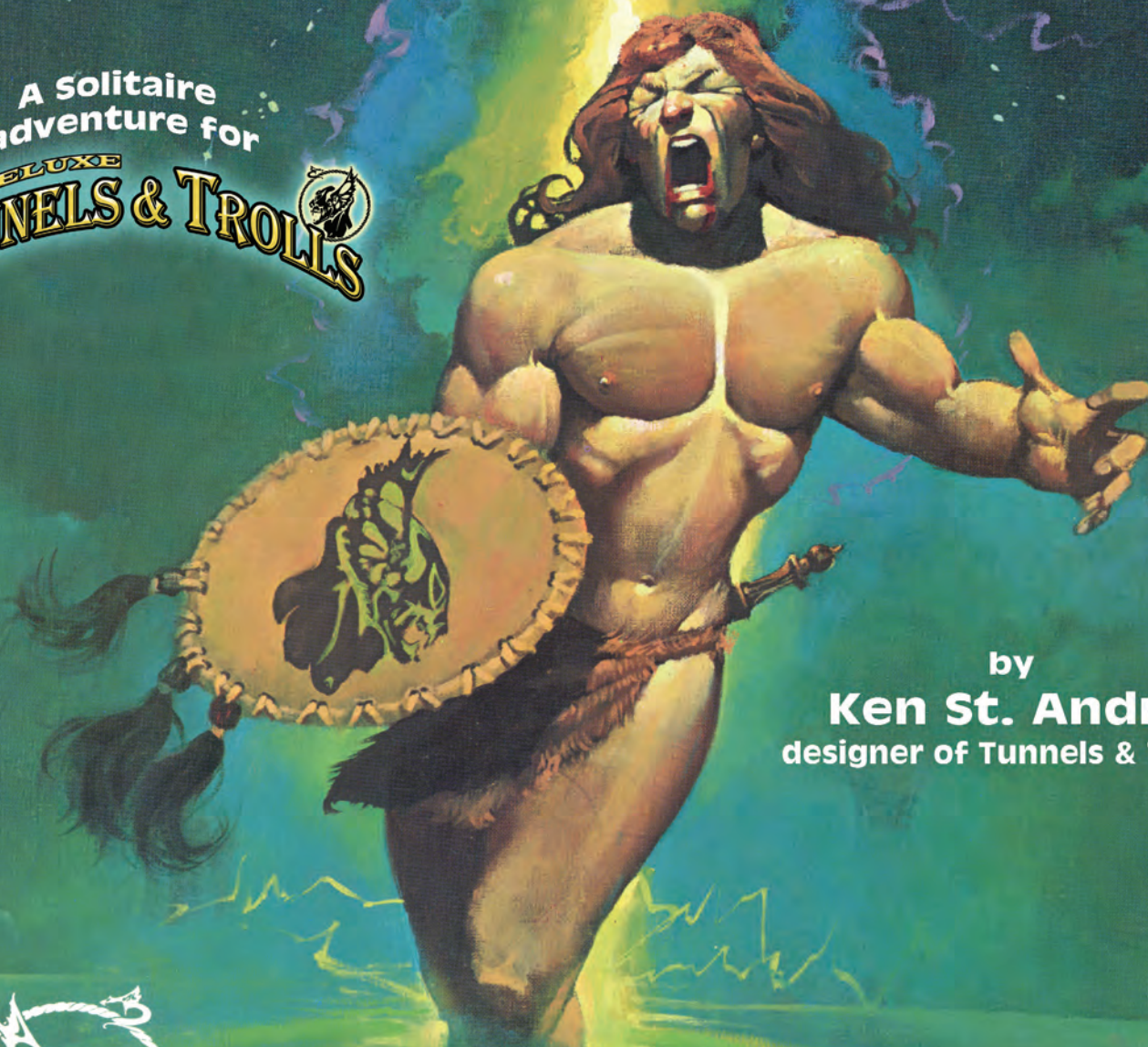


DELUXE

# DEATHTRAP EQUALIZER

SOLO 2

A solitaire  
adventure for  
**DELUXE  
TUNNELS & TROLLS**



by  
**Ken St. Andre**  
designer of Tunnels & Trolls



TALBOT

Flying Buffalo Inc.

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# **DELUXE** **DEATHRAP** **EQUALIZER**

*Solitaire Adventure 2 for Deluxe Tunnels & Trolls™*

Written by  
**KEN ST. ANDRE**

Illustrations by  
**LIZ DANFORTH & STEVE CROMPTON**

Cover by  
**BRIAN TALBOT**

Layout & Graphics by  
**STEVE CROMPTON**



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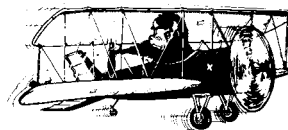


## **DELUXE DEATHTRAP EQUALIZER DUNGEON**

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P.O. box 8467, Scottsdale, AZ 85252  
[www.flyingbuffalo.com](http://www.flyingbuffalo.com)  
e-mail: [rick@flyingbuffalo.com](mailto:rick@flyingbuffalo.com)

# A Foreword by the Dungeon Designer

In 1976, Rick Loomis of Flying Buffalo, Inc., designed the first programmed solitaire dungeon for players of Tunnels & Trolls. Called Buffalo Castle, and limited in scope to first level warrior characters, it was nevertheless something of a breakthrough in fantasy gaming. For the first time in the short history role-playing fantasy games, a person could sit down and play a full game of T & T, even if there was not another gamer around for a hundred miles. Furthermore, for a new player trying to introduce even newer players to the hilarious art of dungeon-delving, Buffalo Castle can serve as a simple dungeon already created, thus saving the new dungeon designer hours of work in designing his own dungeon, and in providing a wealth of good ideas to springboard the imagination of the new designer when he gets around to digging his first tunnel complex.

Now Rick has asked me to do another programmed dungeon for solitaire players. I call it the Deathtrap Equalizer Dungeon. This is not a beginner's dungeon for warriors only, but instead is a full-fledged house of horrors for player-characters of all types and levels. As you might suspect, when trying to design a sophisticated dungeon with a finite number of choices for players to make, instead of the infinite possibilities available when you have a game master to moderate, the most difficult thing to predict and control was magical actions initiated by the players. If I wanted to spend several years and hundreds of pages, I suppose I could have accounted for every conceivable magical reaction to any stage of a given situation, but I wanted to produce a playable game booklet, not an encyclopedic work for budding magic-users. Thus, I have arbitrarily limited the available magic to the first five levels of spell-casting, and not even all of them. While you may try to employ any of the first five levels of magic, only those spells which I considered most logical for use in each situation can actually take effect. All irrelevant magic is either useless or automatically cancelled by higher sorcery built right into the dungeon walls.

Like Buffalo Castle, the Equalizer Dungeon depends upon the honor system to make it work. If you are going to cheat, you might as well not even play, because the only person you are cheating is yourself. This dungeon contains 15 situations drawn from the mythology of heroic fantasy. There is at least one or more logical solutions to each problem that your characters will face, even if it is as simple as fighting your way out. I have tried very hard to devise tests and traps that will challenge every part of a player's character, luck as well as cunning, wisdom as well as swordsmanship, caution as well as daring. The traps are fiendish, and you may find many of your favorite characters going down to humiliation or death, but the rewards are high, and when through some fortunate combination of circumstances you get a character who really achieves some heroic feats, you will be all the prouder of him or her. In order to play this game you will need a copy of the Tunnels & Trolls rules, a few dice, some paper, and a lot of good sense. **Now**, if you are ready, please turn to page 1 and meet your host, Umslopagaas of the Shiny Teeth, and happy delving!

-- *Ken St. Andre*

P.S. For maximum enjoyment of this game, read the paragraphs inside only when instructed to, thus keeping the surprises fresh for several games. If you read it straight through like a book, you eliminate the whole principle of uncertainty that the game is built on.

## Second introduction (many years later)

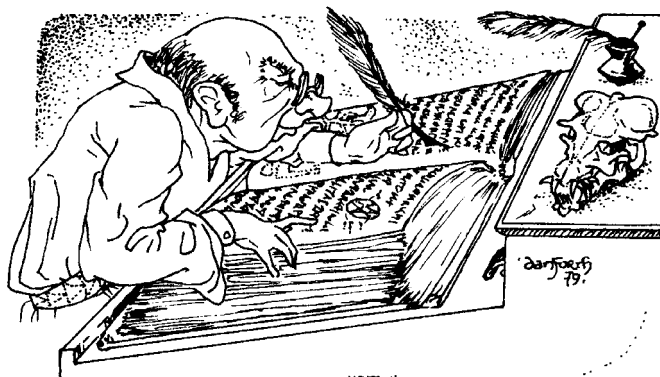
Ok, that's what I said back in 1976. While preparing the Deluxe edition of T & T in 2013, I thought it might be fun to revise and re-issue my first real solo adventure. The situations in this adventure remain the same, but the wording may have changed a bit, or I may make other small changes. This adventure should be played using the Deluxe rules. Player characters may have Talents. The minimum saving roll is no longer 5--it may be as low as 4. A roll of 1, 2 is always a failure, no matter how good the character's attribute may be, and is considered a catastrophic failure. There are some other minor changes and additions. When asking for a saving roll, I will use this format: **L5SR on LK** (which means level 5 saving roll on Luck). The attributes and levels requested will vary, but they should all be in that format. Some character names may change. This is an adventure for humanoid characters only (that is: humans, elves, dwarves, hobbs, and perhaps uruks and urukin.) Other kindreds such as leprechauns, fairies, trolls, ogres, goblins, centaurs, will not be admitted here. When this dungeon was first created, I assumed your player would be a human. It doesn't have to be, but at least it should be humanoid and roughly the right size.

The year in Trollworld was about 1000 A.K. when the Deathtrap first opened for business. The current year is about 1250 A.K. Attribute all differences between the earlier edition and this later one to the passage of time. Some things haven't changed. Immortals tend to last a long time.

You will need a character, paper, dice, something to write with, and perhaps the Deluxe rules for T & T. When you are ready to play, please turn to page 1, and read the introduction. If you do not have the Deluxe rules, go ahead and play by any edition of T & T rules that you do have. Your character may have Talents. If you have not assigned any Talents to the characters you use in this book, and come to a situation where a specific Talent or kind of Talent might help, feel free to give your character the Talent that might save its life. Characters get one Talent per level. Rogues also have the Roguery Talent based on the highest attribute among INT, LK, and CHR. Good luck!

-- *Ken St. Andre*

July 2013

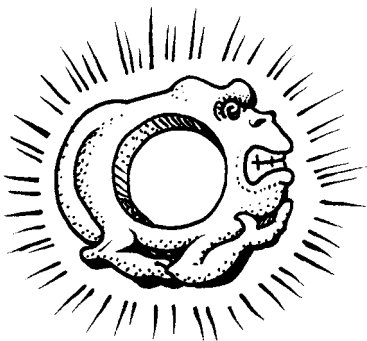
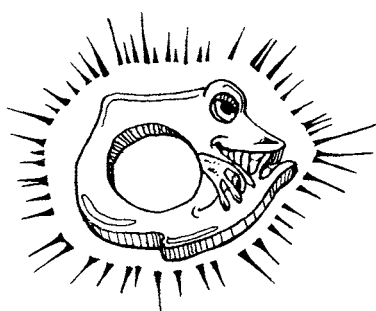


Special thanks to **Mark Evans** (AKA: Mahrundl) for his proofing assistance.

## Welcome...

**1A** The fellow on the next page is named Umslopagaas of the Shiny Teeth. He is your host in the Deathtrap Equalizer, and it is he who gives out the rings for those who want to try their luck in this dungeon. There are some rules that you as players must conform to in order for this game to work. First: the regular rules of Deluxe Tunnels & Trolls apply in the situations inside. Second: a delver must go alone. Sorry, no groups. Third: you must use your imagination and sometimes do the dice rolling for the monsters as well as for your own character. Some monsters use the monster rating system, and some fight as individual characters. Saving rolls are made on a variety of attributes, but the minimum saving roll will always be 4, and a roll of 3 (1, 2) is a catastrophic failure no matter what the character's attribute may be. Now, let's pick up on what Umslop (as his friends call him) is saying.

"... Most of you will be taking the Frog trip; that is, you get into one situation, solve it, and come back out where I can award adventure points, patch up minor wounds, and what not. More ambitious players will try the Monkey trip. Each time you solve a situation you will randomly go on to another one until the randomness sends you back to one you have already done. If that happens you will return here, and your adventure will be over." (If you are supposed to return to Umslop, then always go to **2A**.) "Those who think they are heroes will use the Lion ring, and will go in sequence through all 15 of the Equalizer situations. I wouldn't try it myself, but the rewards are tremendous if you make it. Each time your ring lights up, you go on to the next adventure." (Instead of going to **2A** you go to the next **A** paragraph up through **18A**, which is the last situation.) "Step right up and take a ring."



Umslopagaas continues his pitch. "Now, as you all know, this is an equal opportunity dungeon, licensed by the Chamber of Commerce of downtown Khosht, and in reality it is more of a pocket universe in a closed time loop than a conventional complex of tunnels and chambers. Everyone has the same basic chance of getting rich or getting dead. It depends on you. We allow you to take any magical weapons, protective charms, armor, etc. that you might already possess. There is only one catch. In situations where there is a conflict of interests or instructions, the Equalizer instructions take precedence. (If you have a magic weapon that is supposed to be unbreakable, and we say it breaks, then we broke your magic weapon.) Also, those of YOU who are shape-shifters will find that you are limited to humanoid form while inside."

