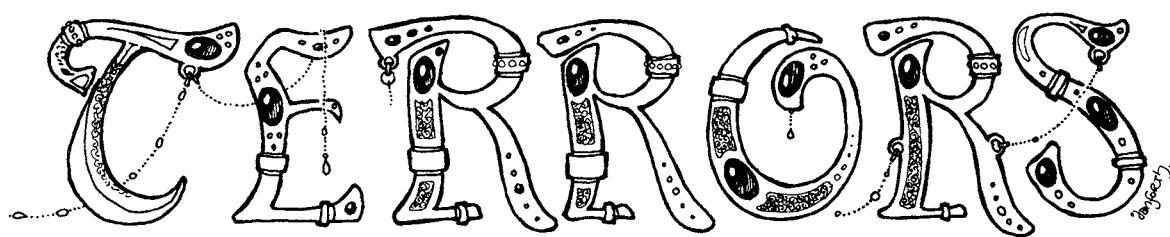
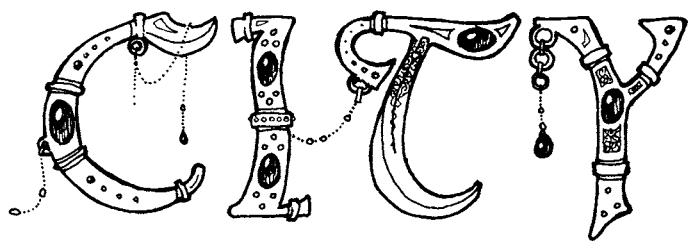


DELUXE CITY OF TERRORS



DELUXE



Solitaire Adventure #9 for Deluxe Tunnels & Trolls™

written by

Michael A. Stackpole

Deluxe T&T Upgrades by

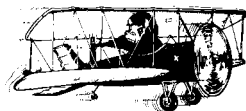
Ken St. Andre

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& Steve Crompton**

interior illustrations by

**Rob Carver
Liz Danforth**



Published by Flying Buffalo



Deluxe Mods for City of Terrors

This version of City of Terrors has been modified slightly to be compatible with the deluxe T & T rules. Where it was not practical to modify the text, there are instructions for dealing with those situations in these notes. Please read carefully. That means these changes are in effect:

1. Your characters should have at least 8 attributes; namely: STR, CON, DEX, SPD (the physical attributes) and INT, WIZ, LK, CHR (the mental attributes). All spells are powered by WIZ, not STR. If your character does not have a WIZ or a SPD attribute, stop now, roll 3D6 and assign attribute values. If you roll natural triples, keep that number and roll again. Your character is a specialist, and you will have to check the deluxe rules to see how that would affect its abilities. In the meantime, play it as a citizen that just happens to know whatever your character already knew under the 5th edition rules.
2. Your characters may have Talents as outlined in the Deluxe rules. If a saving roll calls for a check on any attribute that has a Talent attached to it, you may use the enhanced Talent value instead of the base attribute for your saving roll attempt if that makes sense to you.
3. A roll of 3 (1, 2) is an automatic failure on any saving roll or Talent check.
4. The rules of magic have changed. Any spells you cast are paid for with your WIZ attribute, not your STR attribute.
5. There are many situations in this module that assume you will stand and fight to the death when any sane person would run away. If you find any of these paragraphs, and you would rather run than fight, make a saving roll on LK or SPD—the level to be determined by how many foes you have to face. For example, if you were facing 5 bloodbats, you would need to make a level five saving roll to escape. If you are up against a single foe, no matter how large, you need only make a level one saving roll to escape. If you make the "flee" roll successfully, go immediately to **57C**. (If you can't logically run away, you can't do this. No saving roll escape chance for you.)
6. Where we show character attributes, the attributes for WIZ and SPD did not exist when COT was first published. We do not want to change combat adds, so please give all characters without a SPD rating, one of 11. For WIZ give them 12 points unless the character is a Wizard; in that case, give it 12 + 2D6 (DARO). You can just pencil these numbers into the book where they would normally be shown. On the Wandering People Chart you will need to add the attributes of WIZ and SPD to all the characters listed there. You may simply roll 3D6 and pencil in the extra attributes for everyone except Inram the Wizard. Give him a WIZ of 35, and change his level to level 3.
7. There are some situations in this module that evolve quickly into some kind of sexual action. The illustrations show heterosexual encounters, but there is no reason to believe that they are all male-female in nature. Girl-girl and man-man are equally possible erotic adventures. Female player characters can also do their share of seducing and being seduced. In these situations, simply adjust the gender differences in your mind to suit your own player proclivities. In order to keep the adventure moving right along, the author has omitted the clever flirting conversational foreplay that would precede each erotic encounter, but as players you should note that things are not quite as wham-bam-thank-you-mam as the text may suggest.

If you keep these differences in mind, you should not have any difficulty in playing Deluxe City of Terrors.

– Ken St. Andre, June 10, 2013.

Special thanks to Trollhala member **Susan Davis** (AKA Vella) for playtesting and proofing this new edition.



DELUXE CITY OF TERRORS

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Preface

Mike said I could write a preface if I wanted, and I'm taking him up on it. *City of Terrors* is unique as a programmed adventure. It simulates 23 possible adventures in a full-fledged city somewhere in the *Tunnels & Trolls* world that contains Khosht and Khazan. I don't think it is very near those two, but it certainly would be an interesting place to visit.

Now if Mike has a single fault, it is a tendency to kill off your character without giving you a proper chance to get out of it. He can't be blamed for this — it is the kind of thing I have done myself in the *Deathtrap Equalizer* and *Naked Doom* — but I want to tell you all I'm sorry for being so cruel. And to make it up to you, I have written in a chance,* occasionally, for you to escape in cases where I think Mike kills you unfairly. It isn't much — it reduces a 100% certain doom to a 95% certain doom. There aren't many breaks that good in the T&T universe!

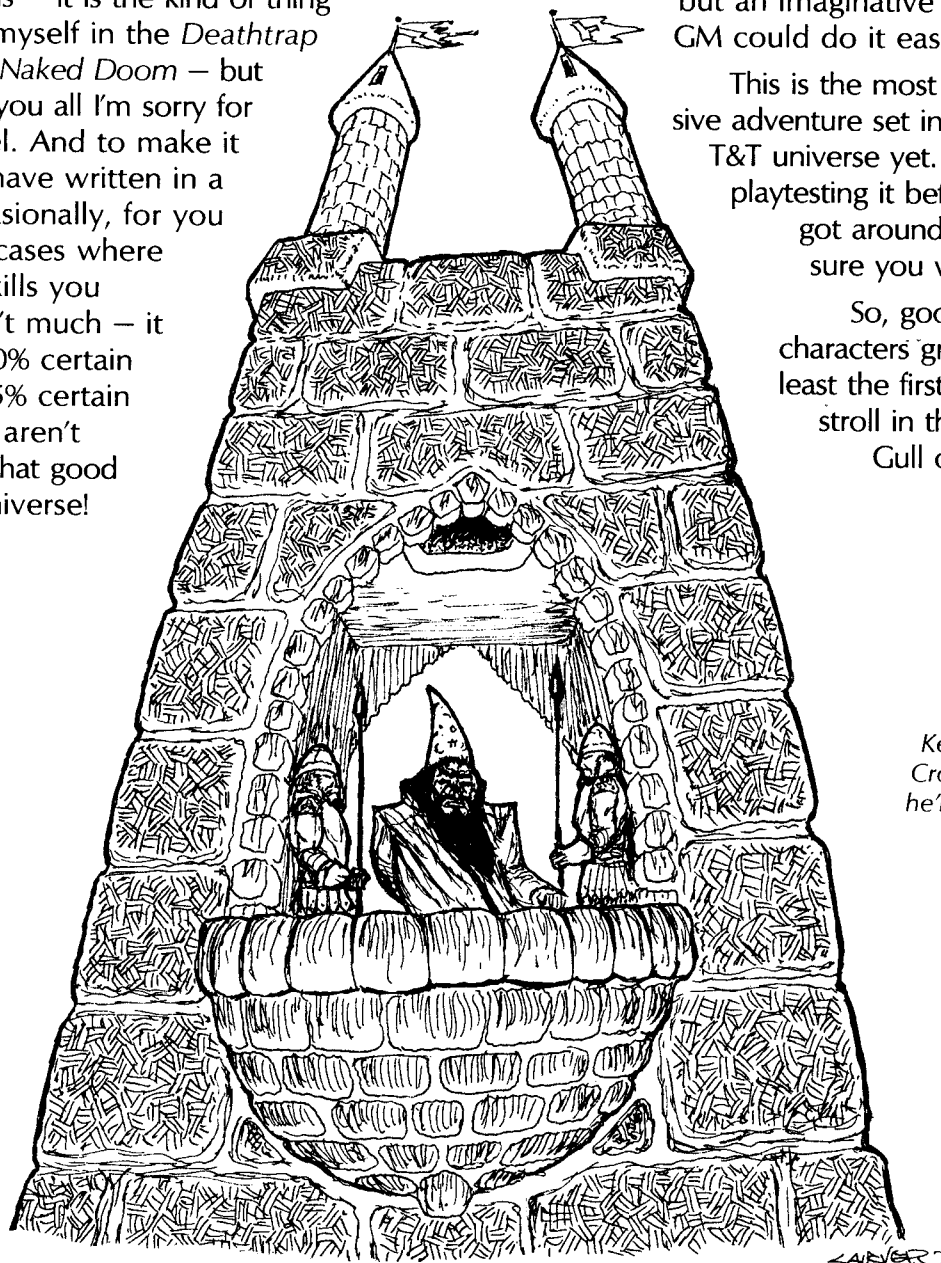
The City of Gull can be mapped and drawn by anyone with the patience to follow the directions given for the various streets and buildings. As such, it can then be used as a target of attack for characters playing *Monsters! Monsters!* Another thing that could be done with it is for one person to run the city like a dungeon and for a party of two or more characters to go through it as a team. This would require that the Game Master modify some of the instructions given in the booklet, but an imaginative and experienced GM could do it easily.

This is the most clever and extensive adventure set in the conventional T&T universe yet. I had a lot of fun playtesting it before Flying Buffalo got around to printing it. I'm sure you will have fun, too.

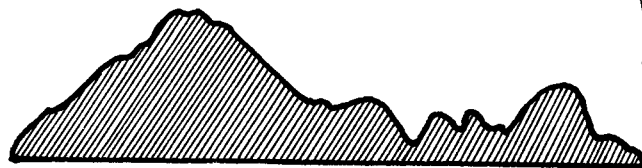
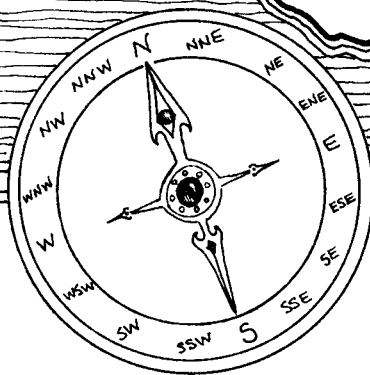
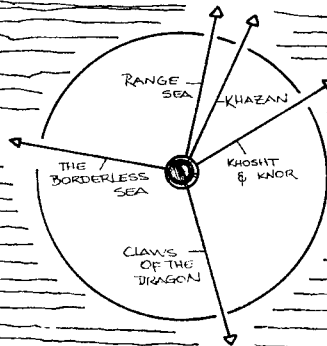
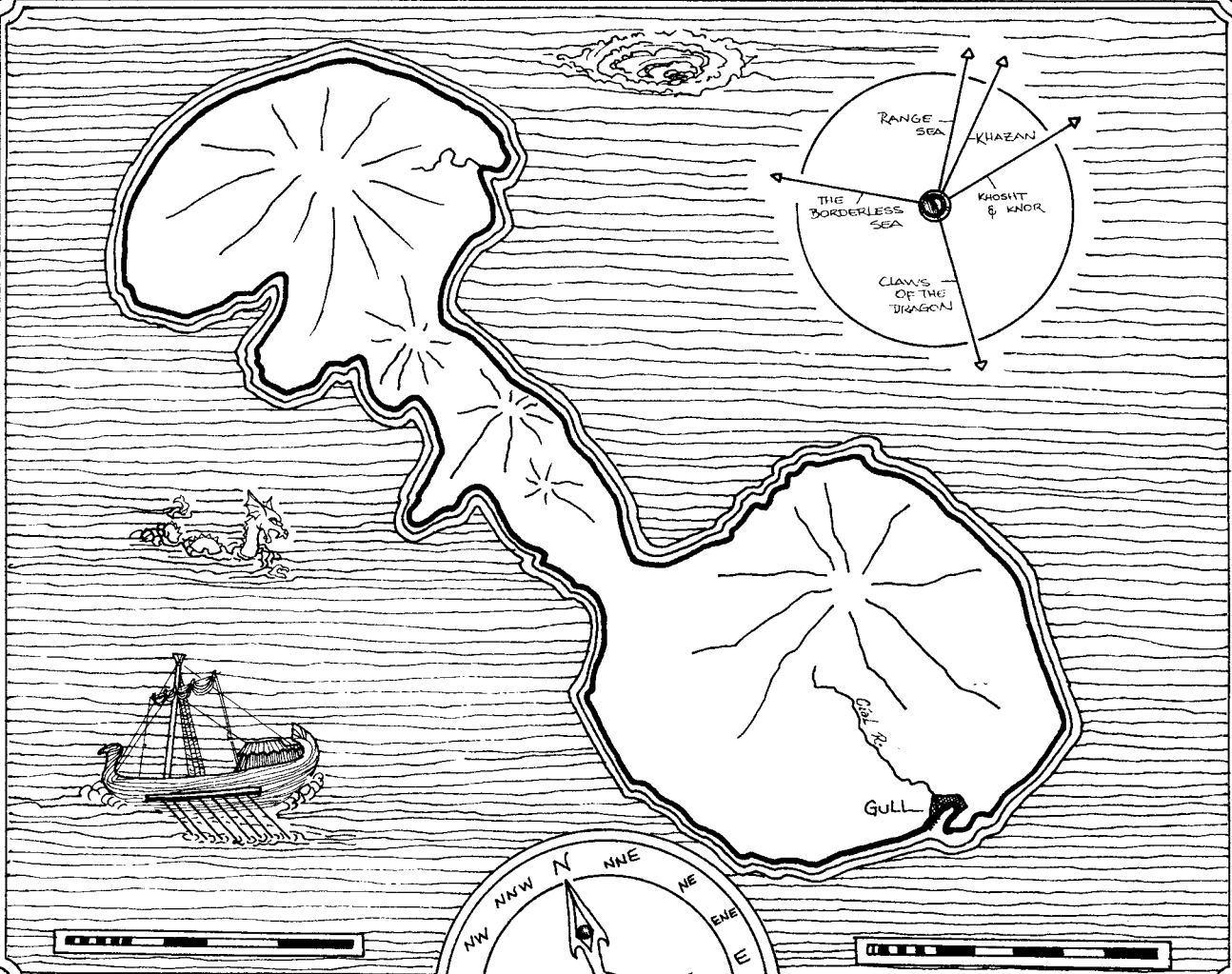
So, good luck! May your characters grow and thrive, at least the first time they take a stroll in the perilous city of Gull on the Range Sea!

—Ken St. Andre

*Clarification:
Ken did not write the Cronus adventure, but he'll remind you about it occasionally! (Ed.)



PHORON



design By danforth from map By STACKPOLE

Introduction

Welcome to the *City of Terrors*. This is the first open-air solitaire adventure. It is set in the City of Gull on the sun-baked tropical island of Phoron. You come by ship, disembark, and are taken by carriage to the hotel.

You take a room and tip the clerk 20 g.p.'s to make sure that your things don't get ripped off. Between adventures, you may drop stuff off in your room, change your clothing, or exchange your weapons.

Any humanoid creature, be it orc, ogre, or elf may journey here. If you happen to be a man-tiger (courtesy of the justifiably infamous Ken St. Andre and the *Deathtrap Equalizer Dungeon*), you will find what you are looking for to the east of the hotel.

Magic may be used, but only in the very limited way it is allowed here. If I don't specifically say you can use it, you can't. There are job openings in Gull — if you sign on, follow the directions at your place of employment.

This adventure was designed with the well-rounded, mid-level character in mind. However, at times, a first-leveler will win out where a superhero loses. Keep this in mind. *If you are killed as the result of missing a saving roll, you may go to 4E and get another chance at life.* If you forget to go there — and you are not reminded inside — then you die.

At times your rewards will be in technologically advanced or magical devices. If you recover any of these, they are worth 100 experience points (e.p.'s) when you leave the adventure. (Also known as adventure points.)

Whenever you come to an intersection, you must roll up a Wandering Person (WP) and figure out what happens to you. The WP's are listed at the back of the book. It is worth your while to read through that section before beginning.

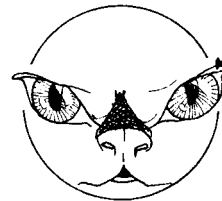
There are a couple of places where you can leave the dungeon without returning to your hotel. If you do so, you forfeit all the equipment, treasure, and what have you which you left behind in your hotel room.

Saving rolls are made on all attributes at one point or another. Unless specified, all saving rolls will be made on Luck, and they are to be made *at the character's own level*.

You will need dice, the rules to *Tunnels and Trolls*, and maybe a deck of cards. Paper and pencil are vital as well.

Good luck. Be wary. The City of Terrors can live up to its name. Keep your weapon handy, a hand on your money belt, and go to 33C to begin.

—Michael A. Stackpole



A Special Note:

In the back of this booklet are the Wandering People (see page 58). You may wish to keep track of the points the Wandering People amass, and as they get enough e.p.'s, they too will advance. In this manner, the dungeon will get tougher as you go along. Also, if you ever create a city of your own for *Monsters! Monsters!*, these wanderers will give you a fine base of non-player characters to start.

You can use the Peters-McAllister chart in the T&T Rulebook to create more wanderers. Also, if you have a copy of *Monsters! Monsters!*, you might like to roll up some of the creatures therein with which to do battle in the streets and byways of Gull.

1A As you walk down this road into the alley, you hear someone hail you. You look up and see a man walking towards you.

Do you approach him: 8C; ignore him: 38C; or attack him: 14A?

1B Before you looms a dark building. You can see that the building is very old, and the type of construction is unlike any you have seen before. The door in front of you is open.

If you are a rogue, go to 11B. You may call it a night, 39A, or you may enter by 51B if you are not a rogue.

1C You find she is an amorous lover. It is one of your greatest experiences. As you lay panting, she advances again.

Her mouth is open, and you notice that her canine teeth are very long. Before you can scream, she sinks her teeth into you. She drinks of your blood for a moment before you stop panicking.

You throw her off and gather up some clothing. You run from the castle, yet her voice is ringing in your ears.

"My love, you have been bitten. There are two ways you can be cured. Find a 17th level wizard and have him cast a *Born Again* spell on you. The only other way to escape the curse is to kill every single vampire you encounter from this day forward. If one escapes, you will be cursed to forever be a vampire yourself.

"You don't have to run... you can come back..."

You keep running, and go to 33C.

1D Two hundred yards from the gate you see a trench with steps leading down into it. The mage directs you to it. As you walk towards it, you feel fierce cold for the first hundred yards. If not for the sun, you would think you were in the middle of a blizzard.

The second hundred yards, it seems to you, is in the middle of some blazing hot desert. The heat feels like it is 150° in the shade. The heat stops at the steps.

The mage, Biorom, is in the room you find at the bottom of the stairs. "You are my slaves," he says. "To escape from here, you must defeat me or run out the gate."

To fight him, go to 21C. To say nothing and stay where you are, go to 46D. To run out the gate, go to 39F.

1E You have climbed into a balcony that overlooks the large meeting hall in the building. Directly beneath you is the orc leader. "Tonight we will attack the town and raze it!" he cries. This suggestion seems to meet with the general approval of the thousand orcs gathered there.

Being the brave, heroic person you are, you leap from the balcony and slay the orc leader. You look up and see one thousand orcs glaring at you.

If you are an orc, go to 54C. If you are anything else, you may try to fight your way out of here by going to 51D, or you can commit suicide so you won't be tortured by the advancing orcs, 40D.



2A From their bodies you get a pouch of stuff they put into your drink. You recognize it as Wombat Venom. You know that when a weapon is coated with it, it will immobilize a man-sized foe for one combat turn if you can get five hits on him. He will stay immobilized for that combat turn (in which you got the five hits on him) and also for one additional combat turn for every two hits over and above the original five.

Go to 33C.

2B Roll two dice. This number will tell you the change made in you by the operation. This change is permanent unless you can get a *Curses Foiled* spell cast upon you (L9 magic).

2 — A prehensile tail is added to your body. It is capable of grasping like a monkey's tail. It can hold up to a two-die weapon, and you can get three dice worth of striking or strangling from it.

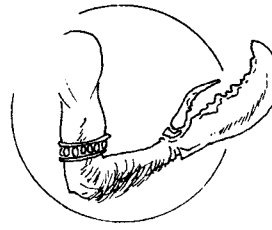
3 — The auditory system of a bat is given to you. You can hear a monster breathing through up to a foot of solid oak door. You can also understand and communicate with bats, though not necessarily with vampires.



4 — The olfactory nerves of a dog are added to you. You can smell any monster and tell what type it is from a hundred yards off.

5 — You now have gills. Go to 57B to find out the details of this new change to your body,

6 — Your brain is now in the body of a giant spider. Each leg is worth one die in combat, and the web acts like a bola. CHR is cut to one.



7 — Your right arm, from the wrist down, is a giant lobster claw. It can't hold any weapon, but it is worth three dice in combat. CHR becomes 3.

8 — Half of your brain is replaced with that of an ape. In combat, on a roll of 2, 3, 11, or 12 on two dice, you will go berserk and cannot stop fighting until subdued (CON reduced to 3 or less).

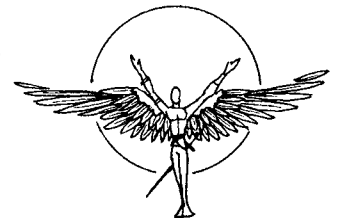
9 — Biorom added two tentacles to your body. They are 10' long and join your body below the arms. They are worth two dice in combat, or they can hold two-die weapons. The suckers permit you to climb smooth, sheer walls.



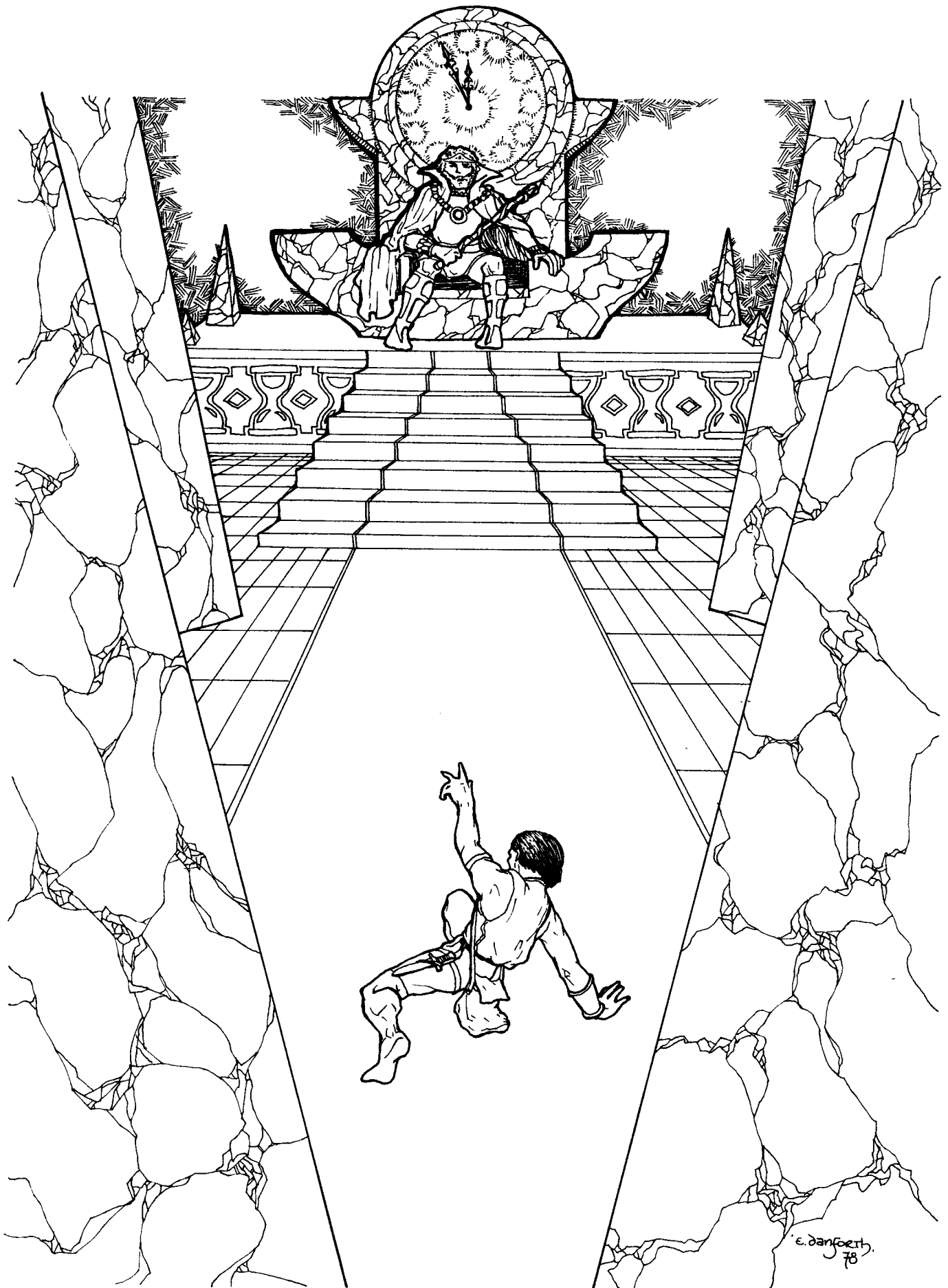
10 — The eyes in your head are now those of a tiger. Your night vision is 6 times keener than a human's night vision, and your eyes glow with reflected light at night. The overall effect is to improve your CHR by 1 point and give you a natural Cateyes spell at all times.

