder-sized chunks of rock and watch in secret, to to **45**.

5: You fell short and dropped to a fiery doom. You have met your Doom...

6: Make your saving roll on IQ (20 — IQ). If you make it, go to **43**. If you miss the saving roll, then you don't notice anything unusual. Go to **28**.

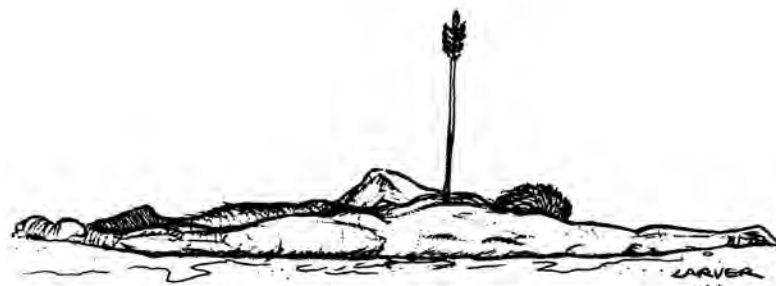
7: For the first combat turn he fights you alone. On the second combat turn two of his fellows join him, and after that two more men join the fight every combat turn until either you are dead, or all the guards are in the fight. All other fighters have swords and shields, and they are all wearing mail. They each get 3 dice and 10 adds. They can take 10 hits per combat turn on their armor. You must kill them all to survive. If they kill you, you have met your Doom.. If you slay them all, go to **68**.

8: You can plunder the guard room. There is food, drink, clothing, mail, shields, weapons of all classes. Randomize 3 times for treasure on page 27, but there will be nothing magical here. There are horses in the barn outside. You get 5000 adventure points for surviving and conquering the NAKED DOOM dungeon, along with adventure points for saving rolls, and any foes you have conquered. You are no longer naked or doomed. You may spend your adventure points and increase your attributes now, and you are totally free to do what you want. When you have done all that, then go to **67**.



9: Make a L3SR on luck. If you made the roll, your journey is uneventful. Go to **4**. If you miss the saving roll, go to **102**. After winning your fight, go on to **4**.

10: She looks at you scornfully. "You're naked! Get away from me, or I will have my bodyguard kill you!" The big goblin looks eager to do just that. Embarrassment causes you to lose 1 point of CHR permanently. If you turn and run away immediately, go to **33**. If you'd rather fight the goblin, go to **70**.



WELL, HE WAS UGLY ANYWAY...

11: You feel a sharp pain and an impact that knocks you off your feet. The goblin threw his spear, and it hit you in the back doing $3d6 + 14$ points of damage. If that reduced your CON to zero or less, you are dead or dying--You have met your Doom.. Your foes will not heal you, and there is no one else. If you are not dead, and still have a CON of 5 or more, then you stagger on with the spear in your back and escape to **52**. You have gained a $3d6$ spear. If you survived, but your CON is now between 1 and 4 points, you passed out--go to **35**.

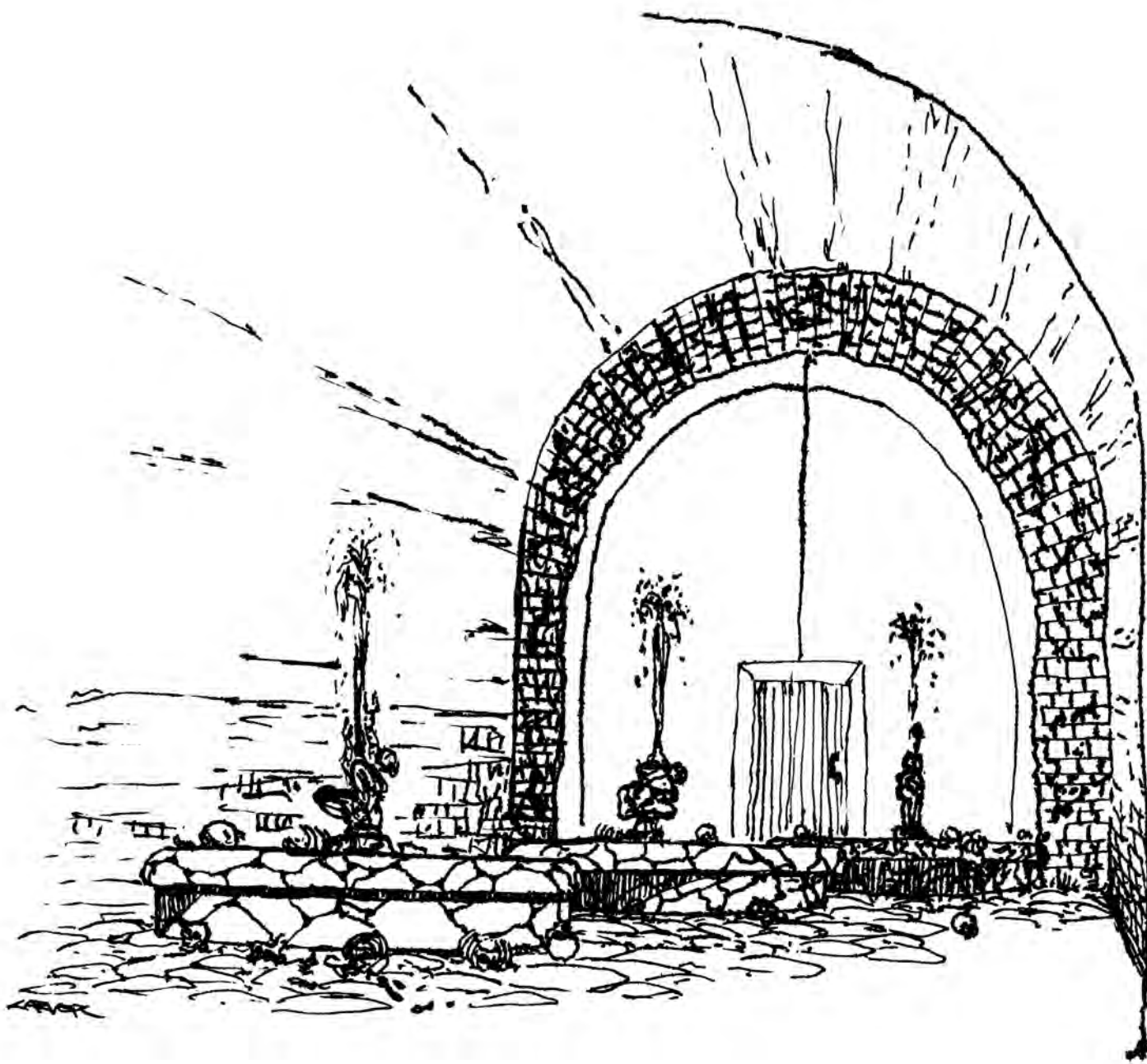
12: You are down and your foes think you are dead. They will leave without molesting your body, or taking your stuff, unless you have a metal weapon--that they will take. (if your character is human, you are dead. End the game. If your character is non-human, there is a chance that you are only mostly dead, and will recover. Make a L1SR on LK. (20-LK). If you make the saving roll, then you will wake up sore and hungry, and your CON will be back at 3. You are just barely strong enough to stagger on through the caverns. Go to **4**. If you encounter the woman and her bodyguard again, it doesn't happen--go instead to **102**.

13: As you walk in this direction you notice the air gets worse and worse, fouler and fouler. Make a first-level saving roll on IQ (20 — IQ). If you make it, go to **74**. If not, go to **3**.

14: After walking for several hundred feet (or staggering, if you are wounded), you come into a large natural grotto. The floor of this room is littered with human bones. There are 3 pools of water, black and thick-looking. They are too widely separated for you to reach more than one of them at a time. The first has one skull by it; the second has two skulls sitting nose-hole to nose-hole. The third has three skulls, with one stacked atop the other two. You are probably hot

and thirsty. If you want to drink from Fountain 1, go to **25**. If you want to drink from Fountain 2, go to **86**. If you prefer the third pool of slimy-looking water, turn to **51**. If you refuse to drink from any of them, go to **61**.

15: Try to make a first-level saving roll on each attribute in order (20 — attribute). If you miss all eight, go to **73**. If you make even one saving roll, go instead to **26**.





16: A cloud of vampire bats rises out of the chasm and begins to dive at you and attack. If you have a bamboo spear with you, add 5 to your DEX to represent your ability to keep your balance and to drive back the swooping mammals (this DEX raise is only temporary, for the saving roll which follows only!). Now make a first-level saving roll on DEX and a saving roll on LK (20 — attribute). If you make both saving rolls, go to **30**. If you missed either one of them, go to **64**.

17: You get 124 adventure points for killing the Balrukh. All the goblins run away from you in terror. Searching the room, you find 10 gems. Randomize for them in the jewels section of the treasure generator at **103**. There is also a pouch to carry them in, and you are able to make a crude belt for yourself from a fragment of the Balrukh's whip. There is no clothing. You also find another door leading out of the chamber. If you want to try it, go to **65**. If you'd prefer to retrace your steps to the lava trench, go to **78** via **53**. Do not come back this way again.