"Some words of caution. The Equalizer was designed to kill fools. Be wary of your

choices, but be not afraid to fight when you must. You would be wise to take some means of making a light, and some money in case you might want to buy anything within. Remember that courtesy may be as important as skill with weapons. Now goodbye and good luck. I'll be watching, but you're on your own."

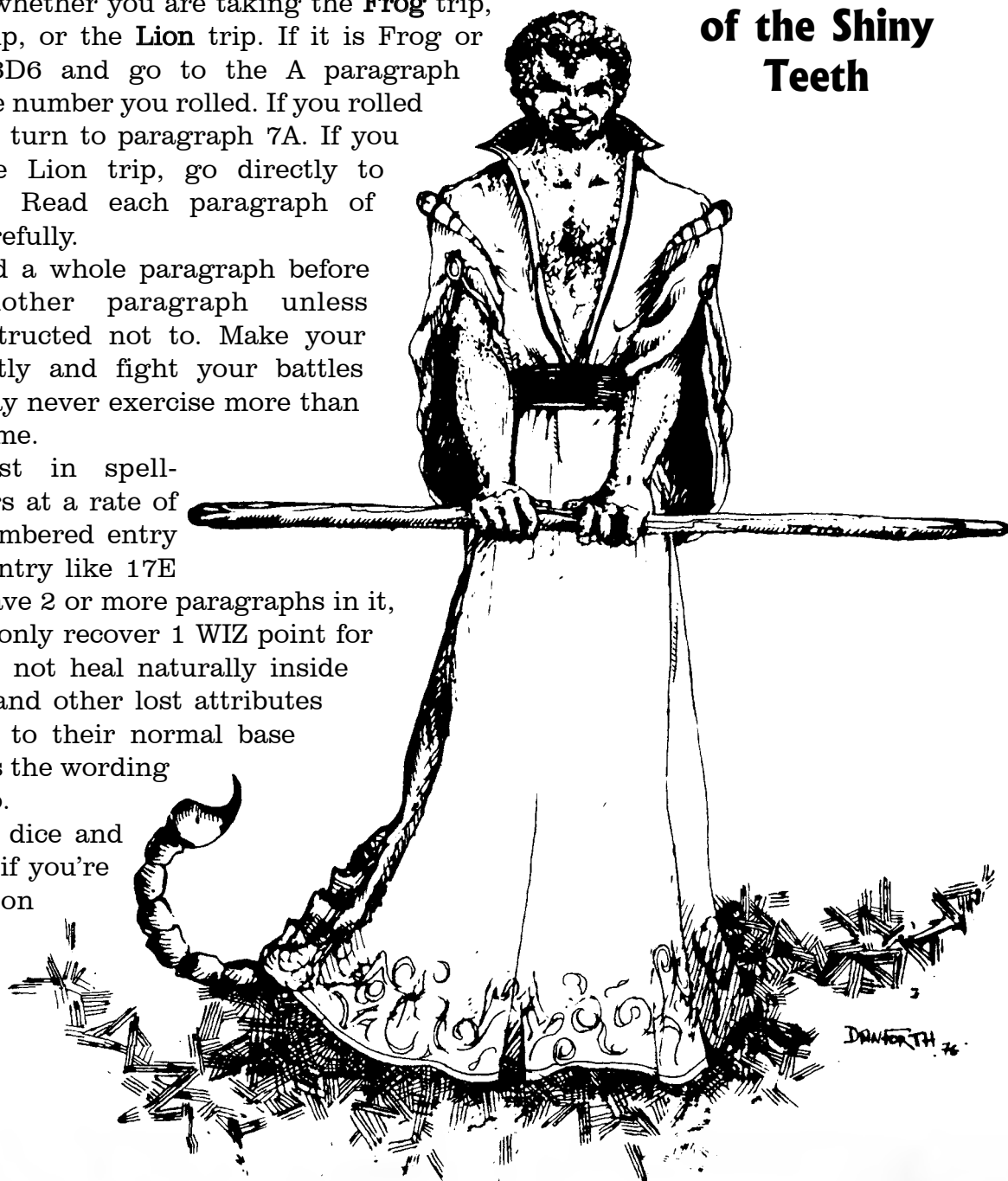
Choose now whether you are taking the **Frog** trip, the **Monkey** trip, or the **Lion** trip. If it is Frog or Monkey, roll 3D6 and go to the A paragraph indicated by the number you rolled. If you rolled a 7, you would turn to paragraph 7A. If you are taking the Lion trip, go directly to paragraph 3A. Read each paragraph of information carefully.

You may read a whole paragraph before going to another paragraph unless specifically instructed not to. Make your choices promptly and fight your battles quickly. You may never exercise more than 1 option at a time.

Wizardry lost in spell-casting recovers at a rate of 1 point per numbered entry finished. An entry like 17E may actually have 2 or more paragraphs in it, but you would only recover 1 WIZ point for it. Wounds do not heal naturally inside the Equalizer, and other lost attributes will not revert to their normal base numbers unless the wording actually says so.

So roll those dice and get started, or if you're doing the Lion Trip, go to **3A**

## Umslopagaas of the Shiny Teeth



**2A** "Welcome back!" cries Umslopagaas. "I've been watching you in this magic mirror, and you have done well!" He says that even if you come back defeated. At least you are still alive. Umslopagaas does some wizardly chanting and laying on of hands and you are awarded adventure points based on your achievements.

If you have completed the Trip of the **Lion** you get a bonus of 10,000 adventure points. You should have already recorded your points for saving rolls and combats survived within the adventure. For the Trip of the **Monkey**, you get 500 adventure points for each A paragraph that you visited. For the **Frog** trip you just get 500 adventure points.

If you return wounded, Umslop will heal you using the Poor Baby spell to bring your CON back to its normal maximum. He will not do anything to change or restore other attributes that were affected during your trip into the Equalizer.

You may, of course, return to the dungeon (by rolling 3D6 and going to that numbered A paragraph), but a prudent person would probably take the rest of the day off and/or try another adventure somewhere else.

**2B** If your CON is between 0 and -9, you look dead, but are not beyond saving. Umslop will use his wizardly powers to heal you. He will also charge you all the money you may currently have for doing so, and will take back the dungeon's ring. If your CON is at -10 or less, then you are truly dead. Do not use this character ever again. But don't be discouraged. You can always create a new character and have new adventures, either here or in other solos and modules. The End.

**2C** If you have the Frog Ring, go to **2A**. If you have the Monkey Ring, roll 3D6 and go to the A paragraph indicated. If you have been to that paragraph once already, then your trip is finished and you will go to **2A** instead. If you have the Lion ring, go to the next highest A paragraph in sequence (example: if you just finished the adventure starting at 9A, you would go to 10A. If you have finished the adventure starting at **18A**, your trip is complete - go to **2A**).

**2D** Ursula has taken a twisted revenge and sent you into another universe. Roll 1D6 to see where you find yourself.

1. You are standing on the sands of the *Arena of Khazan*, facing Ursula's sister sorceress. Go to **6B** in that solitaire and fight as best you can. If you survive, you may leave Arena after that one fight.

2. You are suddenly transported into the Khazan Gauntlet of Criminal Justice and Retribution. Go to **12A** in *Naked Doom*. Survive that if you can.

3. You find yourself underground in the *Sewers of Oblivion*. Ignxx the demon is standing beside you. Start there at **18C**.

4. When your vision clears you are at **18A** here in the Equalizer Dungeon.

5. Your eyes are open, but you are in darkness. Go to paragraph **8A** in the solitaire *Beyond the Silvered Pane*.

6. You hear the roar of a crowd in the stands. Go to paragraph **11E** in the solitaire *City of Terrors* and fight. If you survive, you can explore further or leave the city afterwards.

If you don't have the solitaire you are sent to, Ursula takes a more personal revenge. She grins ferociously and casts a spell that cuts all your attributes in half, round down. Go to **2C** because your ring is glowing.

**2E** Something collides with the wall of force that surrounds you. You hear the clacking of enormous mandibles or perhaps teeth. With some relief, you notice that your ring has started to glow. Go to **2C**.

**3A** You are in a large dark room. High overhead the wind whistles softly and eerily. Do you wish to make a light? (You may use a *Will-o-Wisp* spell here, or simply light a candle, torch, or lantern if you brought one.) If you make a light, go to **10B**; if not, go to **15B**.

Or, providing you have such magical powers, you may put a *Cateyes* spell upon yourself. That will allow you to see well enough in the darkness to go to **10B**, but ignore the first two sentences.

**3B** Only a *Protective Pentagram* could save you in this situation. If you wrote anything else, go first to **7B** and from there go directly to **21B**. If you called up a Pentagram, go to **2E**.

**3C** You hit it. Compute the number of hits and compare to its Monster Rating. If you killed it, go to **2C**. If not, make a L2SR (level 2 Saving roll) on either LK, DEX, or any Talent like Dodge or Acrobatics. If you make the saving roll, you nimbly dodge the monster and may continue to fight--return to **8C**. If you miss the saving roll, you are not quick enough, and the thing bites you. Go to **2B**.

**3D** If you attack first with magic, go first to **7B** and then directly to **11D**. If you use weapons, go to **10D**.

**3E** You get 30 adventure points just for meeting the Tin Trader. Your ring is glowing. Go to **2C**.

**3F** If you wrote *Take That You Fiend!*, go to **22B**. If you wrote *Hold That Pose*, go to **22E**. If you wrote *Blasting Power* or *Freeze Please*, go to **22D**. If you wrote *Protective Pentagram*, go to **22E**. If you tried anything else, it failed, and the bat got 80 hits on you. If you are dead, go to **2B**. Should you still live, go to **30B**.



**4A** You are in a large, square, dimly-lighted room. The floor is strewn with human bones. If, on general principles, you wish to cast a *Hidey Hole* spell on yourself, go to **12B**. If you choose to do nothing but wait, you will spend several minutes standing there. You may roll 1D6 to see how many WIZ points return. Then go to **25B**. If you decide to explore the room and examine the floor more closely, go to **14B**.

**4B** He tells you his name is Lakov the Necromancer, and that he is weary of living, but that his dark gods will not allow him the boon of being undead without a fight. He politely requests that you attack him. You don't have to. If you don't want to fight this magical fellow, go to **30A**. Or, if you do attack him with the scimitar he offered you, go to **15F**. Should you prefer to use your own weapons while attacking him, you may do so--go to **23E**. And, if you choose to attack him magically, write down your spell and go to **18C**.

**4C** If you use a *Will-o-the-Wisp* spell, go to **11C**. If you try to strike a flame to a torch or lantern, go to **14D**.

**4D** If you blast with fire, go to **35E**. If you choose to use ice, go to **17C**. However remember this instruction as it takes precedence over the instructions at 17C, if you fail to slay it immediately at 17C, turn directly to **8C**.

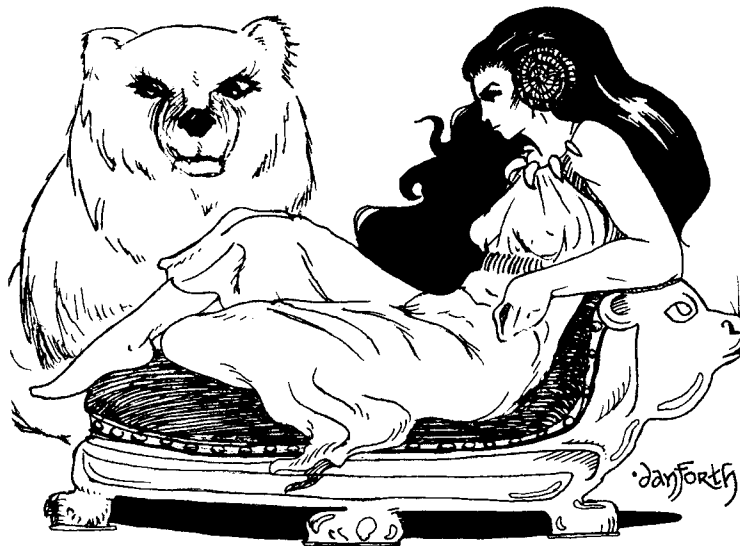
**4E** You cautiously do not make a light, but you have been in the dark long enough. The place lights up anyway with no harm to you. You receive 10 adventure points for your exemplary caution. Now go to **10B** and ignore the first two sentences.

**4F** No physical defense will save you from these swords. Unless you try magic, go to **2B**. If you try magic, write down your spell, and then go to **25C**.

**4G** Something large, hairy, and heavy lands on you, and bites a big hole out of your face and neck. You feel a terrible pain--everything goes black. Roll 3D6 and set that negative number equal to your current CON. Go to **2B**.

**5A** You are in a large dark room. With your first step, you feel brittle bones crunching under your feet. Make your first level LK saving roll (20 - LK). If you make it, go to **17B**. If you fail, go to **4G**.

**5B** Ursula decides she likes your looks and invites you for an evening's dalliance. You look once from her to her bears, then make a decision. If your decision is to stay with her, go to **34F**. If you decide to tell her you're tired and would rather leave, go to **24F**.



**5C** In combat, Muskah gets 6 dice for his two weapons, and 15 adds. He will not go berserk, though you may if it will help.

His Constitution is only 10. Fight until either you or he dies. If you go berserk and your Strength falls to 5 or less, you pass out and he kills you. If he wins, go to **2B**. Muskah takes all your possessions and throws your body out for the dungeon rats to gnaw on. If you kill him, go to **26B**.