11 — Your hands have been taken and replaced by two claws taken from a giant bird. There are four talons, and you find you can grasp up to a 3-die weapon with them. The talons are themselves worth one die each in combat (total of 8 dice). CHR is reduced to 3.

12 — You have been given wings. They are large enough (wingspan of 14') to lift you and equipment equal to your weight.



Biorom watches you and records your reactions and adjustments to the surgery. When he is through with you, you are free to go. You get 100 adventure points and free passage to 33C.



4A She tells you she is Madame Chayalla. She says she does not like intruders; she usually deals with them ruthlessly.

However, she thinks you are cute (if your CHR is less than 8, you can rightfully assume she's going blind), and she will give you a chance to save yourself. Behind her are two doors. Choose one.

If you go to the left, go to 49D. If you want to go to the right, go to 13D. If you want to make love to her, go to 50E.

4B Ralf falls over dead. You're quite good with that magic stuff. Defeating Ralf is worth 50 adventure points. If you wish to advance into the cave, you may go to 42A. Otherwise, go to 25B.

4C Poor move. These men are from the Anti-Slavery League. With a deft movement, they toss a rope around the highest branch of the nearest tree and fasten the other end to your neck.

Make a 4th level saving roll on LK (35 – LK). If you miss, they hang you. Your charges of late laugh as the rope is pulled tight. If you make the roll, someone remembers that the Marshalls of Gull have recently been getting picky about such summary justice. Despite some grumbling, you are hustled back into town under heavy guard and slapped in chains in the hold of a ship bound for Khazan where you will be sentenced to the Royal Khazan Gauntlet of Criminal Retribution and Rehabilitation, better known as the *Naked Doom* dungeon. Follow the instructions given in the Prologue of that dungeon. If you haven't got *Naked Doom*, then they'll string you up themselves.

If you made the saving roll at 6th level, they hauled you up, but you should go to 52B.

4D This is the home of Scycor the Healer. One of Scycor's aides comes to you and decides if you need to be seen right away. If you have lost a hand in this trip, go to 43A. Any other problems and/or injuries will be seen to in the Clinic; go to 16C. If you have no need for a Healer's services at this time, go to 47E.

4E As you feel yourself slipping into the numbness of death, you hear a loud snap. Before your eyes, a bright light flashes. You are engulfed by a mist that slowly dissolves.

You find yourself in a large room. It is totally constructed of white marble that is flecked and streaked with gray and black. The marble is polished so finely that it is almost like a mirror. The whole sight is awesome.

The ceiling is upheld by four pillars that are marble pyramids. You are in the center of these four pyramids. You look up and see a human form seated in a marble throne in front of you. The figure speaks:

"I am Cronus, the Steward of Time. You have been plucked from your death-moment because you did not have a chance to influence your end. Had you died in combat, you would now be dead, but since an unfortunate turn of events lead to your downfall, you are here.

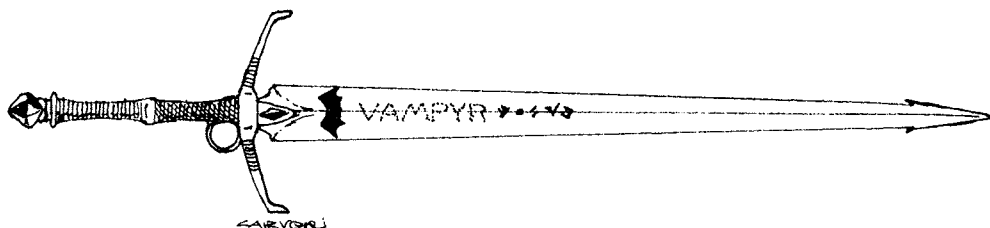
"I have decided to give you one chance to live. You must defeat a Champion of Time. You have your choice of Past, Present, or Future."

As he says this, three of the pyramids open to reveal dark and misty interiors. To fight in the Past, go to 52C. To fight the Future, go to 36A. To fight the Present, go to 47A. To attack Cronus, go to 33E. To refuse his boon and die, go to 24C.

4F Thinking quickly, you take the rope and fasten it to the table. You toss the rope out the window and climb down. You find yourself about 20 feet short of the ground when you get to the end of your rope. However, if you can use 3rd level magic or higher, go to 37D.

If you are not a third level wizard or better, you will have to drop the last 20 feet. Make a level 3 saving roll on either Luck or Dexterity (your choice), or on any DEX based Talent like Acrobatics that you may have. If you make the saving roll, you escape unharmed. If you fail the saving roll, you take damage equal to what you missed the saving roll by. On a catastrophic failure of 1, 2, the fall kills you. Otherwise, take the adventure points for the saving roll and go to 33C, limping if you are badly hurt.





5A He continues to laugh as he moves in on you. Any spell you threw at him failed to work, and you lost the WIZ points anyway. You realize he is somehow protected from magic and that you will have to fight physically. He is using his 6D6 bec-de-corbin and has 33 combat adds. His CON is 11 and he carries no armor. You just have time to enchant your own weapon (if you know a spell and have the WIZ available) before he reaches you. After that, fight to the bitter finish. Don't forget about spite damage. If you kill him, go to 22C. If he wins, close the book.

5B Write down the amount of your bet. Your arm-wrestling opponent is named d'Icsta. He has a STR of 25, a CON of 40, and 31 combat adds., making him a tough foe. To wrestle him, you must treat it as if you were fighting bare-handed. You each get 1D6 plus your combat adds. Spite damage knocks a point off the loser level regardless of who wins the combat round. Your loser level is half your current CON and d'Icsta's loser level is 20. Hits taken in wrestling do not come off your CON, as it is only a measure of your endurance in this case. If you lose, compute the consequences, and then you may return to 32A. If you win, go to 26B.

5C The archers are appalled that you, a bow bearer, would break into a house. They take your bow and break it. Then they break your hands so that you can never hold any bow again. Roll one die and take that many hits to both your CON and DEX. They throw you out into the street. Go to 35C.

5D Leave the card in the adventure at 16B. You will handle the operations for Biorom. For each successful operation, you may add one to either your IQ or your DEX. After five successful operations, you may leave, if you want to do so, and go to the city square at 33C.

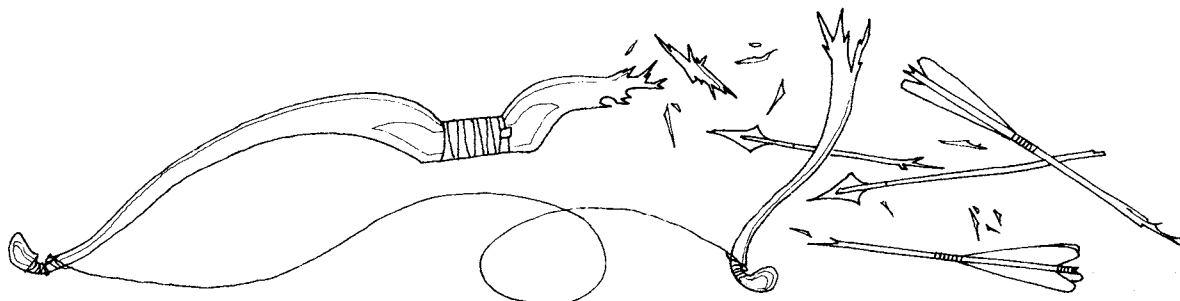
If any operation fails, you have the choice of having an operation yourself or running for the gate. If you want an operation, go to 16B and follow the instructions there. If you wish to run, go to 39F and follow those instructions. If you want to back out of your deal with Biorom, tell him so and go to 21C.

5E The sword you have in your hand is a vampire sword. It drains CON points from the people you are fighting. It takes one CON point per combat turn after you first draw blood (if the creature or being you are fighting has a monster rating instead of attributes, it steals five MR points per combat turn).

The sword drains these points even if you become wounded. But if you are wounded, it drains them from you as well (but only while you are actually fighting) until you can get cured. A *Poor Baby* or magical herbs in a poultice should do the trick. Scycor can cure you in this adventure.

There are five 40 MR guards between you and freedom: two come in the first wave, you meet one in the hall outside this room, and then you have to battle two more to get out of the gate.

If you can get through the gate, you are free. Go to 33C.



6A There may be as many as six other people besides yourself in on the poker game. Decide how many people you want playing, and deal out that number of hands.

Look only at your own hand and bet. All the rest of the players will bet as much as you do.

After betting, look at all the hands, and the winning poker hand wins the pot. You might like to make the WPs the other players at the table for the sake of realism. If your hand wins, multiply the bet you made by the number of hands which were dealt out. You have won that much money.

Play as long as you want and leave when you wish. Go then to 9A.

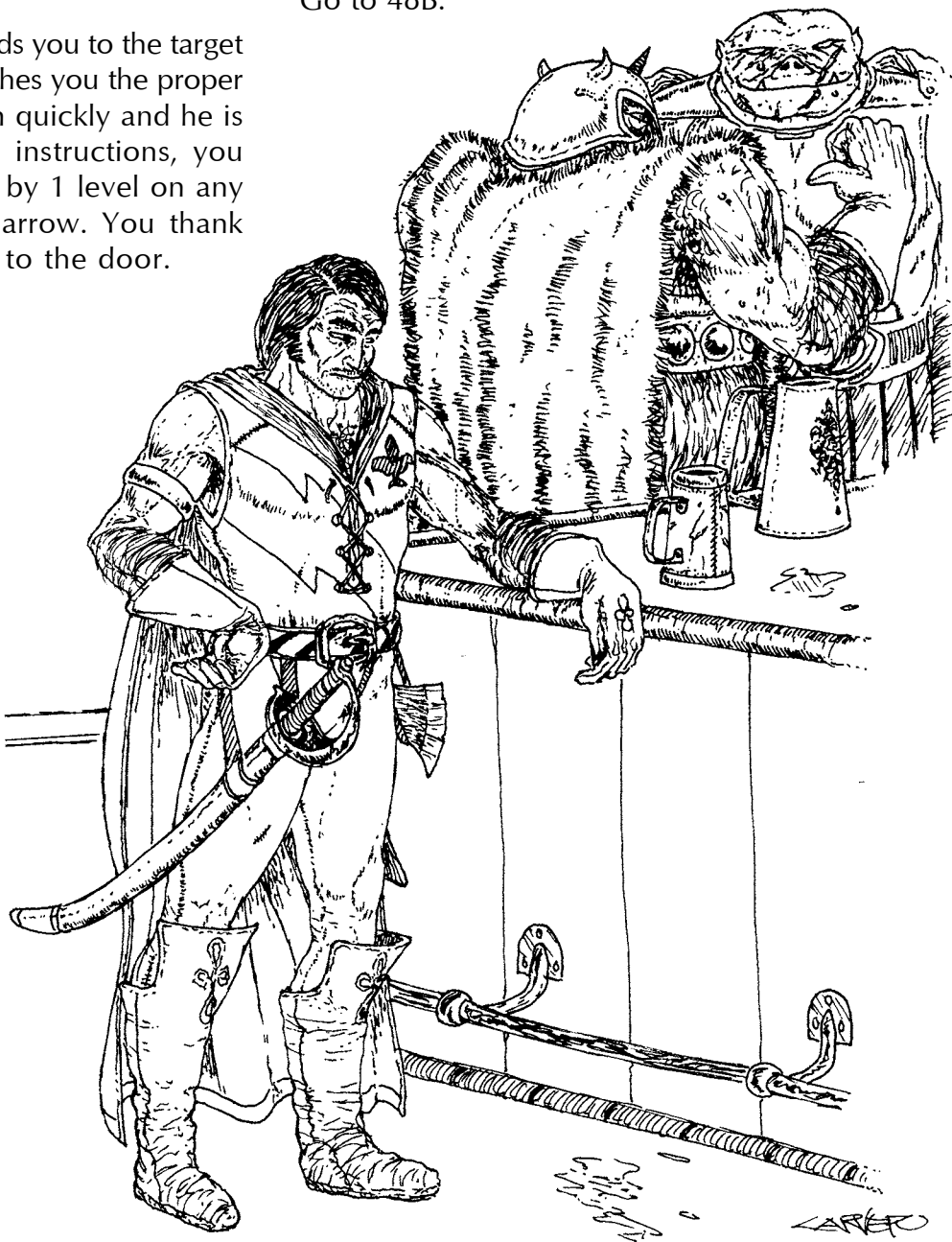
6B A kindly old man leads you to the target range. There he teaches you the proper way to use a bow. You learn quickly and he is very happy. Because of his instructions, you may reduce your saving roll by 1 level on any future shots with bow and arrow. You thank your host and he leads you to the door. Go to 35C.

6C As you turn to run, you run into an ogre. His name is Ralf. You twist away from him and prepare to attack. If you wish to fight him with magic, go to 39B. If you wish to fight him with regular weapons, go to 35D.

6D At the bar are two orcs. They have had a few, and they are making comments about you. They say that your "Roots" would doubtlessly lead you to a kennel.

If you would like to fight them, go to 50A. If you wish to hit them with an *Oh Go Away* spell, go to 17C. If you wish to ignore them and finish your drink, go to 15E.

6E You get 68 adventure points for this battle. You also get to take the three rubies that are set in his belt buckle. Roll 1D6 and multiply by 10 for the value in gold pieces of each ruby—they are small gems. You may keep any weapon you picked up in this fight. Go to 48B.



7A If the spell you wrote down was not *ESP* or *Omnipotent Eye*, it did not take effect. Return to 40C. If you wrote down one of those spells, go to 21B.

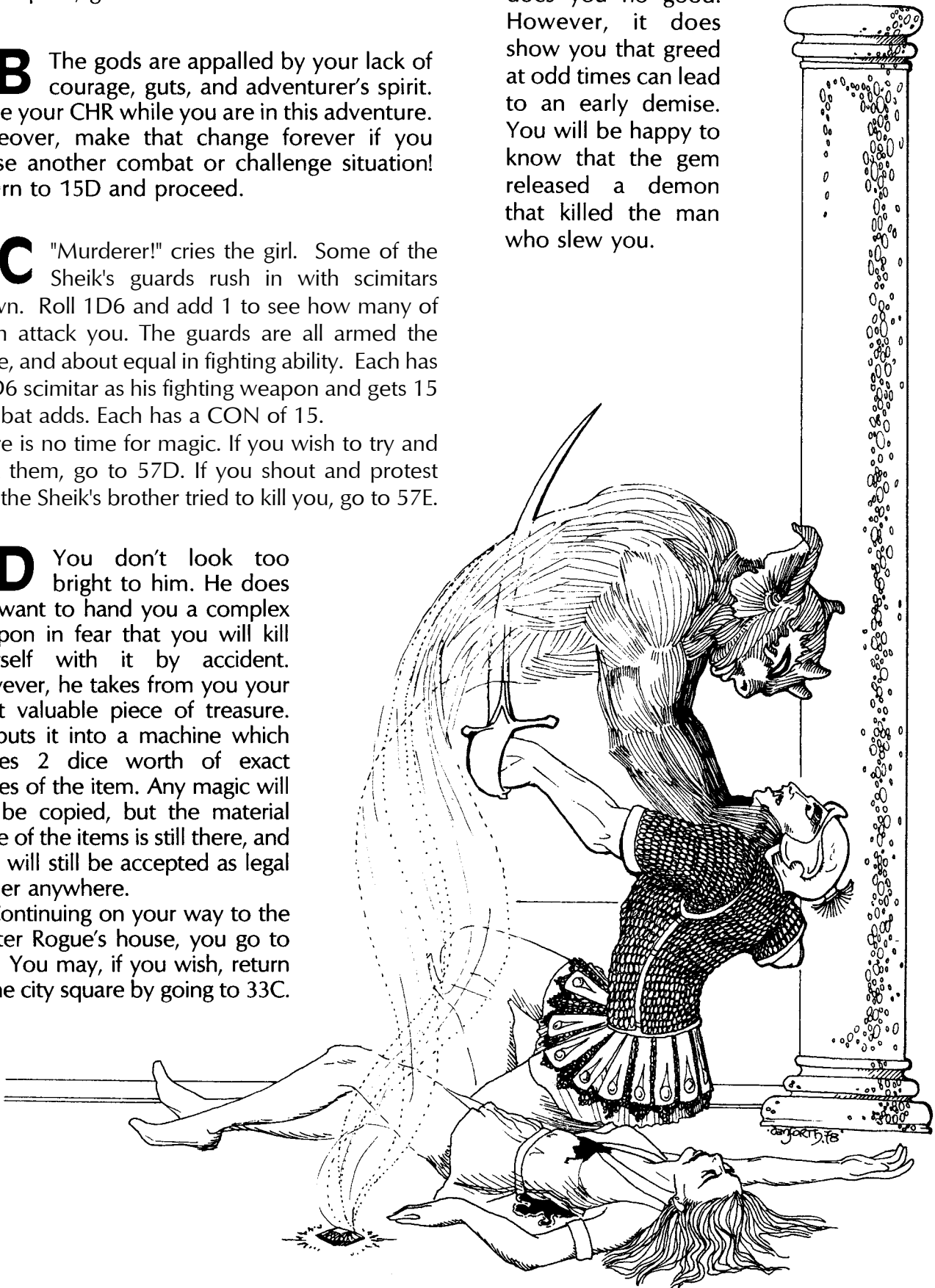
7B The gods are appalled by your lack of courage, guts, and adventurer's spirit. Halve your CHR while you are in this adventure. Moreover, make that change forever if you refuse another combat or challenge situation! Return to 15D and proceed.

7C "Murderer!" cries the girl. Some of the Sheik's guards rush in with scimitars drawn. Roll 1D6 and add 1 to see how many of them attack you. The guards are all armed the same, and about equal in fighting ability. Each has a 4D6 scimitar as his fighting weapon and gets 15 combat adds. Each has a CON of 15. There is no time for magic. If you wish to try and fight them, go to 57D. If you shout and protest that the Sheik's brother tried to kill you, go to 57E.

7D You don't look too bright to him. He does not want to hand you a complex weapon in fear that you will kill yourself with it by accident. However, he takes from you your most valuable piece of treasure. He puts it into a machine which makes 2 dice worth of exact copies of the item. Any magic will not be copied, but the material value of the items is still there, and they will still be accepted as legal tender anywhere.

Continuing on your way to the Master Rogue's house, you go to 11C. You may, if you wish, return to the city square by going to 33C.

7E Since you are not a warrior, this gem does you no good. However, it does show you that greed at odd times can lead to an early demise. You will be happy to know that the gem released a demon that killed the man who slew you.



Barth Blade Hand



8A You are smart enough to realize that the hot and cold zones are set up to kill people trying to escape. The hot zone will make you sweat, and the cold zone will then freeze you to death. You grab a blanket and begin to run.

Make a 2nd level saving roll on DEX. If you make it, you get out the gate to freedom. You get 100 adventure points and go to 33C.

If you missed the saving roll, it means you slipped in the cold zone and fell down. You froze to death before you could regain your feet. The trap has served its purpose – you didn't escape Biorom.

8B You stay at 16F and fight any character that comes along. If you defeat him (i.e. reduce his CON to 3 or less) he becomes your slave. You get all his weapons and treasure as well as 250 adventure points for selling him into slavery (that character should follow the directions for someone made a slave). When you tire of this game, go to 33C.

If you do not sell out immediately, you may save up to five slaves and go on a slave caravan. If you would like to do this, go to 10C when you have 5 slaves.

8C You should know that Gull is not a place to trust strangers. This is Barth Bladehand. He is a two-time loser thief who had both hands cut off. He has had them replaced with razor-sharp knives that look like hands.

As he draws close to you, he extends a hand as if he wants to shake hands with you. You extend your hand, and he steps inside your guard and stabs you in the stomach. Take three dice worth of damage.

If you still survive, go to 14A and ignore the first paragraph.

8D You come to a large room in the cave. In a black marble chair is a man-like creature. He is covered with short black fur and is very well muscled. He has claws and fangs.

"You come without fear," he notes. "I admire that. For that reason I'll allow you to select the weapons we will use to fight to the death."

He shows you a large armory. You may choose any weapon in the rules, and you will both use the same kind of weapon to fight with. Make your choice, go to 48A, and ignore the note about the Stalker's weapons.



9A If you lost cash tonight at the games, go directly to 32A.

If you were a winner, you feel rough hands upon you the moment you step from the tavern. Suddenly your head feels like it is going to explode and colored lights dance before your eyes. As you lapse into unconsciousness, you hear one of your attackers speak: "Well, Marek, we did very well this evening."

When you awaken later, you remember that Marek is the name of the Master Rogue in the city. If you would like to get directions to his place, go to 21D. If you want to play it safe and return to the tavern, go to 41B.

9B They each have a MR of 20. If you can't kill them with magic, finish them off with a weapon. If you kill them, you note that there is a door out of this place just behind them. If you want to go through the door, go to 42B. You hear more people coming, so you can grab the pouch with 250 g.p.'s from the little skinny one and split on down the corridor the way they came to 33C.

9C You saw that spell coming. You were smart enough to cast a *Hidey Soul* into a bird which you sensed above you. This bird leaves the adventure. You may enter another body if you can find one in your travels. You will retain your e.p.'s, IQ, and your knowledge of magic, but you will have to use the attributes of that body otherwise. Good luck!

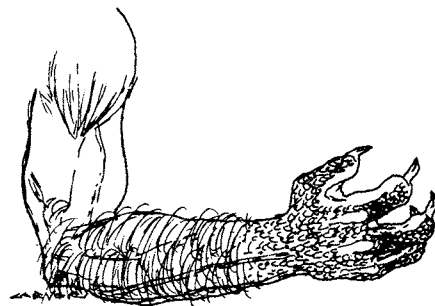
9D Doubtlessly you advance carefully, but you don't see the hole in the floor. Suddenly you find yourself falling. With a splash, you land in an underground branch of the Cial River. You are washed out to sea and picked up by a slave galley. There you will spend the rest of your days unless you have 100 g.p.'s on you with which to buy your freedom.

If you have the money, go to 33C. If not, you will learn to enjoy rowing eventually. It isn't that tough, but it is hell when the captain wants to water ski . . .

9E Scycor says, "I have no human hands to put on your wrist. None would work anyway, since the damage to that limb is so extensive. However, I will graft on you a gremlin's fist."

When you awaken from the anesthesia, you find a three-fingered claw at the end of your wrist. You flex it and find that it has much of the power that your old hand had. It also has three long talons that can be sheathed like a cat's claws, and they make the hand worth three dice in a bare-handed fight.

"The operation was a success, my son," says Scycor. He opens a back door and points out a path to you. "That way will lead you to the Sheik's tent. There you may exact your revenge." Go to 36D.





10A This guy's idea is to put two scorpions on the table right where the wrist of the loser would touch. You know that the sting of a scorpion would take three points off your CON and halve your ST while you were in this adventure, unless you could get to Scycor the Healer.

People crowd around to watch. Go to 5B and ignore the first sentence.

10B Make a first level saving roll on your CHR (20 — CHR). If you make it, go to 15C. If you don't make it, then go to 32B.

10C As you are conducting your slaves down the road, you see a group of three men. They stop and ask if you are a slaver. If you say yes, go to 4C. If you say no, go to 37A.

10D The orc that was looking out from that window sees you. Your hands are engaged in holding you up, and he neatly lops off your head.

If you were still alive, you would note that your body made much the same thud as did the rock from the wall.

11A Each of them has a monster rating of 20 – cannon fodder. If you waste them, you note that there is an open door behind them. It leads to the outside. You pick up a 100 g.p. gem from the body of the fat one and make your way to 47G.

11B Being a sneaky rogue, you do not go into the open front door. Instead, you go to the back door and find Marek the Master Rogue there. He looks at you and laughs.

If you wish to attack him, go to 5A. If you wish to speak to him, go to 32C.



11C By the side of the road you hear something. As you turn to look you see three men. They look as if they are trying to hide from your sight.

If you wish to attack them go to 16F. If you want to talk to them, go to 19A. If you decide to ignore them completely, go to 15B.

11D You refuse to help someone when they need help!? The gods are dismayed. They cut your DEX in half while you are in this adventure. The cut will be for good if you refuse any more combat situations! Go to 36E and make a choice.

11E You are conducted into a large amphitheatre. You see the floor is a large net made of stout cord. Beneath the net, about 15' down, are a large number of very sharp, poison-tainted spikes.

From a doorway across from you comes the Netmaster. He is armed with a heavy flail and a sax. His attributes are: ST 25, IQ 20, LK 25, CON 20, DEX 40, and CHR 15. He rolls five dice and has 63 combat adds (including the weapons adds). No poison is allowed.

If your DEX is 12 or less, he gets double hits on you. If your DEX is from 13 to 29, you get half hits on him (figure your hits and divide by two). If you have a DEX of 30 or more, you fight on even terms.