18: Almost through the room, you find a movable stone in the floor; there is the rune for treasure carved in the stone. You open it. To find out what treasure is there, go to **103**. If you get a magical treasure, go to **104** and roll 1d6 to see what magic treasure you have found. After collecting, go to **31**.

19: When you awake, you are alone and unharmed. You look around for the way back to the grotto, but it has vanished. Instead, you find a streak of yellow rock in the floor, and a sign which reads "Follow the gold to the Palace of Delight." There's nothing else to do, so you walk along the trail, which gets smoother and brighter as you go. Finally you arrive at a palace of shimmering white marble. A beautiful scantily-clad houri (*one of the beautiful maidens that in dwell in paradise*) is waiting to greet you. She claps her hands, and you are no longer naked — instead, you are dressed as a prince in the finest of jeweled silken robes. She leads you inside, and introduces you to her six sisters, each more gorgeous than the one before. Go to **79**.



20: After killing the goblins, you discover to your dismay that a stone block now seals off the way back to the lava trench. But you can take a goblin dagger made of corroded bronze that is worth 2d6 in combat, and use it as an extra weapon. They do not have any treasure on them, or any other useful items. You must go to **96**.

21: A goblin comes around a large stalagmite in front of you. It is a large goblin, fully four feet tall, with a pale green complexion. It is actually wearing a form of crude armor that seems to be made mostly of bones and turtle shells, and he has a large knife in a sheathe at his hip, and is carrying a crude stone-headed spear with a bamboo shaft. Seeing you the goblin stops abruptly and barks out a word of alarm, but almost immediately a human woman comes into view. She is scantily clad in a halter top and loin cloth of some ragged brown cloth. There is something strange about her eyes. When she sees you, she stops and emits a short, chilling laugh. "What?" she asks in fluent Khazni (the common language of Khazan). "Who are you, and what are you doing in my cavern?" If you stay and answer politely, go to **57**. If you see the goblin and decide to attack it, go to **69**. If you decide that this isn't safe, and wish to run away immediately, go to **33**.

22: The woman shrieks with dismay when you suddenly appear. "Kill it! Kill it!" she commands. Her big goblin bodyguard doesn't hesitate. He lunges at you with his spear. If you decide to turn and run away, go to **46**. If you want to just try and fight the goblin, go to **70**. If you'd like to try and dodge the first attack and wrestle the spear away from the goblin, go to **71**.

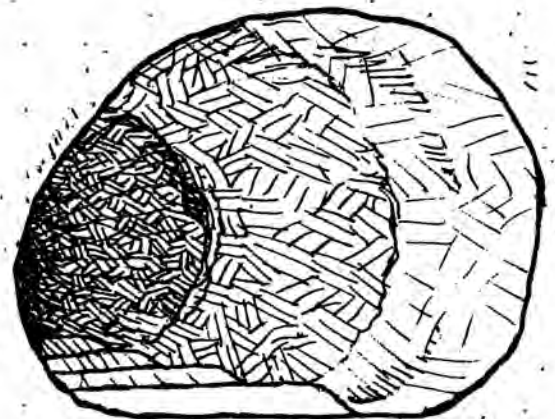
23: You stop and pick up the spear. It is a 3d6 weapon. Looking behind, you see your foe is backing away quickly with his eyes on you. If you decide to let him go, then you will both escape. You can go to **52**. If you decide to press your advantage and attack the goblin, go to **47**.

24: You laugh scornfully and advance with murder in your eyes. Go to **83**.

25: Roll 1d6. If you roll 1 — 5 you find that this fountain tastes sweet, but is deadly poison. Subtract 20 from your constitution. If you rolled a 6, the water was sweet indeed: you can now see in the dark — even total dark. If the water was poison and killed you, You have met your Doom.. If you are still alive, go to **14** and make another choice.

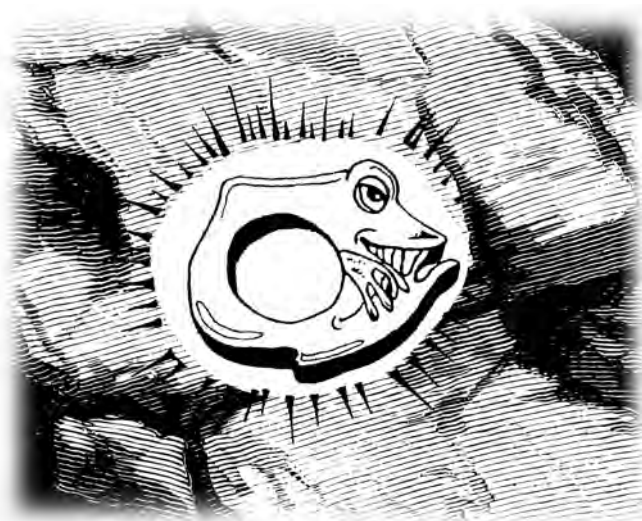
26: If you made any of your saving rolls, add 10 points to each attribute that you succeeded on. The sword remains stuck in the wall. A deep voice booms, "Not entirely hopeless!" if you wish to try for this sword again, go to **75**. If you'd like to try for the Hero Sword, go to **63**. If you give up and head back, go to **49**.

27: Near the spring you find a tunnel slanting down into the floor with one runic word hacked into the rock nearby — OUT! If you wish to follow this tunnel, go to **89**. If you change your mind and don't want to leave now, then go to **100**.



28: If you are immune to all poisons, go to **90**. If you are not immune, go to **77**.

29: The frog ring begins to glow and you are magically transported into the DEATHTRAP EQUALIZER DUNGEON. Roll 3 dice, and go to the “A” paragraph for that page number in DED. (If you do not have DED, then the spell does not take effect. However, you may keep the ring — it is worth 10 gold pieces. Go to **89** and make another choice).



30: You keep your balance and beat off the bats long enough to reach the other side of the chasm. You get 100 times the numbers you rolled as saving rolls in adventure points. Ahead of you is a lightless tunnel into which you must go. Go to **78**.

31: You come into a room that has a purple, orange, and blue (the royal colors of Khazan) tunic laid out on a couch. It is just your size and bears the national emblem of Khazan in an embroidered design on the front. You may put it on if you wish. There is also one weapon in the room. To see what it is, go to **91**.

32: You are safe. Your new comrades demand that you share any treasure brought out of the tunnels. If you agree, divide any monetary treasure you have by the number of men in the room. If you don't agree to share your loot, go to **44**. You get another

1000 adventure points for surviving NAKED DOOM, and you may take your level bonuses now. Eventually, your term of service will expire or you will see a good chance to desert, and you are finally totally free. Your sordid criminal career is a thing of the past. From now on you can spend your time robbing dungeons. Go to **67**.

33: You dash off between the two boulders and run away as quickly as you can. You soon leave that part of the cavern behind and find yourself wandering through a great fungus forest where the rocks are all covered with lichen, the ground underfoot is a squishy mass of decomposing plant material and mud, and great pale toadstools taller than a man sprout out of the mud all around you. As you wander around exploring this place, roll 1d6 to see if you meet a wandering monster. If you roll a 1, go to **102**. That will be a random encounter that will probably be a fight. If you survive the fight, or don't have a fight, then go to Paragraph **52**.

34: In a short, fierce battle, you finish off the goblin. When it is dead, you can loot the body if you wish. You will find a crude stone-tipped spear worth 3d6 in combat, an old bronze dagger worth 2d6 in combat, a disgusting loincloth you can use to cover your nakedness, and some crude bone and shell body armor that will provide 4 points of protection if you put it on. (Adjust your character quickly.) The woman looks at you in fear and amazement. She has never seen such a mighty warrior. “Don't hurt me,” she pleads. “I can help you.” A few moments ago, this woman was scornful and would have had you slain. Now she is at your mercy. If you wish to try again to befriend her, go to **48** (The fact that you are not trying to harm her in any way will get her to overlook the fact that she feels no attraction to you at all.) If you tell her that she is now your captive and had better obey you if she knows what's good for her, go to **83**.

35: The goblin reclaims his spear and leaves you for dead, but you are not dead. Many hours later, you awaken, weak and in great pain, but still alive. You stagger to your feet and continue to wander about. Eventually, you find an oasis of sorts. Go to **52**.

36: The goblin's spear whooshes past you, just missing, and clatters to the ground in front of you. If you wish to slow and pick it up, go to **23**. If you ignore the spear, and run even harder, you will escape because the goblin hesitated when he saw that he missed you--go to **52**.

37: You get 30 adventure points for killing the troll. Going on down the tunnel for a long way, you finally come to a secret door (which is no secret on your side of the wall). If you wish to go through, go to **4**. If you want to go back, go to **49** and make another choice.