**5D** Vashtari's ratings are: STR: 64, CON: 73, DEX: 26, SPD: 12, INT: 16, WIZ: 24, LK: 16, CHR: 20. It gets 8 dice in combat and 67 adds. You may take your first attack directly off its Constitution. If you killed it, go to **33A**. If you are using fighting spells such as *Take That You Fiend!* or *Blasting Power*, you will stay here and fight. Score your hits first, and then if it isn't dead on the 2nd combat turn, figure its hits on you. If your Constitution drops to 0 or less, go to **2B**. If your weapon is magical in any way, stay here and fight until either you or Vashtari is slain. If you win, go to **33A**. If you lose, go to **2B**. If your weapon is not enchanted in some way, go to **9E**.

**5E** If your total is 50 gold pieces or more, go to **26C**. If less, your ring begins to glow. You may either leave go to **2C**, or gather more treasure go back to **11A**, or search for secret doors go to **28A**.

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**6A** You are in the bedroom of a very lovely lady. She has a thin oval face, a voluptuous figure scantily clad in an outfit of fur, and long glossy black hair. She also has 2 large white bears in the room with her (each with a Monster Rating of 54). The walls are hung with mirrors, and even if you are a warrior, you sense tremendous magical energies nearby. What is your Charisma? If it is 8 or less, read no further, but turn to **20A**.

If your Charisma is 9 or higher, you have 3 options. If you want to attack her, go to **3D**. If you speak nicely and apologize for breaking into her boudoir, go to **19C**. If you want to be invisible, and cast a *Hidey Hole* upon yourself, go to **7B**.

**6B** You may cast any 1st - 5th level spell in your power. Write down which spell you use, and then go to **8B**.

**6C** You have called up a giant blood bat with a Monster Rating of 100. You must defeat it to get away with your life. (In combat it gets 11D6 and 50 adds). If you fight with magic, write down your spell and go to **3F**. If you use weapons, go to **9C** and ignore the first sentence. Note that the bat always gets 11 dice, but its adds will go down as you weaken it.

**6D** Behind the door is a cockatrice. It sees you before you see it and turns you to stone with its glance. Go to **2B**.

**6E** Make your L1SR on Luck. Muskah has rigged a trap to protect his treasure. If you miss the saving roll, you open his treasure box the wrong way and release a cloud of poison gas. Roll 3D6 and change your CON attribute to that negative value. Go to **2B**. If you make your saving roll, go to **19D**.

**6F** You ward off that first blow and break free with only a minor wound. Reduce your CON by 1/3, rounding down. The troll gets 6 dice and 25 adds each combat turn, and has a CON of 50. You are no longer able to dodge and duck, but must stand and fight by the normal rules. Whoever's Constitution goes to zero first, dies. If you win, go to **2C** (the troll is worth 50 adventure points). If you die, go to **2B**.

**7A** You are standing with your back against a wall in a large red circle. This room is 30' square; on the walls are mirrors and paintings. There is a table and a chair in the center of the room, carpets on the floor, and couches near the side walls.

In front of the door stands a great hulk of a warrior, 6'6" tall, 250 lbs. of muscle. He is armed with a broadsword in his right hand; instead of a left hand, he has a double-bladed war axe (6 dice plus 3).

He speaks jauntily. "Hello, buster. Muskah is my name, and robbing people is my game. Har, har! Don't bother going for your magic - none of it will work in this room. Now either lay down your cash, or pull out your weapons." Muskah grins ferociously through strong yellow fangs and advances upon you.

If you choose to fight, go to **17D**. If you surrender, go to **20B**.

**7B** It doesn't work. Unless you have received other instructions, return to the paragraph you just came from.

**7C** As long as you do nothing, the situation remains unchanged. Go back to the paragraph you just came from.

**7D** Deluxe staffs are indestructible. You wedge yours between floor and ceiling, and the roof grinds to a stop. Very clever of you. For quick thinking you get 75 adventure points. The door pops open. You may take the emerald if you wish (roll for its value on the Jewel Generation chart). You have lost your deluxe staff. Return to **11A**.

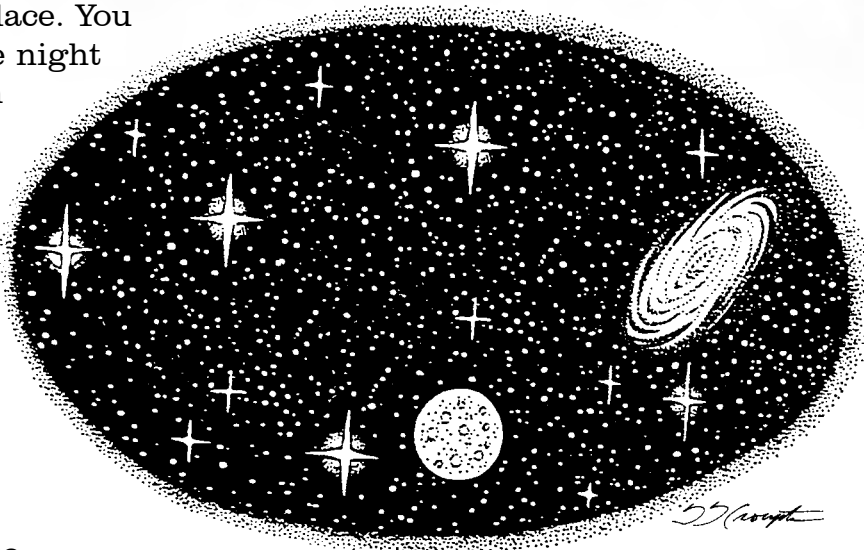
The ring is now glowing. You may either gather treasure (follow the instructions in **11A**), leave (go to **2C**), or exit by the other secret door (go to **6D**).

**7E** You may either grope around with your hands--go to **25A**, or use an *Oh There It Is* spell on the walls around you--go to **23D**.



**8A** You are in a very dark place. You see what appears to be the night sky full of stars directly in front of you and close enough to touch. If you are a magic-user, you sense magic all around you. If not, you deduce that magic may be involved.

If you want to try an *Omni-potent Eye*, go to **23C**. To make some light (either naturally or by magic), go to **14E**. If you step forward, or turn around and try to walk away, go to **32C**. If you don't move and just wait for something to happen, go to **25E**.



**8B** If you wrote *Mind Pox* or *Protective Pentagram*, the bats will be baffled and will fly away, leaving you safe. Go to **12D**. If you used any other spell, it was not enough to stop all 8 monsters. They got you. Roll 3D6 to see how far below zero your CON is when you appear at **2B**.

**8C** The spells you can use are: *Hold That Pose* go to **37A**, *Take That You Fiend* go to **3C**, *Blasting Power* or *Freeze Please* go to **4D**, *Smog* go to **14C**, or *Protective Pentagram* go to **23A**. Nothing else will work this time.

**8D** The door opens into a small room 10 feet by 10 feet. At the far end of the room in a niche in the wall is a large emerald. You sense no magic in the room. If you enter, go to **29F**. If not, return to **30C**.

**8E** You sense very powerful magic about this fellow and his weapons. It is enough to make you listen to what he has to say. Go to **4B**.

**8F** First, you receive a magic purse that always has 5 new gold pieces in it at dawn. Then, if you are a warrior, she gives you a 3-dice sword that will take as many hits for you as it dishes out on any combat turn.

Furthermore, even if you are beaten in combat, when using this sword, your hits will always count against the foe. If you are a magic-user she gives you a special bear-claw necklace that reduces the WIZ cost of any spell you throw by half. If you are a rogue or a warrior-wizard, she offers you a choice of one or the other (the sword or the necklace). You also get 100 adventure points for everything you've learned from her. Go to **2C**.

**9A** You have come to the Equalizer Room. Magical rainbow-colored energies swirl dizzily all around you. Tremendous forces tear at your body - each of your attributes is altered by 18th level sorcery to 20. Any attribute, whether it was higher or lower than 20 before, is now at 20. Go to **2C**.

**9B** Make your L3SR on INT. If you make it, go to **30B**. If you fail, go to **13D**.

**9C** Altogether the bats get 9 dice and 40 adds. Make weapons rolls and compare your total to theirs; the loser takes the difference in hits. Keep fighting until either your CON or their monster rating has been reduced to zero. If you lose, go to **2B**. If you win, go to **12D**.

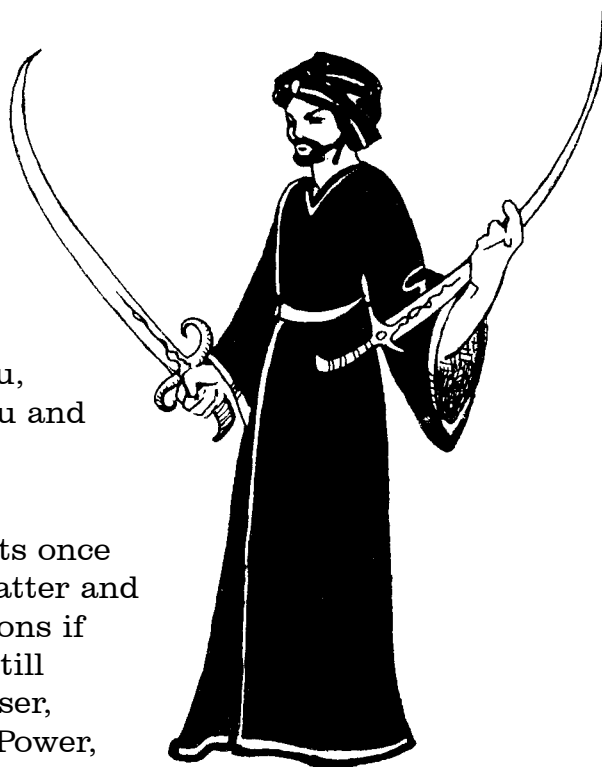
**9D** Make your L1SR on LK. If you make it, you elude Muskah and get out of the room, still naked and unarmed. Your ring begins to glow. Go to **2C**.

If you fail to make your saving roll, Muskah gets one slash at you with his sword. Roll 2 dice and add 12. Take that number of hits off your CON, and take half that number permanently off your Charisma. If this kills you, go to **2B**. If you still live, Muskah laughs at you and throws you out of his chamber. Go to **2C**.

**9E** Non-magical weapons will inflict hits once only on Vashtari. In doing so, they shatter and become useless. Go to secondary weapons if you have them. All non-magical weapons will still shatter after the first use. If you are a magic-user, you may switch to combat spells like Blasting Power, by going to **5D**. If you are reduced to fighting with your hands, you get 1 die plus your adds.

If you kill Vashtari, go to **33A**. If it kills you, go to **2B**.

**9F** As you deliver the fatal blow, Lakov cries out, "Free at last! I reward you!" Then he is dead. You get 500 a.p. You also acquire the power to ask simple yes/no questions of dungeon masters in other games (up to 5 per game) without using a *Dear God* spell. The scimitar is an enchanted weapon whose merest touch (1 hit) will destroy any undead monster (vampires, zombies, etc.). Go now to **2C**.



**10A** You are in Weland's Sword Shoppe: Proprietor, Aloishius W. Dwarf. To buy a magic sword, go to **24C**. To go out through the back door and into an adventure, go to **4A**. To attack Aloishius, go to **31B**.

**10B** I assume you have a means of producing a light, such as torch, lantern, or magical ability for a *Will-o-the-Wisp* spell. If not, read no further, but go to **15B**.

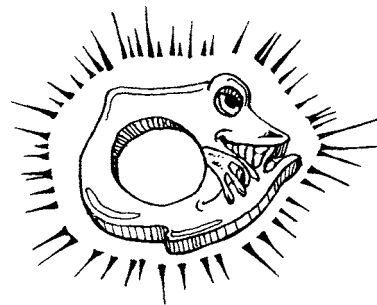
Okay, you make a light, and can see the room. It is circular and is 300 feet in diameter. In the center of this vast room is a pit 50 feet across and 50 feet deep. The bottom is full of spears. Magically suspended in mid-air 10 feet above the pit and directly over its center is a huge bat-shaped emerald. You have several options:

- 1) You can make a closer examination of the walls and floor. Go to **19A**.
- 2) If you can, you may fly yourself to the jewel and take it. It weighs 50 weight units and is worth 10,000 gold pieces. Go to **22A**.
- 3) If you have a rope, you may improvise either a lasso or net and try to pull the jewel to you. Go to **21A**.
- 4) You may do nothing at all. Go to **7C**.

**10C** You become invisible. Muskah throws his sword down, falls on his knees, and begs you not to kill him. He is helpless. You may kill him if you wish, but he offers you 100 gold pieces to spare his life. If you kill him, go to **26B**. (He is worth 37 a.p.) If you take the ransom, he leads you outside, shows you a vase down the hall, and then jumps back in the room and locks his door. There are 100 gold pieces in the vase. Your ring begins to glow. Go to **2C**.

**10D** What an optimist! What a fool! Roll 2 dice for Ursula. Doubles add and roll over. If she gets a 6 or less, you take her by surprise. Go to **16D**. If not, the weapons fly right out of your hands. Go to **21C**. If you hit her, but with less than 20 hits, go to **21C** anyway. If you kill her, go to **16D**.

**10E** Beneath the moss you find a loose stone which you can pull out with your bare hand. If you want to see what is there, go to **32E**. If you don't care to look, go back to **25A**.

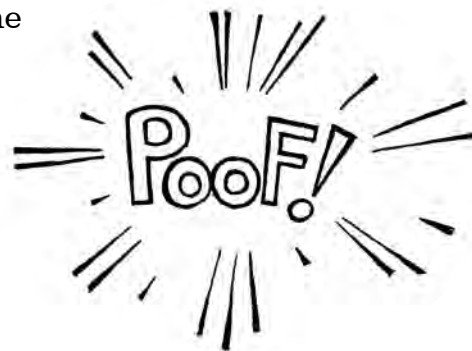


**11A** You are in a brightly-lighted, marble-walled room 50 feet square and 100 feet high. The floor is covered with gold and silver coins. A wave of nausea rolls over you if you have magical abilities, and you know you will not be able to cast any spells while in this treasure room. The logical thing to do would be to gather up some coins or search for a secret door leading out. If you gather coins, write down how many of what kind and go to **5E**. If you want to search for concealed doorways, go to **28A**.