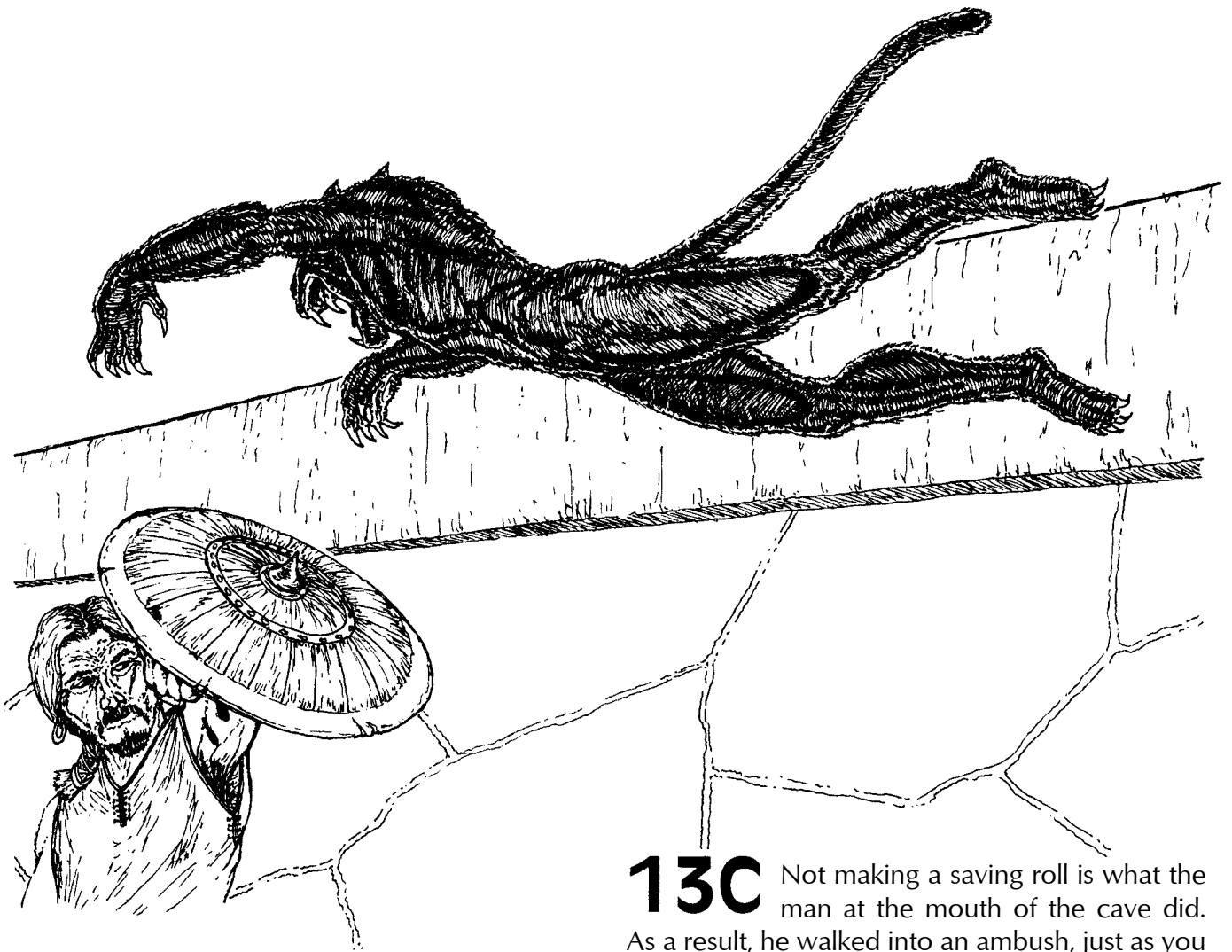
If your DEX is less than 30, you have the option of cutting the net cords. You must have a bladed weapon to do this. If you choose this option, go to 14C.

If you don't or can't take this option, fight him. If you kill him, go to 15A.

11F You made a mistake in drawing blood on the ogre. The odor of the blood drifts into the cave, and Ralf's twin brother, Flar, comes out and attacks. His attributes are the same as Ralf's, but he fights as a berserker because you have slain his brother. He uses the same weapon as Ralf, also.

If you defeat him, you may enter the cave, 42A, or return towards town, 25B.





13A You and the man in white, Ran, work as a perfect team. He beams you a warning about the sonic sword, and you find an opening in Rinth's, the other man's, defense. With ease, you slip inside his guard and finish him.

Ran claps you on the back and invites you into his spaceship. If you are a magic-user, go to 54D. If you don't want to go into the ship, beg off and go to 34C. You may go with him at 55E if you wish.

13B She is fabulous! She requires, however, that you do not look upon her. You note, however, that there is a lamp by her bed, and you are not sure that you would not like to look upon such a fantastic lover.

To look upon her by lighting the lamp, go to 35E. If you wish to leave her, despite the fact that she calls for more, go to 16D.

13C Not making a saving roll is what the man at the mouth of the cave did. As a result, he walked into an ambush, just as you have done.

The Stalker attacks you. He gets 6D6 and 48 combat adds. You don't even clear leather with your weapon, he attacks so fast. But if you can cast magic, you may get off a Hold That Pose spell or a Take That You Fiend spell. If you can cast the spell, go to 57A. If not, you take the Stalker's damage, which will probably kill you, but if you survive, then it's a battle to the death. He has a CON of 20. If you win, then go to 55F.

13D Before you is a tiger with a monster rating of 100. Behind it is a door through which you see sunlight streaming.

If you are a magic-user and you want to fight with magic, or escape the situation via a spell of any sort, write down your spell and go to 39E. If you are a man-tiger (courtesy of the Deathtrap Equalizer Dungeon) and you kill this tiger, go to 45D. If you are not covered by either of the above options, and you kill the tiger, go to 35C.

14A This is Barth Bladehand. He lost his hands when he was caught stealing; twice he was caught. He has had his hands replaced with specially designed blades that are razor-sharp and shaped like hands.

His attributes are ST 18, IQ 13, LK 12, CON 25, DEX 25, and CHR 8. Each hand is worth three dice, and he has combat adds of 19. When his CON reaches 15, one of his hands is out of commission.

If you wish to use magic to fight him, go to 43E. To kill him with weapons, close and fight. If you kill him, go to 51A.

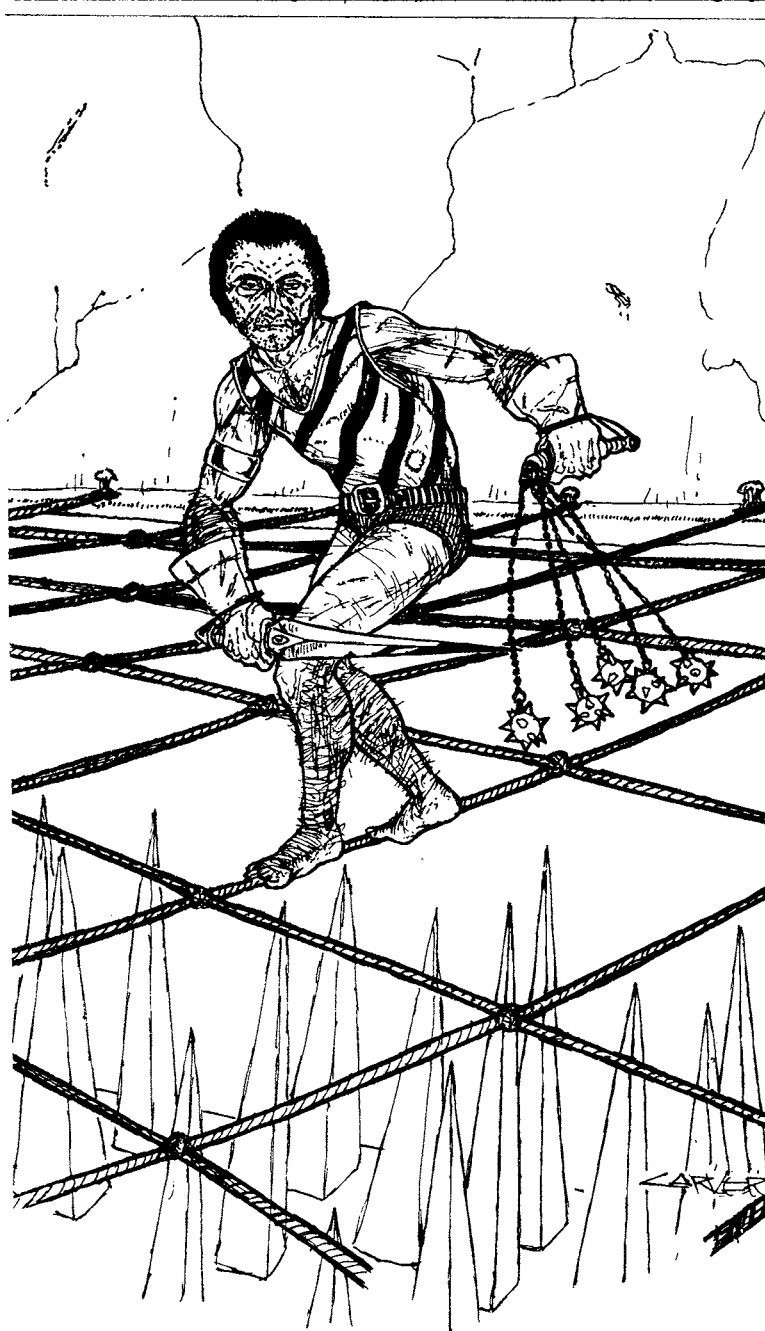
14B Brandishing your weapon, you keep the rabble back. You reach down and release the person on the altar. He rises and strangles the high priest.

"I am Oramusis, the real high priest of the Blue Beetle." He points to the Beetle and the dead priest. "This was a false god and a false priest. This man saved me. For this I give him the Sacred Scarab amulet."

Around your neck he attaches a beetle carved from girasol (fire opal). Its colors change from red to a deep purple. Oramusis informs you that this will show that you are a friend of the Blue Beetle God and it will allow you to question him once a day on any subject (that means one *Dear God* question per day, gang). He thanks you and you are allowed to leave to 33C.

14C You manage to cut one of the net's supporting cords, weakening the stability of the whole thing. From now on, make a level 3 saving roll on LK for the Netmaster each combat turn. If he misses it, he falls through and dies on the spikes. You must also make a level 3 saving roll on either LK or DEX or a Talent like Acrobatics to see if you fall through.

Make his saving roll first. Even if he falls, however, you must also make yours in order not to fall. Refer to 11E to see the Netmaster's LK ability, but stay at this paragraph until the fight is over. If you win by killing the Netmaster yourself, or by making him fall through the net, go to 17B. If you don't win, you're dead.



14D This was not one of your better ideas. The torch makes you a sitting duck for the Sheik's archers. You feel one arrow glance off your shoulder, drawing a little blood, and you realize your mistake. You toss the torch aside and begin to run. If you run towards them, then go to 50C. If you return to the wilderness, go to 47B.

15A Good job! You get the gem. The barker asks you if you would like to become the new Netmaster. You will get 250 g.p.'s for each man you defeat as the Netmaster. To do this, place this player's card at 11E and use his attributes and weapons until he wishes to quit or is killed.

You may stay or leave now. If you decide to leave, go to 36B.

15B Never ignore slavers. They capture you, strip you of your weapons and treasure, and put you in chains. Roll 1D6. Make a saving roll on CHR at the level indicated by the die roll. If you make it, go to 43B. If you don't, then go to 27C.

15C She decides you are too cute to kill right off-hand. She has you sent down to the cells so she can have you at a later time. Go to 53A.

15D In front of you is a cave. You hear a sound by the entrance and see a man, bloodied and obviously dying. You rush to aid him, but he is sinking fast. All he says is "Beware the Stalker!" and then he dies.

If you wish to enter the cave, go to 49A. If you don't want to, go to 7B.

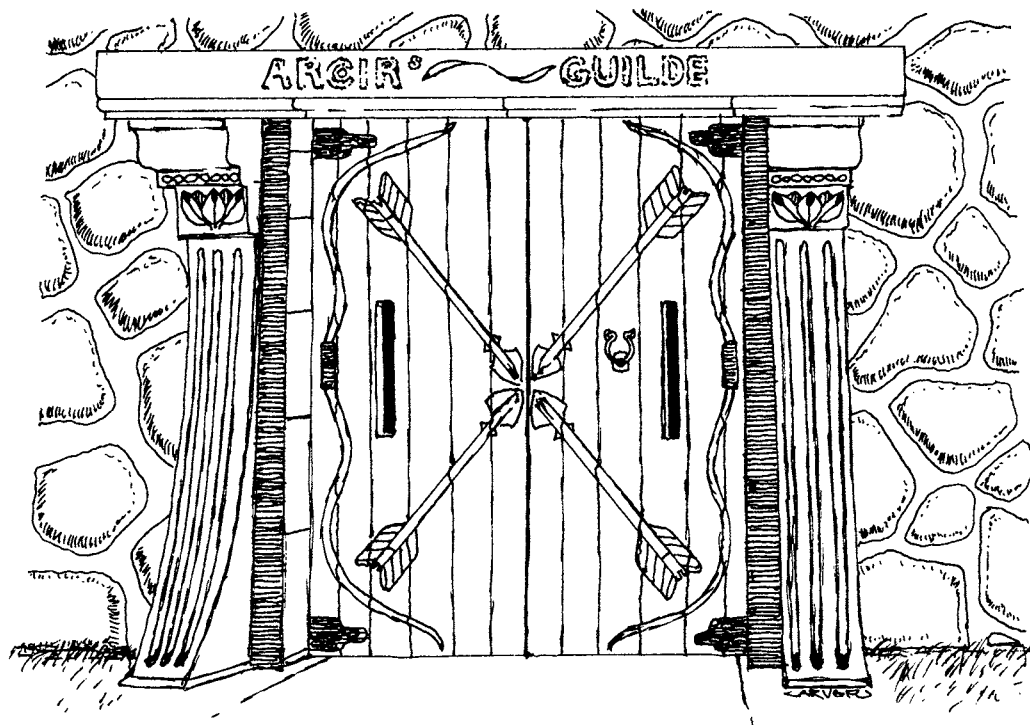
15E Bad choice. Obviously you did not see the orcs put that mickey in your drink. Halve your current CON and fight them now. They have a combined MR of 80. If you win, go to 2A.

15F The faithful watch in horror as you hack into the Blue Beetle God. It does not roll on the first combat turn, as you have surprised it. Take your combat roll directly off its MR of 200. If that does not kill it, you must fight it conventionally. If you kill it, go to 14B.



16A A plaque above the door of this building reads, "The Archer's Guild." On the door is the sign of four arrows hitting head on. The building itself is a small two-story house.

If you would like to enter, go to 34B. To leave this spot, go to 56D. You may sneak around the back and break in if you wish; to do so, go to 51C.



16B This is the lab. Because Biorom did not think you were too terribly smart, you are here to be worked on.

Biorom likes to experiment with animal features on humans. In some experiments, he has bred humans with animals and controlled the mutations. The guards at the doors, the ones with human form and animal attributes, are examples of these experiments. His greatest effort, a man-panther, has escaped and is at large somewhere.

To see if the operation was a success on you, roll two dice. If they come up doubles, it worked, and you should now go to 2B. If they don't come up doubles, you died on the operating table.

16C You are given a mysterious fluid that pumps your CON to full strength. It also counters any poison in your system. The bill comes to 1000 g.p.'s — if you don't have that much with you, he'll bill you later (and he has a notorious collection agency; when you finally get 1000 g.p.'s, be sure to send it to this man . . .).

Go to 47E.

16D Leaving a woman in need? Ah well, you end up in the Sheik's brother's bedroom. Go to 37C.

16E He hands you the sonic sword that used to belong to Ran. It gets 3D6 + 5 with no base STR requirement, making it well-suited for use by hobbs or other small beings. After two combat turns it will destroy any non-magical armor your foe is wearing. If you wish to sell it, you will receive 500 gold pieces.

You may now continue on to the house of the Master Rogue by going to 1B or return to the city square at 33C.

16F These three men are slavers. You immediately recognize them for the loathsome creatures they are. With weapon in hand, you tear into them; they each have a MR of 40.

If you kill them, you should roll one die and take 100 times that number in treasure value from them. Take it in weapons, armor, and/or gold. From here you may go to 1B towards the house of the Master Rogue or return to the city square at 33C.

If the battle goes poorly for you, the slavers will not kill you. Instead, they knock your CON to 3 and take you as a slave. You lose all treasure and weapons you had on you.

If you are made a slave, make a saving roll at your level on CHR. If you make it, go to 43B. If you don't, then go to 27C.

17A The door closes behind you. You find yourself in a corridor that is 100 yards long. In the wall at the far end of the corridor, you see a gem set above the door. As you watch, it begins to glow a deep red and a great lightning bolt suddenly flashes out of it. It takes a huge divot from the wall beside you. You begin to run for the door beneath the gem.

Add your ST and your DEX. Divide this number by 10, and then subtract that number from 10 (rounding fractions down). This number is how many times the gem can sight-in on you. If this number is negative, treat it as zero. *Example:* the Wandering Person Mingor has a ST of 60, a DEX of 20. $60 + 20 = 80$. $80 \div 10 = 8$. $10 - 8 = 2$. Thus, Mingor will only be hit by the lightning bolt twice.

The gem tracks its targets at 10 yards per second (note that Mingor can run at 8 yards per second and, running a zig-zag course, the gem can only sight him twice). For each time the gem sights on you, roll one die and take that many hits against your CON.

If you survive the run through the electric gauntlet, you may exit through the door by going to 19B, or you may try to pry the gem from its socket above the door by going to 20B.

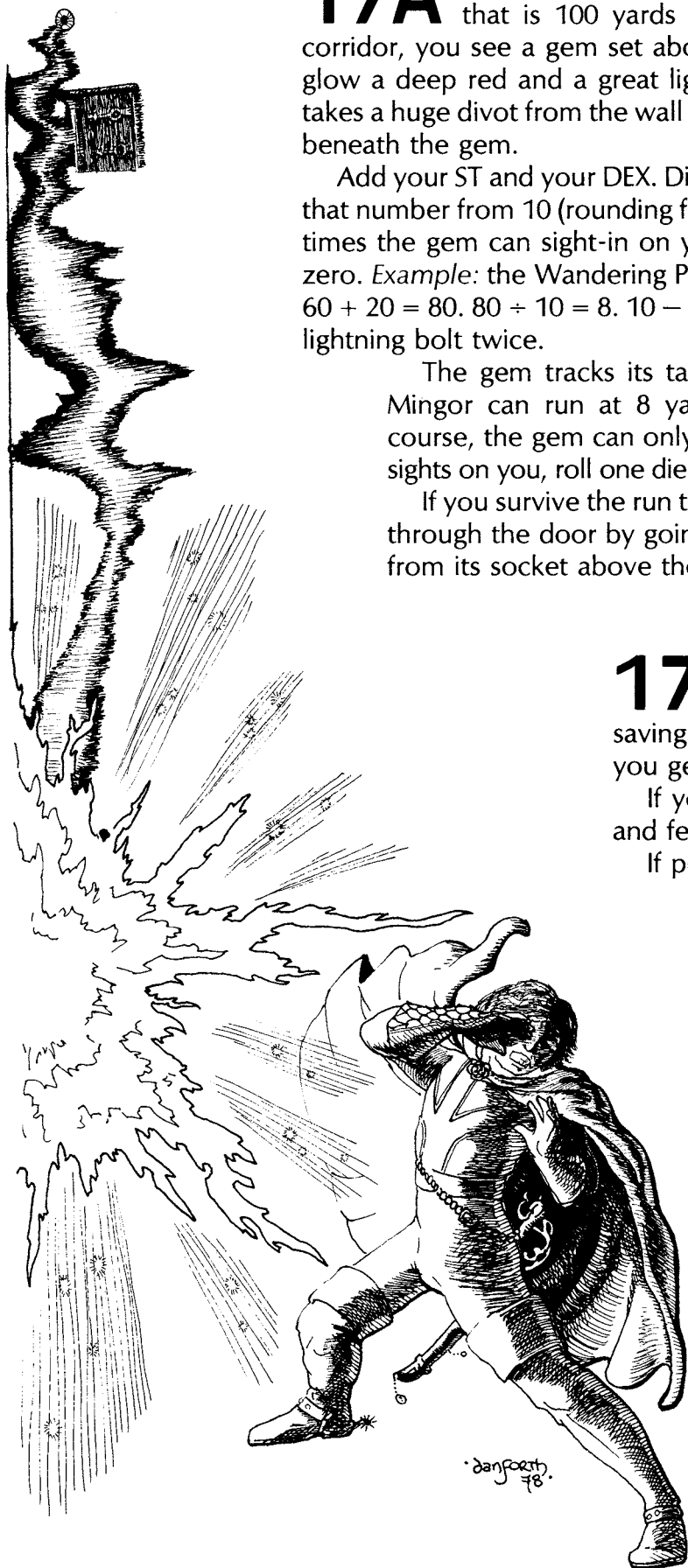
17B The fans are irate. You didn't fight fairly, they feel. Make a third-level saving roll on your LK ($30 - \text{LK}$). If you make it, you get out with your skin.

If you don't make it, then you got flustered and fell through the net.

If perchance you still live, go to 36B.

17C Each of them has a MR of 40. Ugly they well may be, but they are also tough! If your IQ, LK, and CHR do not total up to more than 80, you had better prepare to defend yourself. If you defeat them in combat, go to 33B.

If your spell did work, however, you have the joy of watching them sail through the bat-wing doors and into the street. You may return to the tavern proper, 32A, or go back to the bar for another drink, 42E.



18A You grab a weapon and stab upwards. You hear him groan in pain, but you feel his club land against your arm. Pain shoots through your body, and you realize that, although your foe is dead, you are in great danger; the bones in your arm and shoulder are shattered.

Cut weight possible in half. Recalculate how much you are carrying compared with how much you can carry now. If you are carrying too much equipment, treasure, and/or armor, you cannot pull yourself to the top of the ledge. Your fingers on your good hand falter, fail, and you fall onto the spikes below you.

If you can manage to drag yourself up, you find a door on the ledge. Go to 19B.

18B Roll three dice. If you get a straight (three numbers in sequence, such as 1, 2, 3), you win half again as much as you bet. If you get a pair (such as 2, 2, 3), you double your bet. If you get a triple (such as 5, 5, 5), you get four times your bet.

Play as long as you like, and when you are done, go to 9A (remember, though, that money is its own reward. If you win here, you win cash but not e.p.'s).

18C The man you choose to arm-wrestle says he would like to make it more interesting. He says he will match any bet you care to make, or he can think of other ways to make the contest exciting.

To place a bet, go to 5B. For something more interesting, go to 10A.

18D As you break the line, a savage scream is heard. You look back and see that one of the guards has leaped off the wall and is coming after you.

As it nears, you get a good look at it. You can see that it has the body of a man with the head and skin of a jackal. Its jaws are open and saliva drips from its fangs.

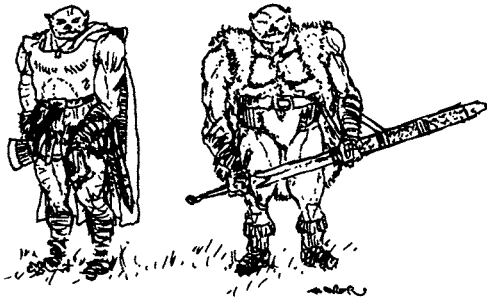
It has a monster rating of 80, and it is immune to all magic. You are unarmed. If you can defeat it, go to 33C; you have made good your escape.



18E Since you are not a magician, this gem does you no good. However, it does show you that greed at odd times can lead to an early demise. You will be happy to know that the gem released a demon that killed the man who had already killed you.

18F You have to be very lucky. Add 3 to your LK. The light you made temporarily blinded the two orcs who had just entered the room.

You kill one outright. The second (MR 40) recovers and advances on you. If the battle is going badly, you may jump into the hole in the middle of the floor by going to 9D (ignore the first sentence). If you kill the orc, go to 25C.



19A They explain that they are slavers. They think you look reasonably bright, and like one who might go far. They ask you if you would care to become a slaver.

If you would like to, go to 8B. If you wouldn't, go to 55D.

19B This door opens into a long corridor that leads to a room. You make your way down to its end and find a large room that has a table laden with food. At one end of the table sits Marek the Master Rogue.

"Few people make it out of those rooms," he says to you. "I have great respect for those who do so. Sit, eat, and I will weave a little spell to repair you."

As you eat, he casts a *Poor Baby* spell that will restore to you half of any hits you may have taken in this trip through the city of Gull. It will, of course, repair and cure any broken bones, cuts, and the like.

When you are finished, he shows you to the door. He hands you a satchel that contains the winnings that were taken from you earlier. He says that no rogue will bother you again in Gull. Go to 33C.

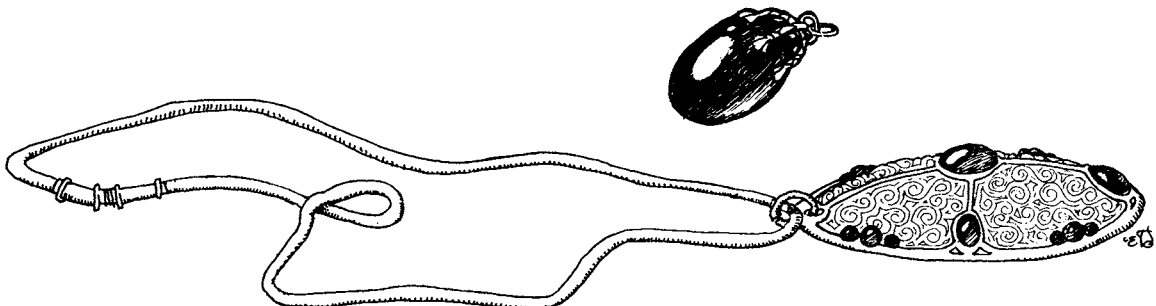
19C You are halfway up the wall. Below you two orcs come searching in the darkness for whatever made the noise.

To jump the orcs, go to 22A; to stay right where you are, go to 47C; to continue to climb upwards and towards the window, go to 10D.