38: If you missed any of your saving rolls, add 10 points to the attributes you missed. The sword remains stuck in the wall. A deep voice chuckles, "Not really a hero." If you wish to try for this sword again, go to **75**. You no longer see the Hopeless Sword. If you don't want to try again, you will have to go back. Go to **49**.

39: You are halfway across the chasm when a cloud of vampire blood bats rises and attacks you. Before you can do anything to defend yourself, you are bitten by several of them. If you are immune to poison, take 7 hits from your constitution and go to **30**. Otherwise you feel a wave of nausea, grow dizzy, lose your hold, and plummet to your death below. You have met your Doom..

40: Make your first level saving roll on Strength (20 — ST). If you make it, go to **76**. If you miss the roll, go to **5**.



41: To the left you find nothing, but around a corner to the right, you come across an enormous jade idol of a frog. On the altar before it is a small bronze ring in the form of a frog biting its own hind legs. If you want to put it on, go to **29**. If you decide to leave it alone, go back to **89** and make another choice.

42: You follow the tunnel for an hour and then it ends in a wooden door. You open it to see a room full of silvery mist. If you want to walk straight into this room for the exit that you can barely see across from you, go to **29**. If you want to study the room from the doorway first, go to **6**.



43: You notice that it is not nearly so misty close to the floor as it is higher up in the room. You decide to squirm through on your stomach in case the mist is dangerous (good guess!). If you are immune to poison you will be totally unhurt. If you are not immune, roll 1d6 and take that number of hits from your CON. If you died, you have met your Doom.. If you still live, go to **18**.

44: You have to fight them all. There is a tremendous battle. They each fight with a broadsword, and get 3d6 plus 10 adds in combat; they can take 7 hits on armor. They each have a CON of 12 except for the leader, who has a CON of 15. If they kill you, you have met your Doom.. If you kill them, go to **68**.

45: As you watch from hiding a large goblin armed with a spear and a knife and wearing some crude armor made of bones and turtle shell appears on the trail. Right behind him comes an attractive dark-haired woman dressed in ragged brown halter top and loin wrap. She is talking to the goblin in its own language. Make a L2SR on Luck (25-LK). If you make it, go to **81**; if you fail, go to **93**.

46: You flee with all your might. If you can just make it past that column of rock up ahead, you might escape. Make a L1SR on Luck. (20-LK). If you make it, go to **36**; if you fail, go to **48**.

47: The goblin turns and runs back to his companion. If you follow him, you will catch him just as he gets back to the woman in brown — go to **58**. If you choose to let him escape, you will find yourself wandering through the cavern again — go to **52**.

48: Shyan takes a liking to you, and explains that she is a leader among the local goblins. She says she can help you on your way if you will promise to be a goblin friend and never harm her people. If you agree to become a goblin friend, go to **59**. If you're not friendly, go to **71**.

49: You dodge the arrows and get safely around the corner. The tunnel here is much darker, but there is enough light from phosphorescent moss so that you can dimly see. The passage divides into 3 separate tunnels. If you want to go to the left, go to **13**. If you want to go up the middle, go to **14**. If you want to go right, go to **62**.

50: As you start back for the grotto and the spring, you're jumped by 6 knife-wielding goblins who are angry that you're stealing their mushrooms. Each goblin has a CON of 7 and a 2d6 knife (Total, 12 dice). If you kill them all, you may randomize for treasure on page 15, but they won't have anything magical. If they kill you, You have met your Doom. If you're still alive, go to **60**.

51: This is the pool of greatness. It tastes terrible, but you can feel yourself changing. A cold sweat breaks out on your forehead, though — roll a first-level saving roll on your current CON to see if you have an allergic reaction to elements in the water (this is not the same thing as being poisoned). If you miss the saving roll, your skin turns cherry red, itches horribly, and swells to monstrous proportions. Your heart labors,

and eventually you suffocate under your own inflamed bulk. You have met your Doom... On the other hand, if you make the saving roll, hope is in sight: multiply your strength, dexterity, and charisma by 3. After drinking, you pass out. Go to **4**.

52: After a while, you discover a large warm spring. There are lots of frogs, insects, and small fish in it. Many water plants grow in and around it. If you do not have a weapon make your first-level saving roll on IQ (20 — IQ). If you make it, go now to **98**. If you already have a weapon, or did not make your saving roll, read on. Hungry, you contrive to capture several frogs, and you pick some watercress which is sufficient to provide you with a meal, although not a very appetizing one. You know that a person could survive here in this cavern. If you want to stay here, and not try to get out, go to **100**. But if you are determined to escape from these caverns, go to **27**.



53: The muffled drumming stops, but as you continue to go down the passage-way, the sniggering behind you grows louder. If you wish to go back and see what is following you, go to **88**. If you ignore it and go on, go to **96**.

54: You have been transported into a magical arena. The weapon in your hand is enchanted to double its normal dice and adds. Go to **102** to discover what foe you must face. The enchantment on your weapon lasts only as long as you are in this arena, beyond time and space. If you kill your foe, you get your adventure points and treasure (if any) as listed — then go to **84**. If your foe slays you, then you have met your Doom..

55: He is armed with a spear and is wearing mail — he shouts for help. Roll 2 dice to see how many other guards armed with swords and wearing mail will come to his aid. In combat he gets 4 dice and 12 adds. He has a CON of 15, and his mail will take 10 hits for him. Go to **7**.

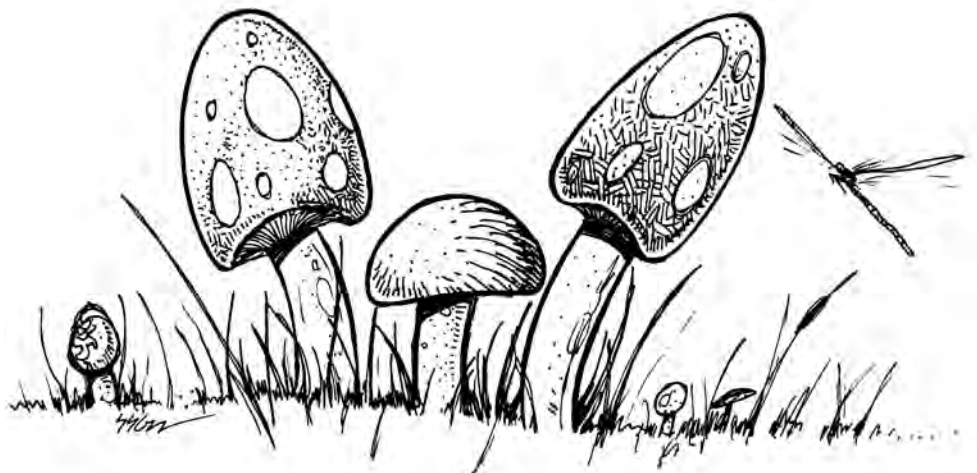
56: Roll 1d6. For that number of days you live in perfect bliss. You go to sleep in the arms of your favorite on the last night. Go to **92**.

57: You stand your ground and greet this strange woman. You tell her your name, and your story (go ahead — make up a story to use the next time you meet a strange woman) and ask for her help. Make your L1SR on Charisma (20 — CHR). If you make it go to **48**; if you fail, go to **10**; if you fail catastrophically, go to **22**.

58: “Stop fighting!” yells the woman. “Don’t kill my servant, and I will help you.” If you listen to her and stop fighting, go to **95**. If you ignore her command and continue to fight, go to **24**.

59: You learn that the woman is named Shyan, and that she has been living with a group of goblins for a long time now. They adore her, and since she has no reason to return to the surface, she has come to think of herself as practically a goblin herself. But she says that she does know one way out of these caverns, and if you wish to follow her, she will take you to it. If you trust her, go to **94**. If you decide you would rather find your own way out, go to **52**.

60: You get back to the grotto with the mushrooms. When you eat them, they cause you to fall into a deep and nightmare-ridden slumber. Roll 1d6 and subtract that from your STR (you slept that many days without food or water. This loss is permanent until you get ample food and drink. Frogs and watercress don’t cut it). If your strength dropped to zero or less, you died in your sleep. When you awake, you realize that your only chance is to go on before you get too weak to continue. Go to **27**.



61: Having decided not to drink, you pass through this room of bones and find yourself in another tunnel. You follow it for more than an hour and come out in a large cavern. Go to **4**.

62: You walk for a long way and come out in a small room with 2 swords stuck half-way up their blades into the stone wall. Beneath each sword is one word. The first says, "Hopeless". The second says, "Hero." You probably remember some legends about magical swords stuck into stone, and even if you don't, you may be desperate enough to try to pull one of the swords loose. If you try to pull out the Hopeless Sword, go to **15**. If you wish to try for the Hero Sword (which is by far the larger), go to **63**. If you don't want to try for either of them, you can walk back to the 3 tunnels. Go to **49** and try another branch.

63: Try to make a saving roll on all 8 attributes. If you make all 8, go to **85**. If you miss any of the rolls, keep track of which ones you missed, and then go to **38**.