**11B** If you choose to fight with magic, write down your spell and go to **3B**. If you flail blindly with weapons, you must inflict 50 hits on it to kill it. You get one-half of your weapons roll each combat turn, but you must also make your L1SR on LK each time.

If you miss your saving roll, go to **4G**. If you kill the thing, go to **2C**. It is worth 50 a.p. and the adventure as a whole is worth 100.

**11C** **POOF!** A cold ball of radiance hangs in the air, and you can see what you're up against. Go to **13C**.



**11D** You should not have tried to attack a witch in her own house. None of your magic works, but Ursula knows that you tried, and you have made her angry. She sics her bears on you. You find yourself fighting for your life with only your physical weapons -- go to **16D**.

**11E** You are temporarily safe. You may apologize and go either to **2C** or **4A** (your choice).

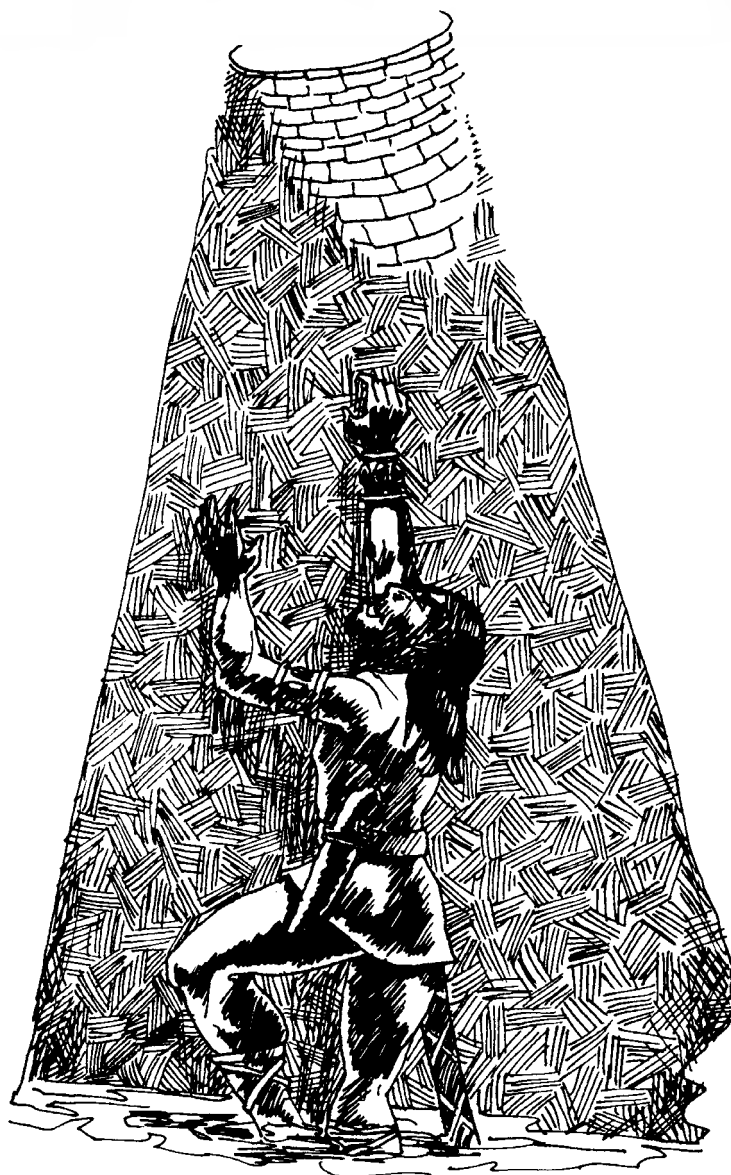
**11F** She is perfectly willing to talk to you. She respects your caution, and offers to do one of three things, either

- 1) increase your INT by 5 points;
- 2) give you a charm which wards off 30 non-magical combat hits; or
- 3) let you make love to her. If you choose option 1 or 2, you've got it, and you go to **2C**. If you desire her body, go to **35D**.

**12A** You stand at the bottom of a circular well, knee-deep in water. Far up above you is a dim circle of light, and a great roaring windy noise. Slimy blue algae encrusts the walls. The floor underwater is soft and porous but undeniably rock. If you want to further explore your surroundings, go to **7E**. If you just want to get out of this uncomfortable hole, go to **27C**.

**12B** You are now invisible until you leave this room. If you are attacked, the monsters will only get half their combat roll against you. Return to **4A**.

**12C** By dropping to the floor and rolling away, you gain a moment of grace, but that's all. You still have these options: fight blindly go to **11B**; make a light go to **4C**; put a Cateyes on yourself to see in the dark go to **13C**.



**12D** You may go through the door. If you do, go to **19B**. If not, go to **21B**.

**12E** It is totally dark in this room. Not even a cat could see anything. You wasted your magic on that one. Return to **15A**.

**13A** You meet a tall, thin, bearded man dressed in black, including a black turban. He offers you one of the two scimitars he is holding. Are you a magic-user, a warrior-wizard, or a rogue? If you are, go to **8E**; if not, go to **4B**.

**13B** You are too nervous, my friend. When the shriek surprises you, you flinch and tumble into the 100-foot deep shaft. Make a L3SR on LK. If you make it, you land in deep water, and the fall does not kill you--it just does 2D6 of stun damage to you that temporarily reduces your CON--if it reduces it below zero, you are knocked out and will drown. If you are still conscious, go to **16C**. If you fail the saving roll, you land on stone instead of water. Ouch. Go to **2B**.

**13C** Whether you have a light or Cateyes, you now see that you are in a large triangular room 20 feet high. The ceiling is a mess of cobwebs, and so is the angle with the door in it. Your foe is a rather small spidertroll with a Monster Rating of 50. To get out alive, you must kill it. If you wish to fight with magic, go to **8C**. If you use weapons, go to **17C**. If you have an open flame and want to set the webs on fire, go to **35E**.

**13D** The door slides open and in swoop 8 blood bats rating at 10 MR each. They attack you. If you fight with magic, go to **6B**. If you use your weapons, go to **9C**.

**13E** You probably should have left when you had the chance. We told you Vashtari was immortal. Before your horrified eyes, you see the gargoyle pull itself back together. It is stronger than before. All of its attributes have increased by one point each. The only way to get out alive is to kill it again. Go to **5D**, but remember to increase its Attributes by 1 point each and add 4 to its combat adds. The rewards for slaying it do not double.



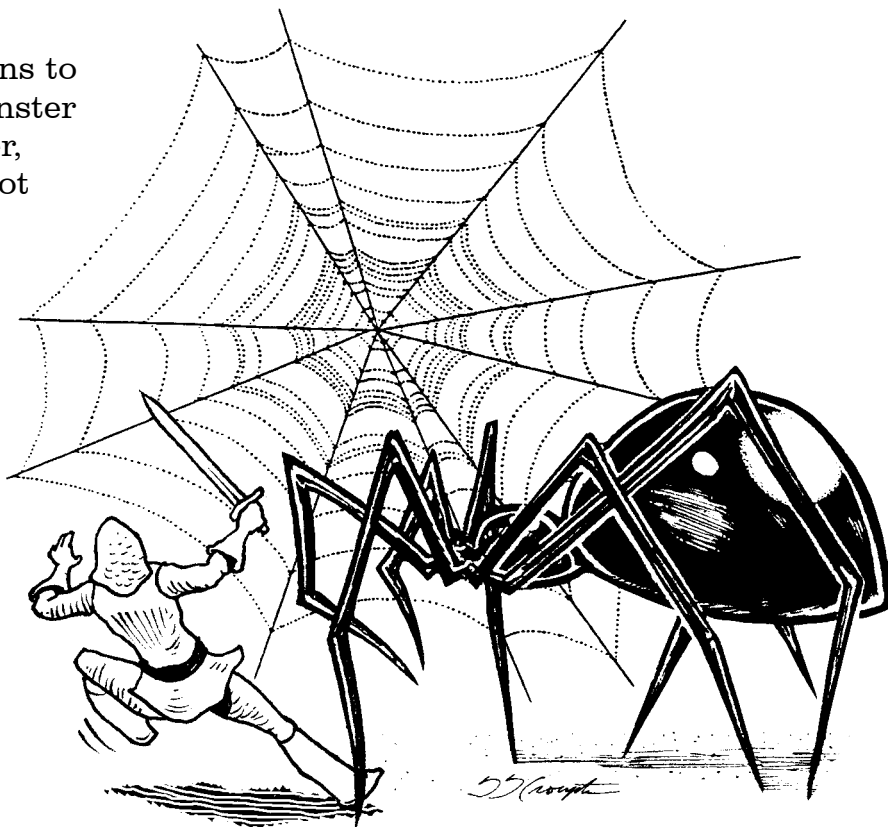
**14A** You are in front of the booth of the Tin Trader, who is a Dwarf. He seems to be made entirely out of glittering tin. He offers to trade you one of his special tin weapons for any one of yours. If you agree, go to **34B**. If you refuse, go to **29B**. If you do neither, but would like to attack this metallic merchant, go to **36B**.

**14B** You discover some gold coins scattered among the bones. You also find a crawl passage hidden in one dim corner of the room. If you start to gather up some coins, go to **26A**. If you wait with weapons ready to see what comes out of the passage, go to **27B**. If you crawl into the passage to see what is beyond it, go to **27D**.

**14C** The spidertroll begins to choke. Reduce its monster rating to 25. However, you are in a small room with a lot of smog, which also affects you. Your STR and CON are halved for the next 6 paragraphs that you read. Return to **8C** and make a different choice.

**14D** Make a L1SR on DEX. If you make it, then you will succeed in making a light go to **13C**. If not, go to **4G**.

**14E** You have triggered the solar corona trap. There is a tremendous flash of light and heat from all sides. You get a sunburn that will peel the first three layers of skin off your body in about 2 days. Right now it just feels like the worst burn you've ever had. Reduce your CON attribute permanently by 4 points, and cut your DEX in half because you are temporarily blind. Go to **29C**.

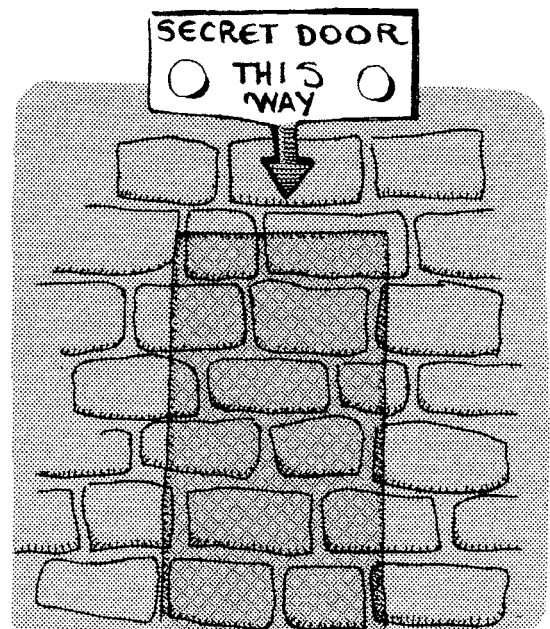


**15A** You are in a totally dark room. If you want to make a light, go to **29D**. If you prefer to grope around in the dark, go to **33C**. If you are willing and able to use a *Cateyes* spell on yourself, go to **12E**. If you do nothing, you will quickly notice that the room remains perfectly still and quiet. Go to **7C**.

**15B** You have chosen to remain in the dark. If you change your mind, go to **10B**. If not, you may sit tight by going to **7C**, or begin to explore. If you choose to explore in the dark, make your L1SR on LK. If you make the saving roll, go to **20C**. If you fail, go to **10B**--but ignore the instructions there and continue to **2B** because you fell into the pit in the middle of the room.

**15C** A careful search reveals 232 gold pieces scattered among the bones. Take them if you wish. Your ring begins to glow -- go to **2C**.

**15D** You discover a hidden door in the far wall. It is unlocked and will slide open if you wish. If you open the door now, go to **13D**. If not, return to **10B** and do something different.



**15E** Make a L3SR on LK. If you make it, go to **12B**. If you miss it, the spell fails. Too bad! Go to **2B**.

**15F** The scimitar is a 4D6 weapon. When fighting with it, you also get to use your personal combat adds. Lakov gets 4D6 for his weapon, and he has 22 personal combat adds. He has a CON of 100, but is wearing no armor. Once the fight starts with scimitars, no other weapons may be employed, and no magic may be cast. Fight it out until one of you is dead. If you die, go to **2B**. If you kill him, go to **9F**.

**16A** You are underwater and unable to see anything, not only because your eyes are closed, but also because there is no light. Your ears hurt due to the water pressure. If you are wearing armor and carrying any weapons larger than a knife, go to **24E**. If not, go to **31E**.

**16B** You come shooting up out of the well. There is a troll at the top with a club. It takes a swipe at you; Make a L2SR on LK. If you miss the saving roll, take 20 hits. If that kills you, go to **2B**. If it didn't kill you, the blow will knock you out of the air and you will have to fight. Go to **25D**.

If you make the saving roll, the troll misses you cleanly. You may either fly away or try to defend yourself. If you try to fly away, go to **37B**. If you wish to attack the troll, you must land to attack it--go to **25D**.