19D D'Icsta was a rogue. From around his neck, you take a charm that will dispell any first-level magic cast upon you, and it will also reveal, by looking into it, the location of the person who cast the spell.

You recover, too, a ruby that is worth 1000 g.p.'s. You notice as you walk by two orcs at the bar that the gem begins to get warm. You know that it is enchanted and will warn when orcs are around by getting warmer.

Go now to 9A.





20A In the back room, there is a poker game going on. It will cost you 100 g.p.'s to get into the game. If you don't have the money, they toss you back into the main room – go to 32A. If you have the cash, put it in the pot and go to 6A.

20B Trying to pry this gem out of its place in the wall is akin to sticking a fork in an electric socket while sitting in a bathtub full of water. For one second you feel the greatest pain you have ever felt. Then you fall, your hands and feet smoking. You are dead.

21A You look intelligent enough to understand some of his devices. He takes two wristlets and gives them to you to put on. He tells you that they have two abilities.

The first is shown when you push the little red button that is on each one. A small, yet still very strong, grappling hook is ejected from each bracelet. A strong and thin cord is attached. You can use these hooks and cord to scale cliffs and buildings. Their maximum range is 50'.

The other ability is to open doors into a fourth dimension. All you need to do is tap them together, and a dimensional warp will surround you. You will not be able to fight anyone, but neither will they be able to reach you. It will simply seem that you disappeared (it is up to the GM you encounter in the future to decide if the fourth dimension is populated). To return to normal space, you need merely hit them together again.

From here you may go on your way to the house of the Master Rogue, 11C, or go on to the city square, 33C.

21B These spells tell you that all the cats are men who have been turned into cats by Madame Chayalla, granddaughter of Circe. The cats tell you that you are lucky to get out with your skin. They also tell you to choose the right door. Go to 4A.

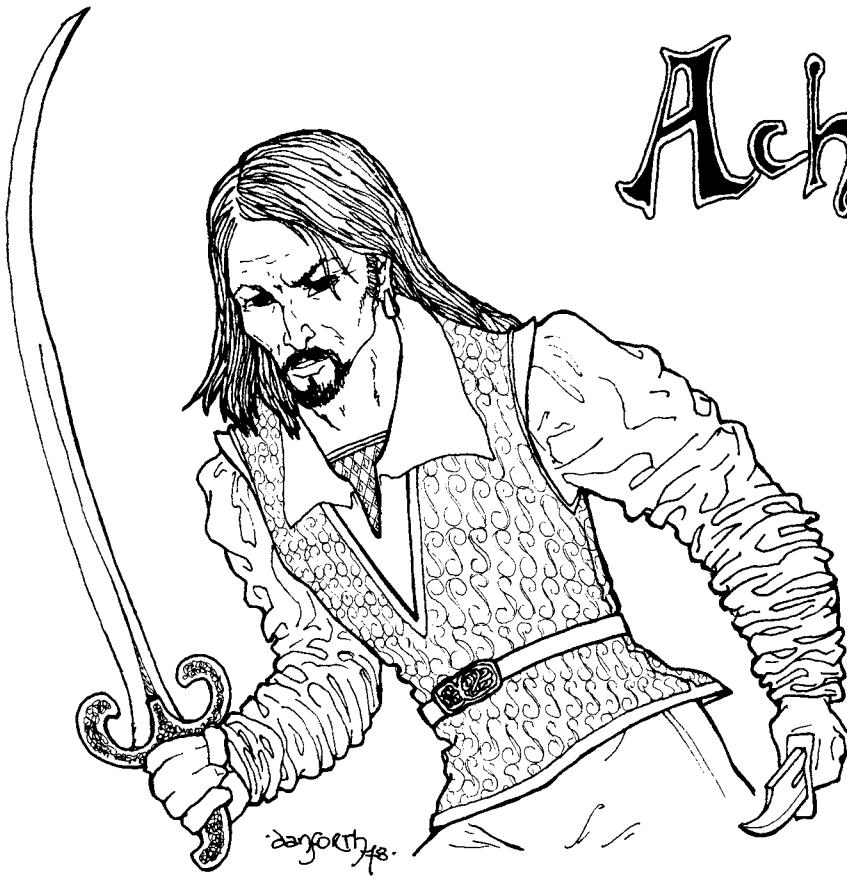
21C This is the most stupid move you have made in your short career. This mage, Biorom, is a 17th level wizard, and he tolerates no back-talk, disrespect, or attack from his slaves.

He zaps you with a *Hellbomb Burst* and reduces you to a fine white ash (if perchance you are an 18th level wizard or higher yourself, go to 9C!).

21D You go back into the tavern and demand directions to the home of the Master Rogue. You have blood in your eye, and they quickly point you in the right direction. You loosen your weapon in its sheath and go to 45C.



Achmed



22A Each one has a MR of 40. Your attack from above takes them unawares. You can do one combat turn worth of damage to one of the orcs before they can even roll. After that, you must fight them as usual.

More orcs pour out of the building after you kill those two, assuming that you do so. Make a LK saving roll at your level as you run for the road at 47G. If you make the roll, you out-distance them and make it safely to the road. Otherwise, you are dragged back to the orc house and there subjected to the Orc High Torture, which is too horrible to describe here. You do escape the torture eventually – unfortunately, it is only by death.

22B There will be no better time, for she belatedly detected the charm on you. The guards take it from you and slap you in irons. They lead you to the wall above the gate. There you are drawn and quartered. She has no use for magickers who would seek to destroy her.

22C An even dozen rogues come out out of the house and grab you. They overpower you, force you to the ground, and with a dagger proceed to slice up your face. Halve your CHR and lose any and all treasure you have on you. Also, take one die worth of CON hits. If you had a living diamond hand, you don't any more. They cut it off, killing you. If you survive this ordeal, go to 33C.

22D His brother uses a scimitar (4 dice) and a sax (2 dice + 5). His combat adds are 27 and his CON is 15. If you lighten the load on his shoulders by knocking his head off, you get 70 e.p.'s and the ring for which you were fighting. Roll for its value on the treasure generation table. Then go to 48B.

22E This one-armed bandit will work only with money of any type, not attributes. Write down your bet. When you are ready, go to 18B.





24A The door closes behind you and you find yourself floating in mid-air. "You are in the Room of No Gravity," calls a warrior from across the room. "This is my element, and I am going to kill you!"

With that he launches himself at you and aims a vicious cut at you with his dagger. You manage to twist out of his way. However, you quickly discover that trying to use any weapon larger than a dagger throws you off what little balance you have. You cast your larger weapon aside and draw your dagger. If you don't have one, then you will find a misericorde – 2D6 and no adds – floating near your hand.

His CON is 25 and he has combat adds of 15. He fights with a sax (2D6 + 5). For each combat turn, you must make a level 2 saving roll on DEX. If you miss, halve your attack (combat roll and adds) for that turn . . . you are having trouble because you can't quite get the hang of fighting without gravity.

If you can cast magic, you may use a combat spell to improve your chances. If you kill him, go to 19B.

24B Make a saving roll on DEX at the second level (25 – DEX). If you make it, go to 50D. If not, go to 47D.

24C "So be it!" cries Cronus. You are put back into the situation you came from and you die. Close the book, turkey.

24D You take out your weapon and cut the man in white down, or at least you try to. He turns and attacks you. The sonic sword will shatter any armor you wear in two combat turns. This man, Ran, has these attributes: ST 35, IQ 18, LK 20, CON 5, DEX 18, and CHR 15. He is an extraterrestrial criminal who has overpowered his guard – Rinth, the man in black – and he is seeking to escape. He has no armor, and his combat adds are 37. The sonic sword gets 3 dice plus 5 adds. If you defeat him, go to 26D.





25A You make the jump. Your fingers find the top of the other ledge. You look up and see the club flashing down and in the nick of time you move your hand and prevent it from being smashed.

You must now deal with this character on the ledge. If you are a magic-user, rogue, or warrior-wizard, go to 45F. If you are a warrior, go to 18A.

25B Here a wilderness path cuts the Ranger Road. You may take the path south by going to 27E, or you may take the Ranger Road east to the direction sign at 47G.

25C The gods were planning to destroy this ship anyway. Admiring your bravery, they rescue you and double your lowest attribute. Also, add 500 e.p.'s immediately.

You may be set at the city square, 33C, or whisked along to the house of the Master Rogue, 1B. The choice is yours. In your money belt you find too that the gods have bestowed upon you 1000 g.p.'s. With that in mind, go on your way.

25D Biorom notes that you are an intelligent person. He offers you a chance to become his aide. If you take this offer, go to 5D. If you refuse it, go to 16B.

26A You may buy any bow on the weapons list for 5 g.p.'s over the regular price. These are hand-crafted bows, and as such are not the cheap ones offered by the merchants. They are so good that you only need roll a 1-5 on one die to hit a target at point blank range, regardless of your marksmanship rating.

After you have made your purchase, proceed to 35C.

26B Roll two dice. A 2-4 or 10-12 means that d'Icsta accuses you of cheating. He tosses the table aside and draws his weapon. It is a flamberge (6 dice + 1). He has leather armor (6 hits) and combat adds of 31. His CON is 40. If he was stung, you'll notice d'Icsta isn't hurt – do you think he would play a game where he might lose and hurt himself?!

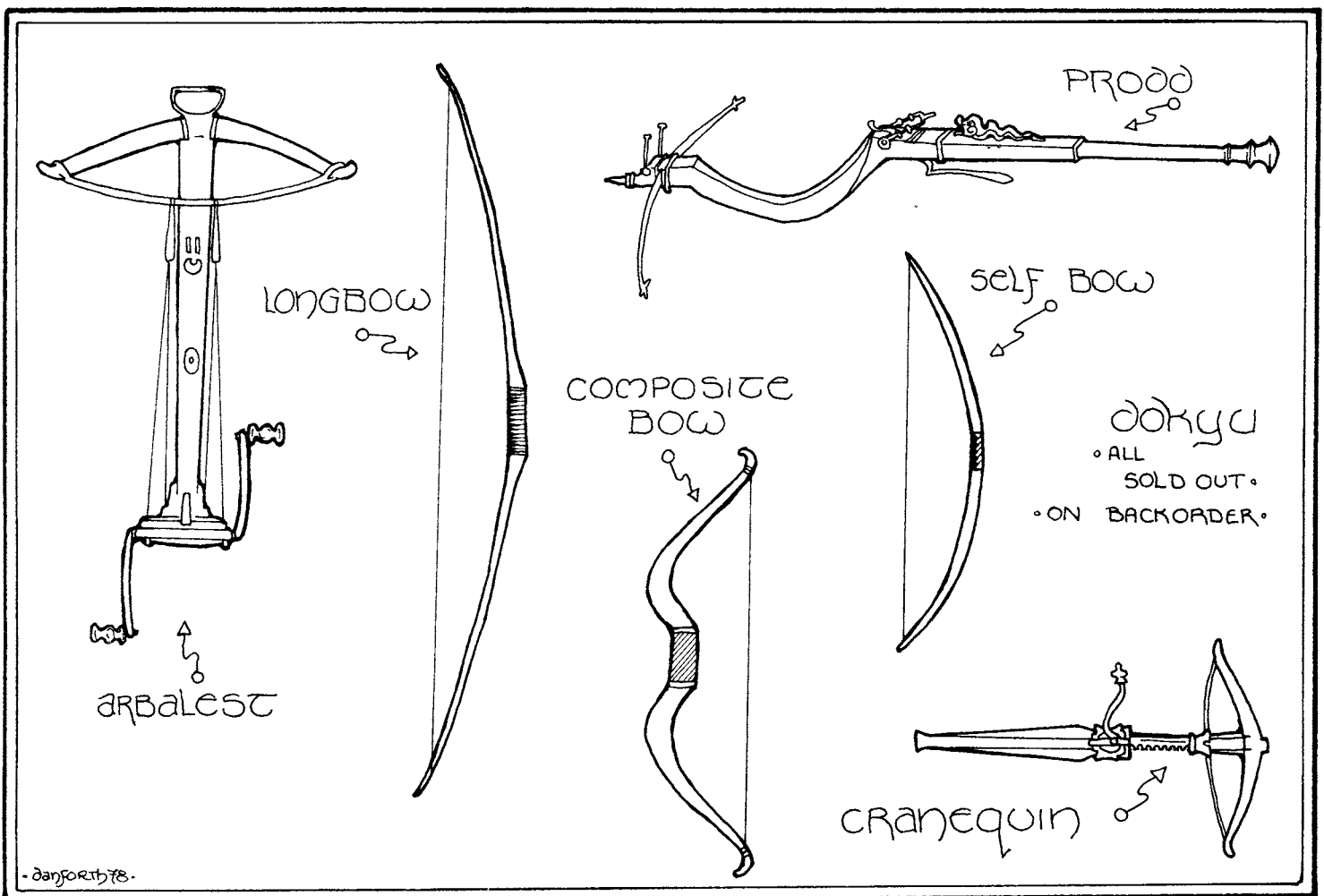
If he doesn't accuse you of cheating, go to 32A. If you defeat him after he accuses you, go to 19D.

26C This is the treasure room of the orcs. Granted their treasure isn't the greatest, but amid the trinkets you do find some valuable stuff. There is a ring worth 150 g.p.'s and a golden buckle worth 200 g.p.'s.

Before you can poke around any more, you hear other orcs coming. Being intelligent and brave, you pull yourself out the window and escape to 47G.

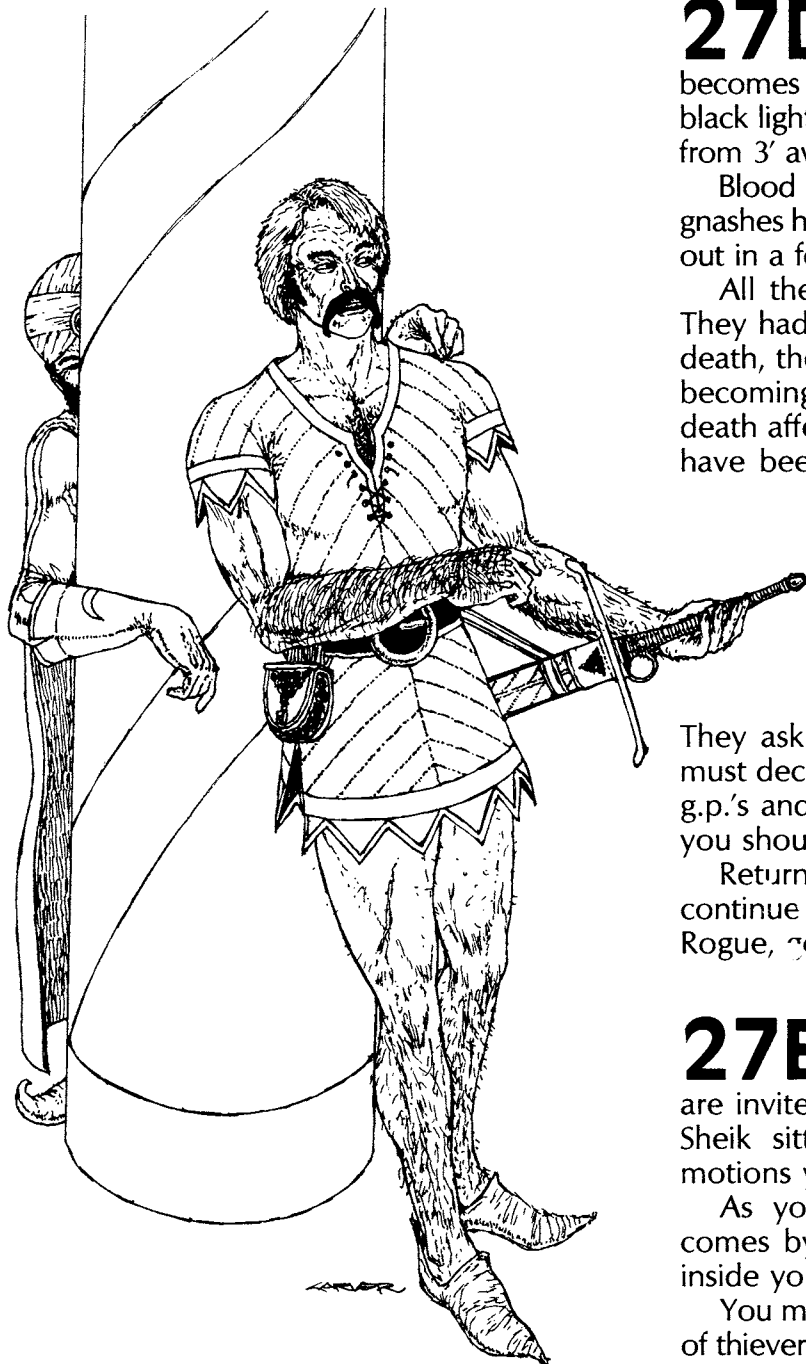
26D The man in black, Rinth, gets up. He explains that Ran was a criminal who had overpowered him, and he is grateful for your help. As a reward, he will give you something. Make a saving roll at your own level on IQ.

If you make it at your level, go to 16E. If you don't make it at all, go to 7D. If you make it one level above yours, go to 21A. If you make it two or more levels higher, go to 46B.



27A The gods are amazed that a human could be so indifferent. They have other uses for Phoron, however, and will not let it be destroyed. They blast the ship into fragments, you along with it. Your card is to be folded, spindled, and mutilated. Never use this card or name again.

27B You find nothing of value on the altar. However, your eye catches movement at both doors behind the altar. If you wish to go into the left door, go to 24B. If you wish to go into the right-hand door, go to 44A.



27C The slavers bring you to the place called the Magetower (it is called that because there is a mage who lives in it). He is a strange old bird, they say, who uses people as other experimenters use rats.

The tower is surrounded by a large thick wall. In the wall is a gate, in front of which you are now standing. Upon the wall appear two human-looking guards flanking an old man in a flowing black robe. He tosses a sack of gold to the slavers and they depart.

The doors open slowly and he commands you to enter. To do so, go to 1D. If you wish to run, go to 18D.

27D As you run near her you feel the sliver of wood growing. It becomes a 6' javelin, the runes issuing an unholy black light. The javelin draws your arm back, and from 3' away, you let it fly into her chest.

Blood bubbles up from the wound, and she gnashes her lips into a crimson foam. She screams out in a forgotten tongue and then dies.

All the people in the castle are overjoyed. They had been bitten by her, and with her re-death, they will no longer have to worry about becoming vampires when they die (note: her death affects none of the characters that might have been put through this adventure before this magic-user killed her; they will become vampires upon their death if they do not abide by what was said earlier about their salvation).

You are hailed as a hero. You are presented with a ring that reduces the cost of casting spells by two. They ask you to stay and rule them, but you must decline. As you leave, they give you 1000 g.p.'s and promise to come to your aid if ever you should need it.

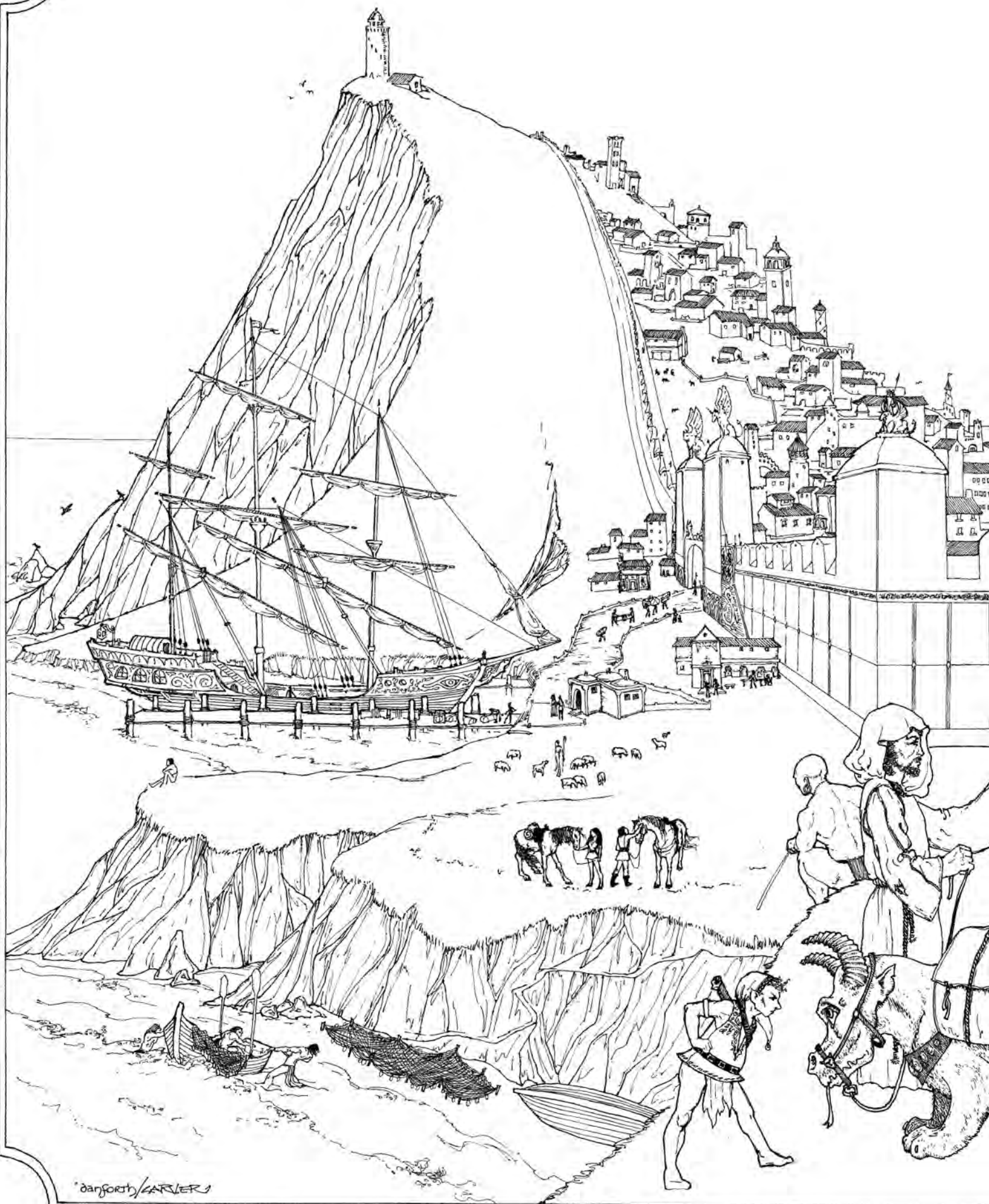
Return to the city square, 33C. If you want to continue your quest for the house of the Master Rogue, go to 1B.

27E In the distance you see the tent of the Sheik. You walk towards it and are invited in. You enter the tent and see the Sheik sitting in front of a dancing girl. He motions you to join him.

As you are walking towards him a man comes by and bumps you. You feel his hand inside your jerkin going for your money belt.

You may attack him, 49C; you can accuse him of thievery, 48C; or you can simply let it go, 42C.









32A In front of you is a tavern. The sign above it announces that this is the famed "Black Dragon Tavern." When you enter, you see that the "Black Dragon" offers to its customers nearly all the various modes of entertainment known to man.

You can play the one-armed bandit in the corner, 22E. You may arm-wrestle with the man on your left, 18C, or play poker with some toughs in the back room, 20A. Of course you can drink, 6D, or leave the tavern and return to the city square, 33C.

32B She takes a better look at you and decides that she was mistaken in choosing you in the first place. She is very angry that you refused her. She feels that a suitable punishment is to break your arms and legs and impale you on a blunt stake.

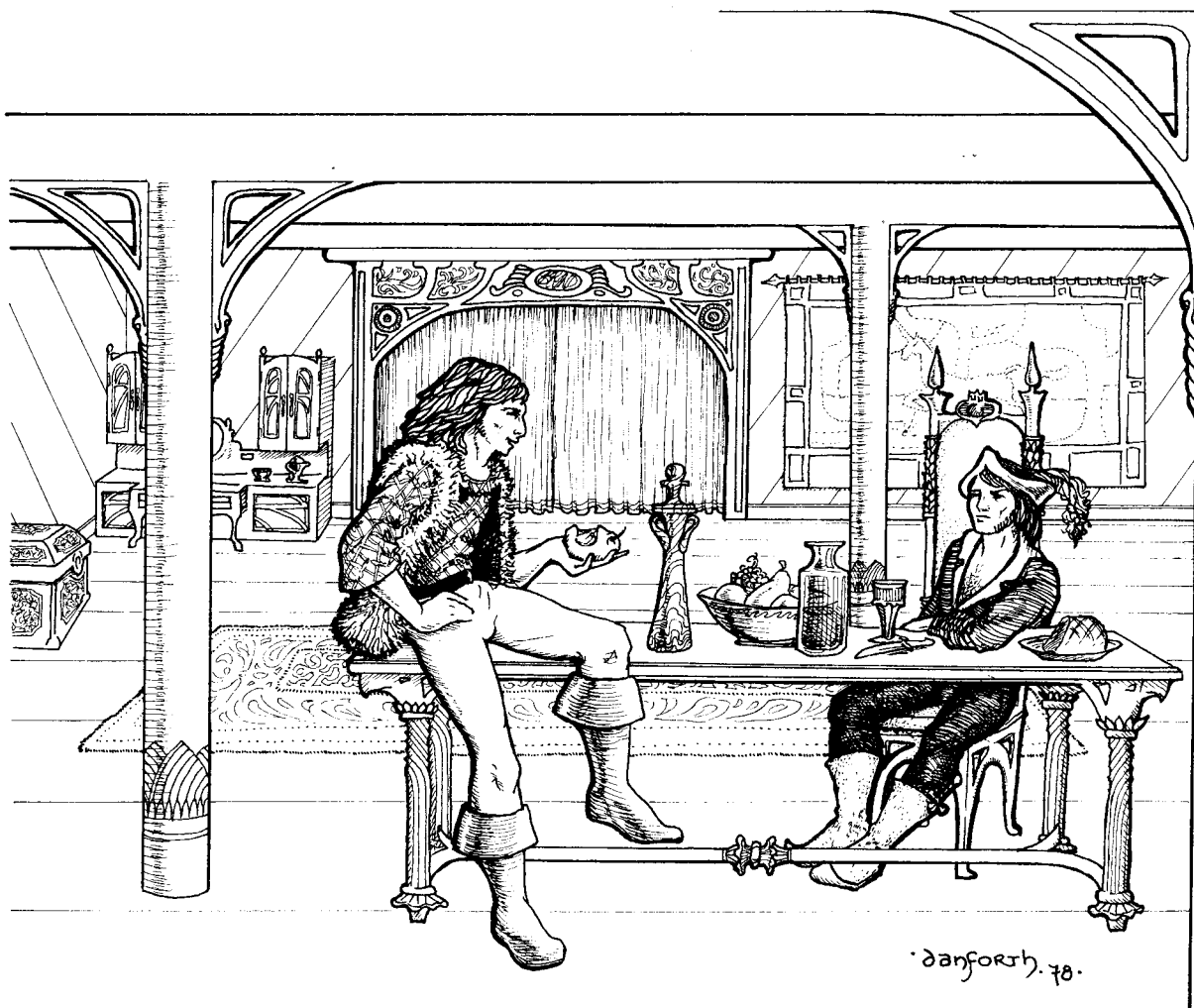
As you die, you hear her make a note to get her money back for you. She hates defective goods. Go to 4E.