64: In fighting off the blood bats, you lost your balance and fell from your precarious perch to an early and unpleasant death. You have met your doom.

65: The door leads to an iron bridge that spans a deep trench through which red hot lava slowly oozes. The heat is tremendous,

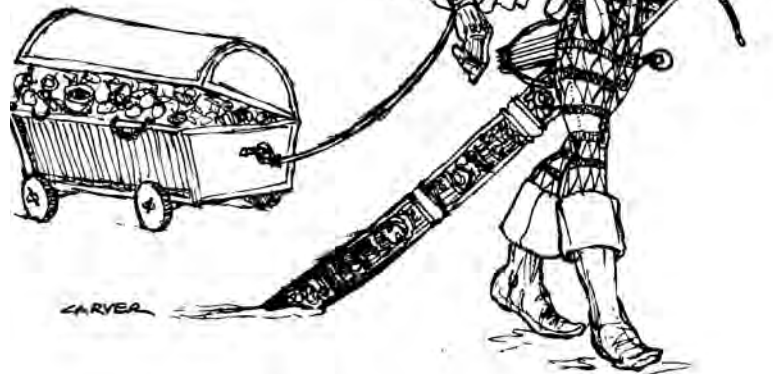


but if you run quickly across the bridge, you should be okay. On the other side you find yourself in a tunnel that leads back to the main passage via a secret door. Make a L1SR on LK. If you make it, nothing happens and you go to **42**. If you fail the roll, you will encounter something coming from the other direction, and it will not be friendly — go to **102**. If you are a goblin friend and you meet goblins you need not fight them—just say hello and keep going. If you survive your monster meeting, go on to **42**.

66: You follow him into a large guard-room. Roll 2d6: that is how many other guards are present, dressed as he is dressed. They offer to enlist you in their own elite section of the Khazan Army. If you wish to join these men, known as the Khazan Killers, go to **32**. If you decide not to join them, but to attack them instead now that you can see how many of them there are, go to **44**.

67: The air has never smelled sweeter. No doubt--many more adventures lie ahead of you, and someday you will be one of legendary heroes of Trollworld, but right now, you can simply savor the fact that you beat the odds and improved yourself in doing so.

YOU WIN!!!! The End.



70: The goblin has a CON of 28 — he's a tough one. He also has bone and shell armor that will take 4 points of damage for him each round. If he still has the spear he gets $3d6 + 14$; if he has lost the spear, he will fight with his dagger and get $2d6 + 14$. There is no avoiding this fight. Fight to the death. If you win, go to **34**. If you lose, go to **12**.

68: You awaken naked and cold in the cavern of the mushrooms. Roll 1d6 and subtract that from your STR (you have gone that many days without food while unconscious). If your STR is reduced to 0 or less, you die of starvation. You have met your Doom.. If you're still alive and wish to eat more mushrooms, go to **97**. If you'd rather go back to the pool, go to **99**.

69: You leap out and attack the goblin. He sees you coming in time to react. He has a CON of 28 and his crude armor will take 4 points of damage for him each combat round. He fights with the spear and gets $3d6 + 14$ combat adds. Do regular T & T combat for at least 2 rounds. If he kills you within 2 rounds, go to **12**. If you kill him within 2 rounds, go to **34**. If you are losing the fight after 2 rounds and want to make a break for it, go to **40**. If he is losing after 2 rounds, but not dead yet, go to **58**. (Losing is defined as whoever has taken the most combat damage.)

71: To dodge the attack, make a L2SR on SPD. If you make that, then try a L2SR on DEX. If you succeed on both saving rolls, then you will take the goblin's spear away from him — go to **70** for the battle. If you fail, you will just find yourself fighting it — go to **70**. If you fail catastrophically (roll of 1, 2 on 2d6), you slip and the goblin impales you on his spear doing his full combat damage of $3d6 + 14$ hits to your CON and you do no damage to him. If that reduces your CON to zero or less, go to **35**; if your CON is still positive after that ghastly wound, go to **70** and keep fighting.

72: You find you can't get back into the room where you found the weapon. You will have to deal with this man. Go back to **84** and make another choice.

73: The sword slides out of the wall into your hand, and a voice like thunder says, ‘Truly hopeless!’ You suddenly feel like a great warrior. The voice belongs to the sword which is alive and gets a straight 200 hit points per combat turn when you are in combat. This sword will not work at all for anyone else, and if you should die, it will disappear. After you have taken the sword, a block of stone slides across the passage behind you. You can no longer see the Hero Sword, but in front of you is an open doorway leading into a very large and fairly bright cavern. Go to **4**.

74: You recognize the bad smell as the odor of rock troll. (Rock trolls never bathe, dirtiness being next to demonliness in their piggish little red eyes). If you wish to go on, go to **3**. If you want to run back and try another tunnel, go to **49**.

75: Two deep voices thunder, “YOU GET JUST ONE CHANCE - YOU ONLY GO AROUND ONCE IN THIS LIFE!” A stone door slides across the passage behind you, and the room, magically, instantly, begins to fill up with beer. You drown. You have met your Doom.

76: You jumped across the trench safely and can go on down the tunnel. You get 100 adventure points for making the leap. Go to **42**.

77: The mist in this room is a deadly acidic poison. Roll 5 dice and take that many hits on CON before you get through. If you survive, go to **31**. If not, You have met your Doom.

78: Slowly light begins to show again. The rock beneath your feet gets very warm, and you hear a muffled booming noise. The tunnel comes to an end in front of a trench about 10 feet deep and a little wider, and the tunnel continues on the other side. You also see a side tunnel 20 feet wide and 30 feet high paralleling the lava trench. If you wish to try to jump the trench, go to **40**. If you want to explore the side tunnel, go to **53**. There is a crash of falling stone in the tunnel behind you, and you hear high-pitched sniggering. You know now you can’t go back.



79: The seven houris beg you to stay with them, calling you master and offering you everything your heart desires. If you accept their offers, go to **56**. If you would rather have your freedom, and beg them to help you escape from these caves, go to **80**.

80: One of the houris brings out an old oil lamp and rubs it. Smoke issues forth and condenses to form a most ominous-looking genii. "Take this man (or woman) wherever he or she would like to go." You feel yourself grabbed in a mighty embrace; your fine robes are ripped away, and the world begins to spin and then fades away. Go to **68**.



81: They do not notice you hiding behind the boulder. If you wish to simply let them pass, they will walk on by and disappear when they round the next bend in the trail — go to **52**. If you decide to rescue the woman and attack the goblin, go to **69**. If you decide to step out from behind the boulder and try to talk to them, go to **57**.

82: "Don't kill him," orders the woman. "You may stand up and explain yourself," she tells you. Go to **57**.

83: As you advance menacingly upon the woman, she throws up her hands and gestures magically, calling out a brief incantation. You feel a shock like a warm gust of air, and suddenly you are overwhelmingly sleepy. You fall down, asleep before you hit the floor. You sleep for a long time. If you are wounded, you will recover 1 CON point, and lose 1 STR point. When you awaken, the woman is long gone. She took all your weapons, but left the goblin armor behind. It can be adjusted to cover part of your body and will provide 4 points of protection. Go to **52**.

84: When you leave the arena or the room (which ever happened) you find yourself in a short tunnel. Ahead of you a good ways you hear human voices and then an alarm bell goes off. A door opens at the far end of the passage, and a big man in chainmail comes to the doorway and yells at you. "All right now, come on out of there with you hands up! There is no place to retreat to, and we have you outnumbered. If you follow his order, go to **66**. If you attack him as soon as you get close enough, go to **55**. If you'd rather try to go back, go to **92**.