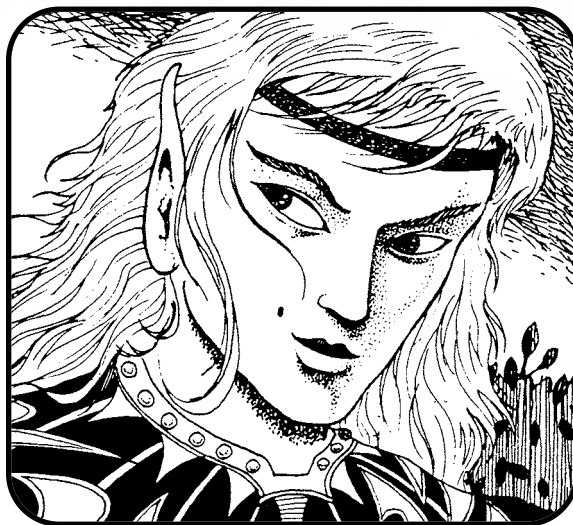
**16C** You swim strongly with the current and enter a narrow tunnel sloping down. The grade gets very steep and the current is tremendous. Make a L2SR on LK to avoid being knocked out as you are battered against the walls by the raging water. If you fail the roll, glub, glub, glub -- go to **2B**. If you make it, then try for a L2SR on CON to see if you can hold your breath long enough to reach safety. If you fail that one, go to **36F**. If your lungs are strong, go to **19F**.

**16D** You must fight two bears to the finish, but only one at a time. Each one has a monster rating of 54. No magic will work against them, but you may enchant yourself if you have the ability. If you beat them both, go to **18D**. If they beat you, they eat you -- go to **2B**.

**16E** Make a L2SR on LK. If you make it, you get out the back way successfully, and go to **4A**. If you fail it, then you get chopped up. Go to **2B**.

**17A** You are sitting face to face with the most beautiful person you have ever seen, male or female.

This being shifts its form to the gender most appropriate to your preferences ... this is your ideal mate. If you want to make love to this person, go to **35D**. If you want to attack, go to **32F**. If you'd simply rather talk with this gorgeous being, go to **11F**.



**17B** Something swishes by you in the dark. You feel the long, coarse hairs on its body brush by your neck. There is a loud click, as of clashing mandibles, and a burning liquid

splashes on your tunic. Your options are: fight blindly go to **11B**; drop to the floor and roll away from the thing go to **12C**; make a light quickly go to **4C**; use a *Cateyes* spell on yourself to see in the dark go to **13C**.

**17C** Now that you can see, your blows do double damage to its soft body - but its bite is still deadly. It has a rating of 50 and gets 6 dice and 25 adds in combat. If it beats your roll by 10 or more at any time, you have been bitten. The poison is incredibly virulent and reduces your CON to -100. Go to **2B**. Otherwise, you hit it every time. If you kill it, go to **2C**.

**17D** Are you fighting with weapons go to **5C** or with magic go to **24B**? Remember, Muskah told you that magic wouldn't work.

**17E** Despite the pain, you are tough enough to hold on. When you draw back your hand, you find you are holding an enchanted diamond. It has turned your hand into living diamond, adding 7 to your STR and doubling your LK and DEX.

The jewel is no longer magical, but it is still worth 1000 gold pieces. Your hand will now always glow in the dark like a star. It is also a 4D6 enchanted weapon when you are fighting at close quarters. Your hand is worth 5000 gold pieces if someone slices it off your wrist, but that would be fatal for you. The entire experience is worth 100 adventure points. The night sky has vanished into limbo and your ring is glowing. Go to **2C**.



**18A** You are in an octagonal room, totally dominated by a ferociously ugly statue of a gargoyle. It has 4 arms, wings, feet, horns, fangs, talons and a spiked tail. At its feet is a hundred-weight-unit block of mithril worth 1000 gold pieces. You notice that its eyes are alive and watching you. It begins to speak.

"My name is Vashtari. I am immortal, and you can be immortal by slaying me in combat. That also happens to be the only way out of this room. It takes an attack (of any kind) to activate me, but you will never get out of here while I am alive. So do your worst, mortal fool. I yearn to rend your feeble flesh."

If you attack Vashtari, go to **5D**. If you just stand there in mortal fear, go to **7C**.

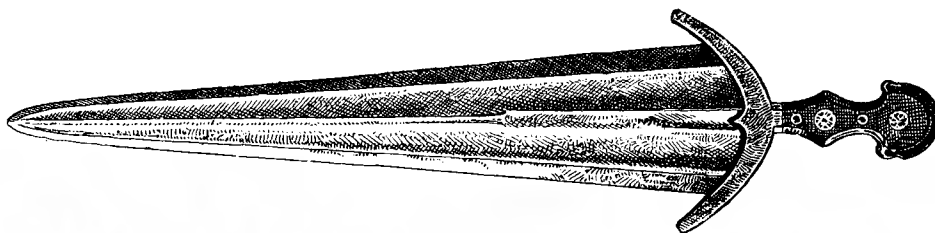
**18B** If you use: *Take That You Fiend!*, go to **28C**; *Blasting Power* or *Freeze Please*, go to **33B** and fight; *Hidey Hole*, go to **29A**; *Mind Pox*, go to **30D**.

If you tried any other spell, it didn't work and you will have to fight the ape-demons. Each one has a monster rating of 25, and they fight separately. If you slay them all, your ring will start to glow, and you may go to **2C**. If they kill you, go to **2B**.

**18C** Sorry, no magic works against this guy but his own. He begins to carve you up. You take 29 hits. If this kills you, go to **2B**. Otherwise, you realize that your only chance is to fight with the scimitar he gave you. Grab it and go to **15F**.

**18D** You stand triumphant amid the corpses of a dead witch and 2 large bears. Your ring is glowing but you may plunder Ursula's house first, if you wish. You find 500 gold pieces and the 3 magic gifts described in **8F**. After collecting your loot, go to **2C**.

**18E** Broadleaf is a wooden practice sword carved in old Egyptian leaf-form. It is enchanted and only works for magic-users for whom it also doubles as a staff ordinaire. It gets 6 dice in combat, but no adds. If used against a foe with an edged weapon, Broadleaf will be destroyed on any combat turn in which you don't make your L1SR on Luck. Go to **2C**.



**19A** If your Luck is 12 or higher, go to **15D**. If not, return to **10B** unless you are a magic-user and wish to try an *Oh There It Is*. In that case, you would also go to **15D**.



**19B** The door slams behind you and your ring begins to glow. Go to **2C**.

**19C** You start a rather formal conversation and learn that her name is Ursula. She is a high-level sorceress, and has a few other advantages, like her two pet bears. She has been sizing you up. Make your L1SR on CHR. If you are male and make the roll, go to **5B**. If you are female and make it, go to **22F**. If you miss the roll (regardless of your gender), go to **20A**.

**19D** You open the treasure box from the hidden panel on the bottom. Inside you find a ruby worth 300 gold pieces, a magical black pearl worth 500 gold pieces (it allows the holder to see in the dark), and 13 copper pieces of a semi-magical nature. If you want to leave the copper pieces behind, go to **2C**. Otherwise, go to **24A**.

**19E** Just how smart are you? If your INT is 16 or higher, go to **7D**. If your INT is 15 or lower, go to **24D**.

**19F** You shoot out of a mountainside and go over the falls, a mere 30 foot drop. You execute a perfect swan dive into the pool below, surface easily, and swim to shore. Roll 3D6 (TARO) and multiply by 100 to find the value of the gems you picked up. Then go to **2C**.



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**20A** Ursula doesn't like you. She tells you to give her all your money and weapons and to get out. You may either attack her or comply. If you attack, go to **3D**. If you comply, you lose all your money and weapons; go to **2C**.

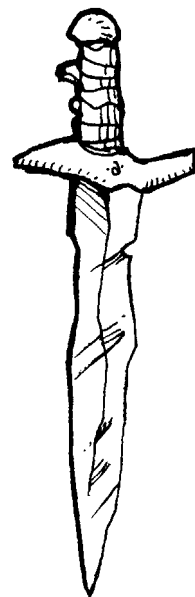
**20B** Muskah tells you not to try anything tricky, or he'll cut you to gobbets and feed you to the barracuda. He directs you to lay all weapons, magic staffs, clothing, money, jewels, etc. on the table. If you rebel and attack him, go to **17D**. Otherwise you get naked and helpless and go to **23B**. However, Muskah does leave you your frog (or lion, or monkey) ring.

**20C** You have found the edge of a pit. A deep voice cackles laughter and says, "Make a light, you fool, or you will surely die!" If you now make a light, go to **10B**. If not, go to **4E**.

**20D** The pain is too much for you. If you missed by 10 or more, go to **2B**. If you missed by less than 10, go to **22C**.

**20E** The Yuurk looks like a worthless piece of tin, but it has 17th level magic on it. It gets no dice in combat and will be destroyed if you try to fight with it, but it will absorb any hits *not inflicted by magic* while you wear it - up to 100 per combat turn. Go to **2C**.

**20F** It was a long way to the top, and guess what? There's no air up here, either. Make a L3SR on CON to see if you've run out of air yet. If you miss it, go to **36E**. If you are a magic-user, and you made your saving roll just now, you have one chance to save your life. Write down what spell you try, and go to **34D**. If you can't use any magic here, but still have a little air left, go to **36E**.



**21A** Make a L2SR on DEX to net or lasso the jewel. For each time you try and fail, subtract 1 from your STR. Strength lost in this fashion will return at a rate of 1 point per paragraph when you stop trying to rope the jewel. You only get adventure points for the first time you attempt the saving roll. If you can't get the jewel, return to the options section of **10B** and try something else. If you net the jewel and pull it in, you summon its demon guardian. Go to **6C**.

**21B** A deep voice croaks, "You had your chance!" The door slams shut and vanishes. You will not be able to find it again. Go back to **10B**. You must now get the emerald in order to get out. If you can't get the emerald by any of the means suggested, you will starve to death in here. Your CON will go to -1. Go to **2B** if you fail to get hold of the jewel.

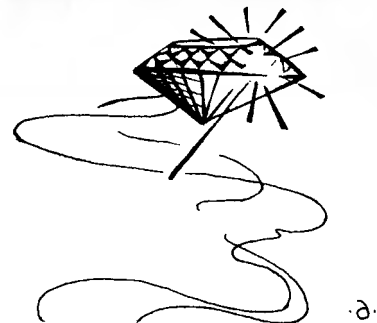
**21C** Ursula's 2nd level *Take That You Fiend* puts 64 hits on you. Take them directly off your CON. If that kills you, go now to **2B**. If incredibly, you still live, she lets her bears finish the job. Go to **16D**.

**21D** You crawl right into the hands of a ferocious carnivorous ape. With tremendous strength, it rips your head off before you can even react. Go to **2B**.

**21E** Make your L1SR on LK to avoid injury when falling. If you miss it, take the difference you missed by directly off your CON, and subtract 3 from your STR. If either CON or STR has been reduced to 0, go to **2B**. If not, go to **25A**.



**22A** Before you grab the jewel, you sense operational magic on it. If you suspect a trap and don't want to touch it, fly back to solid ground and return to **10B**. If you go ahead and take the jewel, go to **9B**.



**22B** You hit it. If you got 100 hits or more, it is dead. If you didn't get 100 or more, it also hit you. Compute the new monster rating (i.e.  $100 - X$  where  $X$  is the damage you just did). It gets  $11D6 + 1/2$  its current monster rating in adds, and you must take that damage. If your CON is now zero or less, go to **2B**. Otherwise, subtract the WIZ for your spell and return to **3F**. If it is dead, go instead to **2C**.

**22C** You find that your hand now glows in the dark. It has been turned into a living diamond. Add 7 to your STR. Your hand is now a  $4D6$  enchanted weapon. Your diamond hand is worth 5000 gold pieces, but if it is cut off you will die. You get 80 adventure points for your magical hand. Your ring was on the other hand, and it is glowing now. Go to **2C**.

**22D** Roll you attack and subtract the hits you did from 100. The creature shies off and does not hurt you. If you have done more than 100 points of damage, then you have slain it--your ring is glowing, go to **2C**. If not, subtract the WIZ from your attribute and return to **3F**.

**22E** You are safe for now; the blood bat cannot harm you. Your ring begins to glow. Go to **2C**.

**22F** Ursula decides she likes your looks and wants to be better friends with you. She tells you to pull up a bench and tell her about your life, because she likes to hear a good tale. Let's hope your tale weaving is up to it, even if you have to invent most of the story! Roll  $2D6$ , doubles add and re-roll.

**3-8:** After a few minutes of your hemming and hawing, Ursula snorts in disgust. She tells you that you must have led a boring, trivial, piggish life, because you are such a boring, trivial person. With a wave of her hand, she turns you into a pig, and chases you out her back door into a sty. That's the end of this character; close the book; Odysseus won't be along later to rescue you.

**9-11:** You manage to keep her attention, and she has a few anecdotes to tell in exchange. These provide insights you may be able to use in the future, so take 50 adventure points. Eventually she gets bored, and sends you home to **2C**.

**12 or higher:** She is entranced with your witty stories and wild adventures. You have a long and lively conversation with her. Overcome with affection, she offers you presents for enlivening a long evening. Go to **8F** to see what you receive.

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**23A** In your *Pentagram* you are protected. You now have 2 turns of relief before the *Pentagram* wears off; think of something else because the spidertroll is still out there. Return to **8C**.

**23B** Now that you are humiliated and helpless, Muskah will indulge in some cowardly villainy. (In case you hadn't noticed, he is a truly loathsome character.) If your CHR is 8 or less, he merely kicks you out of the room; your ring begins to glow, and you go to **2C**. If your Charisma is 9 or higher, Muskah will try to kill or disfigure you while you are helpless. Go to **9D**.