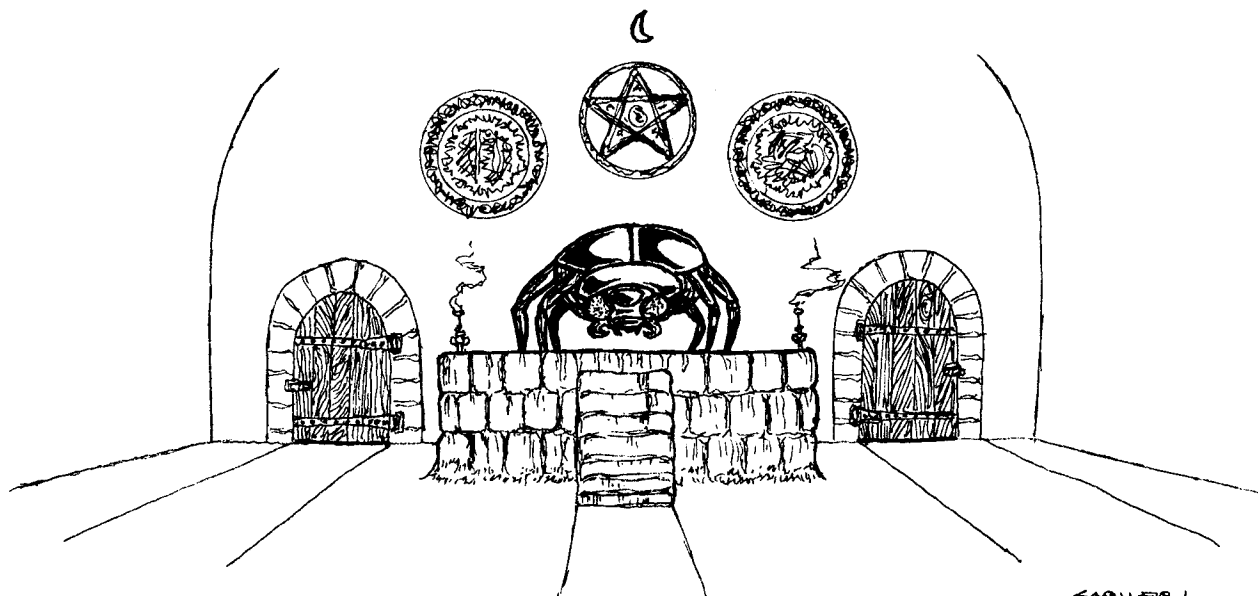
32C "Ah, a fellow rogue! I fear we have wronged you," he says. "Come in and enjoy the hospitality of my home."

He ushers you in and you are seated at a table laden with food. As you eat, you regain any Strength points you have lost, save those you lost because of poison. Marek returns all of the winnings which were stolen from you and, if you wish, even casts a *Poor Baby* on you, giving you back half the CON points you may have lost in this trip.

As you leave, he apologizes again. He offers you a meal any time you are in the area. This is worth 2000 e.p.'s and, moreover, you can now cast a *Poor Baby* spell (assuming you have the IQ and DEX to handle L2 magic) because of Marek's instructions to you. Go to 33C.

32D Make a level 1 saving roll on LK. If you make it, go to 27B. If you miss, go to 53B.





33A This is the Temple of the Blue Beetle. The Temple is long and dark. The altar is a giant carved beetle. There is a hole in the middle and what seem to be blood grooves. There are two doors behind the altar.

Off to your right you see two orcs. They are talking in hushed tones and pointing at you.

In the front of the Temple, you see the skulking form of an ogre. It is trying to hide in the shadows but is having little or no success.

To approach the altar, go to 32D. To move in the direction of the orcs, go to 41C. If you want to trail the ogre, who just left via a secret panel in the north wall of the Temple, go to 49F.

33B Good job. Raise your CHR by three points and your LK by four. No one in the bar liked the orcs anyway, and they consider your killing them to be a public service. From the orcs' bodies you get a diamond ring that glows when it nears gold in any quantity of more than 100 g.p.'s. Go to 32A.

33C This is the city square. Here is your hotel, along with a carriage ready to take you to your ship at 38D, if you wish to leave now.

If you want to explore, you may go east on the Dark Way to 40C. You may also go into the wilderness by going south to 48B. To the north, the Rogue Route will take you to the Black Dragon Tavern, 32A. For those of you who are of a religious bent, you find your interests lie to the west on the Ranger Road, 33A.

33D One of the slavers comes up to you. Pressing something into your hand, he says, "I know you are a magic-user. I have a sense about these things. I give this to you because I wouldn't wish this on anyone."

If you want to cast an *Omnipotent Eye* on the thing in your hand, go to 48D. If you don't want to, or can't cast such a spell, go to 35B.

33E As you begin to stride across the floor towards Cronus, you notice your knees start to weaken. You look down and note that the skin is stretched tight across them and your leg muscles are beginning to atrophy.

Your vision blurs and you barely hear the clatter of your weapon hitting the marble floor. You realize that Cronus has sped up the aging process as far as you are concerned.

You try to mouth an apology, but it does no good. Before the words are out of your throat, all that is left of you is a pile of whitened bones . . .

33F The Sheik laughs and says that his brother, the man you face, plays tricks. He tells you that if you look in your money belt you will find a ring. You check and one is there. You are satisfied, but you continue to glare at the Sheik's brother.

The Sheik has grown tired of his brother's tricks. He demands that you two fight to the death for the ring. Go now to 22D.

34A Make a first level saving roll on CHR. If you make it, they tolerate your training them. If you miss the roll, three or four of the big ones rip you limb from limb.

Any ogre this character meets will follow his orders. The ogres he commands will do whatever he says, unless he tells them to do something likely to get them killed.

You get 500 adventure points for this situation. However, it lowers your CHR by 3 points. This character should be taken from this adventure and never return, as the citizens of Gull might take a terminal dislike to him.

34B If you carry one of the bow-type weapons, go to 6B. If you don't carry a bow weapon, go to 26A.

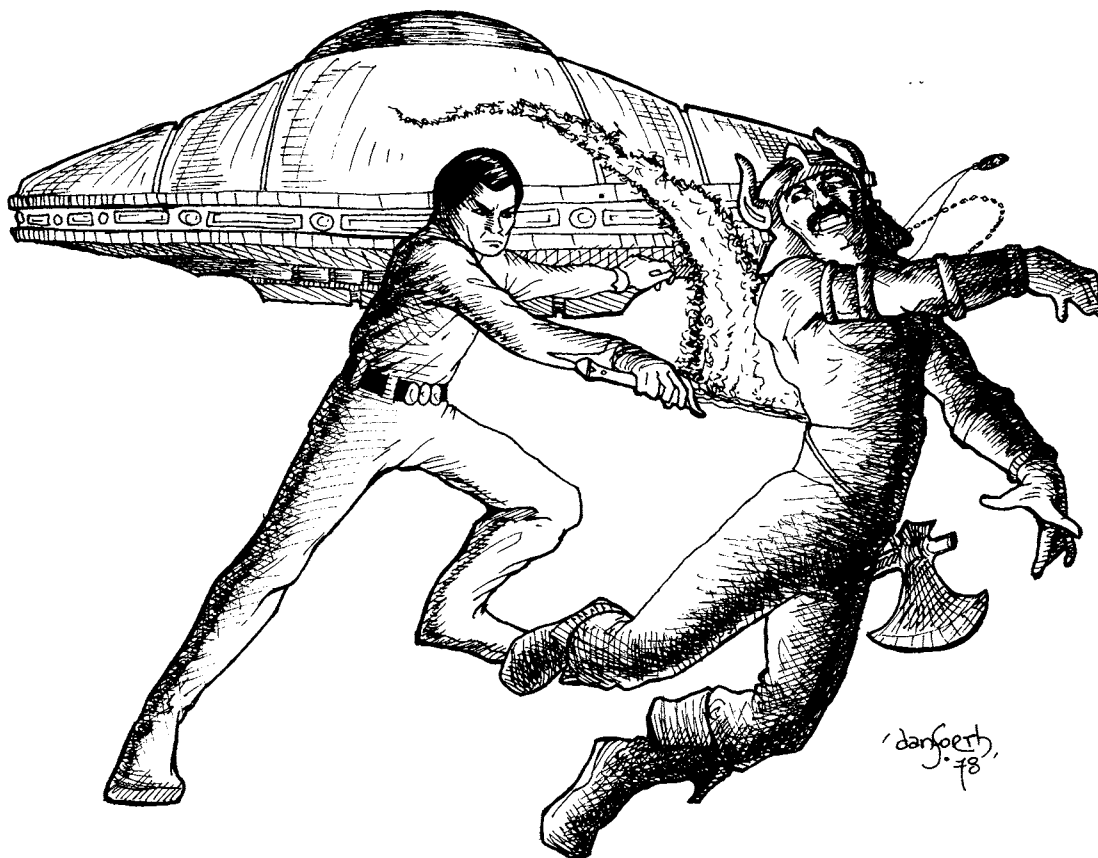
34C He says he understands. As you turn to leave, he blasts you with the sonic sword. Take 3 dice + 5 hits worth of damage (your armor, if you are wearing any, is effective).

If you are not killed, you watch him take off in the ship. As you watch, it rises, then explodes. When you recover, you may return to the city square, 33C, or go on your way to the house of the Master Rogue, 11C.

34D The Sheik looks long and hard at you. "You have killed my brother, yet you have killed an evil man. I found out tonight that he was planning to kill me and to take all of this for himself. I am grateful to you."

He wines and dines you. He gives you a chain of gold (worth 550 g.p.'s) and an emerald ring (worth 1000 g.p.'s). His final gift to you is a very attractive slave of the opposite sex worth 500 g.p.'s should you decide to sell.

In the morning you take your leave. Go to 48B.





35A Raise your IQ by three because you saw the ogre in the corner aiming a crossbow at you . . .

You tell them their king says for them to let you pass. If you make a saving roll at your level on CON, you escape due to the sheer gutsiness of that move. If you miss, then your guts are spilled all over the floor by mad ogres.

If you make the saving roll, you escape with the royal baton in hand. Its shaft is made of gold and it is worth 500 g.p.'s. It has seven jewels in the head of it, which can be rolled for on the jewel generation table.

You may travel in the wilderness from here by going to 48B, or head back into town, 25B.

35B You toss the thing away because you think it is useless. Go to 51E.

35C This is where the Range Sea Road and the Dark Way intersect. Taking the Dark Way, you may go east to 16A, or west to 33C. The Range Sea Road goes north to a dark alley, 1A, or south to 36B.

35D Ralf's attributes are ST 26, IQ 13, LK 7, CON 26, DEX 14, and CHR 13. He attacks you with an ogre's pilum (which gets 10 dice), and he has combat adds of 14. If you kill him, go to 11F.

35E You should have left the lamp unlit. You made love to a gorgon. By looking at her, you have turned yourself to stone. That's the biz, sweetheart.

36A Before you is a man, or at least that is what you believe the form in front of you to be. It has short spindly legs and thin, stick-like arms. Its body is weak and skinny. Its head, however, is huge, about three times a normal-sized head.

It has an IQ of 277. It attacks you by a mental blast which generates 150 hit points per combat turn. It has a CON of 25.

Your armor will protect you, oddly enough, for the normal number of hits your kind of armor can take. Any hits you generate via your combat roll will be subtracted from his regular 150 hits. These hits go for defensive measures, i.e. mental armor. If you kill him, go to 37B.

36B This is the intersection of the Range Sea Road and Peril Street. To the east is your ship, 38D. To the north, the Range Sea Road will take you to 35C. You may take Peril Street west to 48B from here. Or you can go south along the Range Sea Road to 40B.

36C In the brush you find 300 warriors massed for an attack. You join them and, with a yell, they assault the house.

Make two saving rolls at one level above your own on your LK to see if the orcish archers miss you. If you miss one of the two rolls, take 5 hits in arrow damage. If you miss both rolls, take 12 hits. Once you get inside the house, you will find that your men are outnumbered 3 to 1. You must fight three orcs, each one with a MR of 40. Then when you are done with them, you must roll two dice — if you roll anything but doubles, you must battle two more.

If you survive all that, go to 49G.

36D The road under your feet leads through the wilderness to the tent of the Sheik. As you come to the edge of the wilderness, you see that there is much activity around the tent. You hide in the wilderness until night falls.

With pitch black around you, you move out. If you wish to light a torch first, go to 14D. If you don't have a torch, or don't want a light, magical or otherwise, go to 50B.



36E You come upon a clearing. In it is a large white metallic craft that looks somewhat like a crab, sans claws. A hatch opens and two men come rolling out, locked in combat.

They spring apart and each draws a sonic sword. When this weapon touches an opponent, it releases enough sound that the vibrations cause damage to the body.

As you watch, both men receive blows from the weapons. In your head you hear someone calling for help. You know it is telepathy, but you can't decide which man is calling for help.

To help the man in the black uniform, go to 24D. To help the man in the white suit, go to 13A. To leave this spot, go to 11D.

36F You surprised him. He has a CON of 20. If you kill him in the initial ambush (he doesn't get to roll for that combat round), go to 54E.

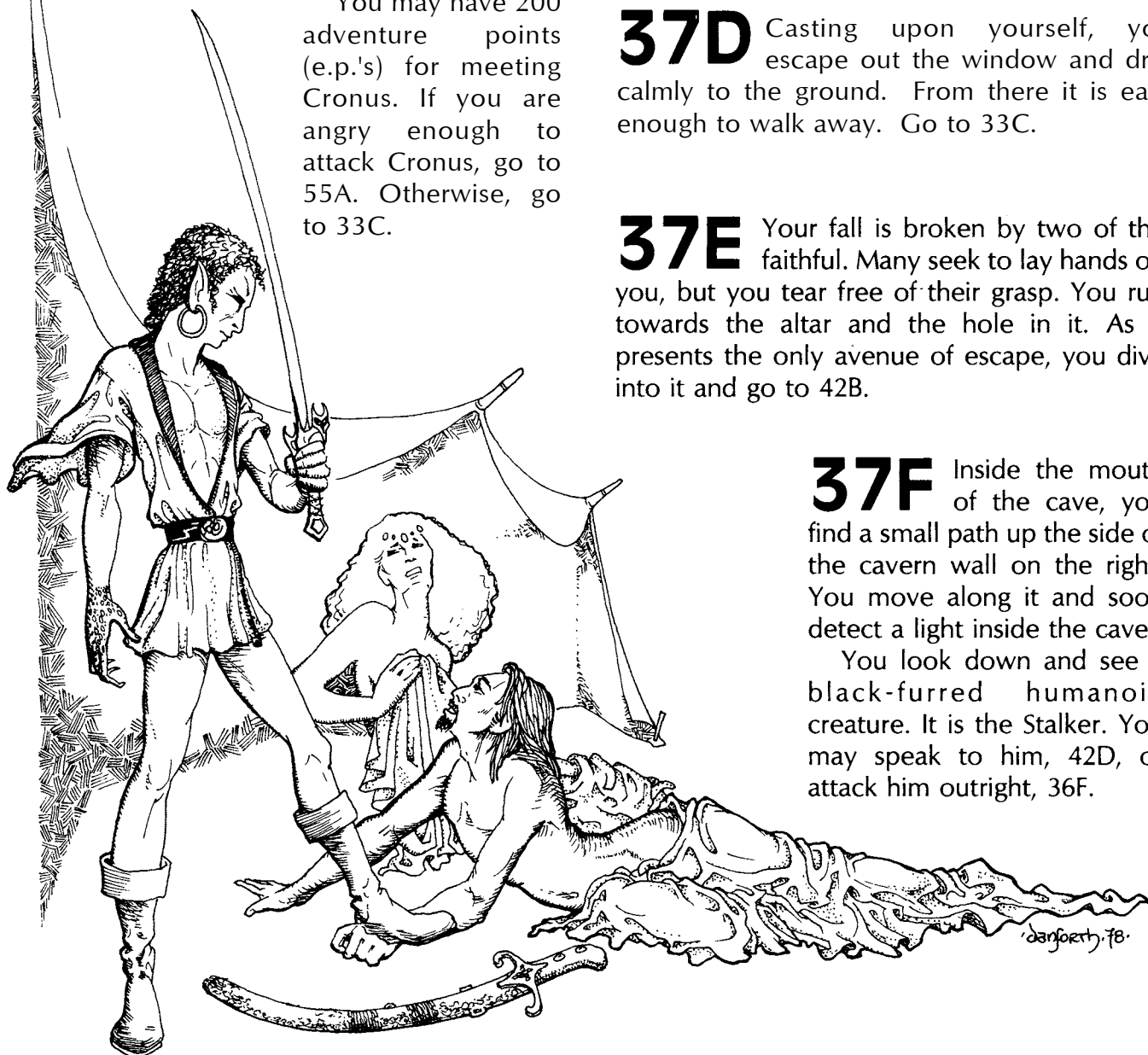
If you didn't kill him, you must fight conventionally with him. He gets 6 dice and 48 combat adds. If you defeat him now, go to 6E.

37A One of the slaves blurts out that, indeed you are a slaver and adds that, if you weren't, what the hell would you be doing with five slaves?

One of the men walks over and decks that slave. They offer to buy the slaves from you for 300 g.p.'s each. You sell them. Count your money all the way to the bank and cut your CHR by 3. Go to 33C.

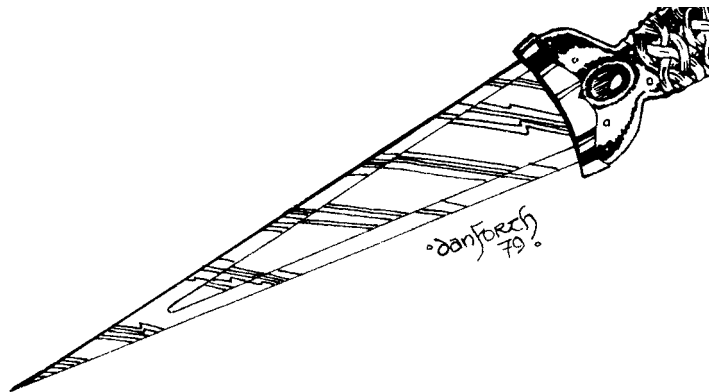
37B "Well, well," says Cronus. "Few beings have done what you have done. You have earned the right to live. You will be placed in the city square and be allowed to continue your life. You will remember your visit with me as if it were a dream."

You may have 200 adventure points (e.p.'s) for meeting Cronus. If you are angry enough to attack Cronus, go to 55A. Otherwise, go to 33C.



37C You find the Sheik's brother in bed with a beautiful woman. He begins to quake and shiver. He gathers himself up and makes a lunge for his scimitar. You step in and stop his arm with your foot.

Do you cut off his hand, 40E, or do you kill him, 7C?

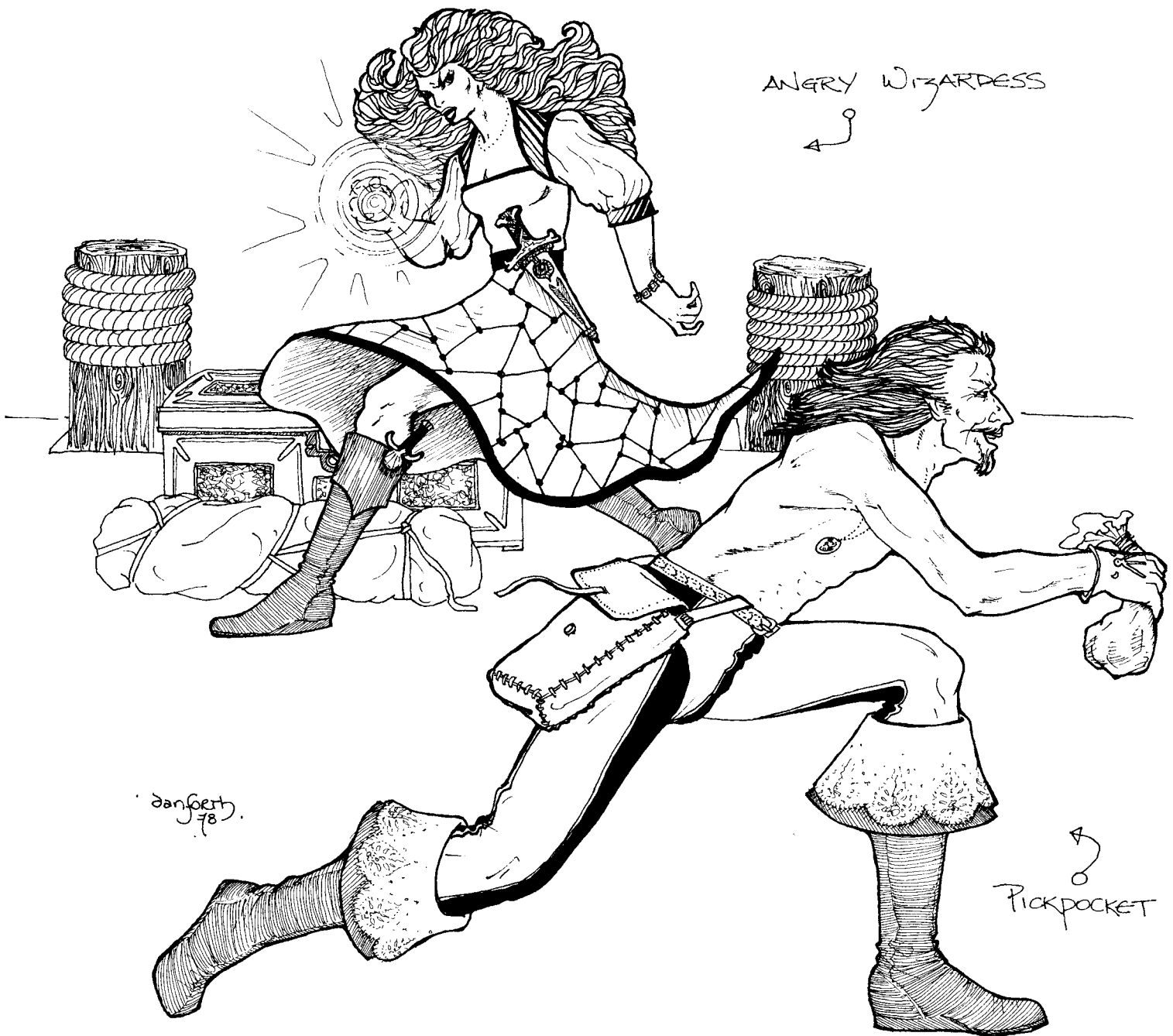


37D Casting upon yourself, you escape out the window and drift calmly to the ground. From there it is easy enough to walk away. Go to 33C.

37E Your fall is broken by two of the faithful. Many seek to lay hands on you, but you tear free of their grasp. You run towards the altar and the hole in it. As it presents the only avenue of escape, you dive into it and go to 42B.

37F Inside the mouth of the cave, you find a small path up the side of the cavern wall on the right. You move along it and soon detect a light inside the cave.

You look down and see a black-furred humanoid creature. It is the Stalker. You may speak to him, 42D, or attack him outright, 36F.



38A For a second you catch a glimpse of some white plants around you. As the light bathes their leaves, the plants begin to grow at an incredible rate. Unfortunately for you, they are carnivorous, but then, this wasn't that hot a character anyway . . .

38B As you approach the front door, you hear a voice whisper, "Not that way. Come here." The voice comes from the brush that was across from your hiding place.

If you wish to go to the voice, go to 36C. If you wish to go to the door, ignoring the voice, go to 48E.

38C This was not the best idea you have had while in the dungeon! This man, Barth Bladehand, stabs you in the back. As you wheel, he aims a cut at your throat, slitting it neatly from ear to ear. You die in a gurgle of blood, and Barth gets all the treasure you had on you.

38D This is the ship. Pick one WP and decide his disposition towards you. Do whatever has to be done, collect any e.p.'s, plus 250 more points for leaving this adventure successfully, and you are done. Bon Voyage!

39A These men have beaten you and they have robbed you, yet you would let them keep their booty? The gods can't understand this way of thinking.

The gods now decree that you should go to 51B unless you would like to be cursed with impotence or a case of terminal acne, or both, forever!