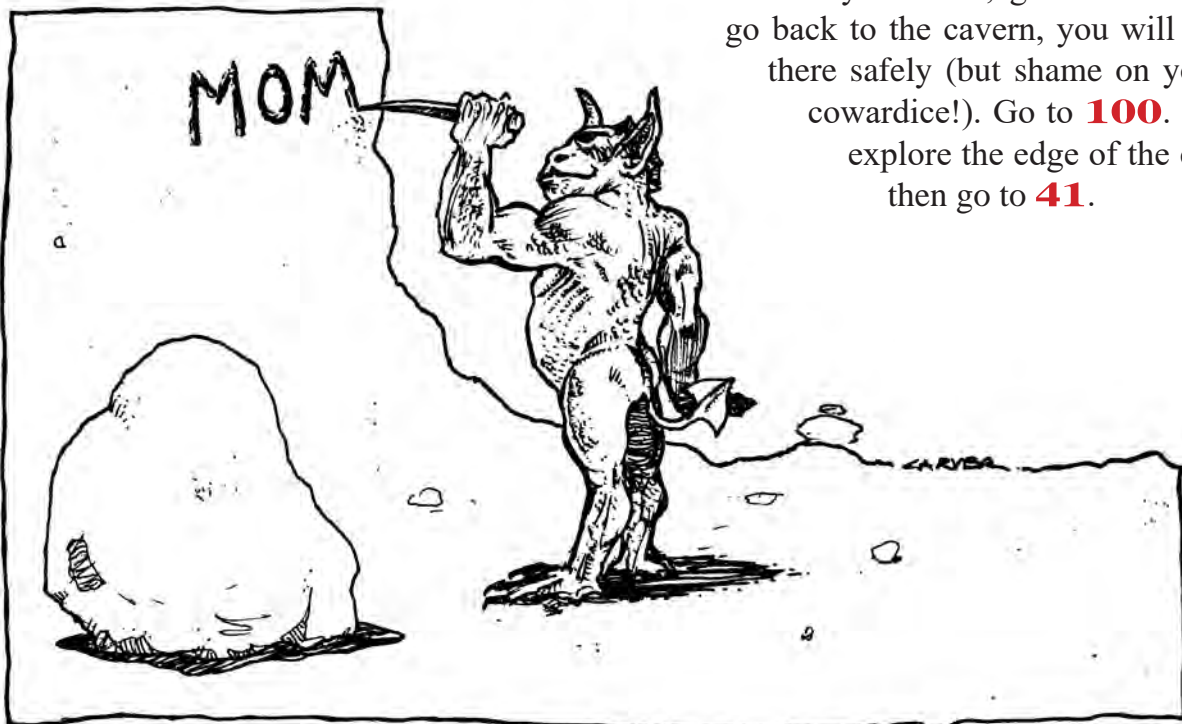
85: The sword slides out of the wall and a deep voice says, ‘Truly a hero!’ This sword gets 100 hit points per combat turn when you are in combat, and if you have it out you can bat arrows out of the air with it. It is 6 feet long and shines dimly with a golden light. It is alive, and the voice belongs to it. The sword will warn you when enemies are about to attack, unless you are using it in a programmed dungeon, where it will (of course) remain silent. You are the only person who can wield the Hero Sword. If it is lost or stolen, or if you die, this sword will disappear. The passageway behind you is sealed off by a sliding stone block, and you find yourself looking through an opening into a very large, fairly bright cavern. If you look for the Hopeless Sword, it has vanished. Go to **4**.

86: This fountain tastes bitter, but it is an antidote for all poisons. Henceforth, you are immune to poisons. However, the drink knocks you out. Go to **4**.

87: After the fight, you realize there is no real safety here. The next monster you meet may be tougher. Now you must decide whether you really want to stay. Go to **27**.

88: As soon as you start walking back, you are attacked by 6 goblins with daggers. If you choose not to fight, but to run away, go to **96**. If you stay and fight them, you will see they each get 2d6 plus 5 adds per combat turn. They can each take 11 hits. If you fight and they kill you, you have met your Doom.. If you destroy them all, you get 300 adventure points, and then you can go to **20**.

89: Once again you are in a dimly-lit tunnel. You follow its twists and turns for several miles until the walls fall away on the sides, and you find yourself at the edge of a mighty chasm. It is bridged by smooth arching stone, not too wide, but wide enough to walk across. Your choices are these: you can try to walk across, try to crawl or slither across, go back to the large cavern, or explore along the edge of the chasm. If you walk across, go to **16**. If you crawl, go to **39**. If you go back to the cavern, you will arrive there safely (but shame on you for cowardice!). Go to **100**. If you explore the edge of the chasm then go to **41**.



90: You walk right through the room and come out into another small room, and then out into yet another small chamber. Go to **31**.

91: There is a weapon in this room, and it seems to have been chosen just for you. Roll 1D6 to see what it is:

Die Roll	Weapon	Combat Dice
1	Broadsword	3d6+4
2	Billhook	4d6
3	Woodman's axe	3d6
4	Kukrie	2d6+5
5	Common spear	3d6+1
6	Light crossbow*	4d6

*there is also a sheathe with 20 bolts.

If you equip yourself with the weapon you find, go to **54**. If you don't take it, go to **84**. You may keep any weapons you already have.

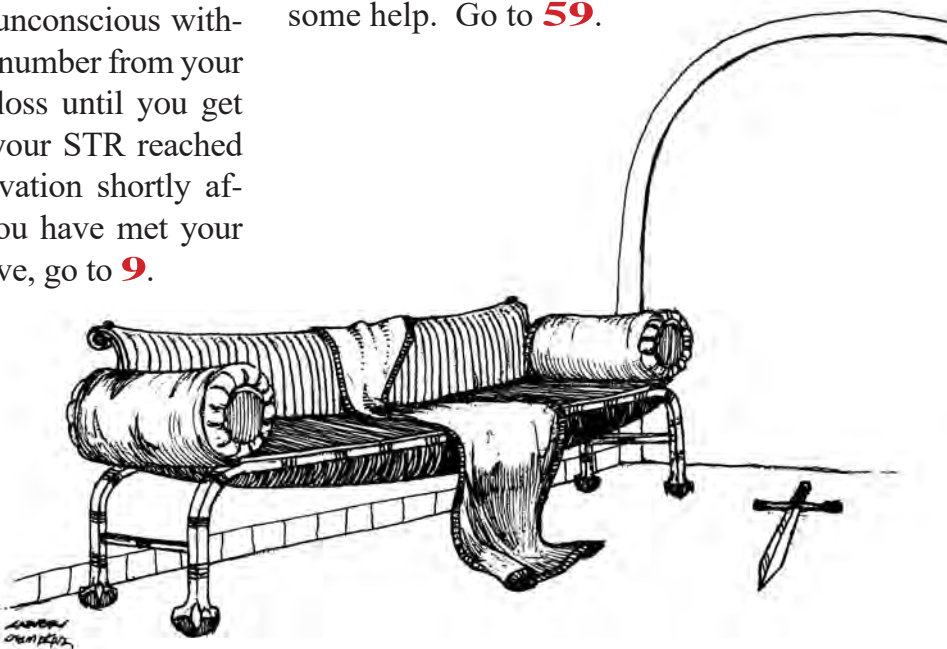
92: You wake up sprawled among the mushrooms on the cavern floor. Each day of bliss that you thought you experienced was actually one day you lay unconscious without food or drink. Subtract that number from your strength (this is a permanent loss until you get plenty of food and drink). If your STR reached zero or less, you died of starvation shortly after awakening. In this case, you have met your Doom.. However, if you still live, go to **9**.

93: The goblin detects you, probably by smelling you, but it may have heard you. Seizing his spear in both hands, the large goblin leaps around the boulder that conceals you ready

to attack. He will be on you in an instant. You must quickly decide what to do. If you leap up and fight him, go to **70**. If you prostrate yourself with hands above your head in token of surrender, go to **82**. If you spin around and run for your life, go to **46**.

94: Shyan leads you out of the great grotto and through a long tunnel that ends at the goblin village. Once there she feeds you and gives you a place to rest. You spend some time with her, and pick up a basic knowledge of the goblin language (*It is called Gobble and you learn that they are called goblins because they speak Gobble.*) If you like Shyan, you may stay with her in the caverns and be her new body-guard (it is a day and night job.). But if you are determined to leave, you will stay just long enough to recover all lost CON points. Spending time with Shyan has improved you in many ways. (Increase all your attributes by 1 point each.) When you are ready to leave, she leads you to a mysterious door in a cavern wall. Go to **65**.