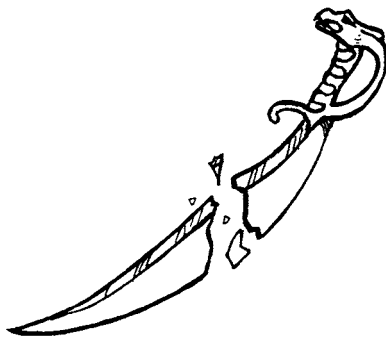
**23C** As soon as you cast the spell, you hear the voice of Umslopagaas chanting at what seems like a great distance:

*Reach far,  
Great pain!  
Take star,  
Great gain!*

If you wish to grab a star, go to **31A**. If not, return to **8A**.

**23D** Two things begin to glow a faint purple beneath the moss. One is obviously a series of finger and toe holds. If all you want to do is climb up and out, go to **25A** and read from the second sentence on. The other thing you see looks like a loose stone, not cemented in like all the rest. You scrape the scum off and see it is small enough to come out in your hands. If you wish to see what is behind it, go to **32E**.

**23E** Your weapon (even if it is the most powerful enchanted weapon in the world) shatters into little tiny pieces on first contact with his scimitar. You then take 29 hits. If this reduces your CON to 0 or less, go to **2B**. If not, you realize you had better use the weapon he gave you. Grab that gift and go to **15F**.



**24A** They are 13 Indian Head pennies (which are perfectly meaningless to your character, but which indicate that there are magical connections between Trollworld and modern Earth). If you are a magic-user, you may use each one to buy one spell (from 1st to 7th level only) from the Wizards Guild if you get out of the Deathtrap. The members of the Guild are very curious about objects such as these that clearly didn't originate in Trollworld. Warriors may take them to sell to others who can use them. Go to **2C**.

**24B** Muskah lied. He has no protection against most magic spells. Write down the spell you would like to try on him, and go to **28B**.

**24C** Aloyshius shows you a bunch of swords, telling you to pick only one. Your choices are as follows:

Caliburn--cost 10 gold pieces--go to **26E**.

Bloodlover--cost 20 gold pieces--go to **27E**.

Glitterglint--cost 30 gold pieces--go to **28E**.

Oiving--cost 50 gold pieces--go to **30E**.

Broadleaf--cost 60 gold pieces, wizards only--go to **18E**.

Yuurk--free--go to **20E**.

You must pay for the sword and go to 2C before reading about the weapon at one of the locations given above. Wizards may buy and use any of the weapons listed, but only Broadleaf is really intended for them. If a wizard tries to use any of the other weapons it will drain away 10 of her WIZ points per use.

**24D** You were crushed to a pulp, and your CON was reduced to -20. Go to **2B**.

**24E** Too much weight!--you begin to sink. Make a L1SR on DEX to get out of your armor before you run out of breath. You must also drop any weapons larger than a dagger. If you make the saving roll, go to **36C**; if you fail it, you take enough drowning damage to reduce your CON to -5 -- go to **2B**. If you aren't wearing any armor, simply drop your weapons and choose a direction to swim. Go to **31E**.

**24F** Anger flashes in her eyes, mixed with frustration. "Get out of here!" she growls in disgust. "I'm not sure I feel like expending the magic power to give you the punishment you deserve for scorning me. Leave by that door!" She points to the far wall. Go to **2D**.

**25A** Make a L1SR on LK. If you make it, go to **10E**. If you miss, you find below the algae some shallow finger and toe holds. You must remove your boots or shoes to use them. It takes Strength to climb up out of this hole. Make 5 L2SRs on STR in order to climb all the way out and avoid falling back to the bottom. If you fall, go to **21E**. If you manage to climb all the way up without falling, go to **35A**. If you have a special Talent for Climbing, you may use that instead of the STR attribute for your five saving roll tests.

**25B** Four minutes later three large carnivorous apes crawl into the room through a large hole in a dark corner. They each have a monster rating of 25, and they attack you. You must fight. If you use magic, write down your spell, and go to **18B**. If you use your weapons, go to **33B**.

**25C** If you wrote *Protective Pentagram*, go to **11E**. If you wrote *Curses Foiled*, go to **15E**. Anything else had little effect. Chop, chop! Go to **2B** at -12 CON.

**25D** If you defend yourself with magic, go to **36A**. If you use ordinary, or even magical weapons, go to **6F**.

**25E** After several minutes you hear a voice whispering, "Walk forward, or reach for a star." If you walk forward at all, go to **32C**. If you reach for a star, go to **31A**.

**25F** You have reached the bottom. Groping around, you feel some large sharp stones. You may pick up as many as 10 of them. Write down how many you take (you don't have to take any). You also feel a strong current moving along the bottom. If you came to this paragraph from **34D**, you may return there successfully by making a L2SR on LK to see if you can find the air pocket again in the dark. If you came to this paragraph from any other paragraph other than **34D**, you may either go with the current by going to **16C**, swim desperately for the surface by going to **20F**, or try to swim against the current by going to **36E**.

**26A** You have time to gather up 72 coins when suddenly 3 ape-demons appear. You must defend yourself. If you use magic, write down your spell and go to **18B**. If you use weapons, go to **33B**.

**26B** You kill the stupid bandit. Take 37 adventure points. You may either leave or search his quarters. If you wish to depart, go to **2C**. To conduct a quick search of the room, go to **6E**.

**26C** *POOF!* You have called up the guardian of the treasure by your greediness. It is a 30 foot tall giant armed with a huge club. He intends to smash you with it. He gets 12D6 and 38 adds, and has a CON of 47. You cannot cast any spells. Giving back the money is not sufficient. You must kill the giant to get away. You may dodge his blows and score hits of your own by making a L2SR on SPD or on a Talent such as Dodge, Evade, or Acrobatics if you have one. Continue to fight and dodge until either you or the giant is slain. If you die, go to **2B**. If you kill him, you get 200 adventure points and may take as much gold or silver as you can carry. Then go to **2C**.



**26D** The one logical escape spell is *Fly Me*. If you wrote down anything else, consider the kremm wasted to no effect. If you flew out, go to **16B**. If you can't fly out and must climb, go to **25A**.

**26E** *Caliburn* requires only minimum STR and DEX to wield. It gets 4D6. If you roll a 6 when using it, add and re-roll that die. This sword is fragile, and after each use you must make a L3SR on your LK to see if it was broken during the fight. Go to **2C**.

**27A** You find a secret door in the east wall. There is also a sign in small letters cut into the wall that reads, "49 is safe." The door gives you a kind of inexplicable bad feeling. If you ignore the feeling, and wish to open the door and leave, you can do it now, or any time in the future by merely declaring that you do so, and then going to **6D**. If you want to pick up some coins, go to **11A**.

**27B** You are waiting when the first carnivorous ape sticks its head out. If you have any weapons worth 3D6 or more in combat, you may take it at a disadvantage and attack it directly without harm to yourself. The same trick will also work on the other two. Each ape has a monster rating of 25. If you must use magic to fight them, or fail to kill one of them in 1 round after the ambush, you will be bowled over and all the rest of the apes will get into the room with you. If that happens, go to **18B**. If you kill them all, one by one from ambush, go to **15C**.



**27C** If you can use magic, write down the spell you want to use for escape and go to **26D**. Otherwise, go to **7E**.

**27D** To sneak by, you must be invisible. Cast a *Hidey Hole* on yourself (if you can) and then go to **32A**. Otherwise, go back where you came from, because you need to try some other idea.

**27E** *Bloodlover* is a cursed vampiric blade. Any damage it does to the CON of a foe is given back to its wielder in the form of extra STR on the next combat round (thus temporarily raising your adds). It gets 3D6 in combat. No matter how badly you may be wounded, short of death, *Bloodlover* gives you the power to fight on. It also reduces your INT by 1 point for each time you fight with it. If you try to abandon this sword or give it away, the curse on it will kill you instantly, but you may sell it as long as you get more than you paid for it. Go to **2C**.

**28A** Make the highest level saving roll on LK you can. Roll 2D6 and compare the total to what you would need for a L1SR, a L2SR, a L3SR, and so forth. If you don't even achieve first level, go back to 11A--there are no secret doors for you. If you make just a 1st level roll, go to **27A**. If you make 2nd level, go to **30C**. If you make 3rd level or higher, go to **31F**. For adventure points take the multiplier of the highest level that you make.

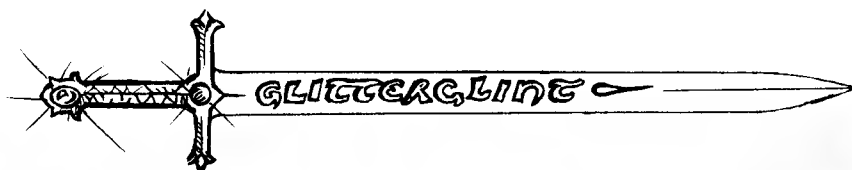
**28B** If you wrote *Hidey Hole*, go to **10C**. If you wrote *Take That You Fiend!*, *Freeze Please*, or *Blasting Power*, go to **26B**. If you wrote anything else, Muskah was correct and is immune to your magic. Make your L2SR on LK to avoid his return attack. Take 20 hits on CON and armor if you miss the roll. If that kills you, go to **2B**. If it didn't, return to **5C**.

**28C** You stop one demon, but the other two start tearing you to pieces. Make a L3SR on LK or take 40 hits on CON and armor. If that kills you, go to **2B**. Otherwise, return to **18B**.

**28D** Roll 2 dice and cross-reference the result of the first one to the second one on the chart below. If you have picked up more coins than the number on the chart, then you have picked up a magically poisoned coin (which works even through gloves and armor). You may choose either die to represent the columns with the other one being the rows, so choose wisely. Take the difference between your total and the chart's total as hits from your totaled attributes. Divide the remaining attribute points evenly among your 8 attributes, placing remainders where you wish. You may keep as many coins as your new STR will allow you to carry. If you die (less than 8 attribute points remain for distribution), go to **2B**. If you survive, go to **2C**.

	1	2	3	4	5	6
1	1000	32	47	145	366	225
2	82	800	333	579	1	1515
3	99	71	600	9	13	111
4	127	26	818	400	271	604
5	8	144	1066	1903	300	53
6	56	4	28	1947	2013	500

**28E** *Glitterglint* is very showy, but the ruby in its pommel is paste, and the steel in its blade is of low quality. It is worth only 3D6 in combat, and you must make your L1SR on LK to keep it from breaking each combat turn that you try to use it. Go to **2C**.



**29A** Invisible, you can elude the ape-demons. You have three chances to slay them by any spells of your choice, if you have sufficient WIZ. If you can muster 75 points worth of attack, they are dead and you get 75 adventure points for killing them. Go to **15C**. If you kill one or two of them, go to **37C**. If you don't have enough magic left to slay any of them, but would like to try and evade them all by going down the passage by which they entered, go to **37D**.

**29B** The Tin Trader is also a potent wizard. For your discourtesy, he turns you into a living tin statue, leaving only your clothes and weapons untrans-formed. This spell cannot be overridden or cancelled. Your STR and CON are reduced to 1/4 of what they were before your conversion. Your other attributes remain unchanged. He will no longer even consider trading with you. Go to **3E**.

**29C** Make your L1SR on Luck. If you fail, you will stagger away from where you are standing. Go to **32C**. If you succeed, your ring starts to glow. Go to **2C**.

**29D** You make a light -- torch, *Will-o-the-Wisp*, lantern -- it doesn't matter. The first thing you see is the Mirror of the Tiger, so called because it shows you your new reflection. You are now a saber-toothed cave tiger with a MR of 186. You retain your old INT and the ability to growl in the Common Tongue, but lose all your other old attributes. Only by killing and drinking the blood of a real tiger (in the presence of witnesses in some other dungeon) can you regain your human form. You must leave all your belongings behind you in this room. A door now opens, showing you the way out. This will end your Equalizer adventure, no matter which trip you were on. Go to **2C**.

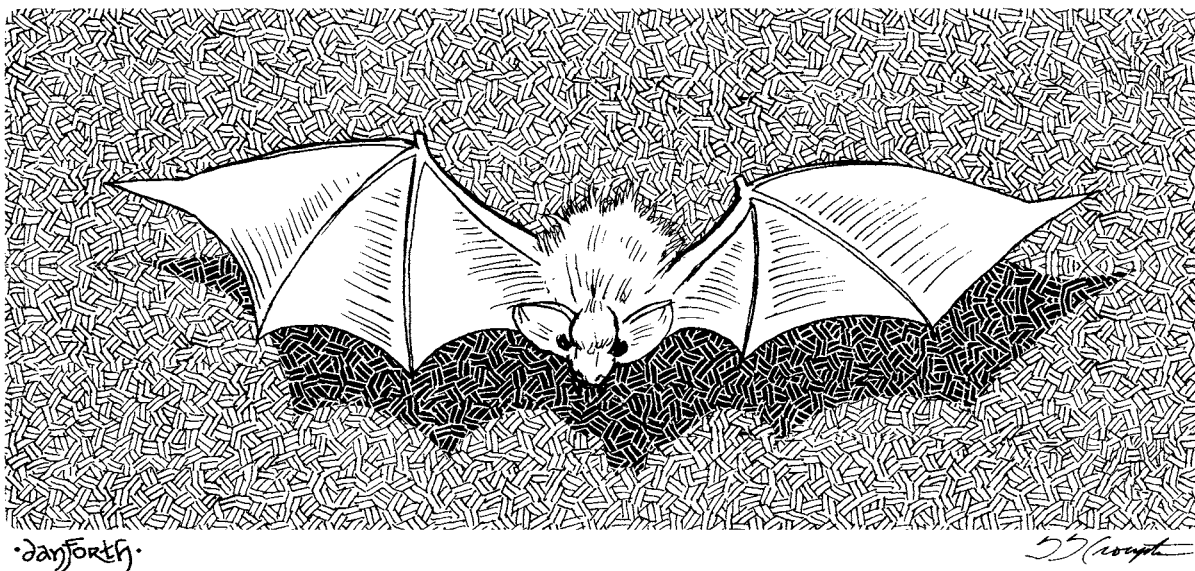


**29E** The *Nothing* Sword is the plainest of the lot. It gets only 3D6 in combat, but it can dig through stone or metal at 5 cubic feet per turn. Dragons will flee from a Nothing wielder, or at least not attack you. Whoever holds this sword is immune to all *Take That You Fiend!* and similar variant spells. Go to **2C**.