39B Ol' Ralf is a young ogre. He is not too well versed in the ways of magickers. His attributes are ST 26, IQ 13, LK 7, CON 26, DEX 14, and CHR 13. He uses an ogre pilum (10 dice). Your magic spell hits him before he can fully get his pilum into play.

If your magic kills him outright, then go to 4B. If you must resort to weapons of any sort and then kill him, go to 11F.

39C As the blood of the Blue Beetle drips down your weapon and touches your skin, you feel your body changing (if you are wearing gloves or armor, forget it – the blood seeps right through). In the place of the beetle, you see another man's body. Suddenly you realize that you are becoming a giant Blue Beetle.

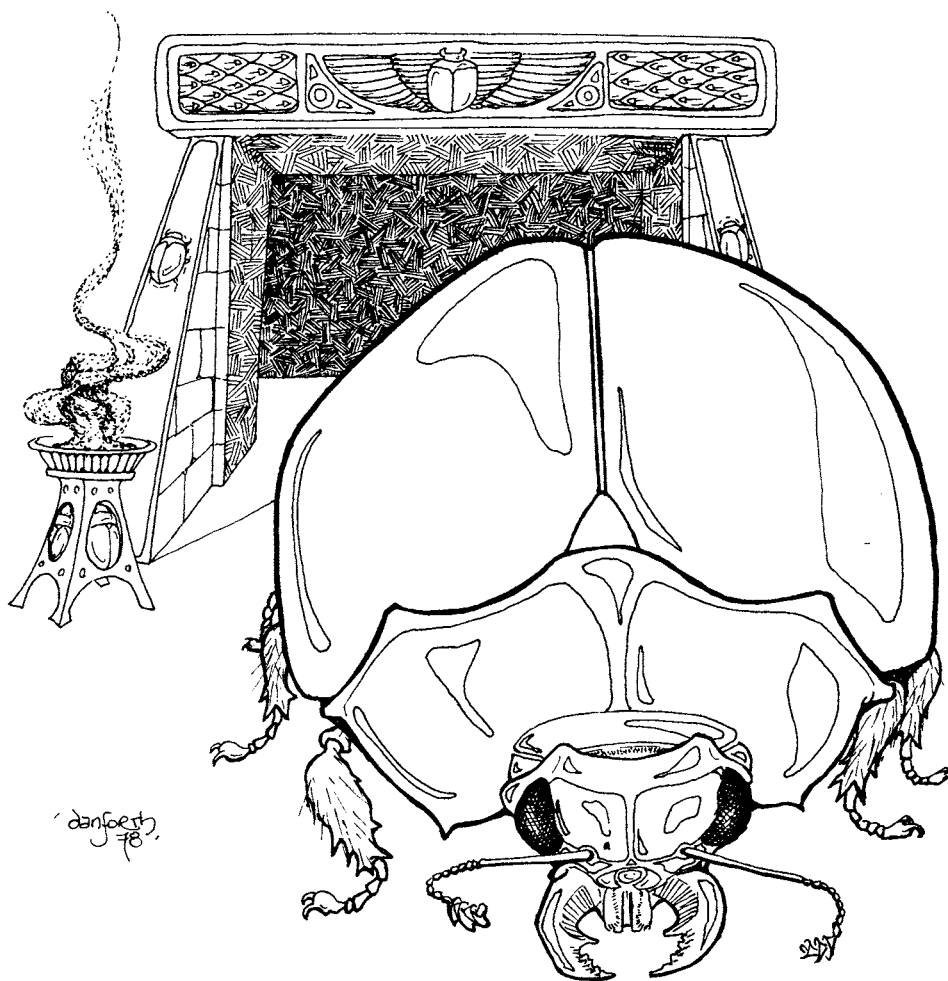
Your weapons clatter to the ground. Your clothes are torn to shreds as your body begins to harden. As you lose all semblance of human form, you hear the laughter of the gods. "Foolish mortal," they chide, "we cannot allow gods to be killed. If one is killed, then the penalty the slayer has to pay must be eternal." The words have meaning, but you no longer care. You make happy clicking sounds as you move towards the body there on the floor; you are so hungry.

39D If your DEX is less than 18, you must make 3 level two saving rolls on it. If your DEX is between 19 and 30, make just 2 level two saving rolls on it. If it is 31 to 44, you need only make one saving roll. If your DEX is 45 or greater, you scale the wall like a veritable fly and don't even knock a pebble loose. However, if you miss a single saving roll, it means you dislodge a stone out of the wall. It lands with a thud on the ground.

If you knock a stone loose, go to 19C. If you make the climb safely, go to 1E.

39E If you wrote *Blasting Power*, *Little Feets*, or *Take That You Fiend*, you got by it. If so, go to 35C. If you wrote anything else, it didn't take effect and you must defend yourself with weapons. Go to 13D.

39F Make a level three saving roll on IQ. If you make it, go to 8A. If you don't make it, go to 56C.





40A You stand victorious. Ogara's body is beneath your feet, and you are the chieftain of the ogres on Phoron. You see the ogres are restless and you fear they may revolt.

If you would like to do nothing and see what they will do, go to 44C. If you would like to whip them into a fighting force, go to 34A. If you would like to just give up the throne, go to 35A.

40B You find yourself in front of a little sideshow. There is a barker out front, and you pause to listen to what he has to say.

"A gem worth 1000 g.p.'s to any man or woman who can defeat the Netmaster!" he cries. "This is a game only for those who are brave. The weak of heart need not try, for surely they will perish."

If you want the gem and are willing to fight for it, go to 11E. If you aren't interested, go to 36B.

40C In the center of this room you have just entered from the Dark Way, you see an old woman. She has gray hair and her shoulders are covered with a shawl. Cats are all over the place.

If you intend to speak with her, go to 4A. If you want to make love to her, go to 50E. If you are a magic-user and want to cast a spell, go to 7A after writing it down. If you are a man-tiger from the *Deathtrap Equalizer Dungeon*, go to 49B.

40D You were expecting some sympathetic god to whisk you out of trouble, maybe? No way. You are dead.

40E The Sheik rushes in to see his brother's hand severed off. He realizes that you are an honest man and that his brother was wrong. He notes that you could have killed his brother and you didn't. He hands you a chain of gold (worth 500 g.p.'s) and shows you the way back to the road. Go to 48B.

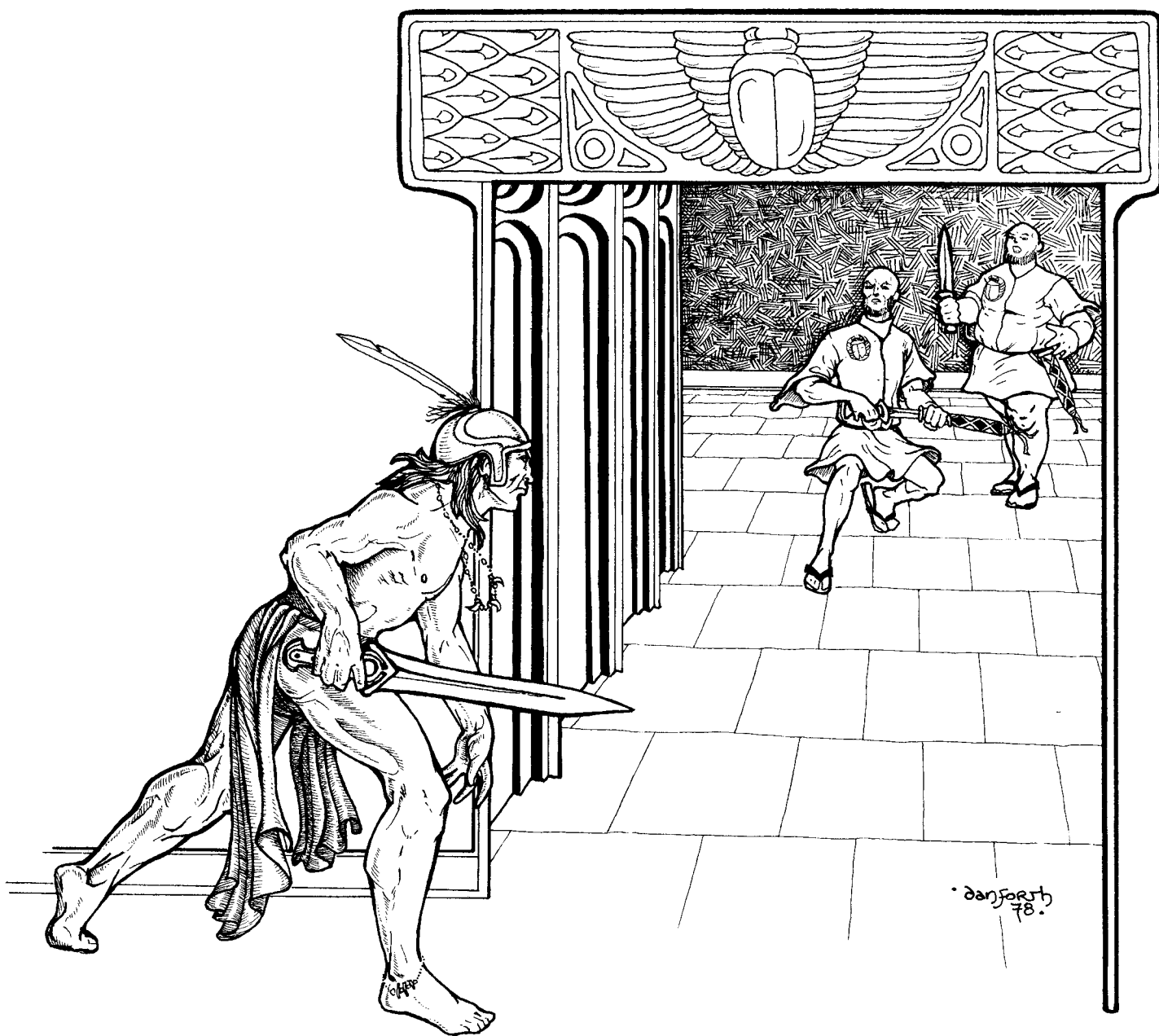
41A Two acolytes are walking down the hall. They draw their weapons and attack in silence.

If you want to fight them with conventional weapons, go to 11A. To battle them with magic, write down a spell and go to 9B.

41B You are refusing an adventure? The gods are saddened by this. Reduce each of your attributes by 1 point. You can get your attribute points back by going to 21D, or you can return to the City Square at 33C as an inferior copy of your former self.

41C The orcs run in terror at being seen. Stealthfully you follow and you see that they are leading to an old house in a wooded section of town. It is quite old and worn, but some of the original beauty can still be seen.

The orcs go inside. You, being intelligent and brave, decide that you will enter the building too. You see that there are three ways to enter. You may climb up the worn stonework to a second-story window, go to 39D; you may enter through the front door, 38B; or you may enter through a basement window, going to 44B.



42A The reason the cave sounds like there is an ogre meeting in it is because there is an ogre meeting in it. You peer from behind a stalagmite and watch as two ogres fight to the death.

The larger one is slower than his small opponent. The large one aims a swipe with his bec de corbin at the little one's head; it connects in a glancing blow. The smaller ogre steps inside the larger one's guard and delivers a savage blow to the midsection with a mace.

The large ogre grunts and lowers the boom on the little one. The bec crashes into the small ogre's skull. You watch with horror as the big one, Ogara, stoops and bites the throat out of his vanquished foe.

Suddenly you feel strong hands upon you; you have been discovered. Make a saving roll at your level on IQ. If you make the roll, go to 54A. If you don't make it, go to 45A.

42B A foul odor assaults your nostrils as you enter this room. With the faint light that seeps in from the hole above, you detect movement in the corner. You stare hard and see a giant Blue Beetle.

To your horror, it makes a happy clicking sound and closes upon you. The only way to continue living is to kill the Blue Beetle God. Its MR is 200, and it is immune to magical attacks, though not to enchanted weapons.

If you kill it, go to 39C.

42C The Sheik's guards search you. In your money belt, they find a ring that belongs to the Sheik. It was planted by his brother. You say that, but they don't believe you.

They decide you are a thief. You will have to be dealt with in the manner the Koran dictates. They strap you to a stake and leave one arm free. Drawing a sword, the Sheik cuts off the hand on that arm. He orders the wound cauterized and bound up. You are sent packing.

Subtract 3 from your DEX and you may now use only one weapon at a time. The weapon must be one-handed, and all bows are out. If you can find Scycor the Healer on this trip, you may have a chance at revenge. Go to 47E.



42D You had been warned! The Stalker wheels and strikes. His claws rip the flesh from your face and his fangs tear into your throat.

You die gurgling a warcry. The last thing you hear is the Stalker's laughter ringing in your ears.

42E Despite the fact that no one liked orcs, they like magic-users even less. The bartender asks you to leave.

As you step out of the tavern, two shadows disengage themselves from the alley. Too late, you see a flashing blade coming towards you. Make a third-level saving roll on LK (30 - LK). If you make it, you take three hits for the nasty gash now leaking crimson all over your arm. The orcs disappear as suddenly as they came, and you go to 33C.

If you didn't make the saving roll, the orcs got you. They don't really like magic-users either, but you don't care; you are just simply dead.

Scycor



43A

When you see Scycor you note that he too has only one hand.

"I have been a 'guest' of the Sheik. I did not exact a revenge because I am a Healer; however, I think that the Sheik's brother has cost too many people a hand. If you wish, I shall replace that hand and allow you to avenge us all."

If you want a new hand, go to 9E. If you don't, then leave by going to 47E with your CON at full strength. Remember the conditions of being one-handed, and go with Scycor's blessing.

43B

The slavers conduct you to a large gloomy castle. It is made of weathered stone that is charred and black. There is a large wall around it; the wall is relatively unguarded.

One man comes out of the huge gate in the front wall. A slaver heads for him, and you see money change hands. With a command, the line of slaves starts forward.

If you are a magic-user, rogue, or warrior-wizard, go to 33D. If you are not a magic-user, follow the man in front of you to 51E.

43C

Poor move. Achmed, brother of the Sheik, plants his sword in your chest. This ruptures your heart and causes terminal damage to the other internal organs.

43D

You have just killed the toughest monster in this adventure. You now become the Steward of Time. From Cronus' head you take the Helm of Time, and from his neck you take the token of your new office: a chain and medallion. From his hand you take the weapon, called a sare, that is used by the Steward of Time.

Being Steward of Time, you have three powers which concern time:

One—at the cost of 8 WIZ points you may cause any metal weapon to decay by speeding up rusting. The WIZ points will be regained at one per turn, as magic-users regain WIZ.

Two—at the cost of 40 WIZ points, you can kill any single foe you face. You simply speed up the aging process and he dies.

Three—at the cost of 15 WIZ point per combat turn, you may attack faster than your foe can for one combat turn. For example, for 45 WIZ points you can get three combat turns before your foe gets even one. As with the above powers, your WIZ will be regained at one per turn.

Also, you may meddle with the fabric of time. You should always inform the GM as to what is happening. For example, going back in time may inform you what a structure or device was used for. However, paradoxes must be avoided at all costs! A paradox will result in annihilation of all parties concerned and the loss of your abilities and your life as the gods take revenge on you for overstepping the bounds of your office.

You receive 9,999 e.p.s for this adventure and 12 jewels from the pouch on Cronus' belt. Roll for their value on the Jewel Generator in the T&T Rulebook.

However, being Steward of Time entails a certain responsibility. You must defend your title with honor hereafter. Although you are permitted to leave the adventure now, you also must leave a copy of your character's card at 55A, and deal appropriately and honorably with those who come against you.

43E

Any attack spell, save an *Oh Go* Away from which he is protected, will work on him. If you have killed him, go to 51A. Otherwise, he decorated your throat with a new kind of gaping grin just as you completed your spell. You don't survive it.

44A The right side leads to a stairway. Cautiously you climb upwards. At the top of this winding stairway, you see a light.

As you come to the top of the staircase, you find yourself on a balcony that is located behind the altar. You duck down; some of the faithful are coming into the temple. You realize that soon you will be trapped in the temple.

If you wish to climb upwards on the ornately carved column to your right, go to 55B. If you just want to wait around and perhaps get out later, go to 54B.

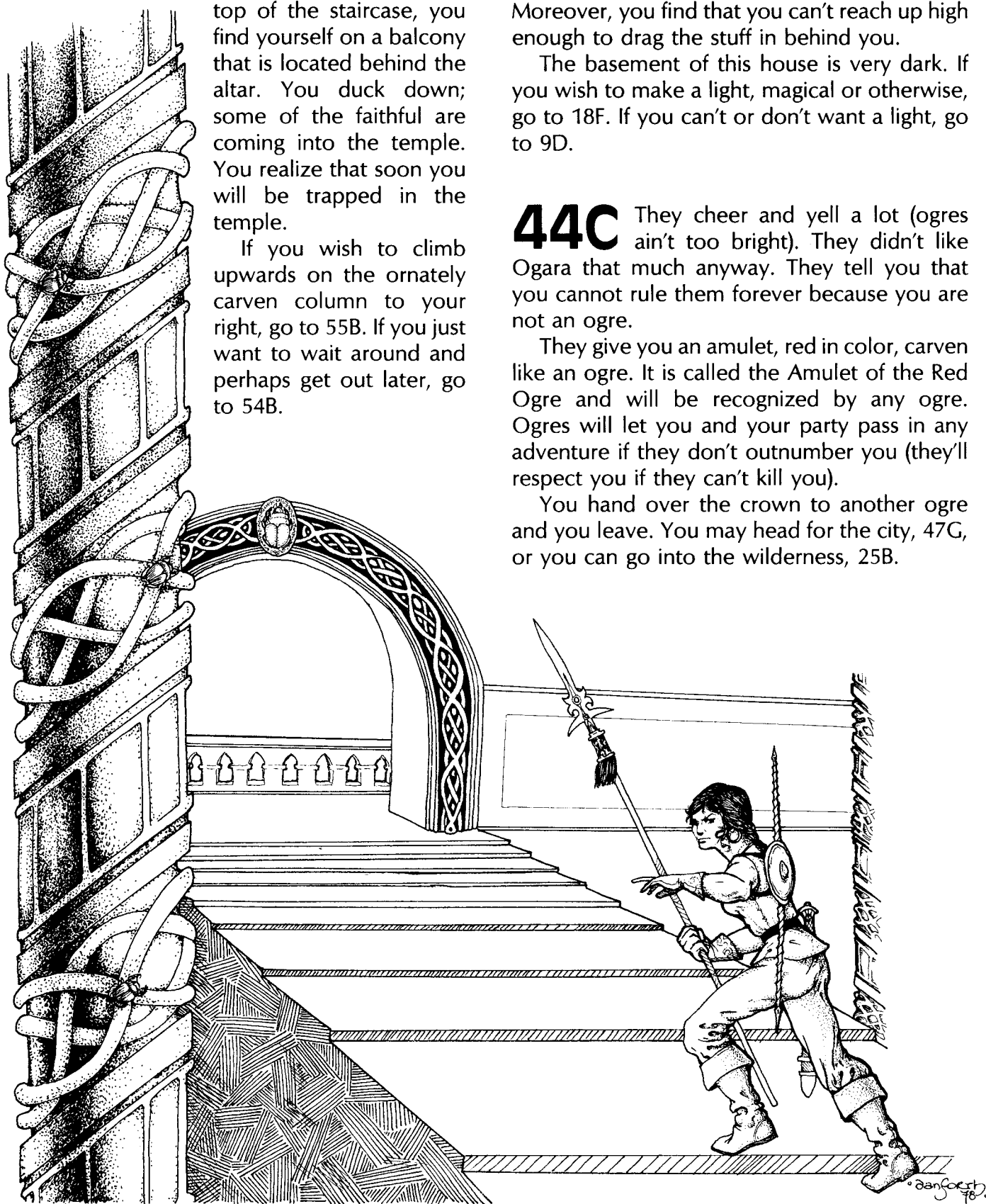
44B You find the window is a tight fit. If you have plate armor and/or any shield larger than a buckler, you will have to leave it behind to get through the window. Moreover, you find that you can't reach up high enough to drag the stuff in behind you.

The basement of this house is very dark. If you wish to make a light, magical or otherwise, go to 18F. If you can't or don't want a light, go to 9D.

44C They cheer and yell a lot (ogres ain't too bright). They didn't like Ogara that much anyway. They tell you that you cannot rule them forever because you are not an ogre.

They give you an amulet, red in color, carved like an ogre. It is called the Amulet of the Red Ogre and will be recognized by any ogre. Ogres will let you and your party pass in any adventure if they don't outnumber you (they'll respect you if they can't kill you).

You hand over the crown to another ogre and you leave. You may head for the city, 47G, or you can go into the wilderness, 25B.





45A Ogara does not like prisoners who struggle. You were not smart enough to figure out that struggling might be harmful to your health. Make a saving roll on IQ again. If you make this one, go to 54A. If you don't make it, Ogara gives you cranial capacity for more brains by lifting out a handful. As he didn't wash his hands first, you don't survive this crude lobotomy.

45B You travel along, one hand in front of you and one on the wall. You travel up three long flights of stairs and come to a dimly lit corridor. 150' further along that corridor you come to a door.

Suddenly you hear someone coming. If you wish to slip inside the door, go to 42B. If you wish to wait and see who is coming, go to 41A.

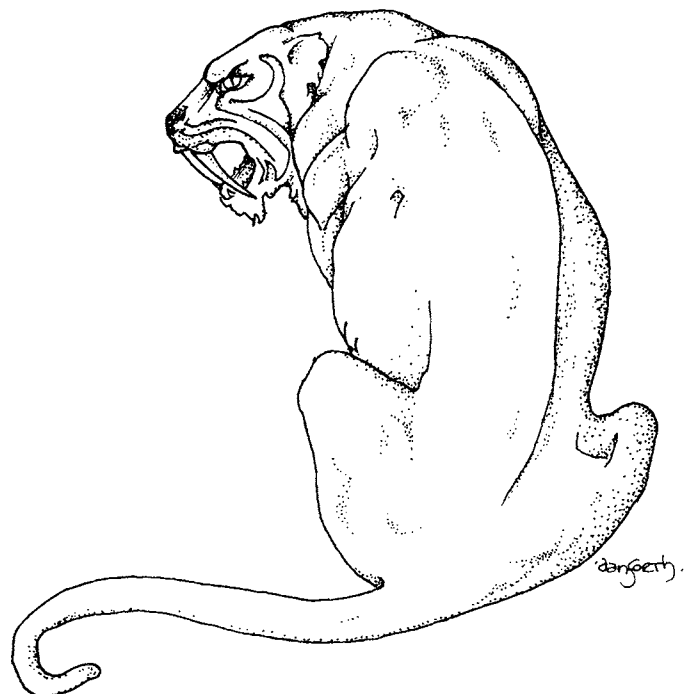
45C As you pass along this road, you notice a strange glowing in the glen to your left. If you wish to investigate, go to 36E. If you want to continue along your way, go to 11C.

45D Roll two dice. If you get a 2 or 12, Madame Chayalla decides to keep you to be her new tiger. Leave this character's card here until he destroys another man-tiger or racks up the equivalent of his MR in CON points. When he is released, he also gains 1000 e.p.'s.

If you rolled anything else, you can leave a new person. Go to 35C.

45E The Sheik's guards have sighted in on you with their bows. With a twang, you become a human pincushion. It is a good thing this character dies right here – he doesn't have brains enough to survive in this cruel world.

45F Any magic spell (i.e. Take That You Fiend! or some other combat spell) will vanquish the man on the ledge. Take off the WIZ points that the spell cost you to cast. Then you drag yourself onto the ledge. There you find a door and go through it. Go to 19B.



46A You hear the giggle again as you crawl through the cut in the tent wall. You feel her reaching for you and moaning softly. She calls for you to make love to her.

If you wish to make love to her, go to 13B. If you wish to continue on your way, go to 16D.

46B You seem very intelligent to him. He invites you into the ship. Once inside, he moves to a locked panel on the wall. He presses a series of buttons and the panel springs open. From it he withdraws a gray metal device that looks like a bulky glove.

"This," he says, "is one of the most powerful weapons my people have. It is called a War Gauntlet. Give me your left arm."

You comply and he slips it onto your left arm. It goes all the way up your arm to the elbow. You make a fist and feel the power surge through your body.

Once every five game turns, you can use the gauntlet to punch with. Such a punch gets as many dice as half your ST rating, up to 10 dice. The index finger fires a dart that does 2 dice worth of damage to any being at a range up to 30' away. The middle finger shoots out a 20' blast of flame which will take 3 dice worth of hits directly off the CON or MR of any foe, even before your opponent gets to roll. The dart and the flame each work only once every ten combat turns.

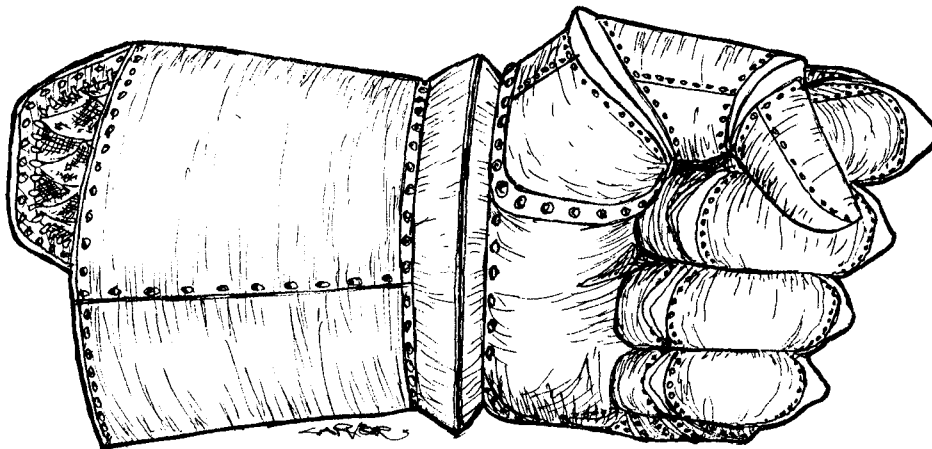
You thank him and watch him blast off. You may now continue to the Master Rogue's house, 1B, or you can return to the city square at 33C.