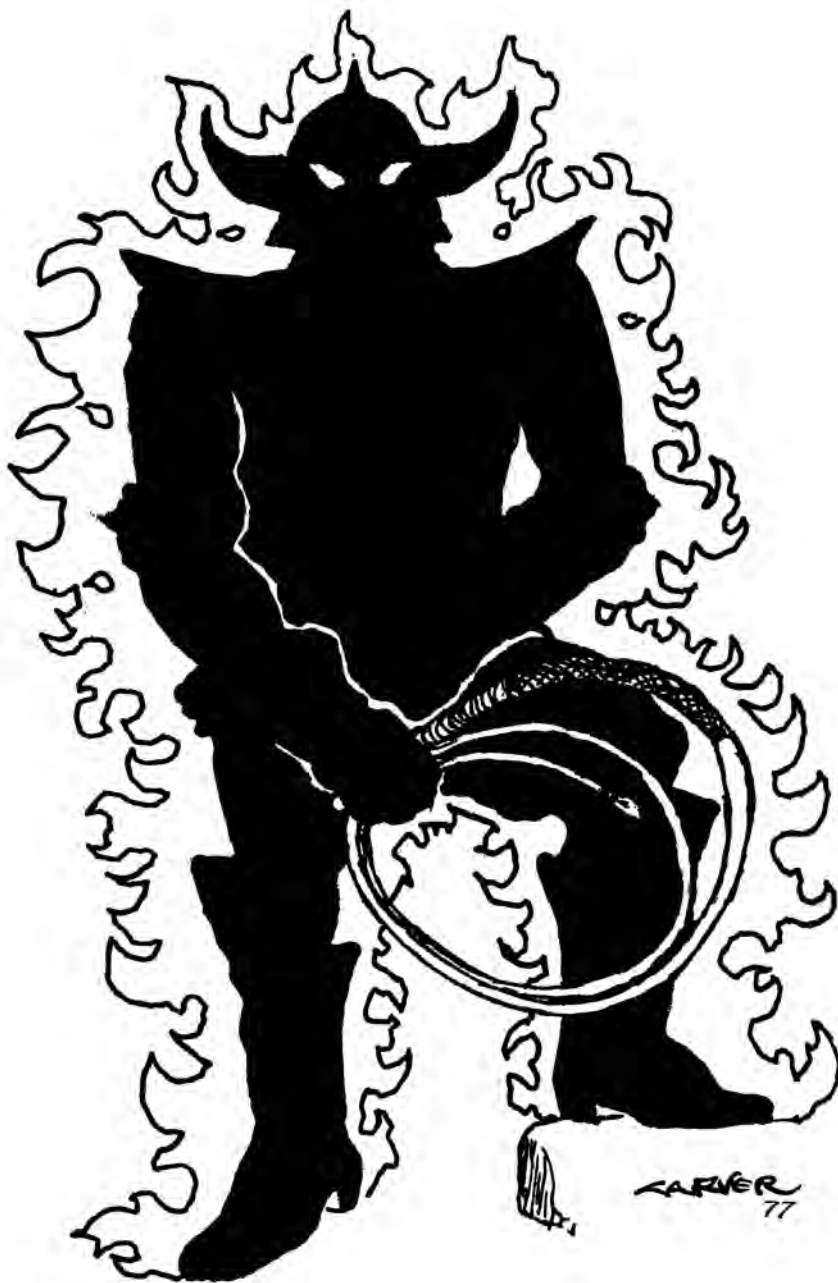
95: You stop fighting and tell her that you never wanted to fight in the first place. You only wanted to talk to her and try to get some help. Go to **59**.

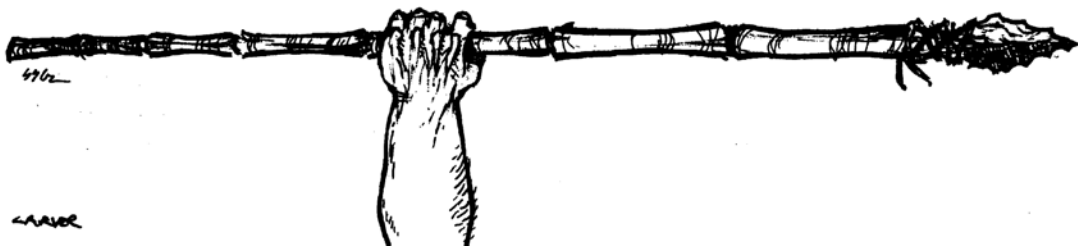


96: “WELCOME, LITTLE MORTAL!!!” You have come out in the chamber of the Balrukh. It looks like a tall black shadow, wreathed in flames, and armed with an enormous whip. Hundreds of goblins suddenly crowd the tunnel behind you and block the way back with their spears. If you have met Shyan and are a goblin friend, go to **101**. If not, then you will have to fight the Balrukh. It has a monster rating of (MR)124. Its whip is a 13D6 weapon, and it is enchanted so that anyone can use it. If you can do 124 points of damage to the Balrukh, you will beat it. Fight hard — if it kills you, you have met your Doom. If you kill it, go to **17**.

97: Delicious is not quite the word for these thallophytes. Interesting would be a fair description. Nevertheless, you wolf down several. A few moments later you begin to feel dizzy and a little sick; there seem to be things lurking at the corners of your vision. Suddenly you feel a presence behind you. You whirl to see — oh, Gris! a tooth-beaked, red-eyed crocodile bird! Uncertain whether to run or fight, you are still standing there when it speaks: “I’d like you to meet some of my friends,” it says. “They’re dying to eat you.” As you watch in horror, several indescribable THINGS emerge from the very walls of the cavern and stalk ominously towards you. This is too much for you — the world spins and goes black. Go to **19**.

WELCOME, LITTLE MORTAL!!!





98: You realize that you can make a crude spear out of the bamboo you find growing by the spring. You can either make a spear or not, but if you don't have any kind of weapon, it will seem like a good idea and you should do it. Your new spear consists of a flaked piece of sharpened stone wedged into a bamboo pole, and tied in place with water weeds. It is not very strong, but it is worth 2d6 in combat. Go back to **52** and continue reading from where you left off.

99: Make a first level saving roll on luck. If you make it, go to directly to **4**. If you miss, you must fight one wandering monster. Go to **102**. If you win the fight, you may collect your treasure and go directly to **4**. Otherwise, you will be dead.

100: You decided to stay here where you think it is safe. One of the first things you discover is a tunnel slanting down through the floor near the spring — above it is one word carved in the stone — OUT! But you do not explore it. You also find a small stream leading away from the spring through a series of caves. Some of them are quite small and dark, while others are large, well-lit grottoes like the one you just left. After several hours of exploration you come to a large dim cavern where a few stunted bushes are growing. You stumble across many a broken skeleton of man, beast, and monster moldering in the mud underfoot. Then you find something really amazing: a field of large purple-grey mushrooms planted in neat rows. You know some fungi are edible, and the fact that these are practically in a garden reassures you they are not poisonous. By this time you are quite hungry, and the spring is far away. If you

want to pick and eat some of these mushrooms, go to **97**. If you decide not to eat any now, but to carry some back with you to the main grotto, go to **50**. If you wish to avoid them completely and keep exploring, go to **99**.

101: Suddenly Shyan rushes through the crowd of goblins and puts herself between you and the mighty Balrukh. "Great fiery one, I beg you stop! This is a goblin friend and should not be killed. Please?" "HA HA HA HA!" bellows the Balrukh. "YOU ARE VERY LUCKY THIS DAY. GO WITH SHYAN AND FEAR NOTHING WHILE IN OUR VILLAGE." The Balrukh turns and tromps away, trailing smoke and a sulfurous stench behind it. Go to **94**.



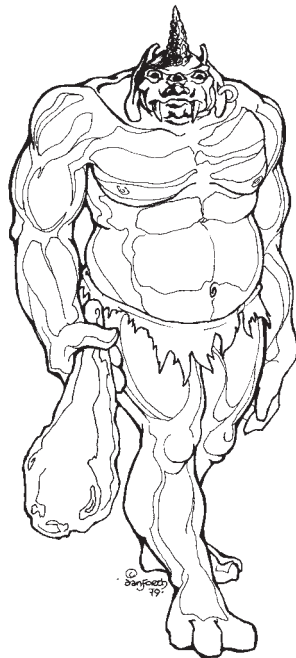
102: WANDERING MONSTER LIST

Roll two ordinary 6-sided dice to determine which monster you must fight (2 — 12). Adventure points (a.p.) and treasure are listed with each monster. If a monster is listed as carrying a weapon, and you kill it, you may take the weapon to use for yourself. Such weapons are worth only the dice ratings shown, not the adds which are personal to the monster. When combat is over, return to the paragraph that sent you here.

2 CAVE DRAGON: Nine feet long, 9' high, whitish-green scales. CON 208. Gets 21 dice and 104 adds. Has a horde of treasure, but you'll never find it. Worth 600 adventure points.

3 LESSER BALRUKH: Eight foot tall black shadow wreathed in flames and armed with a trident. MR of 84 Gets 9 dice and 42 adds. Worth 84 a.p. The trident is a 9d6 weapon, but requires a STR of 20 and DEX of 16 to use it effectively.

4 TROLL: Ten feet tall, strong and ugly, skin almost as hard as rock. MR of 78. Uses its hands to try to rip you apart. Gets 8d6 and 39 adds. Worth 78 a.p.



5 GIANT COCK-ROACH: Six feet high and clacking mandibles. MR of 25 Gets 3d6 and 13 adds. Its hits are poison. Unless you are immune to poison, you will lose consciousness one complete combat turn after it first hits you. (This means you have 1 chance to kill it before it kills you automatically.) Worth 100 a.p.

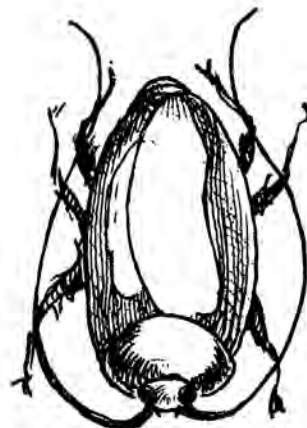
6 GOBLINS (from 1 — 6: roll 1d6): Each one has a CON of 8 and uses a spear worth 3d6. They have no combat adds Randomize for treasure at **103**. They will not have anything magical. Worth 30 a.p. each.