**29F** No sooner are you inside than the door slams and locks behind you. It is too heavy and solid to break down. With a rumble of machinery, the roof begins to come sliding down. Your magic, if you ever had any, still isn't working. If you have a deluxe staff, go to 19E. If not, go to **24D**.

**30 A** Disgusted with your cowardice and discourtesy, Lakov casts a spell on you that reduces all your attributes by half (rounded down). This spell cannot be cancelled by any other mage. He also activates your ring to get you out of his universe. Go to **2C**.

**30 B** You have the jewel, but you have also called up a demon blood bat with a Monster Rating of 100. Since you are a magic user, you must fight it with magic. Write down your spell and go to **3F**.



**30 C** You find 2 secret doors, one in the east wall, and one in the west. They are easy to open. If you wish to open the eastern door, go to **6D**. To open the west door, go to **8D**. If you decide not to open either door, go back to **11A**.

**30 D** The apes are completely confused. They go off into a corner and gibber, leaving you unmolested. If you wish to explore the room, go to **15C**. If you want to leave by the way they came in, go to **2C**. If you want to attack the poor helpless beasties, go to **34A**.

**30 E** *Oiving* doubles as a tinderbox and first aid kit. (It throws 2 dice worth of flame for a cost of 2 WIZ points, and heals 3 hits per combat turn.) Used as a sword, it gets 6D6 in battle and is guaranteed for 3 full combat rounds. After that you must make your L2SR on Luck each round you fight to see if *Oiving* breaks. (It will break if you don't make your saving roll.) Go to **2C**.

**31A** Your fingers close around a star about the size of a large diamond. It feels like you have clutched an ingot of white-hot steel. Make a L2SR on STR. If you make it, go to **17E**. If you miss, go to **20D**.

**31B** The sword seller knows the *Protective Pentagram* spell. You are unable to harm him. We can't have people robbing and assaulting legitimate business establishments. A dozen magic swords levitate and begin to attack you. If you wish to fight them, go to **4F**. If you wish to apologize, you must first throw down your weapons and then make a L3SR on CHR. If you make it, Aloyshius accepts your apology and boots you out the back way. Go to **4A**. If you don't make it, you must fight the magic swords. Go to **4F**.

**31C** Compute the effects of your *Take That You Fiend!* spell. If it exceeds 50, the troll is dead. Go to **34C** and read from "You get 50 adventure points..." If not, you take 41 hits. If you still live, go to **36A** and try again. If you were slain, go to **2B**.

**31D** You reach the bottom of the shaft 100 feet down. As you kick around in the dark, you feel a lot of human bones and also piles of coins. A faint glimmer of light begins to glow around you. It is the radiance of your ring. You recognize the dull yellow glint of gold in the coins on the floor. If you wish to leave without touching the treasure, go now to **2C**. If you wish to pick up some money, write down any whole number between 1 and whatever you can carry. Then go to **28D**.

**31E** You must decide if you want to swim up, down, or sideways. For up, go to **20F**; for down, go to **25F**; for sideways, go to **36D**.

**31F** You find 2 secret doors, one in the east wall and one in the west. They are easy to open. However, you have a very bad feeling about both of them, especially the eastern door. If you wish to open the eastern door, go to **6D**. If you wish to open the western door, go to **8D**. If you decide not to open either door, go back to **11A**.

**32A** You can use a *Fly Me* to shoot past the troll, or if you must climb up out of the well, go back to **25A**. The troll will not discover you if you climb out, so you will get away in either case. Go to **2C**.

**32B** The magic swords were neutralized by your spell. Aloyshius offers you another chance. Return to **10A** and don't attack him again.

**32C** You just stepped out into interstellar space. There is no way back, and no way to stay alive. You freeze instantly and take double your CON rating in hits. Go to **2B**.

**32D** Compute the effect of your spell. If it exceeds 50, the troll is dead. You get 50 adventure points for killing it. If the troll isn't dead, he gets 41 hits on you. If you are slain, go to **2B**. If not, return to **36A**, but remember to play the continuing combat with the troll's rating and number of dice to be rolled against you at its new reduced Monster Rating (down from 50). The troll always gets 6D6 plus 1/2 its current monster rating.

**32E** Behind the loose stone is a little niche in which is a crudely carved statuette of a troll. The statue is of pure mithril and is worth 1000 gold pieces. There is a magic spell on it. If you wish to use an *Omnipotent-Eye* on it to find out about the enchantment, go to **33D**. If you can't use that spell, or don't care, and just want to get out, then decide if you want to climb or try magic. If you climb, go to **25A** and read from the second sentence on. If you're going to use magic, write down your spell and go to **26D**.

**32F** You are either very suspicious or very foolish. There is a flash of divine lightning and you have just taken one more hit than you are able to take. You are a crispy critter. Go to **2B**.



**33A** You have slain the toughest monster in the Equalizer Dungeon. That is worth 192 adventure points. Write this next part down on your character sheet. By besting Vashtari, you have earned one reincarnation (he lied a little bit; you're not immortal). If you are ever slain, you will come back to life in a new body. Your INT and identity (memory) remain the same, and you keep your previous number of adventure points. You must reroll for all other attributes. You do not come back in the same body you died in, so you do not have your old gold pieces, weapons, clothing, or attributes, except for INT.

You may also take the block of mithril, which is worth 1000 gold pieces. You find a trapdoor beneath the mithril. If you go through it, go to **2C**. If not, go to **13E**.

**33B** You make your combat roll, and the apes make theirs (each has a MR of 25). The loser takes hits as in any regular T&T combat. If they kill you, go to **2B**. If you kill all of them, go to **15C**. They will not reappear.

**33C** In the center of the room you find a shaft with an iron ladder inside it leading downwards. Suddenly you hear a horrible shriek followed by a blood-curdling moan from the bottom of the shaft. Make a L1SR on CON. If you miss it, go to **13B**. If you made it, you have the choice of making a light or climbing down the ladder. If you make a light, go to **29D**. If you climb down, go to **31D**.



**33D** The statuette begins to speak.

*"Death waits up outside the well, A mighty troll will smash your head and send your soul to Hell."*

Forewarned is forearmed. Go to **35B**.

**34A** The apes are helpless and at the mercy of your attack. You show no mercy. After they are all dead, go to **15C**.

**34B** He takes your weapon and gives you one just like it made of tin. It is only good for 3 combat rounds. The first time you use it, it gets 10 times its regular dice roll; the second time it gets 5 times its dice roll; the third time it only gets its regular dice roll. After that it is worthless. Go now to **3E**.

**34C** The troll's mind is blasted to silly putty. It has a CON of 50. If you can muster any kind of killing spell that will exceed 50, you kill it and get 50 adventure points. If not, you may leave with 25 adventure points. In either case, go to **2C**.

**34D** If you cast anything but *Slush Yuck* on the ceiling, you drowned. Go to **2B**. If you used the *Slush Yuck*, the ceiling goes goosh around you and you pop up into life-giving air. Your ring is now glowing. You may leave by going to **2C**, or swim down and explore the bottom of this pool by going to **25F**.

**34E** Make a L2SR on CHR. If you miss it, you may double any two of your attributes and, as an additional gift, you receive a gold ring that leaves another gold ring behind it each time you take it off your finger. If you wish to make love again, go to **36G**. If you've had enough, go to **2C**.

If your CHR saving roll was successful, you have charmed the deity -- go to **36G**.

**34F** Roll two dice for your bedroom performance -- let's hope you're up on your Kama Sutra! Doubles add and roll over.

3 -- 8: You are a truly lousy lover. She turns you into a lizard. That's the end of this character -- close the book!

9 -- 11: You were fair and she was great. You get 50 adventure points for an interesting night and breakfast. Go to **2C**.

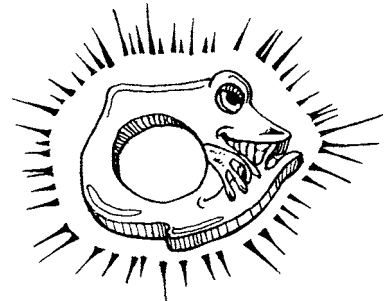
12 or higher: It was an evening to always remember. She gives you presents -- go to **8F**.

**35A** Oh, horrors! An ugly troll reaches down suddenly as you near the top of the climb, grabs you by the hair (or ears if you have no hair), and jerks you out into the open air. She swings a huge club at you. Make a L3SR on SPD (or any SPD based Talent) to see if you were able to react in time to try and defend yourself. If you miss the saving roll, take 6D6 + 25 hits to your CON, and if that takes your CON to zero or less, go to **2B**. If you make the saving roll, go to **25D**.

**35B** You must decide if you want to fight the troll or sneak by it. If you want to fight, go to **6F** and ignore the first two sentences. If you want to sneak past, go to **27D**.

**35C** You are invisible, but the troll is swinging wildly, and still might hit you. Make a L1SR on LK to avoid being hit. If you make it, the troll misses you completely. If you miss, you must take 20 hits. If your CON is reduced to zero or less, go to **2B**. Otherwise, return to **36A** but remain invisible. In each following combat turn, you must make your L1SR as above to avoid being hit.

**35D** This is Sharana, the deity of love, and he/she/it is pleased with you. Make a L1SR on CON. If you make it, you are blessed for your resiliency. Roll 1D6 and add that to either your STR or CON--your choice. If you wish to make love again, go to **34E**. If you've had enough, your ring begins to glow and you fade out to **2C**. If you miss the saving roll, you over-exert yourself and pass out. The goddess worries about you, and gives you a divine gift of 3 points of CON. Then she activates your ring, and you wake up at **2C**.



**35E** You have set the webs on fire, but now you are trapped in a raging inferno that you must endure. The spider-troll flees up and out of the chamber by a secret passage. Make a L3SR on CON. If you fail the saving roll, take the difference between what you rolled, and what you needed in burn damage, and you dash through the flames and through the door, unless your CON went to zero or below, in which case you would go to **2B**. If you get out the door, your ring is glowing, and you're at **2C**. If you make the saving roll, the smoke is actually good for you. You gain the spider-troll's STR (your STR becomes 50), and your CON increases by 5 points. Go to **2C**.

**36A** The troll has a monster rating of 50. It gets 6D6 and 25 adds. There are only a few spells that make sense against it. If you try *Take That You Fiend!*, go to **31C**; if you try *Blasting Power* or *Freeze Please*, go to **32D**; if you try a *Mind Pox*, go to **34C**; if you try a *Hidey Hole*, go to **35C**; if you try any other spell, go to **37E**.

**36B** The Tin Trader yells, "No fair!" whether you attacked with magic or weapons. There is a tremendous flash of light and heat. Your INT and CHR both drop by 3 points (this is a permanent loss). The Tin Trader and his booth vanish, leaving you alone in Limbo. Go to **3E**.

**36C** You manage to shed your armor and heavy weapons just as you reach the bottom of the pool. You still have a bit of air left. Go to **25F**.

**36D** You reach a stone wall, but you are still underwater. Make a L2SR on CON to see if you have run out of air yet. If you miss it, you drown--reduce your CON to zero and then subtract as many points as you missed the roll by to get a negative value. Then go to **2B**. If you still have some air, you had better swim up or down. For up, go to **20F**. For down, go to **25F**.

**36E** Bad luck, adventurer! But, a god is kind. He hates to see a really good person drown. Nuk-Nuk, the Fish God, changes you into a big white fish. The ring falls off your flipper and is lost. Now, a whole new life begins for you as a fish, but your old life as an adventurer is over. Close the book.

**36F** A fisherman sees your body floating in the pool below the falls that come out of the mountainside. He pulls you out and finds there is still a spark of life inside you. Reduce your CON by half and your INT by 3 points because of oxygen starvation. If you have jewels (rocks picked up from the floor of the black pool), the fisherman takes them from you before you regain consciousness. Your ring is glowing. Go to **2C**.

**36G** The being is Sharana, the demiurge of love, and it confers the ultimate boon upon you. Your body disappears in a puff of flame, and your soul is merged with the deity forever. Close the book. This character is evermore part of Love itself.

**37A** Your spell makes the giant spider forget what it's doing and pause for a few seconds. You may either have one free attack with weapons, or cast another spell upon it. If you choose to cast a spell, return to **8C** and choose something else. If you switch to normal weapons, go to **11B** and fight, but assume that you know what you're facing and get your full weapon's scores.

**37B** Your ring is glowing. Go to **2C**.

**37C** You may still fight invisibly. Roll your weapons damage as normal, but when you roll for the apes, cut their damage in half--it is hard to fight an invisible man, even for apes with keen senses of smell. Once the fight begins, you must fight to the finish. If you finish slaying the apes, take 25 adventure points for each ape killed. Your ring will be glowing, and you can go to **2C**. If the apes kill you, your CON will be at -30 when you get back to **2B**.