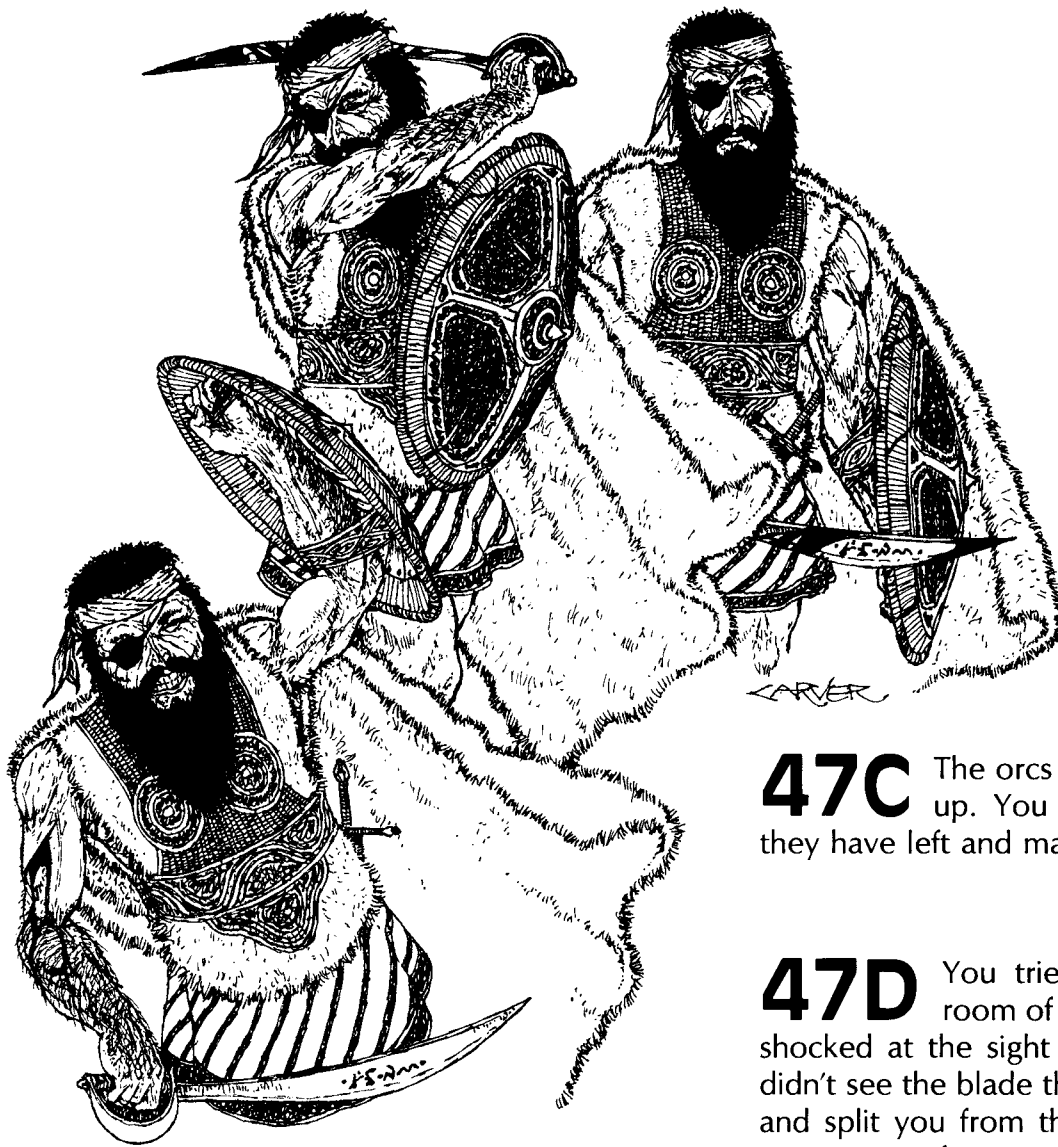


46C You should have called it an evening. You just rushed into the building where 50 orcs were preparing to go join a larger group of orcs to help raze the city. Make a saving roll on LK three levels above your own. If you make it, you saw them before they saw you, and you were able to make a strategic withdrawal. Go to 33C.

If you didn't make it, you have just become what is known as "Monster Fodder."

46D Make a saving roll at second level on your IQ (25 - IQ). If you make it, go to 25D. If you don't, go to 16B.





47B The smell of blood draws wilderness creatures towards you. All you see is their eyes glowing in the darkness. You hear a snarl and you wheel to see a lion in midflight at you. You make a feeble attempt to defend yourself, but it fails. The lion kills you instantly, snapping your neck, because he was told as a cub never to play with his food.

47C The orcs never thought of looking up. You continue climbing when they have left and make it to 1E.

47D You tried to enter the treasure room of the Temple. You were so shocked at the sight of all that loot that you didn't see the blade that came from the ceiling and split you from throat to groin. This gives you a case of terminal heartburn.

47A As the mist clears from this room, you begin to think you are looking at yourself in two mirrors. You continue to believe this a few moments more until the images of you start moving when you are motionless. You set yourself for battle as they move in to attack you.

You are the Champion of the Present. You must battle two copies of yourself. They will arm themselves as you do and weave the same spell as you. The only point of difference is that if you have an uncommonly enchanted weapon, they will get only the non-magical version of it (note that spells like *Vorpal Blade*, *Whammy*, and *Zappathingum* are considered common enchantments).

If you defeat them both, go to 37B.

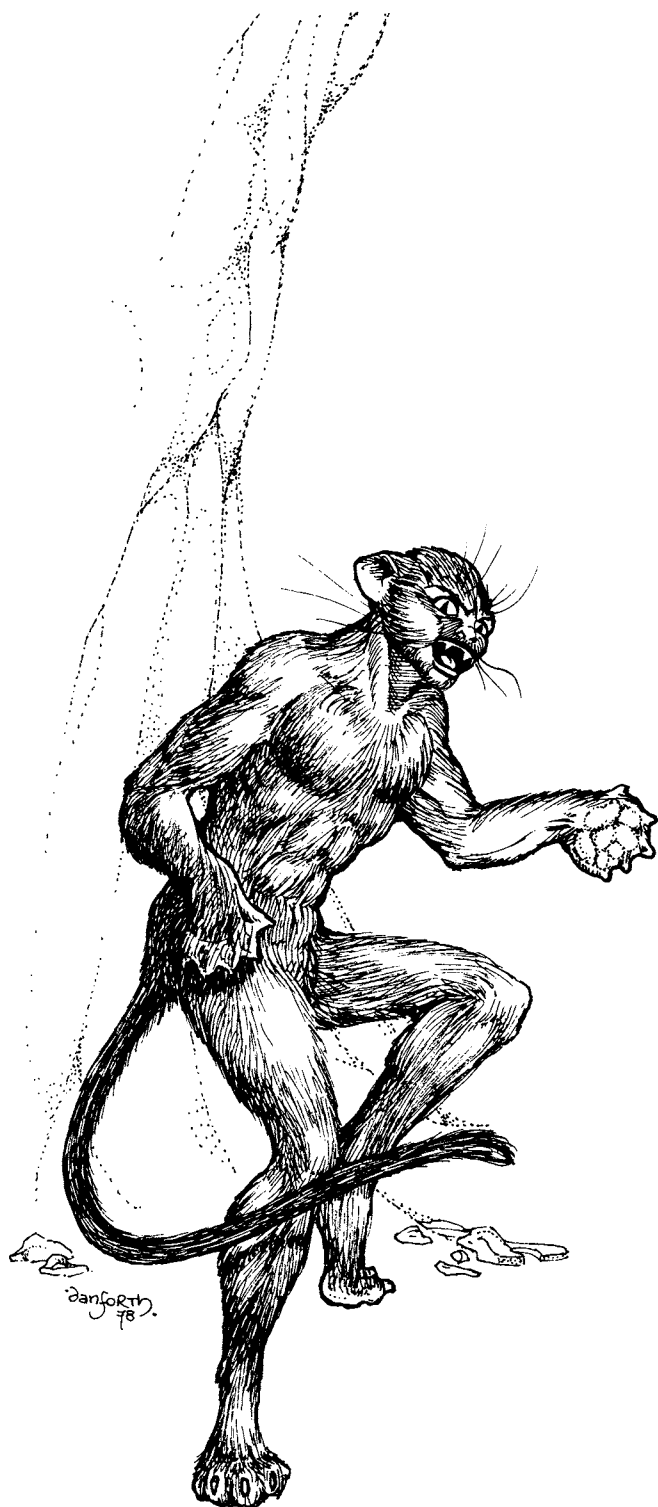
47E This is the intersection of Wilderness Road and Peril Street. To go east, Peril Street runs to 36B. To the west it goes to 27E. The Wilderness Road runs north to 33C or south to 15D.

47F The Shiek's brother, Achmed, has a CON of 15 and combat adds of 27. He fights with a scimitar (4 dice) and a sax (2 dice + 5). If you defeat him, go to 34D.

47G The direction sign here reads: "This is the Ranger Road. It goes east to 33C or west to 25B. For those who can't read, inquire at the city square."

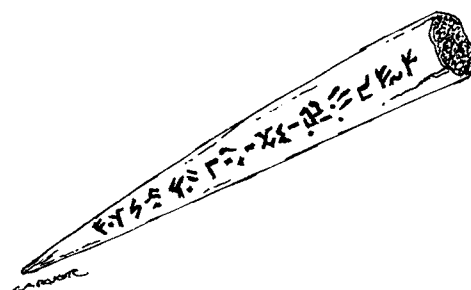
48A Before you stands the Stalker. He is the result of crossing a man with a panther. His attributes are ST 30, IQ 30, LK 24, CON 20, DEX 30, and CHR 18. He has 48 combat adds. He uses his claws and teeth as his weapons; they are worth 6 dice, which makes him one of the tougher monsters in this adventure.

He attacks you without hesitation. If you kill him, go to 6E.



48B This is the intersection of the Wilderness Road and Peril Street. To go to the east, Peril Street will take you to 36B. To go west, head for 27E. The Wilderness Road runs north to 33C and south to 15D. To the southeast there is a path that runs off into the brush; it goes to 4D.

48C The Sheik rises up and orders his guards to take you. He says no one will accuse his brother of being a thief. Go to 42C.

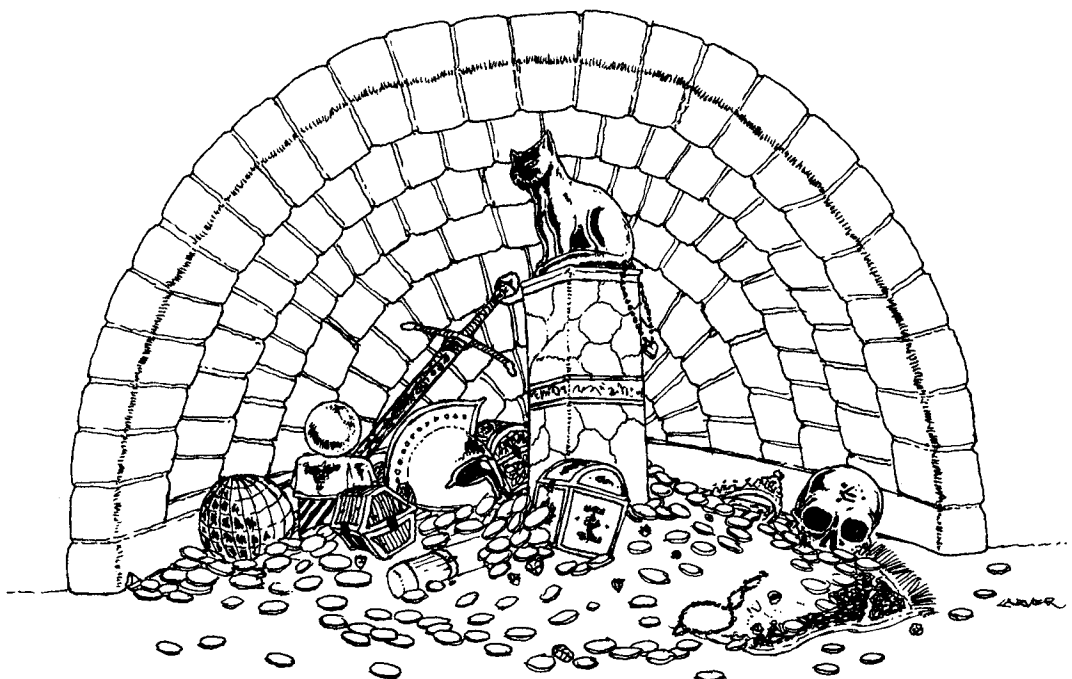


48D You look in your hand and you see a sliver of wood. As the spell takes effect, you note that it is carved with many runes, the meaning of which escapes you. You are aware, however, that this artifact will be fatal to a vampire. This causes you to suspect that your new master is indeed a vampire. Go to 49H.

48E Only an idiot would walk in the door of a building where orcs are known to be. You get the singular privilege of having a tulwar inserted into your chest cavity. You die due to excessive internal lacerations, abrasions, and general cardio-pulmonary arrest.

48F He hates magic-users and is himself unharmed by magic. He takes this as an unwarranted attack on him. He grabs you and forces you into the space ship. He stuffs you into the overspace drive, and you live long enough to learn what it feels like to be rocket fuel. Go to 4E.

48G If you are a magic-user, go to 7E. If you are not a magic-user, but a weapons-user only, go to 18E.



49A Make a first level saving roll on LK. If you just make it, go to 48A. If you make it by 5 or more points, go to 8D. If you make it by 10 or more points, go to 37F. If you fail the saving roll, go to 13C.

49B Madame Chayalla senses your distress. She says she knows where there is a tiger you can fight. If you want to regain your human form, go to 13D. If you don't want to regain your human form, you might as well leave this adventure.

49C You knock him sprawling. He rises, hate in his eyes, sword in his hand. Your own weapon is drawn. You may explain your attack, 33F, or sheath your weapon, 43C.

49D Good choice! You have found the door to Madame Chayalla's treasure hoard. You may take one piece of treasure and roll for it on the Jewel Generator in the Rulebook (or Supplement, if you have an old edition of the rules). If you get a necklace, go to 52A. If you get anything else, pocket it and go to 35C.

49E The orcs hear you and turn to fight. They each have a MR of 40; there are two of them. If you kill them, roll one die and multiply it by 50 to see how many g.p.'s each one was carrying. Go to 33C.

49F The ogre you are following picks his way through the city carefully. He uses each shadow to its fullest. When he reaches the wood on the outskirts of town, he begins to move at a very fast pace. Fortunately, you are quick enough to keep after him.

He slows as he reaches a cave. He enters it, and from the sounds issuing from there, it sounds like a large meeting is taking place inside.

If you wish to follow him inside, go to 42A. If you want to turn and run, go to 6C.

49G You amass the e.p.'s for all the orcs you have slain, plus another 250 for bravery. You also get 500 g.p.'s from Ardop, the primary Gull banker, who didn't want the orcs to attack the city and ruin his business. Now go to 33C.

49H You are conducted into a large room. It is dimly lit and the only piece of furniture is a large throne covered in black velvet. A beautiful raven-haired and white-skinned woman is seated on the throne. She looks over the line of the slaves in front of her. She selects one. She waves to the guards and the rest of you are conducted out of the room. If you want to break the line and attack her with the sliver of wood, go to 27D. If you want to await a better chance, go to 22B.

50A You draw your weapon and they run. To run after them and engage them in battle, go to 49E. To follow them and see where they are going, go to 56A. To make a prudent retreat of your own, go to 33C.

50B You manage to sneak up to the tent. You hear a female giggle, and you see the single light that was burning wink out. You may burst in, cutting through the tent where you are by going to 46A, or you may go through the door (or tent flap to you purists!) by going to 37C.

50C Torches are lit all over now. The Sheik comes from his tent with several guards. The Sheik's brother comes from his tent, scimitar in hand.

If you want to attack him immediately, go to 47F. If you would like to explain to the Sheik what you are doing, then go to 45E.

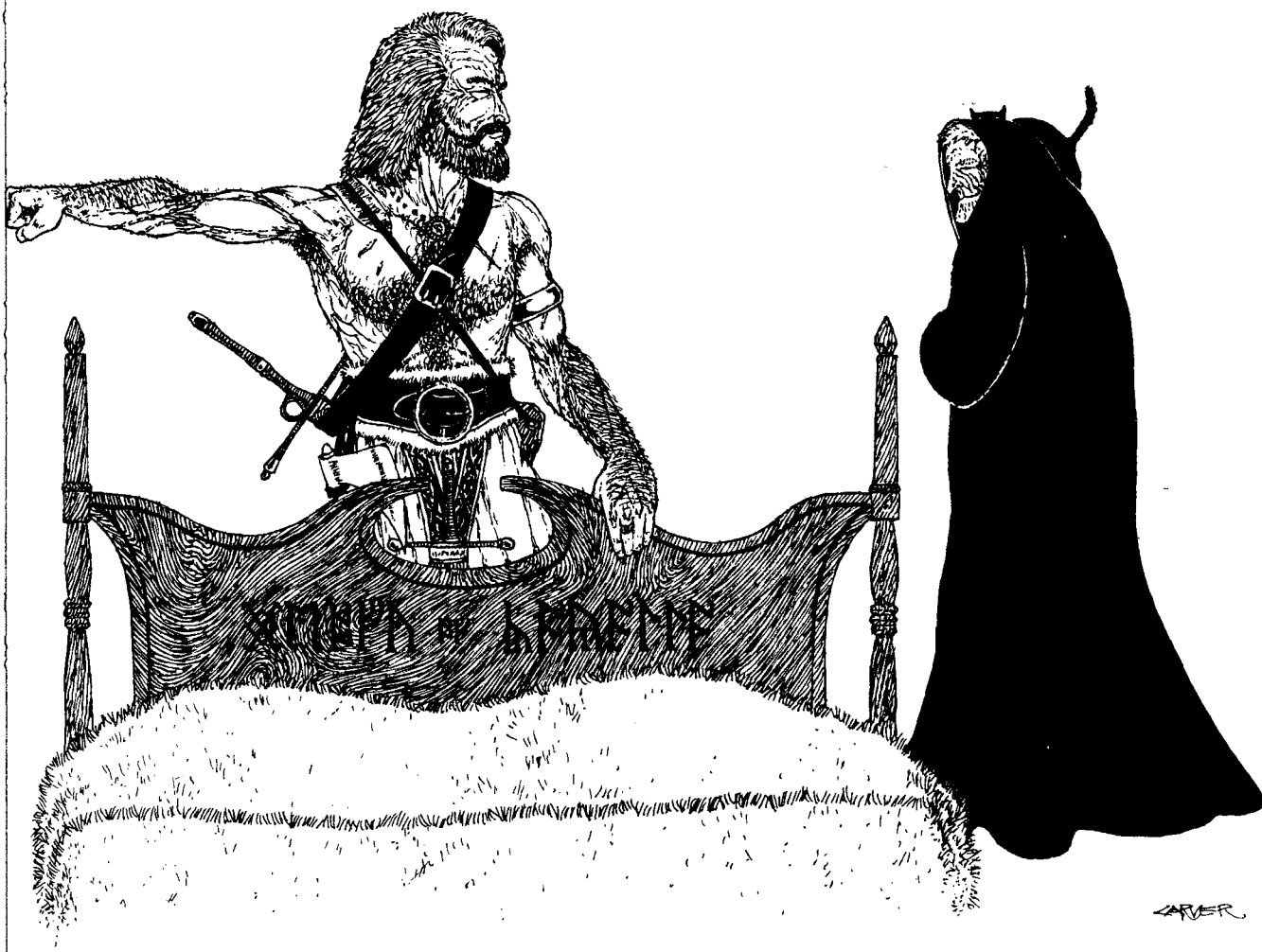
50D Entering this door, you tripped a trap. A blade came from the ceiling and would have cut you in two. Due to the fact that you are so quick, you find yourself standing in the treasure room of the Temple.

You see gold all over the place. You may pick up your remaining weight-possible in g.p.'s or take one jeweled piece of treasure. If you take the jewelry, you will have to roll for its value on the Jewel Generation Table.

When you have made your choice, leave through an open door to 33C.

50E You cad! It takes a real degenerate to proposition an old lady who is a grandmother-type!

She says it is the best offer she's had all day. She makes love to you after she casts a modified *Bigger is Better* spell on you. Raise your CHR by three and go to 35C with her undying gratitude.

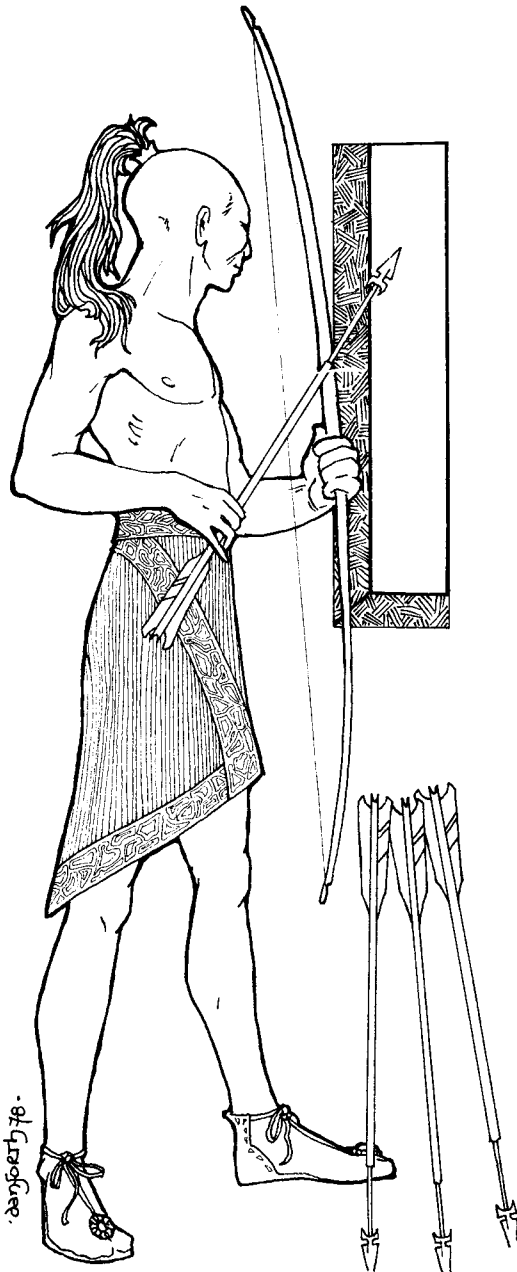


51A The lawman of the city comes around and sees Barth's body. He thanks you and gives you 100 g.p.'s as a reward for ridding the city of this scum. Go to 35C.

51B The second you step through the door, it closes behind you. You find yourself in the main foyer of the building. Before you are three doors.

"You are an intruder in the house of the Master Rogue," booms a bodiless voice. "Choose one of the three doors in front of you. If you survive, you may be permitted to leave here."

To choose the first door, go to 56B; the second door, go to 17A; the third door, go to 24A.



51C This is the main room of the Archer's Guild. It is 20' long by 20' wide. You notice that it has no windows, only four long thin slits in the walls. They look disturbingly like archer's ports. That's because they are archer's ports. Behind each one is a master archer with a drawn bow. They are aiming at you because you broke in.

Each one of them rolls two dice and gets five adds. Five hits against any of the archer will mortally wound him. For each archer still in action during any combat round, you should take one hit directly against your CON.

Because of the size of the room, you can only attack the archers one at a time. Every fifth combat turn, a fresh archer will step in and replace one who was killed.

If you are carrying a bow, they won't shoot you. If so, go to 5C. If you kill them all, go to 55C.

51D Immediately you put your back to a wall. You note that 300 men are pouring into the building, but you realize that you will never be able to fight your way to them.

Most of the orcs turn to face these invaders, but ten advance to take care of you. They fight in three waves, as they can't all reach you at the same time. Each orc has a monster rating of 40. The first two waves have three orcs each, and the last wave has four orcs in it. The following waves only advance when the preceding wave is destroyed.

If you survive, go to 49G.

51E You are led into a large chamber with the other slaves. It is dimly lit and you note that the only furniture is a large throne covered in black velvet. The floor is littered with animal skins and silk pillows.

The female slaves are led to 53A.

As they leave the room, a beautiful woman comes into the room. She sits on the throne and, after looking over the slaves, singles you out. The rest are led out of the chamber and you and she are alone.

She looks at you with desire and says, "Come, let us make love." If you say yes, go to 1C. If you say no, go to 10B.

52A You have taken an enchanted piece of jewelry. Madame Chayalla turns you into a cat and this necklace will serve as your collar.

Enjoy your stay!