7 NAKED

HUMAN WITH A BAMBOO SPEAR: The poor fellow has been down here so long that he has gone mad and sees you as food. (He's very tired of eating frogs). CON of 16, Gets 3d6 and 1 add. Worth 40 a.p.

8 EVIL DWARF: Four feet tall. CON of 20. Uses a pickax. Gets 3d6 and 17 adds, and he will try to kill you even if you're a dwarf. He is searching for the dragon's hoard and doesn't want any competition. Go to **103** for treasure, but he won't have anything magical. Worth 80 a.p.



THE JUSTIFIABLY
INFAMOUS
KEN ST. ANDRE



9 OGRE: Two-horned, ugly, bad breath and body odor. MR of 60. Gets 7d6 and 30 adds. Has a stalagmite club worth 5D6 in combat, but it requires a STR of 20 to use it effectively. Randomize for treasure at **103** Worth 60 a.p.

10 GHOULS (from 1 - 6: roll 1d6): Each has a MR of 52. Gets 6 dice and 26 adds. Worth 50 a.p. each. No treasure.

11 CHIMERA: Lion's head, goat's body, serpent's tail and wolf's claws. Breathes clouds of poison. If you are not immune to all poison, take 10 points off your CON every combat turn you are fighting (even if you are winning). MR of 27. Gets 3 dice and 14 adds. Worth 108 a.p. No treasure.

12 OBSIDIAN SPIDER. 12-legged spider-like creature made of living obsidian — distantly related to rock trolls. Monster rating of 244. Gets 25d6 + 122 adds. Stony body has 10 points armor protection. Regenerates 1d6 worth of CON each combat turn. Worth 488 a.p.

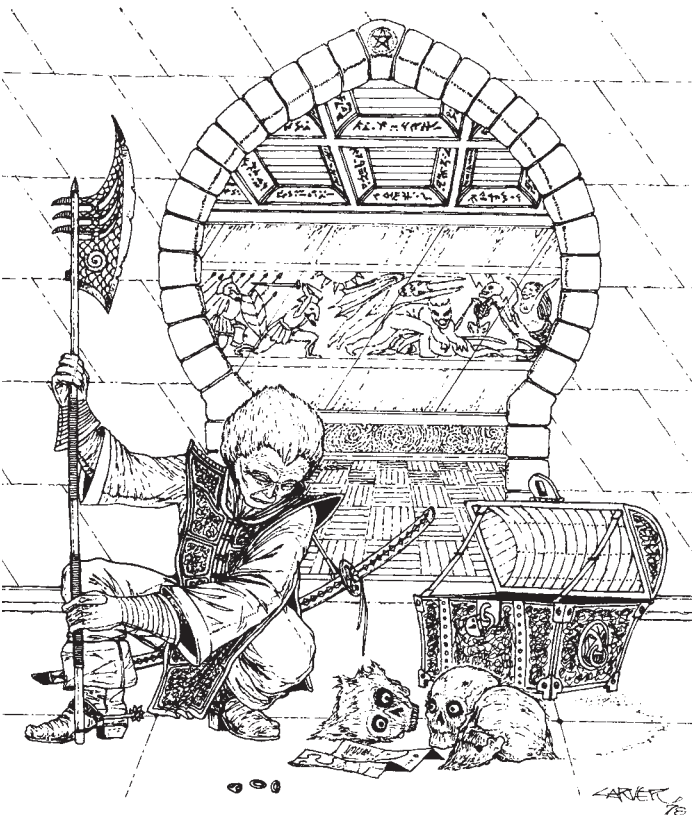


103: TREASURE GENERATOR

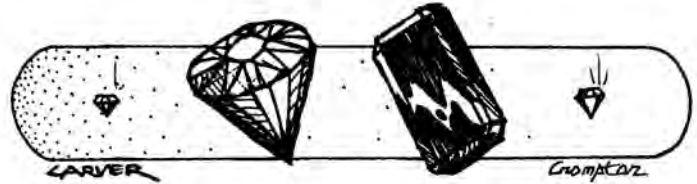
Some of the monsters in this dungeon carry treasure, or have it hidden in their room. When told to randomize for treasure, use the following procedure, and then go back to the paragraph you came from.

Roll 2d6: if your total is from 3 to 11, you found some sort of money. If your total is either 2 or 12, your loot is a magical object. If this is a situation where you could find magic (it tells you when it is NOT) then go to **104** and randomize again.

If you are just getting money, roll 1 die. Results: 1 is a jewel. 2 or 3 is gold coins. 4, 5 or 6 is silver coins. If you get gold or silver coins, you must roll 3 dice and multiply the total x10 to get how many you find; triples add and roll over.



You will need two dice, preferably of different colors — say red and green (or 1 die thrown twice). Roll them, and look up the appropriate combination below.



Red Die	Green Die	Name of Stone	Base Value in g.p.
1	1,2	Quartz	1
1	3,4	Enamel	2
1	5,6	Topaz	3
2	1,2	Garnet	4
2	3,4	Turquoise	5
2	5,6	Amethyst	6
3	1,2	Ivory	7
3	3,4	Carnelian	8
3	5,6	Opal	9
4	1,2	Fire-opal	10
4	3,4	Aquamarine	12
4	5,6	Jade	14
5	1,2	Serpentine	16
5	3,4	Pearl	20
5	5,6	Ruby	25
6	1,2	Sapphire	30
6	3,4	Diamond	40
6	5,6	Emerald	50

Roll one more die. This will tell you the size of the gem you have just created:

- 1 — Very small. Two times the base value in gold pieces (g.p.).
- 2 — Small. Ten times the base value.
- 3 — Average. Twenty times the base value.
- 4 — Large. Fifty times the base value.
- 5 — Very large. A hundred times the base value.
- 6 — Huge. Five hundred times the base value.

104: MAGIC TREASURES

Roll 1 die (1 — 6) and go to that number on the list below to see what you found.

1 ROBES OF TUCHMI K'NOTT: Flowing robes in the Roman toga fashion that are magical armor. When wearing these robes you can take up to 200 hits in a combat turn before you can be hurt. But if you are ever defeated for 3 combat turns in a row, you will be overpowered, disarmed, and captured, and then the robes won't help you a bit. If the robes are taken away from you, they become worthless cloth and the enchantment will be broken.

2 A RING OF FIRE: It enables the wearer to cast fireballs worth 100 hits once each combat turn. However, if you use the ring in hand-to-hand or any kind of close combat, you will be at the center of the fireball (which is about 5' in diameter) and you will have to take 50 of the 100 hits yourself.

3 A 20th LEVEL ANTI-MAGIC BELT: Whoever wears this belt cannot be affected by any other spell, either FOR or AGAINST the warrior (only warriors can wear it).

4 THE DAGGER "DRAINER": While you are using it, your foes lose all their combat adds, and their weapons become worth only 1d6 each (unless they are magical weapons, in which case, no effect on the weapon). You get your adds and 2d6 for the dagger. This is a 10th level spell.

5 A FUNNY—ONCE GEM: Death is funny — once. If you are killed while carrying this gem, you will come back to life unharmed in the Temple of Peace in Khazan — safely out of an adventure you may have been in, but without the adventure points gained for it. At this

time your CHR will drop to 7 and the jewel will be gone.

6 A BOX OF MAGIC POWDER: with instructions to sniff it. This is 8th level magic. Roll one die, for odd or even. ODD: Sniffing the powder makes you truly invisible — not as in a Hidey-Hole, but truly invisible. The spell does NOT affect objects you may be carrying, like clothes, armor, or weapons. EVEN: The powder doubles your intelligence. There is just enough powder for one application.

Go back to **18** (the only paragraph which should have sent you here) as soon as you understand what kind of magic treasure you found, and what its limitations are.



105: WEAPONS GENERATOR

Roll 1D6 to determine what kind of weapon you found. Under each category there will be 3 choices, a light weapon, medium weapon, and heavy weapon. Light weapons are for characters with STR ratings of 14 or less. Medium weapons are for those with STR ratings of 15 to 20. Heavy weapons are for characters with STR ratings greater than 20. Choose the weapon that is best for your character.