**37D** You skillfully evade the ape demons and find the door by which they entered. You slip through it, and if you have the WIZ left, you lock it behind you with a *Lock Tight* spell. Once you accomplish that, your ring will start to glow and you find yourself back at **2C**.

**37E** If you are at this paragraph, your spellcasting did not work. You will have to fight the troll to the finish using just your normal weapons. It has a monster rating of 50, and gets  $6D6 + 25$  combat adds. As the monster rating decreases, its adds will decrease, but it always gets 6D6. Fight! If the troll knocks your CON down to zero or less, go to **2B**. If you cut it down to zero or less, take 50 adventure points and notice your ring is glowing -- go to **2C**.



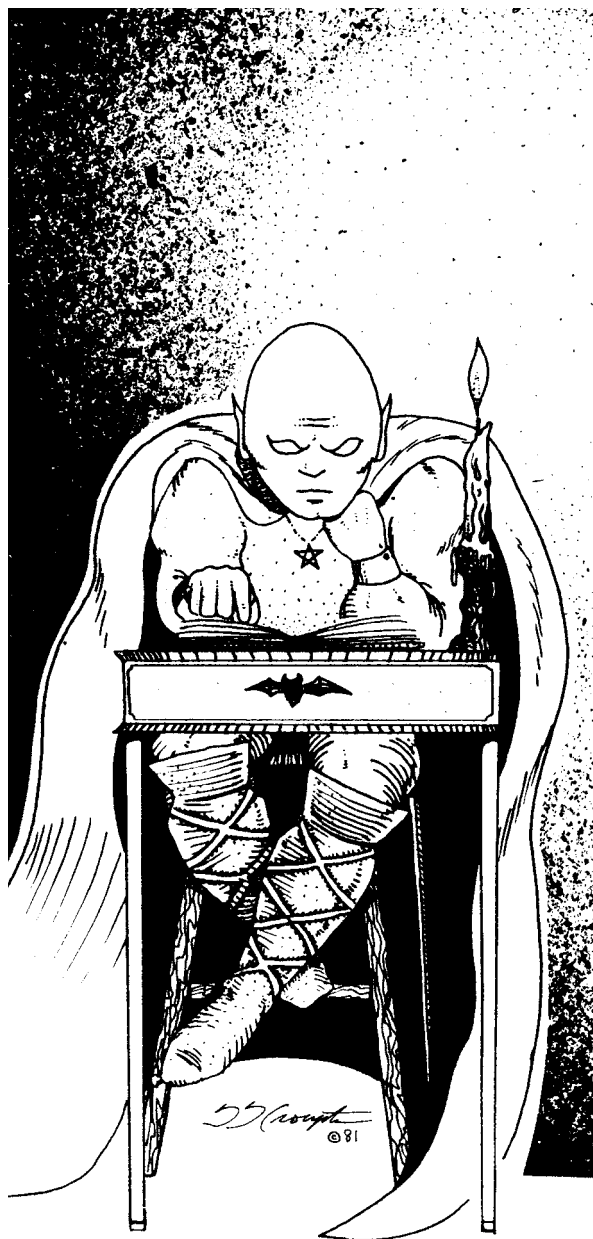
## Running Deathtrap Equalizer as a G.M. Adventure instead of a Solo

**D**eathtrap Equalizer was originally planned as a one-person adventure. Not just one person, but also just one adventure at a time. Trying to do the Trip of the Lion is clearly suicide, not least because halfway through the solo, there's an adventure that turns any high-level overpowered character, which is what it takes to win some of the scenarios, into an average mid-level character. Then there's also the paragraph that turns the player into a fish, so it's a bad idea to try and do the whole thing. But, if you aren't greedy, you can go in and come back out with some nice magical enhancements.

Running it as a GM, you'd probably have to deal with more than one character at a time. On the other hand, it could be a lot of fun because there are a lot of NPCs in the adventure for you, as GM, to roleplay. There are several wizards and at least one god that need to be played by the GM.

What you need is a plot that allows you to get the whole party into the dungeon at one time and in the same situation. You can probably come up with a better idea than I can, but my gimmick is that the party is chasing a thief who has made off with something they want back. The thief ducks into the Deathtrap, gets a Frog ring, and disappears into the dungeon. The thief's plan is to wait a good long time before coming back out. However, the party sees the thief disappear, and decides to go in after him.

There's just one catch. The Frog ring is a random trip. How is the party going to catch up with the thief by taking random trips of their own. They might get lucky, but they might not. Maybe the players could make a deal with the dungeon proprietor, Umslopagaas. Umslop could give them Monkey Rings, and rig it so that they all went to the same situation on each time.



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From that point, it becomes fairly simple to run Deathtrap as a GM dungeon. When the party goes to an A paragraph, the GM simply reads it, and asks them what they do? If there are monsters to fight, you get those dice to rolling. If there are situations where magic may be needed, you no longer have to guess what spell I had in mind for getting out of it. Try anything, and just take the logical conclusion for the actions involved.

To make things even more interesting, let the fugitive set traps for his pursuers inside the dungeon. Maybe the fugitive didn't take a Frog Ring, but took a Monkey Ring instead. If the players catch up too quickly, the fugitive simply vanishes into another situation. The random nature of how the rings work make it hard to catch him.

Or maybe you can come up with some other reason to send your players in as a group. Hey, I just set the scene. It's up to the GM and players to provide the imagination and fun.

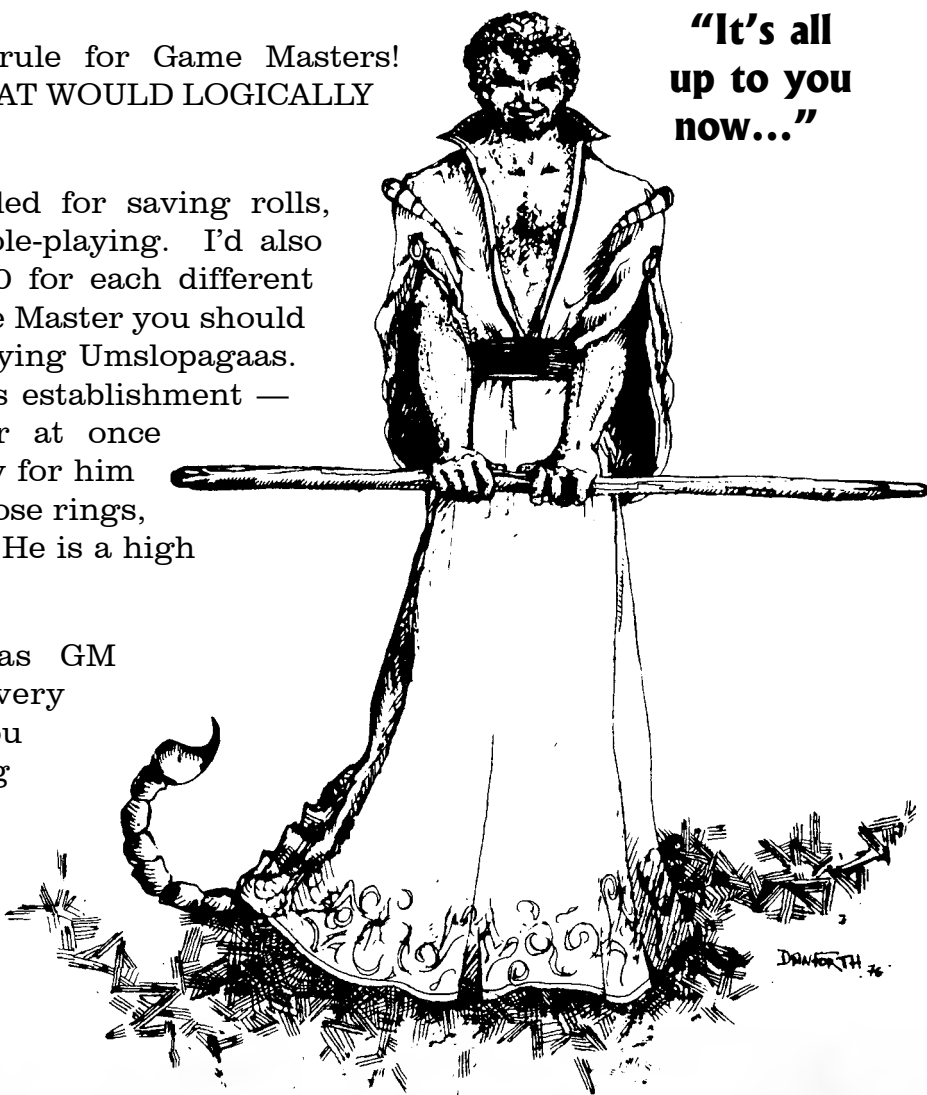
Just remember the prime rule for Game Masters!  
GIVEN THE SITUATION, WHAT WOULD LOGICALLY  
HAPPEN NEXT?

Adventure points are awarded for saving rolls, creatures slain, and good role-playing. I'd also give the players at least 100 for each different room they survived. As Game Master you should be able to have some fun playing Umslopagaas. This dungeon is his business establishment — seeing a whole party enter at once should be a good opportunity for him to make some cash selling those rings, or other magical assistance. He is a high level wizard.

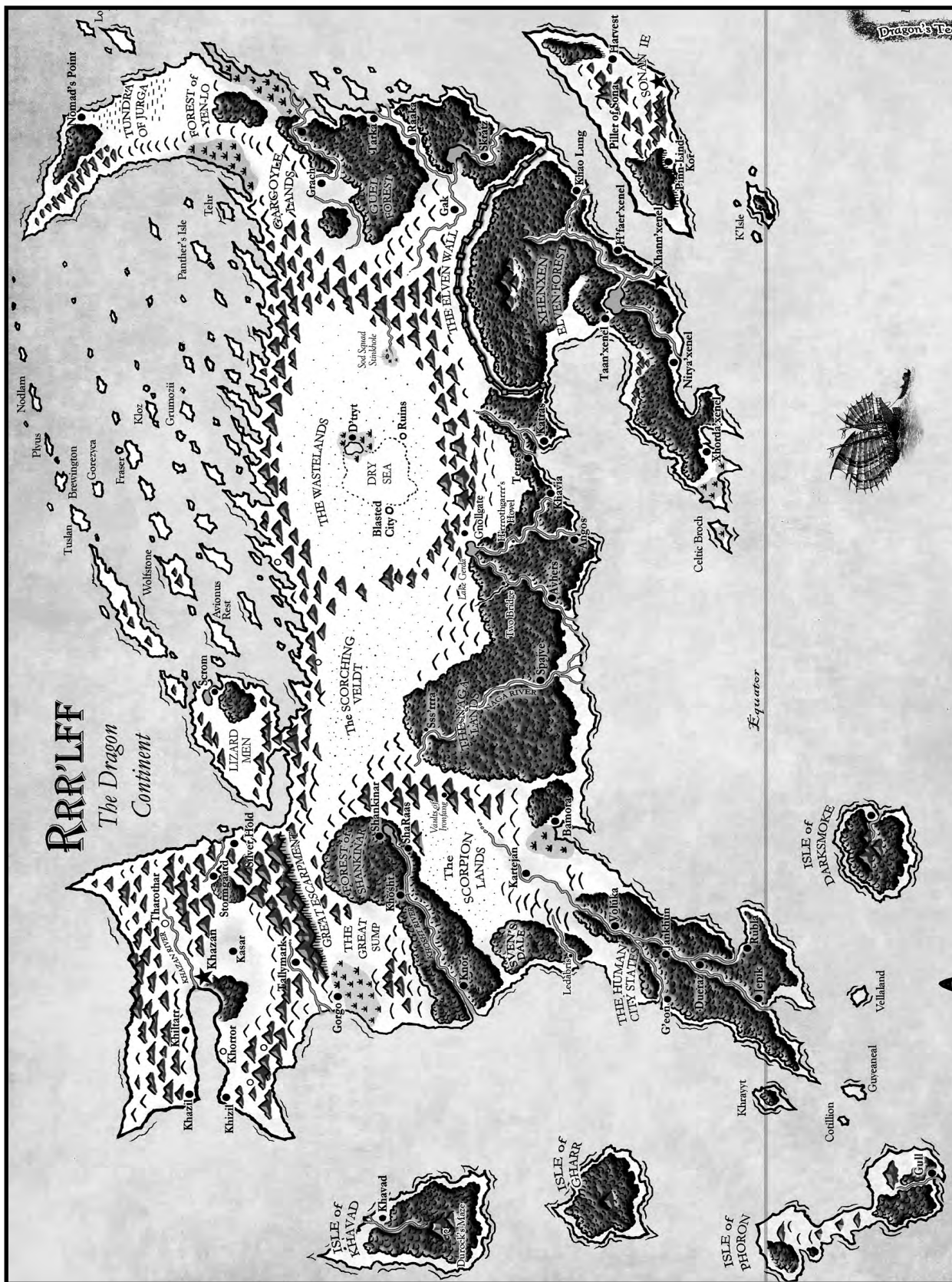
Try it! Running solos as GM adventures isn't really very difficult, but it will get you into the practice of thinking on the go and improvising to keep the adventure moving right along.

— **Ken St. Andre,**  
July 14, 2013.

**"It's all  
up to you  
now..."**



# The Continent of Rrr'Iff



Map by Ken St Andre, Steve Crompton, Liz Danforth & Bear Peters 2013

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*This is a solitaire adventure for use with the Deluxe Tunnels & Trolls system. You will need the Deluxe Tunnels & Trolls rules to play.*

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