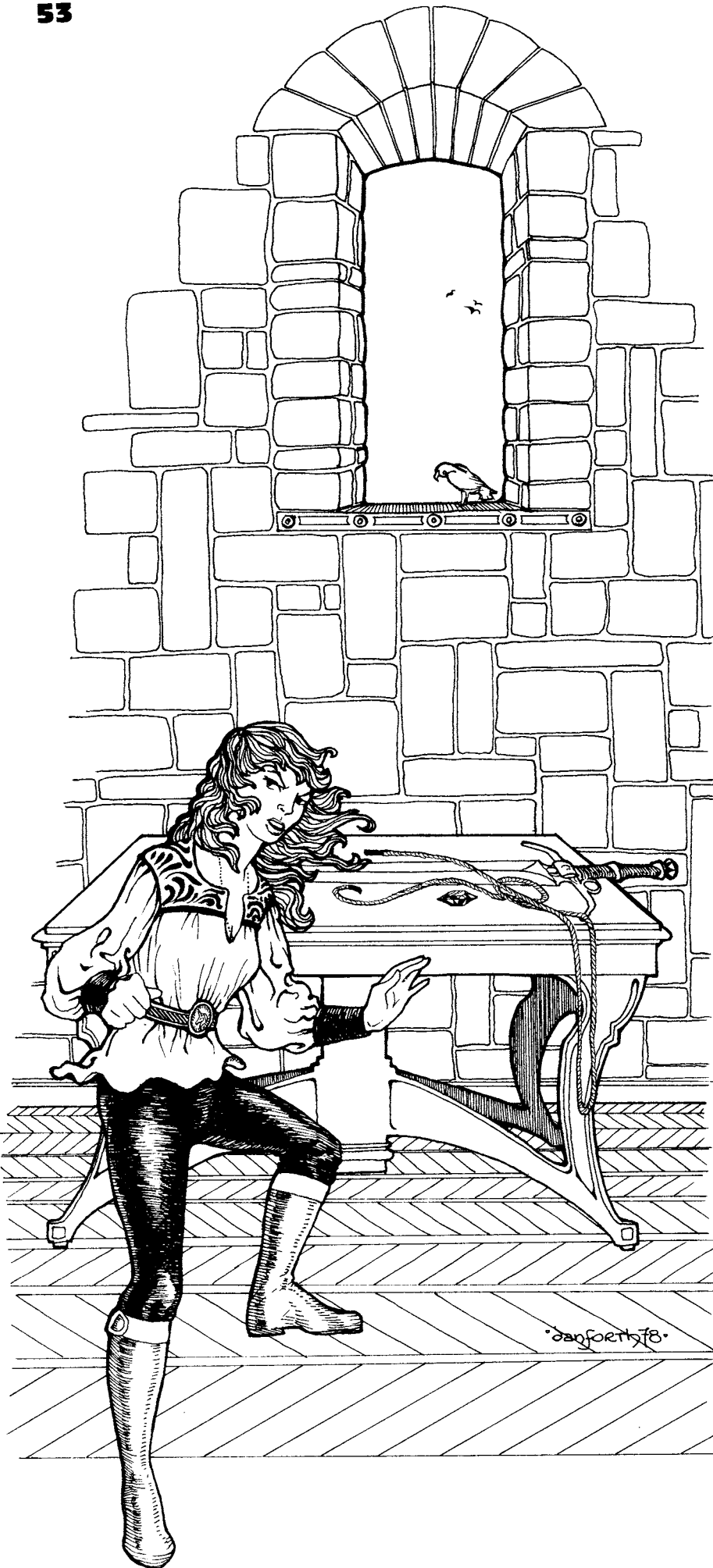
52B What luck! The rope snapped. Due to an old custom, you must be allowed to go free. The men break your knees and let you go.

Halve ST, LK, and DEX. Add 2 to your IQ. You may continue to go to the house of the Master Rogue by going to 1B, or you can commit suicide, which means simply that you are dead. If you want to crawl back to town, then go to 33C.

52C You enter the pyramid and the mist falls away. You see you are in a swamp and you recognize the animals of which there are only bones left now. You come face to face with the champion of the past: Tyrannosaurus Rex! This creature has a MR of 300. Magical attacks will work on it, but poison has only half effectiveness (they were hardy beasts, after all!). If you defeat it, go to 37B.

52D This is a palantir. It will work once every five game turns. To use it, you should roll two dice. If you get doubles, the GM has to correctly answer one yes-or-no question. Even if it doesn't work, you must wait five turns to use it again. Go to 48B.





53A As you walk down this hall, you discover that your shackles are loose. You slip them from your wrists and cut for the door to your right.

In a second you are in the door. You quickly shut it and throw the bolt. You hear the guards calling for a ram or crowbar to open the door. You must find a way out.

You find the room is empty except for a table. There is a window above the table, and you can reach it by standing on the table. On the table are three things: one is a sword, one an emerald, and the last is a length of rope.

The door is beginning to give way. With a metallic cry of pain, one of the hinges bursts out of the wall. You must choose one of the articles on the table to help you make your escape.

If you take the gem, go to 48G. If you take the rope, go to 4F. If you take the sword, go to 5E.

53B You didn't notice the trap door beneath your feet. The floor opens up and swallows you whole . . .

You are whipped down a lightning-fast slide. Quickly you multiply your rate of descent by the time elapsed, and you deduce that you are 200' below the surface of the isle of Phoron. The door above you closes and you are plunged into darkness.

If you would like to strike a light and explore, go to 38A. If you can't make a light or would prefer to explore in the dark, go to 45B.

54A You are smart enough to realize three things. First is that you don't have long to live. The second is that you have just witnessed a Chief Challenge, in which Ogara retained the title of chief. Third, you see a way out. You hear your voice cry out, "I challenge Ogara for the office of chief!"

The ogre chuckles and refuses until he is reminded that, by tribal law, he must fight you. His attributes are ST 60, IQ 16, LK 8, CON 20, DEX 7, and CHR 10. He has combat adds of 45, and his hands are worth 3 dice in barehanded combat, which is how you will fight (your hands are worth 2 dice only).

If you kill him, go to 40A.

54B You see a struggling figure being brought in. That poor person is dragged to and strapped onto the altar. A priest comes out and offers up a prayer.

A door in the altar opens up. Out of it crawls a huge Blue Beetle. It begins to close on the figure strapped to the altar.

You may wait in the balcony and watch the sacrifice, and afterwards leave by going to 47G, or you may attack the Blue Beetle and save the man on the altar, 15F.

54C As an orc, you take command of the forces in this orc house. You now have, for the sake of a *Monsters! Monsters!* game, a full thousand orcs, each with a MR of 40.

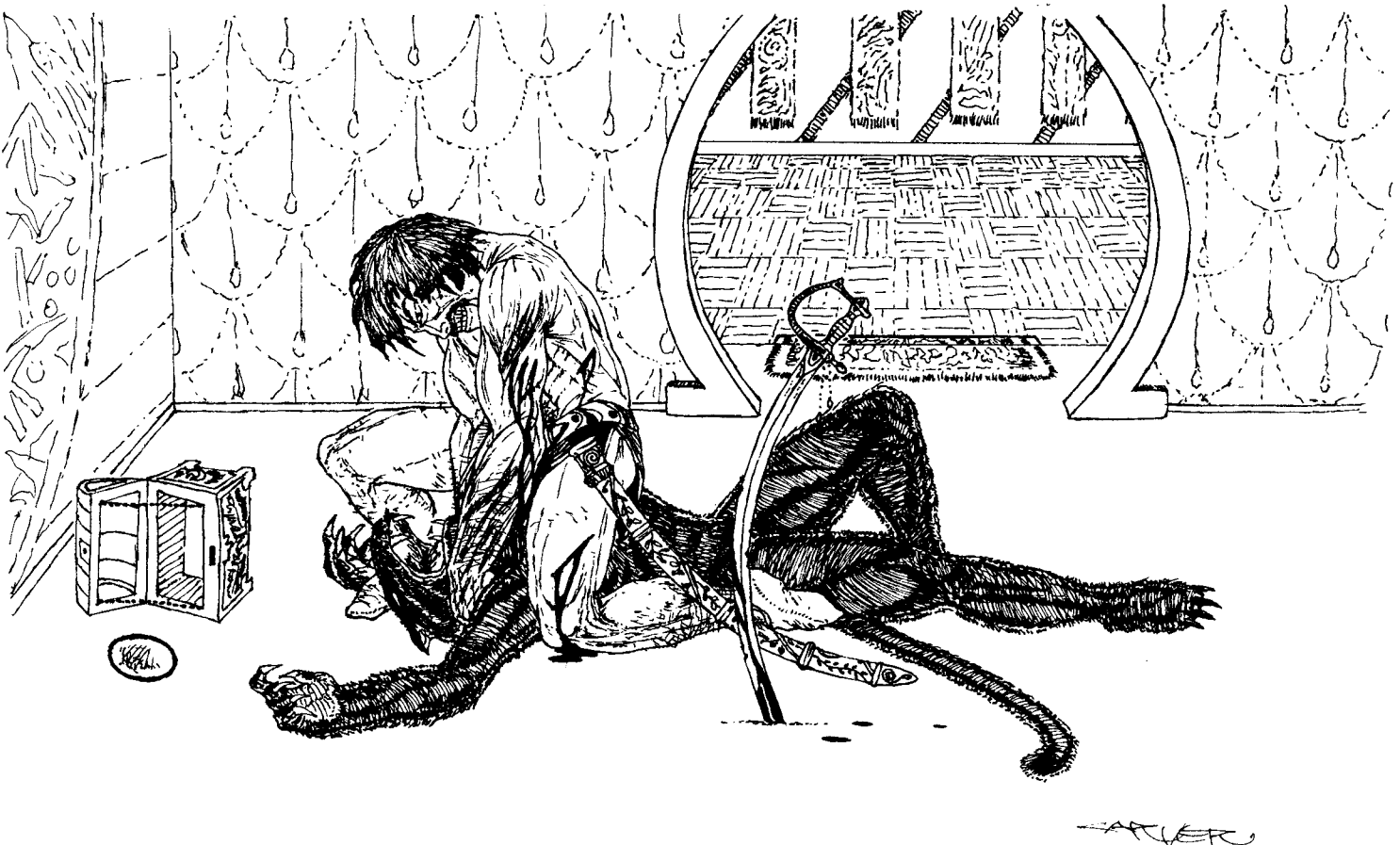
If you wish, you could have someone design a city for you to attack. Gull is currently home of some 30,000 people, but only 10% of these residents are warriors. If Gull is built, don't forget to include the Wandering People in the fight.

You are done here, so go to the exit, 38D, and leave.

54D You get very bad vibes about this character. If you want to attack him with magic, write down a spell and go to 48F. If not, return to 13A and continue.

54E You notice he casts a dying glance at a chest. You go over and open it. In it you see (and presumably take) one die times 1000 g.p.'s.

Amid the gold pieces you also find a round clear piece of glass. If your IQ is 25 or more, take it and go to 52D. If your IQ is 24 or less, you don't care about it, and you leave the cave by going to 48B.



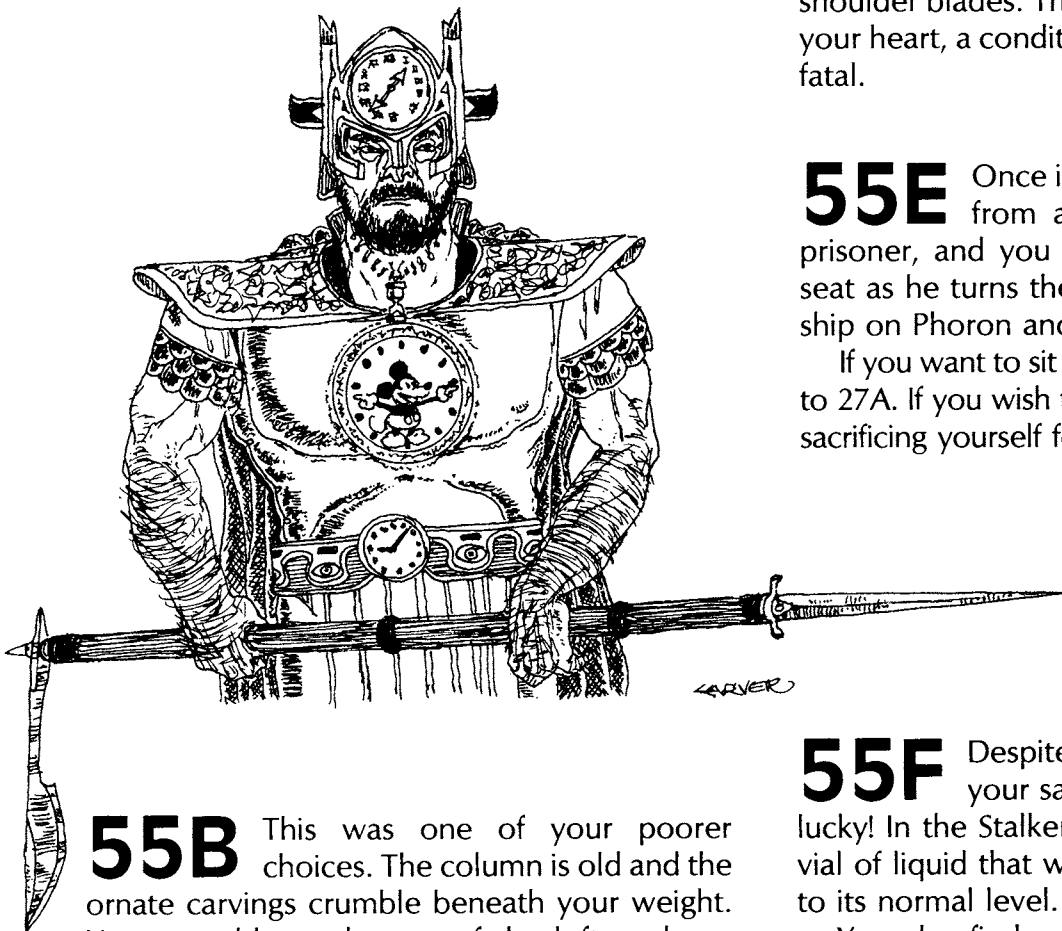
55A Cronus steps from his throne. He dons a helm that covers his head completely. From the front, it looks like a clock. His voice rumbles out of it.

"Many men have wanted to fight what I do to them. They seek to deny the effects Time has on them. You are one of the few who does get to fight Time."

From his belt he takes a thin, foot-long tube. He presses a stud on it, and it telescopes out to its full five-foot length. One end is a pendulum-like fanblade that is razor-sharp. At the other end is a sax blade. Altogether, the weapon gets 5 dice + 5.

Cronus' attributes are: ST 112, IQ 40, LK 112, CON 25, DEX 112, and CHR 13. Combat adds are 300.

If you kill him, go to 43D.



55B This was one of your poorer choices. The column is old and the ornate carvings crumble beneath your weight. You scramble to the top of the lofty column and find there is no way onto the roof. Below you are the irate worshippers of the Blue Beetle.

The carvings break off and you fall.

Make a third-level saving roll on LK (20 – LK). If you make it, go to 37E. If you don't, then you were killed in the fall.

55C After the battle you rest for a second. In that second, two huge men come in and grab you. They force you down and hold your body and head still on the floor.

The Master Archer comes in with a brand, white-hot, and applies it to your forehead. It is the broken A rune, and it means that you have killed an archer.

Every time you see a man with a bow, you must make a LK saving roll at his level to see if he knows what that letter means. If you do not make the saving roll, he understands and must decide what to do with you.

Go to 35C.

55D It is bad policy to refuse the slavers' offer. Because you did refuse, they planted a knife neatly betwixt your shoulder blades. This causes extreme trauma to your heart, a condition which is necessarily very fatal.

55E Once inside he says he is a criminal from another world. You are his prisoner, and you are going to get a ringside seat as he turns the advanced weapons of this ship on Phoron and obliterates the island.

If you want to sit back and watch the show, go to 27A. If you wish to jam a knife in the controls, sacrificing yourself for the island, go to 25C.

55F Despite the fact that you blew your saving roll, you are incredibly lucky! In the Stalker's lair, you will find a small vial of liquid that will bring your CON back up to its normal level.

You also find a charm that prevents 20 hits resulting from missed saving rolls (note: instant death is considered to be an infinite number of hits). It is good in this adventure, and in all others where it is permitted by the GM. It is non-transferrable, however, except upon the death of the current owner. Go to 48B.

56A You follow them to the seaside section of town. They enter an old building that looks both decrepit and dismal. If you wish to call it a night, you may go to 33C. If you want to sally forth and go adventuring, go to 46C.

56B The door closes behind you and you find yourself on a ledge that is only 6 feet long and 6 feet wide. Across a 12 foot chasm and 10 feet overhead is another ledge. On that ledge is a man with a club.

In your right mind you would not attempt that jump with that man there to mash your fingers. However, the wall that contained the door starts to slowly move in your direction, forcing you to jump, or be pushed from the ledge onto a collection of sharpened stakes 140 feet below. Or, maybe you could fly to safety.

If you have to jump, make a level 4 saving roll on Strength (35 - STR) to see if you make the jump successfully. If you have an Acrobatics Talent you may use that instead. If you make the jump successfully, go to 12B. If you can cast a Fly Me spell upon yourself, do so, and then levitate yourself back into the city, coming down quietly near the main city square. Go to 33C.



56C You were not bright enough to figure out why the zones of hot and cold were set up like they were. The hot zone made you sweat profusely, and the cold zone then froze that sweat on you. This means that you die in the cold zone. You will be happy to know that your body will go to feed the guards. They love frozen dinners!

56D What is the purpose of buying a solitaire adventure if you are not willing to try out the adventures? The gods are saddened that you would not want to go in the front door of this building, and they demand that you sneak around the back of the building and enter that way. Go to 51C.

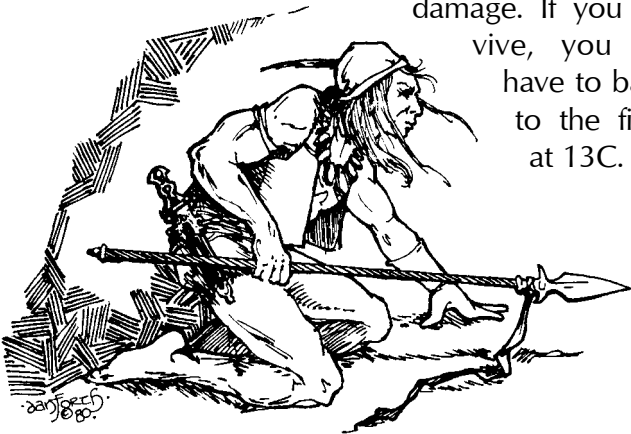
If you do not, a loud divine voice that sounds very much like your own will say that you think that archers are all sissies. At that time, your feet will become rooted to the spot in front of the Archer's Guild, and you will be peppered with feathered shafts. Go to 4E.



57A If you cast Hold That Pose, the Stalker will momentarily forget what he's doing, and miss his leap. He recovers almost instantly, but now you have time to either run away or draw a weapon and fight him normally. If you wish to run away, make your first level saving roll on SPD—if you make it, go to 57C. If you fail the saving roll or decide to stay and fight the Stalker, return to 13C and fight to the finish.

If you cast Take That You Fiend, compute the damage. If you do more than 20 points of damage to the Stalker, you will kill him, and that will send you to 55F. If you do less than 20 points of damage, go to 13C and finish the battle. You may subtract the damage you did from the Stalker's total

damage. If you survive, you will have to battle to the finish at 13C.



57B ⁵ — You now have gills. You may breathe underwater like a fish, and like a fish you need those gills to be wet in order to breathe at all. If you spend more than an hour without getting the gills thoroughly immersed in water, they will get too dry and you will begin to lose both STR and CON at a rate of 1 point per combat turn (2 minutes) until such time as the gills are immersed again. If your STR reaches zero, you will no longer be able to move, although you can still talk. If your CON reaches negative 10 you are dead. Getting water on the gills does not immediately cure the problem if you have lost STR and CON. Those attributes will repair themselves up to your normal maximums at a rate of 1 point per combat turn. These complications are unlikely to affect you while playing the City of Terrors adventure, but write them down should you wish to take the character adventuring elsewhere.

Biorom watches you and records your reactions and adjustments to the surgery. When he is through with you, you are free to go. You get 100 adventure points and free passage to **33C**.

57C You surprised your foe, and luck was with you, and you got away. It takes a while to find your way back to the City Center, but eventually you manage it. If you have any money, spend 1/4 of it on food or other supplies before you arrive. Go to 33C.

57D Fighting all of the guards simultaneously is extremely dangerous and probably fatal. If you wish to dodge most of them, and have a Talent based on DEX, you may attempt to make the highest level saving roll on the Talent that you can. (Example: Talent value of 21 and you roll 7 on 2D6 for a grand total of 28. That is enough for a level 2 saving roll, but not enough for a level 3. Two of the guards do not get to attack you on that combat round.) You will have to fight the remainder in standard T & T combat. If they kill you, close the book. If you slay all the guards, you will be able to escape, find a horse, and race back to Gull, where you can sell the mount for 5D6 X 5 gold pieces and vanish into the crowds—go to 33C.

57E You throw down your weapon and leap back from the charging guards, shouting all the while that you want Justice. Make your level 3 saving roll on Charisma. If you make the saving roll, the guards are impressed enough to make you captive instead of killing you, and hold you for the Sheik to decide your fate—go to 57F. If you miss the saving roll, they cut you to pieces and you die.

57F The Sheik comes and examines the scene of the tragedy. He questions you and the girl closely about what happened. Your ability to speak well in your own defense is most important here. Make a level 3 saving roll on INT. If you make it, you convince the Sheik that his brother was trying to kill you and got exactly what he deserves. The Sheik will release you and have you escorted back to the city, but he will keep all your weapons and armor—go to 33C. If you fail the saving roll the Sheik decides that you must die to atone for the insult you have done him by slaying his kin. There is no escape. You die. Close the book.

In this adventure, we have Wandering People instead of Wandering Monsters. This list is a motley crew that one might find in a city the size of Gull. These creatures have their attributes written out, and you may want to make up cards for many of them as well and include them among the other Wandering People.

You should make up a character card for all the people below. Put the cards in a pile, face down, and when you meet a Wandering Person (which is every time you come to an intersection of roads while in the adventure and any other time you are specifically instructed to do so), pull off the top card. Decide what action should take place, do it, and then return the card to the bottom of the pile.

A note on Status Codes: these refer to the general status behavior-types of the person or people involved.

(MF): Monster Fodder. These are characters that go around unarmed and are worth about 25 e.p.'s to anyone who kills them.

(ZZ): Bully Type. Will only attack if he has a friend there or is clearly stronger than the person he faces.

(P): Perilous. These are scoundrels and thieves, but they are quite dangerous. They can kill and should be regarded with caution.

(AA): Always Attack. These are really rotten characters who ought to be killed. Would you want one to marry your sister?

(CA): Conditional Attack. Mostly good people, they will attack if provoked.

(MT): Monster-Tough. Monsters ought to find these characters rather tough to deal with. If a monster kills one of these, he should get three times the total of the attributes in e.p.'s.

Nathan the Tax Collector (MF – Level 1)
ST 12 – IQ 14 – LK 14 – CN 15 – DX 10 – CH – 8

When you meet him, give him 10% of all the treasure you are carrying.

Mardoc the Medic (MF – Level 1)
ST 14 – IQ 15 – LK 10 – CN 12 – DX 12 – CH 15

He replenishes 2 CN points for you per meeting. Pay him 10 g.p.'s for his services.

Dar the Bully (ZZ – Level 1)
ST 13 – IQ 7 – LK 13 – CN 10 – DX 13 – CH 9

Roll one die. On a roll of 1–4, he has a friend with him who is monster-rated at 40. In this case, he will automatically attack. He fights with

a pilum (5 dice). He has 100 g.p.'s on him and is worth 20 e.p.'s.

Uriah the Trader (MF – Level 1)
ST 10 – IQ 16 – LK 10 – CN 13 – DX 12 – CH 12

He will offer to buy all the treasure you want to sell for 10% less than it is worth.

Pletr the Pickpocket (P – Level 2)
ST 14 – IQ 13 – LK 22 – CN 15 – DX 25 – CH 13

Lose all your gold to him. Roll one die. If you roll a 1 or 2, you notice and fight him. He fights with a falchion (4 – 4) and a madu (1 – 3, takes 1 hit). Take 27 e.p.'s and your gold back if you win.

Seth the Slaver (AA – Level 1)
ST 16 – IQ 12 – LK 14 – CN 12 – DX 16 – CH 9

Slavers are loathsome. Kill him when you see him. You get 500 g.p.'s as reward. He fights with a war hammer (5 – 1), wears leather armor (6 hits) and carries a knights shield (5 hits).

Mingor Diamondfist (CA – Level 8)
ST 60 – IQ 20 – LK 106 – CN 20 – DX 20 – CH 20

Mingor made the Trip of the Lion in the *Deathtrap Equalizer Dungeon*. His hand is a four-die weapon worth 5000 g.p.'s if you can remove it. He fights with a pilum (5 dice) in the other hand. He wears mail (11 hits) and has combat adds of 150. He'll fight if you want, or if you roll 2 or 12 on two dice.

Zaarg the Vampire (AA – Level 2)
ST 37 – IQ 12 – LK 15 – CN 8 – DX 8 – CH 15

Zaarg has 27 combat adds and gets 3 dice in a fight. He is immune to poison. Any player killed by him has become a vampire: multiply ST by 5/2, LK and IQ by 3/2. The character should now be put in the Wandering Person pile, as he is subservient to Zaarg. Zaarg, if killed, is worth 52 e.p.'s.

Inram the Wizard (MT – Level 3)
ST 40 – IQ 42 – LK 30 – CN 8 – DX 16 – CH 12

He will cast any spell you want (that he can) for 100 g.p.'s times the ST cost to him. He has a deluxe staff and uses higher-level *Take That You Fiend* when he fights.

Jokar the Small (CA – Level 1)
ST 18 – IQ 7 – LK 19 – CN 7 – DX 8 – CH 11

Jokar is small, wiry, and speaks with a lisp. Roll two dice; if you roll doubles, he thinks that you are laughing at him. He has combat adds of 12, fights with a bec de corbin (6 dice), wears mail (11 hits), and uses a tower shield (6 hits). He is worth 25 e.p.'s.

An updated solitaire adventure for

DELUXE TUNNELS & TROLLS

By Michael Stackpole

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