1 Swords:

Light: gladius gets 3d6+2

Medium: cross thrust sword gets 5d6+1

Heavy: flamberge gets 7d6+1

2 Pole Weapons:

Light: billhook gets 4d6

Medium: halbard gets 6d6

Heavy: poleax gets 7d6

3 Hafted Weapons:

Light: taper axe gets 3d6

Medium: heavy mace gets 5d6+2

Heavy: maul gets 6d6+1

4 Daggers

Light: dirk gets 2d6+1

Medium: kris gets 2d6+3

Heavy: kukrie gets 2d6+5

5 Spears

Light: common spear gets 3d6+1

Medium: forkspear gets 5d6+2

Heavy spear: trollspear gets 8d6 and is made of basalt & obsidian

6 Bows and other projectile weapons

Light: self bow gets 3d6

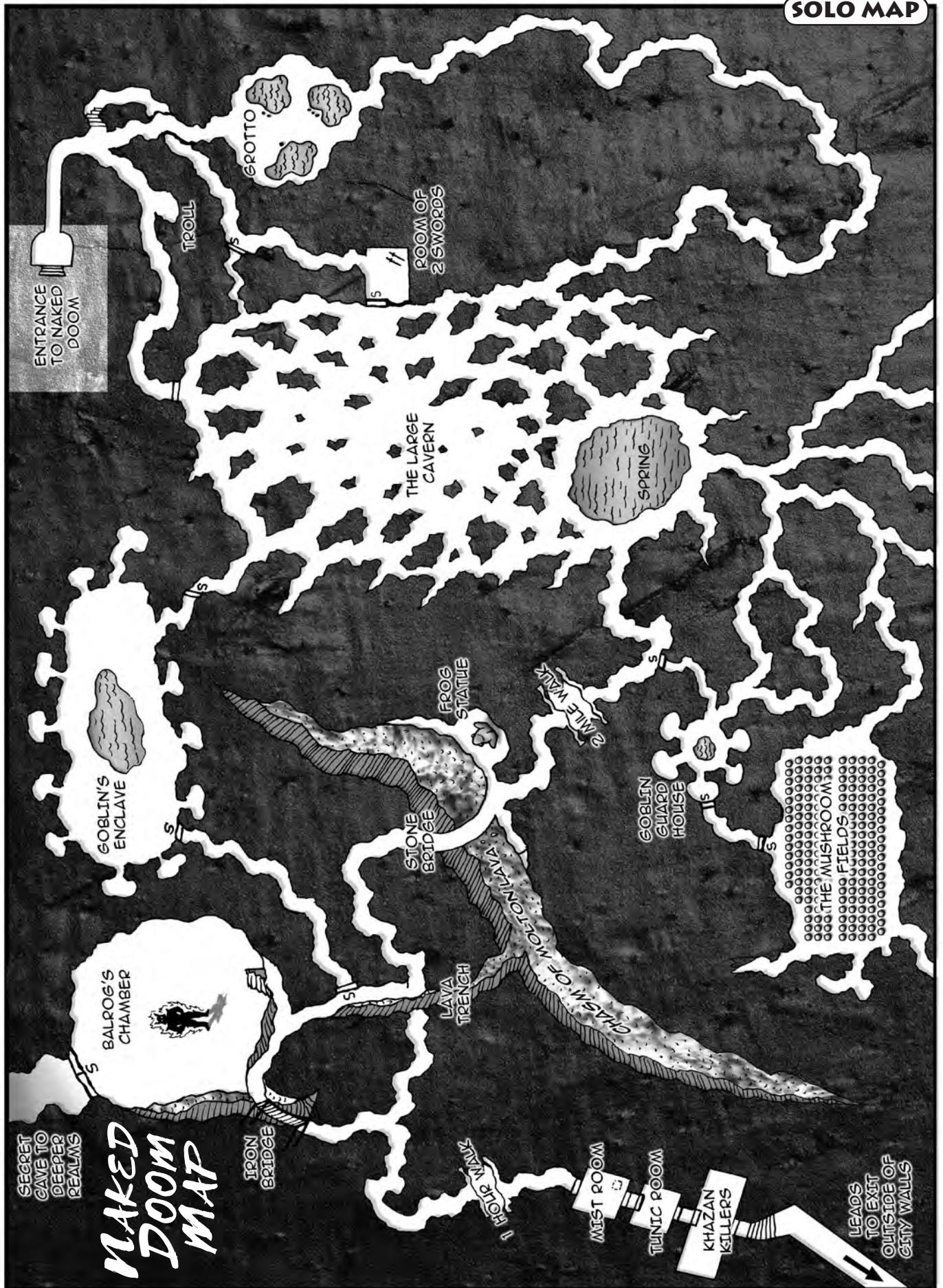
Medium: elven long bow gets 6d6+5

Heavy: heavy arbalest gets 8d6



And that's the end of the Naked Doom solo! We hope you enjoyed this enhanced edition of the classic Ken St. Andre adventure.

We at Flying Buffalo will continue to get many of the original T&T solos back in print and out in Deluxe editions. We'll also be releasing new solos and GM adventures as well, so stay tuned...



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DELUXE TUNNELS & TROLLS

The items listed here were specifically made for or updated for Deluxe Tunnels and Trolls. Most of these were made as part of the highly successful Kickstarter, which also means that the supplies of many of these items are very limited.

Coins of Trollworld



Four metal coins are from famous cities of Trollworld. Khazan, Khosht, Knor & Gull. Each is a different size and finish. The diameter of the largest coin is 2.25 inches - the smallest is 1.5 inches. Each coin comes in a plastic pouch and a black felt finish bag.

Any one coin is \$40.00, the set of all four is \$100.00

SOLITAIRE ADVENTURES

T&T is one of the few RPGs that easily allow for solo play. Each solitaire adventure can be played many times. Most of the solos listed are coded for difficulty, number & type of characters permitted within. "War" means warrior; "Wiz" means magic-user; "any" means any character class allowed (warrior, wizard, or rogue). "L1-3" means it is for 1st through 3rd level characters. "MM" means Magic Matrix is included.

Deluxe Buffalo Castle



By Rick Loomis. This is a "new and improved" Buffalo Castle, with new material written by Rick Loomis and new artwork by Liz Danforth! Revealed at last - why are you visiting this weird castle? What is the reason all these crazy traps and unrelated rooms exist in this one mysterious place? Buffalo Castle is the very first solitaire adventure for any role playing game. 1 War, L1. - \$8.95.

Deluxe Deathtrap Equalizer

by Ken St Andre. Adventure on the incredible Trip of the Lion - or for the fainthearted, the Trip of the Frog. Ken has revised DED for the Deluxe Edition of Tunnels & Trolls. This long-out-of-print adventure is once again available. The updated edition includes new art and layout, plus information /suggestions for using DED as a game-master adventure. 1 Any, L1-4 (up to 70 adds recommended.) \$8.95



Deluxe City of Terrors

By Michael Stackpole. The deluxe outdoor adventure in the city of Gull, on the sun-baked isle of Phoron. Meet strange denizens and dangerous foes in this massive solitaire adventure for Deluxe Tunnels & Trolls. Can you uncover the secret that is lurking in the shadows, as you fight for survival in the streets and buildings of Gull? This longer Deluxe edition of City of Terrors has been updated by Ken St. Andre to be compatible with the new



Deluxe Tunnels & Trolls rpg and includes additional options for players and new art, including a gorgeous color version of the classic Liz Danforth/Rob Carver cover digitally painted by Steve Crompton. 64 pages, B&W \$11.95

Other solos for dT&T

Deluxe Goblin Lake	36pgs.....	\$8.95
Deluxe Agent of Death	64pgs.....	\$11.95
Deluxe Adventurers Compendium	88pgs.....	\$14.95
Deluxe Naked Doom	32pgs.....	\$8.95

And more solos for Classic T&T

(Note: these are also playable with dT&T)

Sea of Mystery	32pgs.....	\$8.95
Gamesmen of Kasar	40pgs.....	\$8.95
Dark Temple	56pgs.....	\$8.95
When the Cat's Away	56pgs.....	\$8.95

(See inside cover to see a gallery of T&T solos covers.)

Deluxe Dungeon of the Bear



GM Adventure

The three-level GM adventure is available once again and has been updated by Jim "Bear" Peters for Deluxe T&T, and also includes some new maps of the entrance to the Dungeon, a nearby village and surrounding lands. 48+ pages of GM adventure, traps and maps! \$8.95.

Deluxe T&T Softcover Rulebook

You have a copy of the new rules, but what if you need to get one for a friend? This is the 378 page softcover edition with 16 pages in full color. Includes the full deluxe T&T rules, Elaborations and the Trollworld section. Price: \$40



7-12 6-sided die (not pictured)

This unique die designed by Ken St Andre has pips that number 7-12. Ken says that Trolls never roll less than a 7! One die - \$10.00.

Demonhead Dice

Black "Demon" Dice:
Lustrous Black "Demon" Dice: 3 dice for \$10.00



Nyhaa Missed my Vital Spots Dice



Purple Nyah Dice:
Orange Nyah Dice:
3 dice for \$10.00

Large Color Map of Trollworld



Full-color 17 x 22 map of the T&T Continent as done by Ken, Bear Liz and Steve: the color map from the dT&T \$10. (First 700 are signed by cartographer Steven S. Crompton.)

dT&T GM Screen



Sturdy full-color cardboard GM screen, packed with charts and info to make running a game that much easier! (Check the flyingbuffalo.com website for pricing.)

dT&T Magnet Set

One of the extras we created for the kickstarter is a set of magnets. We still have some left.
4 different magnets - \$8.00



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Don't forget to add \$5 shipping on all orders to the USA. For all orders outside the USA: \$11 for Canada, \$19 for Europe, and \$27 for Japan or Australia.

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